ADEPTICON 2015

HORUS HERESY 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 after 2/1/2015.

BASIC RULES

- Players will bring a single **1,850 point** detachment using the Battles In The Age Of Darkness Force Organization Chart
- A printed version of your list will be necessary - a second one for your opponent to peruse would be helpful as well.
- Armies can be constructed using most army rules found within the Horus Heresy Book One – Betrayal, Book Two – Massacre, Book Three – Extermination and Book Four - Conquest.
- Players must declare themselves Loyalist or Traitor at sign up. We will do what we can to accommodate your choice.
- Allied detachments are **NOT** allowed.
- Primarchs and any Super-Heavy units from any Horus Heresy book are **NOT** allowed in this event.
- Dark Age Relics and the Questoris Knight Crusade Army List from Book Four – Conquest will **NOT** be allowed in this event.
- Players will use the same army list throughout the tournament.
- All Warlord Traits will be rolled from an appropriate Heresy Era chart, not from the 40k Rulebook.
- Horus Heresy material that released prior to February 19th, 2015 will be allowed in this event.
- A single Fortification that does not exceed 100pts may be taken.
- The Warhammer 40,000 7th Edition Rules and all relevant Games Workshop Errata and FAQs as well as the Forge World Horus Heresy 7th Edition FAQ and Errata will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- The AdeptiCon 2015 Warhammer 40K Rules Addendum and FAQ will be used to resolve additional rules disputes.
- 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. Please use the feedback form on the AdeptiCon 2015 website 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 players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

GAMES

- This Swiss format tournament will feature 3 games over the course of the day. 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 in order 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 use the Variable Game Length rule.
- The tournament will use altered versions of the following Maelstrom of War style missions: Cleanse and Control, Cloak and Shadows, Deadlock. Tournament scenarios can be found here. Horus Heresy themed Tactical Objectives will also be used - these will be posted online beforehand.
- Awards for Best General, Best Painted, Best Sportsman, and Players Choice will be given out.