



ADEPTICON 2022

v1.1
02.26.2022

WARHAMMER 40,000 TEAM TOURNAMENT

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 2/24/2022.

Major Notes for 2022

Please contact us at 40K@adepticon.org to submit questions concerning this event.

TEAM TOURNAMENT MASTER LISTS

- AT CHECK-IN, you must provide a *typed* and *printed* master list of units, upgrades, and point costs, for all four team detachments, with the Team Name, and Team Captain's Name, on a **SINGLE** page (both sides, if needed). Failure to meet this requirement will result in a ten (10) point penalty to your team's final score.

REVISED SPORTSMANSHIP SCORING

- Make sure to thoroughly read and understand the new Team Tournament sportsmanship scoring rules on page eight (8) of this document.

TEAM TOURNAMENT STRUCTURAL DISPLAY BASE

- Due to limited convention hall space, there are 12 spots in the Structural Display Base category. Teams may not enter a Structural display without prior approval. Structural displays may only be set up in designated locations. Team bringing a Structural Display without approval will receive a zero (0) score. Slots for There will be some forgiveness for slightly over-sized displays, provided they are only set up for judging and not left in the hall. See bottom, page 7.
 - Slots are first-come-first-served; email 40K@adepticon.org with your team name and request. List of approved teams will be posted when all slots are filled.

CONFLICT RESOLUTION PROCEDURE

- Any and all issues that exceed a simple ruling by a judge will only be heard if brought by Team Captains, and only Team Captains may participate in the resolution of such issues, unless a judge requests that other team members be involved. Team Captains will be held responsible for their team members' behavior.

GAME PROGRESS BENCHMARKS & TIMEKEEPING

- Game Progress Benchmarks will be included in the mission packet, and benchmark announcements made. If your game is more than one benchmark behind the pace, your Team Captain can decide to put a clock on the game. If enacted, the remaining time will be split evenly. *AdeptiCon will not provide any timekeeping devices; teams must provide their own.*

COLLUSION & 'TALKING THROUGH' REMAINING TURNS

- Colluding on game results is strictly forbidden, neither are players/teams allowed to talk through remaining turns: games are over when the time is up.

NEW 'WHO GOES FIRST' MECHANIC: FIRST TURN PRIORITY

- After both teams are fully deployed and all pre-game decisions have been resolved, Team Captains will roll off for **First Turn Priority**. Both Captains will proffer a single die for the roll, with both agreeing on which one to use. The Captain who's die is chosen will roll first, followed by the other Captain. These rolls cannot be modified or re-rolled, except in the case of a tied result. The winner of the roll gains First Turn Priority.
 - **First Turn Priority:** The Team Captain must choose which of its team's tables will go first and which will go second. First Turn Priority cannot be declined.

DETACHMENT DIFFERENTIATION

- Detachments of the same Faction must be clearly differentiated via the models' paint schemes—or by painting the entire rim of the base, using a single color for each detachment. Dots of paint, rubber bands, etc., are not acceptable. Failing to meet this requirement will affect the Theme score

BASIC RULES

- Teams will consist of 4 Team Members. Each Team Member's detachment will consist of **1000 points** or less, using one of the Team Tournament Detachments detailed below. Team Members **MUST** use the same detachment throughout the tournament.

