



ADEPTICON 2023

v1.1
01.07.2023

WARHAMMER 40,000 TEAM TOURNAMENT

WELCOME AND INTRODUCTION

Welcome to the Warhammer 40,000 Team Tournament at AdeptiCon 2023!

The Team tournament is a storied and long-established format. In an effort to preserve what is special and loved about the event, the format has remained largely the same as 2022. We have endeavored to make the packet clearer, more precise, and better organized. But the content is similar. However, the ever-evolving Matched Play format of Warhammer 40,000 has required us to tweak some items slightly. Below we have highlighted the largest and most important changes for 2023:

1. Both players on a team will generate Command Points in their own and the opponent's Command Phases.
2. Players on the same team must track their own Command Point pool and may not share Command Points under any circumstances.
3. We again have a limited number of "Structural Display" slots available. If you would like one of these spots you must contact us as soon as possible at 40k@adepticon.org.
4. The relative proportions of player vs judge theme points available have shifted slightly to more judge points.
5. The calculations for the Team Tournament Champions award (a.k.a., Best Overall) have changed slightly. Battle and Hobby scores will be equally weighted with a ranking process described in that section. We hope this change promotes even more hobby creativity among the players in the Team Tournament.

You can find all the remaining necessary details to participate in the Team Tournament below. We hope you have an amazing weekend playing in AdeptiCon's flagship event!

Matt Baugh, TT Head Judge - on behalf of many volunteers and lovers of the Team Tournament

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BASIC RULES

- 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.
- Warhammer 40,000 9th edition Codices and the most recent matched play materials released on or prior to **February 17th, 2023** are allowed in this event. No major format changes will be after **March 4th, 2023**.
- Materials from Horus Heresy books are NOT allowed in this event. Armies of Renown are NOT allowed.
- 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, appropriately based, etc.).
- The tournament will use missions specially designed for the format and available at [adepticon.org](#).
- **Teams** must contain the same four **Team Members** throughout the tournament.
- **Teams** must identify one **Team Member** to be the **Team Captain** throughout the tournament.
- The tournament will consist of five rounds of play. During each round, two **Team Members** will be paired together into an **Army** and they will play their own game vs two **Team Members** from an opposing **Team**. 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.
- **Team** pairings will be random in Round 1, and Swiss style based on total Battle Point thereafter.
- Each 2-**Team Member Army** must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in the **Army** and all materials needed to play a game/report the results - including dice, measuring devices, writing implement, etc.
- Each **Team Member** must use the same 1,000-point Army List, constructed in accordance with the rules in the Team Tournament Detachments Construction section of this packet, throughout the tournament.
- If illegal units or rules violations are found in a **Team Member's** list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted, and award eligibility for the **Team** 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!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by **Team Members** will not be tolerated. AdeptiCon reserves the right to remove **Team Members** from the event or AdeptiCon itself with no refunds allowed.
- If there is a Warhammer Community Live-stream and your **Team** is interested in participating, please note that ALL models associated with your **Team** MUST BE official Games Workshop models.
- 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.
- Imperial Armour units (Forge World) are allowed in this event. However, 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.
- Forge World Army Lists (e.g., Corsairs and Renegades) are allowed in the Team Tournament, but only if they are constructed within the constraints of the **Team Tournament Detachments**.
- **Teams** are required to have printed, word processed lists available for judges and opponents. See the Check-In Procedures section of this packet for details.
- Any 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.



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TERMINOLOGY

Some words/concepts in the packet are used in a precise/technical way. When applicable we have highlighted these words in ***bold italics*** for clarity. Definitions are provided below:

- ***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).
- ***Team Member***: An individual member of a ***Team*** and their single, 1000-point detachment.
- ***Team Captain***: A single ***Team Member*** appointed to represent the ***Team*** and perform various functions (e.g., determining First Turn Priority).
- ***Army***: The Allied detachments of two ***Team Members***. An ***Army*** is treated as a single entity comprised of two individual 1000-point detachments. ***Teams*** will form two ***Armies*** each game that will operate independently.
- ***Team Tournament Detachments***: Detachments specifically designed for the Team Tournament and chosen by ***Team Members*** to construct their armies.

TEAM TOURNAMENT DETACHMENT CONSTRUCTION

- Each ***Team Member's*** detachment will consist of 1,000 points or less, and must be Battle-Forged using one of the ***Team Tournament Detachments*** detailed in this packet. ***Team Members*** MUST use the same detachment throughout the tournament.

