



AdeptiCon is an enormous convention and tournament organized by the Adeptus Windy City game club and GW's Midwest sales staff. Here, con organizers and veterans discuss the history of the event and suggest ways to prepare your teams, army lists, and models for the tournaments and other competitions that will take place at AdeptiCon 2006.



## GETTING READY FOR

# ADEPTICON

## 2006

### ADEPTICON: A BRIEF HISTORY

Jeff Chua, one of the founders and organizers of AdeptiCon, explains a bit about the history of the con and what you can expect if you attend.

**Jeff:** AdeptiCon started in 2003 through a partnership between the Adeptus Windy City game club founders, Matthias Weeks and myself, and Games Workshop's Midwest region. AdeptiCon's founding principle was a simple one: to use the collective experience and wisdom of the veteran gaming community to organize and plan the best possible Games Workshop weekend hobby experience. That concept seems to have worked well, as AdeptiCon is now planning its fourth annual convention and is the largest club-run Games Workshop event in the United States.

AdeptiCon is known for providing an insane amount of gaming and hobby activity and especially for pioneering the concept of the Team Tournament for both Warhammer 40,000 and Warhammer Fantasy Battles. In fact, last year's Warhammer 40K National Team Tournament drew 52 four-person teams

for a total of 208 players. Participating in large battles with well-painted armies is just half of the fun, however, as AdeptiCon also boasts some of the nicest themed tournament terrain around.

Because AdeptiCon features a weekend full of tournaments, it is only fitting that the person who dominates and rises to the top after competing in three separate tournament events over the course of the weekend be awarded the title of AdeptiCon Iron Man. It is a grueling feat that takes discipline, passion, stamina, and a bit of luck, too. Each year, hardened veterans return aspiring to win this coveted award – will you be one this year?

AdeptiCon is not just about competitive tournaments, though. It also features several dozen instructional hobby seminars with well-known hobbyists, painters, and past Golden Demon winners. Games Workshop Studio guests are also a welcome addition to AdeptiCon, and past guests have included Paul Sawyer, Gary Morley, and Dave Taylor.

I hope you join us for AdeptiCon 2006. You can find more details and register for the convention online at [www.adepticon.org](http://www.adepticon.org).



### ADEPTICON INFO

#### AdeptiCon 2006

**Where:** Schaumburg Marriott, just outside of Chicago, Illinois

**When:** March 24-26, 2006

#### Featured Events:

- 280-player Warhammer 40K National Team Tournament
- Warhammer 40K Gladiator Tournament
- Warhammer 40K Championships
- Warhammer Fantasy Battles Team Tournament
- Warhammer Fantasy Battles Championships
- Warhammer Fantasy Battles Escalation Tournament
- 26 Hobby Seminars
- Rogue Demon Painting Competition
- Bitz Trading
- AdeptiCon Tournament Terrain
- Codicer Contest and more!



### LOG ON...

Find out more about the event at:

**[www.adepticon.org](http://www.adepticon.org)**



This  
could  
be you!

Dozens of gamers crowd just one corner of the AdeptiCon convention room.



## GOOD TIMES AND GREAT PRIZES!

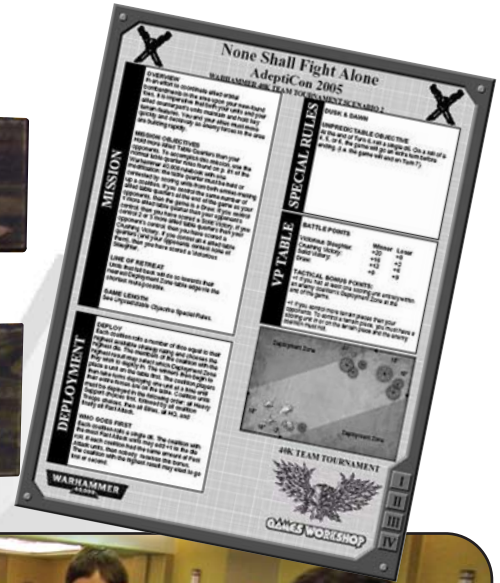


**Above:** The handsome trophy for the 2005 Warhammer 40,000 National Team Tournament. Imagine this beauty hanging in your gaming room or den. While it's an effective strategy, bashing your opponents in the head with the axe is not recommended.

**Above Right:** Gamers looking for new challenges will not be disappointed, as each tournament at AdeptiCon features original scenarios to put the contestants' armies through their paces.