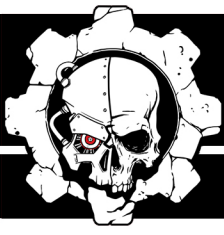


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- All Team Members bring a *single* detachment. All Team Members may choose the Base Detachment. The other four Detachments are considered unique and may only be chosen once per Team. Only the Team Captain may select the Command Detachment.
- All Team Member Detachments **MUST BE** Battle Forged. When Team Member Detachments are combined, if the resultant Army would not be considered Battle Forged, both Detachments function independently as separate forces, and at no time may they share or benefit from each other's rules, abilities or Command Points. Faction Keywords will still be enforced (e.g., if a transport has a Legion Keyword rule it will only be able to transport units with that Legion Keyword).
- When Team member Detachments are combined, if the result is a *mixed* Battle Forged army, the individual detachments do not benefit from their Army bonus rules where every unit in the army must be from the same <FACTION KEYWORD>, e.g. see Space Marine Combat Doctrines (Codex: Space Marines, page 125).
- **The Rule of Three must be respected for all possible combinations of Team Member Detachments.**
- Imperial Armour units (Forge World) are allowed in this event. Imperial Armour units **MUST BE** represented by the appropriate Forge World model – we cannot make exceptions to this rule.
- Unless marked for Matched Play, units, options, and other material/rules are not allowed. As an example, Carcharodons rules *are* allowed, as they are marked for Matched Play.
- If there is a Warhammer Community Live-stream and your Team is interested in possibly participating, please note that **ALL** models associated with your Team **MUST BE** official Games Workshop models.
- Warhammer 40,000 9th edition Codices and the most recent matched play materials released prior to March 6th, 2022 are allowed in this event. Material from Horus Heresy books IS NOT allowed in this event. Armies of Renown are not allowed.
- Fortifications will use the most recent rules. A fortification is placed during the terrain placement step. Fortifications must be at least 4.5" from other terrain pieces, and cannot be placed on objective markers. A single, mutually agreeable, piece of terrain may be set aside to accommodate the fortification.
- Forge World Army Lists: *Factions* such as Corsairs, Renegades and the like are allowed in the Team Tournament, but only if they are constructed within the constraints of the Team Tournament Detachments.
- A printed detachment list is required for the judges and each of your opponents (minimum of 6 copies per Team Member required). Each detachment list **MUST** contain the following details: Team Name, Team Member Name, Team Captain Name, the units included in each Detachment, and the Faction of each Detachment.
 - **NOTE:** A typed and printed **MASTER** list of units, upgrades, and point costs, with all four team detachments, Team Name, and Team Captain's Name, on a **SINGLE** page, is required to be turned in during Registration/Check-In. Failure to meet this requirement will result in a ten (10) point penalty to your team's final score.
- The Warhammer 40,000 9th Edition Rules and all relevant [Official Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between a printed and digital version, the most recent update or FAQ will take precedence.
- Each 2-player Army must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, writing implement, etc.
- The tournament will consist of five rounds of play. During each round, two Team Members will be paired together in an Army and they will play their own game. Thus, each Team will be playing 2 separate games each round. Opposing Team Captains **WILL ALWAYS** play each other. The pairing of Team Members will be determined by the table assignments posted before every round.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG, 3-colors, and appropriately based).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted, and award eligibility may be forfeited. Please use the 40K@adepticon.org address to ask any questions you or your club may have regarding rules issues or legal units in advance!



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- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

TERMINOLOGY

- **Team Member:** An individual member of a Team and their single, 1000-point detachment.
- **Army:** The Allied detachments of two Team Members. An Army is treated as a single entity comprised of two individual 1000-point detachments and follows all rules associated with the term Army. Teams will form two Armies each game that will operate independently.
- **Team:** The combined detachments of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).

FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments and mission packets at the Warhammer 40,000 Judge's Table in the Adventure Hall between 9:00PM and 11:00PM Friday evening. To register, a single representative for the Team must present the following:

- A typed and printed **MASTER** list of units, upgrades, and point costs, with all four team detachments, Team Name, and Team Captain's Name, on a **SINGLE** page. Failure to meet this requirement will result in a ten (10) point penalty to your team's final score.
- Verification of convention registration. Teams that are fully preregistered will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

Please Note: Each Team must have their detachments, display base and any additional thematic elements set up at their assigned tables and ready for a judge by 7:00AM Saturday morning. Appearance and Theme Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM to answer questions regarding theme.





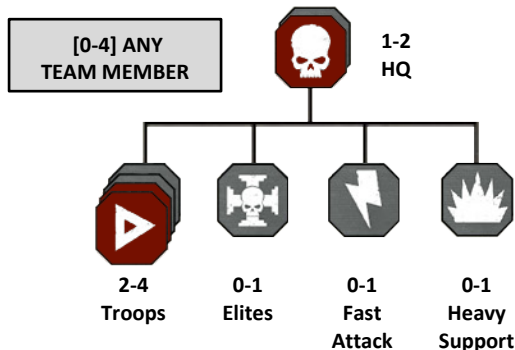
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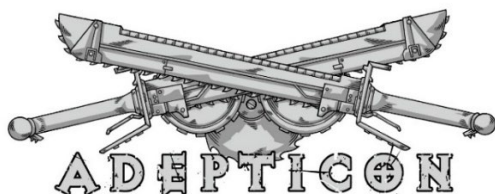
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TEAM TOURNAMENT DETACHMENTS

BASE DETACHMENT



Detachment Bonuses: 6 Command Points, Objective Secured



IMPORTANT NOTES

Command Point Notes: Do not spend CP to get detachments; *gain* CP for filling out Team Tournament detachments. The detachment the Warlord is in gains 1 CP in the command phase.