*Note: to be Battle-Forged all datasheets in a ***Team Tournament Detachment*** must have at least one Faction Keyword in common and it cannot be Chaos, Imperium, Aeldari or Tyranids. Further, all selectable keywords within a detachment (e.g., <Chapter>) must be the same. However, datasheets used by different ***Team Members*** in different ***Team Tournament Detachments*** need not have any Faction Keywords in common with the current ***Team Tournament Detachment***. In fact, having one Ultramarine ***Team Tournament Detachment*** and another Ulthwe may lend itself to interesting hobby and display opportunities. Please see the Faction Keywords and Other Interactions section for details.*

- ***Team Members*** may use only one ***Team Tournament 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.
- The “Rule of Three” must be respected for all possible combinations of ***Team Tournament Detachments*** (i.e., across the entire ***Team***).
- Relics, Upgrades, Unique datasheets or other rules that are limited to “Once per army” apply for all possible combinations of ***Team Tournament Detachments*** (i.e., across the entire ***Team***).
- ***Team Tournament Detachments*** must be clearly differentiated from one another, particularly if they are the same Faction. Differing paint schemes or painting of the entire rim of the base are preferred. Dots of paint and rubber bands are not acceptable. Failing to meet this requirement may affect the ***Team's*** Theme & Display score.
- Each ***Team Member*** MUST bring 6 typed and printed copies of their Army List (1 for the judges and 5 for opponents) containing the following details: ***Team*** Name, ***Team Member*** Name, ***Team Captain*** Name, ***Team Tournament Detachment*** chosen, the units included in the Detachment, and the Faction of the Detachment. Army Lists must be exchanged with opponents each tournament round.



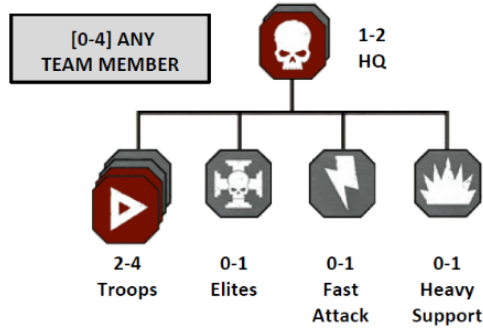
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TEAM TOURNAMENT DETACHMENTS

BASE DETACHMENT



Detachment Bonuses: 3 CP, Objective Secured for Troops

IMPORTANT NOTES

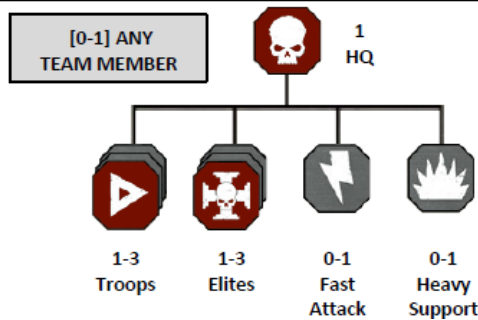
Command Points: Do not spend CP to get detachments; gain CP for filling out detachments. Both *Team Members* generate CP in their own and the opponent's Command Phase. *Team Members* never share CP.

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/or a Relic at the cost of 1CP each. If desired, a qualifying model in the other detachment may be assigned a single Warlord Trait and/or a 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. It does not prevent your *Army* from benefiting from rules/abilities that require "every unit in your army" to have a particular Keyword (e.g., Space Marine Doctrines and Drukhari Power from Pain) and is ignored for determining if every model in you *Army* has the same Faction Keywords.

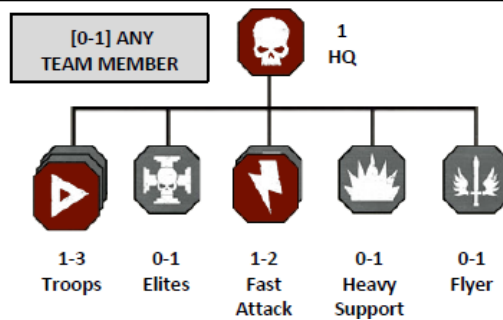
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SPEAR TIP DETACHMENT



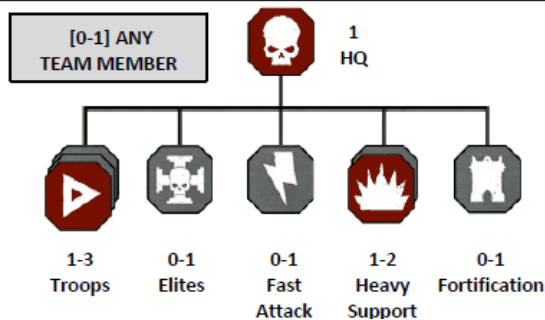
Detachment Bonuses: 3 CP, Objective Secured for Troops

