



ADEPTICON 2022

v1.0
01.21.2022

WARHAMMER 40,000 YOUNGBLOODS

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 2/13/2022.

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

BASIC RULES

- Armies will consist of **1000-points or less**, constructed according to matched play rules for an Incursion force.
- Table size will be 44 by 30 inches
- Terrain will be pre-set by the tournament director before, and in between rounds

ARMY CONSTRUCTION NOTES & GUIDELINES

- Imperial Armor Units (Forge World) **ARE NOT** allowed in this event.
- We *strongly recommend* that armies be constructed in a manner that reflects the flavor and spirit of the Warhammer 40,000 universe and game, represented by choosing a variety of the units available to your Faction.
- 9th edition Codices released prior to March 6, 2022, and matched play material from *Chapter Approved*, and other Games Workshop publications is allowed in this event. Material from the Horus Heresy books is **NOT** allowed in this event.
- Players **MUST** use the same army list throughout the tournament.
- As a matter of *good sportsmanship*, a typed or printed (i.e. not handwritten) army list should be provided for the judges and each of your opponents (minimum of 6 copies required). Each army list must contain the following details: player name, army faction, unit names & force org. role (HQ, TROOP, ELITE, etc.), any wargear and/or upgrades, and all associated point costs and totals.
- The Warhammer 40,000 9th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between printed and digital versions, the most recent update or FAQ will take precedence.
- Each player 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, templates, and a writing implement.
- 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 and 3-colors).
- 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.
- 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.

GAMES

- All players will play three 90-minute games.
- To keep the tournament running on schedule, several warnings will be issued as time runs out. Players should continue to start new game/player turns until the final five (5) minute warning. After the five (5) minute warning has been announced, **NO** additional game turns shall be started – there will be no exceptions! If the current game turn has not been completed when time has expired, the game will be afforded a grace period to finish out the current game turn. This grace period will extend into the break periods and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.
- All missions will be Incursion missions taken from the most recent Games Workshop 40K Grand Tournament book. Missions will be announced before each round.



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- Pairings for the first game will be randomly determined. Subsequent games will be seeded randomly by Win/Loss record.

SCORING

SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. 300 possible.
- **Appearance & Favorite Army:** Combination judge scored and player voting. Max 150 points (15 x 10).
- **Sportsmanship & Favorite Opponent:** Combination player scored and player voting. Max 150 points (15 x 10).

Battle Points: Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games and ultimately determining the winner of the Best Overall Award.

Win/Loss Record: Your Win/Loss record will be used for seeding subsequent games and breaking ties for awards.

Appearance: Judges will score each army 1-15 during the lunch break.

Sportsmanship: Players will score their opponents on a scale of 1-5 at the end of each game.

Favorite Army and Favorite Opponent Voting: After the 3rd game, players will vote for their favorite army and their favorite opponent of the tournament. These votes should be awarded to the ONE player that best exemplifies the Warhammer 40,000 hobby and provided a truly enjoyable game, and the ONE army that is the coolest. These votes are mandatory and will be part of your final results sheet.

AWARDS

- **Best Overall:** Highest combined total using the following formula. "Favorite Opponent" votes for tie breaker.

Battle Points + Sportsmanship Total + Appearance Total
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- **Best General:** Best Win/Loss Record. Battle points as first tie breaker. Sportsmanship total as second tie breaker.
- **Best Sportsman:** Highest Sportsmanship. Favorite Opponent votes as first tie breaker. Battle Points as second tie breaker.
- **Best Appearance:** Highest Appearance total. Favorite Army votes as first tie breaker. Battle Points as second tie breaker.

SCHEDULE

SUNDAY

8:00AM – 8:30AM	Check-in and Setup
8:30AM – 10:00AM	Game #1
10:00AM – 10:30PM	Break
10:30PM – 12:00PM	Game #2
12:00PM – 1:00PM	Lunch Break
1:00PM – 2:30PM	Game #3
3:00PM	Awards