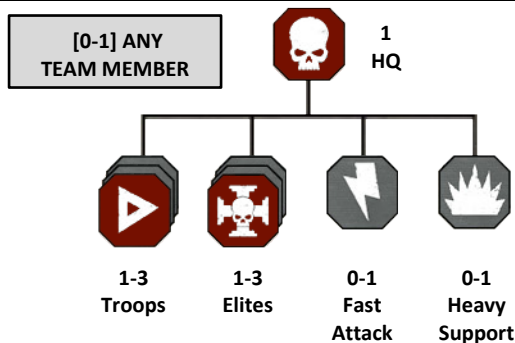
Warlords & Relics: At the table, each Army will nominate a single Warlord per the Matched Play rules, with the following notes: The Army Warlord can be from either detachment. The Warlord may be assigned a Warlord Trait and a Relic. If desired, a qualifying model in the other detachment may be assigned a single Warlord Trait and single Relic for 1CP each. *No additional Warlord Traits or Relics may be assigned, regardless of other rules.*

Officio Assassinorum: A single Assassin may be included in **ONE** of your team's Base Detachments, using the <Imperium> Faction Keyword to maintain Battle Forged status in that Base Detachment and in combination with other Team <Imperium> Detachments.

Mixed Battle Forged Armies: When Team member Detachments are combined, if the result is a *mixed* Battle Forged army, the individual detachments do not benefit from their Army bonus rules where every unit in the army must be from the same <FACTION KEYWORD>, e.g. see Space Marine Combat Doctrines.

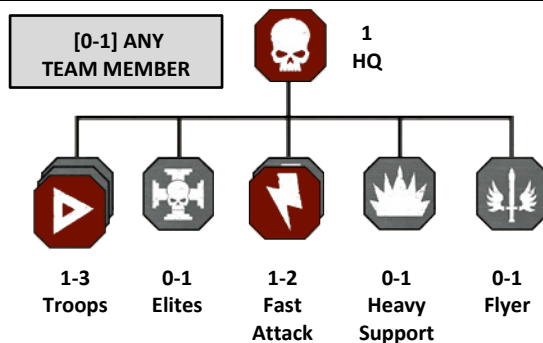
Armies of Renown: Not allowed.

SPEAR TIP DETACHMENT



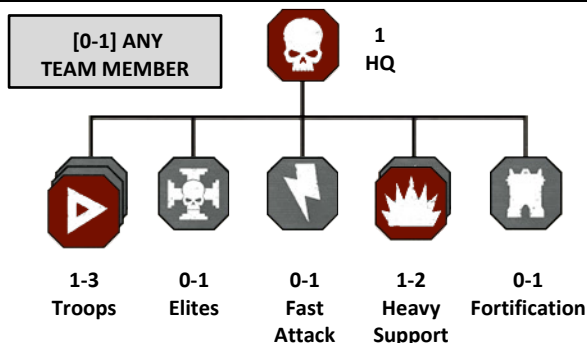
Detachment Bonuses: 3 Command Points, Objective Secured

ESCORT DETACHMENT



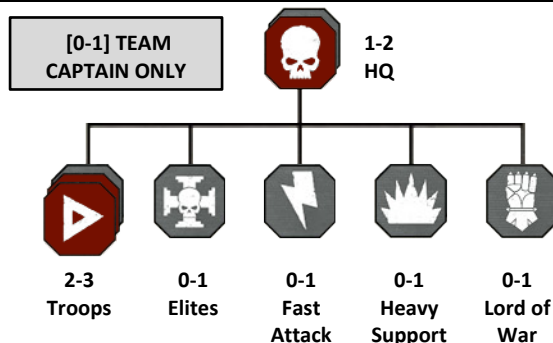
Detachment Bonuses: 3 Command Points, Objective Secured

FIREBASE DETACHMENT



Detachment Bonuses: 3 Command Points, Objective Secured

COMMAND DETACHMENT



Detachment Bonuses: 4 Command Points, Objective Secured

Note: The Lord of War slot in the Command Detachment may be used to satisfy Knight of the Cog requirements.



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Special Characters: All instances of Unique/Named Characters on a Team must be unique. For example: a Team cannot field Inquisitor Coteaz twice. This also applies to upgrades to squads (e.g. Justicar Thawn).