ESCORT DETACHMENT



Detachment Bonuses: 3 CP, Objective Secured for Troops

FIREBASE DETACHMENT



Detachment Bonuses: 3 CP, Objective Secured for Troops

COMMAND DETACHMENT



Detachment Bonuses: 3 CP, Objective Secured for Troops

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



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WARLORDS, WARLORD TRAITS AND RELICS

WARLORDS: At the table, before the game begins (see Battle Orders, in the mission packet, for the exact timing), each **Army** must nominate a single Warlord per the Matched Play rules. The **Army** Warlord can be from either detachment. The Warlord *may* then be assigned a Warlord Trait and/or a Relic at the cost of 1 Command Point each.

A qualifying model in the other detachment *may* also be assigned a Warlord Trait and/or a Relic at the cost of 1 Command Point each. This additional “Warlord” is only treated as a Warlord for the purposes of their own Trait/Relic.

ADDITIONAL WARLORD TRAITS AND RELICS: Stratagems and other rules that allow a player to have more than one Warlord Trait and/or Relic may not be used in the Team Tournament.

COMMAND POINTS

COMMAND POINT POOL: Each **Team Member** begins a game with a number of Command Points determined by the **Team Tournament Detachment** they chose minus any Warlord Traits and/or Relics they purchased. **Team Members** must track their own Command Point Pool and **Team Members** may not share Command Points, even if they share all Faction Keywords.

COMMAND POINT GENERATION: Each **Team Member** generates one additional Command Point during the Command Phase on their own, and their opponent’s, turn.

FACTION KEYWORDS AND OTHER INTERACTIONS

SHARING AURAS AND BUFFS: If every unit in both **Team Tournament Detachments** (i.e., your **Army**) have the same Faction Keywords (including selectable keywords such as <Chapter>) then they may share Auras and Abilities as if they were one unified force.

If the units in both **Team Tournament Detachments** (i.e., your **Army**) do NOT have the same Faction Keywords (including selectable keywords such as <Chapter>), both Detachments function independently as separate forces, and at no time may they share Auras or Abilities.

SHARING TRANSPORTS: Models from one **Team Tournament Detachment** may embark in a Transport from the other **Team Tournament Detachment** if and only if they satisfy all the requisite Keywords and other rules associated with the Transport (e.g., an Ultramarine unit may not embark on an Iron Hands Rhino).

RULES FOR PURE ARMIES: Rules that apply if “every unit in your army” has a particular keyword (e.g., Space Marine Combat Doctrines and Drukhari Power from Pain) only apply if every unit in both **Team Tournament Detachments** (i.e., your **Army**) have the required keyword.

RULES THAT AFFECT FRIENDLY/ENEMY MODELS: If every unit in both **Team Tournament Detachments** (i.e., your **Army**) have the same Faction Keywords (including selectable keywords such as <Chapter>) then models in both are considered “Friendly Models”. If the units in both **Team Tournament Detachments** (i.e., your **Army**) do NOT have the same Faction Keywords (including selectable keywords such as <Chapter>) then models in the other **Team Tournament Detachment** are neither “Friendly” nor “Enemy” models.



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TEAM CATEGORIES

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 & Display 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 other mix of Faction Keywords

CHECK-IN PROCEDURES

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. Late check-in will be available 7:00AM to 8:00AM Saturday morning.

To register, a single representative for the **Team** must present the following:

- Typed, printed and stapled army lists for all four **Team Members** (see Team Member Detachment Construction for required contents of the lists).
- A cover sheet attached to the army lists which includes the **Team** name, **Team Captain** name, other **Team Member** names, the **Team Tournament Detachments** used, and the **Team** category of either Imperial, Chaos, Xenos or Hybrid (see the Team Categories section).
- 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.

*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.*

GAME PROGRESS AND BENCHMARKS

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.

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.



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SCORING

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

CATEGORY	POSSIBLE POINTS
Battle Points	400
Appearance	135
Theme & Display	135
Sportsmanship & Favorite Opponent	100
Team Spirit	Special

Note: The Warhammer 40,000 Team Tournament Champions award is based off the combined rank of Battle Points and all other categories, not total points accumulated (see the Awards section for details).

BATTLE POINTS (400 POINTS PER TEAM): 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.