Relic Interactions: Unique items and wargear (i.e. Relics) are considered unique within each *Army* and may only appear once on each table. Make sure chosen Relics are clearly indicated, communicated, and recorded.

Non-Force Org Units: Units from various sources that **DO NOT** take up a Force Organization Battlefield Role may be taken in addition to units allowed by the Warhammer 40,000 Team Tournament Force Organization chart as long as the unit's prerequisites are met.

TEAM CATEGORIES AND WARLORDS

Each team will be classified according to the overall factional composition of the Team. Your team allegiance will play an important role in your Theme score and put your Team in the running for one of the 'Best Team' awards. If a Team's four detachments do not all share a Faction Keyword in common, the Team is categorized as *Hybrid*. If all four detachments share the Imperium Faction Keyword, the Team is categorized as *Imperial*. If all four of a Team's detachments share the Chaos Faction Keyword, the Team is categorized as *Heretical*. If all four of a Team's detachments share one of the following Faction Keywords—Aeldari, Necron, Tyranid, Tau, Ork—the Team is categorized as *Xenos*.

- **Imperial (Forces of the Imperium):** Keyword <Imperium>
- **Heretical (Forces of Chaos):** Keyword <Chaos>
- **Xenos:** MATCHING Keywords <Aeldari>, <Necron>, <Tyranid>, <Tau>, <Ork>
- **Hybrid:** Any *mix* of Faction Keywords

Warlords: At the table (see Battle Orders, in the mission packet, for the exact timing), each Army will nominate a single Warlord per the Matched Play rules, with the following notes:

- The Army Warlord can be from either detachment.
- The Warlord may be assigned a Warlord Trait and a Relic. A qualifying model in the other detachment may be assigned a single Warlord Trait and single Relic for 1CP each. *No additional Warlord Traits or Relics may be assigned, regardless of other rules.*
- If an Army's Warlord is not deployed, or has been removed as a casualty, that Warlord counts as being slain for the purposes of calculating Slay the Warlord at the end of the game.

SCORING

The maximum number of points each Team can score is 770, divided up as follows:

Category	Possible Points	% of Total
Battle Points	400 points	~52%
Appearance	135 points	~18%
Theme & Display Base	135 points	~18%

Category	Possible Points	% of Total
Sportsmanship Marks	100	~13%
Team Spirit	Special	0%

Each mission will define many objectives which will generate Victory Points. The Victory Point differential will determine total Battle Points earned during each mission. Battle Points are a cumulative total of all mission results throughout the entire tournament.

Team Spirit (Special): Team Spirit is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, shot glasses, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a Team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme-oriented awards. Each Team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top Teams will then be called upon to briefly discuss the concepts, preparation and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



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Team Appearance (maximum of 135 points per Team): Each Team will be considered by a panel of appearance judges during the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details and stylistic execution of the combined forces. Judges may award discretionary points to account for extra effort in certain areas. Those Teams receiving Rank 5 (Showcase) honors may be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1 (+0-9)	Minimal: The MAJORITY of the Team is only painted to the minimum, three-color standard. The Team has little to no details, highlighting, basing details or conversions. Teams with ANY unpainted/unfinished models will not receive more than a minimal paint score. [16-25 Points]
2 (+0-9)	Basic: The MAJORITY of the Team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details and conversions. An honest effort with room for improvement. [41-50 Points]
3 (+0-9)	Table Top: The MAJORITY of the Team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions (as applicable). Encompasses a majority of the Teams in the tournament and demonstrates painting/modeling skills beyond the "basic techniques". [66-75 Points]
4 (+0-9)	Skillful: The ENTIRE Team is painted/modelled to an above average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this Team could easily win "Best Painted" at a local tournament. [91-100 Points]
5 (+0-9)	Showcase: The ENTIRE Team is painted/modelled to a near-perfect standard. There is consistent evidence throughout the entire Team of masterful unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are <i>Acknowledged</i> , and may also be <i>Invited</i> to participate in the Team Tournament Army Showcase (see below). [116-125 Points]

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the [AdeptiCon Model Policy](#).

Team Tournament Army Showcase: The Team Tournament Army Showcase will feature Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, a number of Teams that received Rank 5 (Showcase) honors will be *Invited* to set up for display in a special section of the convention center where a panel of celebrity judges will assemble to award bonus points. Please note that, due to limitations of available space, some Rank 5 teams may be *Acknowledged*, but not *Invited* to participate in the showcase.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 10 bonus points. These will be added to the points earned in Rank 5, up to 135 points maximum. While participation is not mandatory, Teams declining this invitation will receive the points earned in Rank 5 and be ineligible to receive any bonuses. Teams *Acknowledged* but not *Invited* will also receive the points earned in Rank 5.

Player and Judge Scored Army Theme (maximum of 135 points per Team): Each Army will score their opponents during the first three games (Day One) of the Team Tournament. Armies will be judged and awarded a base ranking of 1 to 5 (and an additional 2, 4, 6, or 8 discretionary bonus points), considering the overall *composition* of the opposing Army, *discussions* with your opponents, *supporting materials* and the overall attention to *unifying details* of the combined forces. Army Theme is judged 'outside the game' and is not concerned with how the opposing Team fights as a unified whole. Adversarial themes are encouraged and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids). The scores, along with the judges' score, will be factored into the final Team Theme score.



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The theme judges will assess Teams in their entirety (all four detachments). The theme judges' rubric allows for 1 to 9 discretionary bonus points to be awarded.

- Teams whose armies are built without consideration for their opponents' enjoyment cannot expect to score well.
- Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Space Wolves fighting alongside Word Bearers, Necrons and Dark Eldar, etc.

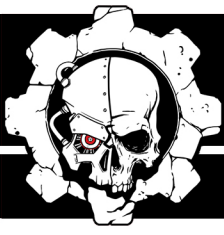
Judges may award discretionary points to account for extra effort in certain areas. The Judges' rubric ranks are as follows:

1 (+0-9)	Minimal: No cohesive theme is apparent for the Army. No discernible effort has been made to tie a MAJORITY of the army together. No supporting documentation or additional thematic elements. <i>No particular consideration given for the enjoyment of all players is evident in army list composition; favors tabletop performance over thematic elements, including repetitive uses of known superior unit choices (e.g. spamming hyper-efficient, underpriced/overpowered units).</i>
2 (+0-9)	Minor: The Army has a theme, but in general there is very little evidence to support it, or the 'theme' is clearly developed to maximize tabletop performance. Theme is present in at least some of the army's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>At least some consideration given for the enjoyment of all players is evident in army list composition.</i>
3 (+0-9)	Major: The Army has a theme and some evidence is presented to support it. Theme is present in a MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>Consideration for the enjoyment of all players is evident in army list composition.</i>
4 (+0-9)	Remarkable: The Army has a well-developed theme with evidence that strongly supports it. The ENTIRE army has been developed with an overall theme in mind. Theme is present in a MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc. <i>Consideration for the enjoyment of all players is evident in army list composition; favors thematic elements over tabletop performance.</i>
5 (+0-9)	Extraordinary: The Army has an exceptionally well-developed theme with strong evidence to support it. The ENTIRE army has been developed with a definitive, overall theme in mind. The collection of models presented tells a cohesive story linking elements like basing, display base, objective markers, unit markings, banners, character models, conversions, paint scheme, historical references / models, printed materials, etc. <i>Thematic elements are clearly emphasized in favor of tabletop performance.</i>

Team Display Base: A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win Best Team Display Base. The Judge's will vote on eligible Team Displays to determine the winner.

There are three (3) categories for display bases: Traditional, Special Effects, and Structural. When your team's appearance is judged, please indicate which category you want your display to compete in. If you are unsure, or express no preference, the judges will choose a category for you. You may only enter the most appropriate category.

- **Traditional Display Base:** No electric or other special effects elements. Footprint no more than six square feet (3' by 2'). Does not require major mechanical on-site assembly. Can be carried by a single team member. *May not be set up in the main aisles except when being judged.*
- **Special Effects Display Base:** Uses electric or other special effects elements. Footprint no more than six square feet (3' by 2'). May require on-site assembly of electric/special effects elements, and some mechanical on-site assembly. Can relatively easily be carried by no more than two team members. *May not be set up in the main aisles except when being judged.*



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- **Structural Display Base:** May use electric or other special effects elements. Footprint no more than fifteen square feet (5' by 3'). Requires mechanical on-site assembly and/or may require on-site assembly of electric/special effects elements. Cannot be easily carried by two team members. *Teams may not enter a Structural display without prior approval; space is limited. Structural displays may only be set up in designated locations.*

++ SPORTSMANSHIP & FAVORITE OPPONENT NOMINATION ++

Sportsmanship (maximum of 100) points per Team: Operating on the assumption that all players are good sports, opponents are automatically granted 10 points for Sportsmanship for each round. If it turns out that player's opponents are less than good sports, players need to report it to the judge's table, before the start of the next round, using the following categories and examples as a guideline. Keep in mind: Everyone gets a little salty now and then, forgets (or misplaces) their tape measure once in a while, temporarily forgets how a rule works, or changes their mind about a decision, etc.