APPEARANCE (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. Within each ranking, **Teams** will be awarded points within a given range to create a score out of 125. 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:

APPEARANCE RUBRIC	
1	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	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	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	Skillful: The ENTIRE Team is painted/modeled 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	Showcase: The ENTIRE Team is painted/modeled 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 Acknowledged, and may also be Invited to participate in the Team Tournament Army Showcase (see below). [116-125 Points]

Note: **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.



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Team Tournament Army Showcase: The Team Tournament Army Showcase will feature **Teams**, as chosen by a panel of judges, who have created something truly 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 up to 10 bonus points for a total possible score of 135. Please note that, due to limitations of available space, some Rank 5 **Teams** may be Acknowledged, but not Invited to participate in the showcase. 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.

THEME & DISPLAY (135 POINTS PER TEAM): Each **Team** will be considered by a panel of theme judges (normally at the same time and by the same judges doing appearance scores) during the Team Tournament. **Teams** will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall composition of the **Team**, supporting materials and the overall attention to unifying details of the combined forces. Adversarial themes are encouraged and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids). Within each ranking, **Teams** will be awarded points within a given range to create a score out of 100. Army List choices made for Thematic purposes at the expense of in-game power are encouraged. Judges may award discretionary points to account for extra effort in certain areas. The ranks are as follows:

THEME RUBRIC	
1	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. No particular consideration given for the enjoyment of all players is evident in army list composition; favors table top performance over thematic elements, including repetitive uses of known superior unit choices (e.g. spamming hyper-efficient, underpriced/overpowered units). [0-10 Points]
2	Minor: 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. No particular consideration given for the enjoyment of all players is evident in army list composition; favors table top performance over thematic elements, including repetitive uses of known superior unit choices (e.g. spamming hyper-efficient, underpriced/overpowered units). 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. At least some consideration given for the enjoyment of all players is evident in army list composition. [21-33 Points]
3	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. Consideration for the enjoyment of all players is evident in army list composition. [45-57 Points]
4	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. Consideration for the enjoyment of all players is evident in army list composition; favors thematic elements over tabletop performance. [69-80 Points]
5	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. Thematic elements are clearly emphasized in favor of tabletop performance. [91-100 Points]

Note: Teams whose armies are built without consideration for their opponents' enjoyment cannot expect to score well. Teams comprised of a mix of armies that cross factional lines in the lore without any background/reason to



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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. with no explanation/reasoning.

Player Theme Scoring: Each **Army** will score their opponents Theme during the first three games (Day One) of the Team Tournament. **Armies** will be judged using the same 1 to 5 scale above for an additional 1 to 5 points, respectively, per table (for a total of 30 points).

Team Display Base: A **Team's** Display Base is worth up to five (5) additional theme points towards the Theme & Display Category. **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.
- **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 (100 POINTS PER TEAM): Operating on the assumption that all players are good sports, **Teams** are automatically granted 10 points for Sportsmanship per table each round, for a total of 100 points. 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.

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SPORTSMANSHIP DEDUCTIONS / VIOLATIONS

Salty Attitude: Complaining a lot. Constantly asking to see your rules—even for basic things. Acting put-out if you ask to see their rules. Not communicating intentions or establishing agreement with regard to movement needed, line of sight, charge distances, etc. Being impatient, dismissive, curt, etc.; sore losers or ungracious winners.

Unprepared for Play: Showing up very late. Not Having read the tournament rules. Not Having read the mission description. Not having 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. Spending 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 above-board either. 'Generous' measurements or movement. Frequently taking 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 of 'playing by intent' or failing to establish what their intent is, taking advantage of what it 'could have been'.

In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances and whether a deduction to a **Team's** sportsmanship score is warranted:

- 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 may 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.

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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WARHAMMER 40,000 TEAM TOURNAMENT

AWARDS

The Team Tournament Champions Award (a.k.a., Best Overall) uses a **Team's** combined Battle Rank and Hobby Rank. Battle Rank is a **Team's** placing based on Battle Points only. Hobby Rank is a **Team's** placing based on total Appearance, Theme & Display and Sportsmanship points. The combined rank is the sum of the two ranks. For example, a **Team** who was 1st in Battle Points and 2nd in hobby points would have a "combined rank" of 3 (1 + 2). The Team with the best (i.e., lowest) combined rank wins.

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.

- **AdeptiCon Warhammer 40,000 Team Tournament Champions:** Best (i.e., lowest) combined Battle Rank and Hobby Rank. 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 & Display 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.