Salty Attitude: Complain a lot. Constantly ask to see your rules—even for basic things. Act put-out if you ask to see their rules. Do not communicate intentions or establish agreement with regard to movement needed, line of sight, charge distances, etc. Are impatient, dismissive, curt, etc.; sore losers or ungracious winners.

Unprepared for Play: Show up *very* late. Haven't read the tournament rules. Haven't read the mission description. Don't have the majority of the things needed to play the game (have to borrow a lot).

Incompetent Play: Unable to execute the core rules of the game without frequent referencing or coaching. Unable to explain/properly apply key rules for their chosen army without frequent referencing. Spend inordinate time looking things up (i.e. do not have materials prepared, marked, or printed for *quick* reference).

Questionable Play: Not *quite* cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly marking buffs or distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish what their intent is, but taking advantage of what it 'could have been'.

Sportsmanship Deductions: In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances.

- Minor instances will be minus 1-4 points each
- Major instances will be minus 5-9 points each and a visit from a judge
- Extreme instances will be minus 10 points and a visit from the head judge

Judge's Marks: The Head Rules Judge may assign additional sportsmanship penalties throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification.

Disqualification: Teams that receive multiple Major, or a *single* Extreme sportsmanship penalty will be disqualified from the event and will no longer be eligible to receive any awards.

Favorite Opponent Nominations: On Sunday, after the final round, all Teams will nominate one of their opponents as their favorite. This will be used to determine awards.



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SCHEDULE

FRIDAY EVENING	
9:00PM – 12:00AM	Early Team Check-in and Table Assignments
SATURDAY	
7:00AM - 8:00AM	Team Check-in and Table Assignments*
7:00AM - 9:00AM	Appearance, Theme and Spirit Judging
9:15AM - 12:15PM	Game #1
12:15PM - 1:15PM	Lunch / Appearance, Theme and Spirit Judging
1:15PM - 4:15PM	Game #2
4:15PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM	Team Tournament Army Showcase Setup
9:00PM – 12:00AM	Judges' Consideration and Public Display
12:00AM	Conclusion of Team Tournament Army Showcase**
SUNDAY	
7:30AM – 8:30AM	Table Assignments
8:30AM – 11:30AM	Game #4
11:30AM – 12:30PM	Lunch
12:30PM – 3:30PM	Game #5
4:00PM	Awards

* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

** All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.

AWARDS

- **AdeptiCon Warhammer 40,000 Team Tournament Champions:** Highest Overall Score. Battle Points for tie breaker.
- **Best Team Tacticians:** Highest total Battle Points. Most Slay the Warlord Tertiary Objectives for tie breaker.
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sportsmen:** Team that receives the highest Sportsmanship total. Most 'Favorite Opponent' then Battle Points as tie breakers.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base (Traditional, Special Effects, Structural):** Judge's Discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Theme for tie breaker.
- **Best Imperial Team:** Highest combined Appearance and Theme for an Imperial team. Team Spirit for tie breaker.
- **Best Xenos Team:** Highest combined Appearance and Theme for a Xenos team. Team Spirit for tie breaker.
- **Best Heretical Team:** Highest combined Appearance and Theme for a Chaos team. Team Spirit for tie breaker.
- **Best Hybrid Team:** Highest combined Appearance and Theme for a Hybrid team. Team Spirit for tie breaker.
- **The Headhunters:** Most Slay the Warlord Tertiary Objectives achieved. Battle Points for tie breaker.
- **The Opportunists:** Most First Blood Tertiary Objectives achieved. Battle Points for tie breaker.
- **The Aggressors:** Most Linebreaker Tertiary Objectives achieved. Battle Points for tie breaker.

Teams may only win one award in total. Awards are listed in hierarchical order. Example: A Team that receives the highest Appearance score and achieves the most Slay the Warlord Tertiary Objectives would win the Best Team Appearance award. The Headhunters award would then go to the Team with the second most Slay the Warlord Tertiary Objectives achieved.