**Right:** Of course, AdeptiCon is primarily about gaming, and few events boast as many opportunities to get in so many great games against canny opponents with fantastically painted armies on some of the most impressive tournament terrain around!

**Lower Right:** These medallions go to the winners of the Rogue Demon Painting Competition.



Fantastic gaming tables like this one make the AdeptiCon experience even more rewarding.







## THE NUANCES OF A TEAM TOURNAMENT



AdeptiCon's Team Tournaments are popular and distinctive events. Below, Lucas Como of the B.L.O.I.D. gaming group explains how he and his team made tactical and logistical preparations for the 2005 Warhammer 40,000 Team Tournament event.

**Lucas:** The team-tournament experience is as different from a normal tournament as Warhammer 40,000 is from Warhammer Fantasy Battles. In the 40K Team Tournament, teams of four players combine their 1,000-point forces to compete against other teams of four. When two teams compete, two games are played at one time, and each game involves two players from one team competing against two from another. This pairing of two teammates is called a "coalition" in Team Tournament verbiage. In a three-game event, each player pairs up in a coalition with each of his three teammates once. It's that easy.

Each player may have a 1,000-point army created from the following Force Organization Chart: 1 HQ, 2-3 Troops, 0-1 Fast Attack, 0-1 Heavy Support, and 0-1 Elites. Each team also has a "floater" Heavy, Fast Attack, and Elites slot. However, no player can have more than one floater choice in his forces. This structure ensures that, no matter how a coalition is created, it won't include more than 2 HQs, 6 Troops, 3 Heavy Supports, 3 Fast Attacks, and 3 Elites. Thus, a coalition will be a legal army in its own right, with one major difference – the four armies do not have to use the same Codex. This flexibility is one of the major draws of the AdeptiCon Team Tournaments.

### HOW TO FORM A TEAM

Teams are usually formed from four different pools of players: regular gaming groups or friends, online forum communities, ad hoc coalitions, and like-minded craftsmen. Most tournament teams come from regular gaming groups who

know each other's playing styles, painting and modeling skills, competitive attitudes, and army collections. Online communities have given birth to a number of teams, particularly for those who aren't involved in a regular gaming group. There were teams at the last AdeptiCon whose members hadn't even met face-to-face until they were waiting in line at the registration desk! Ad hoc coalitions generally arise when four players show up to the tournament without a team and form an alliance on the spot. Finally, like-minded craftsmen – folks who are often more enthusiastic hobbyists than they are gamers – sometimes coordinate their creative skills to accomplish something grand and amazing that would be difficult for a single individual to accomplish.

One strategy for forming a team is to recruit members with as many different "Warhammer skills" as possible. Find a great general and army planner, an excellent painter, a graphic designer, a display-base builder, and finally someone who can write checks! If you can find all those abilities in four willing players, you're set.

### HOW TO CHOOSE ARMIES

There are three basic ways to choose armies for a Team Tournament: combine armies already owned, build from the ground up, or try a little of both. The most ambitious and potentially most rewarding method is to build armies from the ground up. Start with a clean slate, and then collect and build a force first and foremost for use in the Team Tournament. There are no pre-existing limits or restrictions on your creativity!

Have you ever said to yourself, "One lance strike is cool, but having two would be better. Too bad it's not legal." It's legal now. You can't do that in any other type of tournament, can you? The same goes for Assassins, Bloodthirsters, Chaos Lords, Space Marine Librarians, and Archons.

If time or money is an issue, you can combine armies that you and your teammates already own. Try to base your forces in a complementary way and have at it.



*You must consider your HQ selections carefully, as Luke did with his Canoness.*



*Shown here are three out of the four HQ selections for the B.L.O.I.D. team.*



*Joe's Canoness is highly mobile and well equipped.*



Most teams find themselves using a combination of the two methods. Together, teammates can take stock of what they have, make up a few army lists, and come up with a plan to collect, model, and paint a few additional forces to fill in the holes.

### WHAT DID B.L.O.I.D. DO?

Maybe a real-life example is in order (well, as "real" as Space Marines, Orks, and Warp travel can be). My team was formed in July of 2004 for the April 2005 AdeptiCon National Warhammer 40,000 Team Tournament. We decided to use 1,000 points of my pre-existing Cadians (the Cadian 318th Cadian Crawdads) and to create 2,000 points worth of Witch Hunters and 1,000 points worth of Black Templars to finish out the army. We chose a team theme and the team name of Blessed Ladies of Immaculate Deceptions (B.L.O.I.D.). Assignments were handed out, and we all went to work. My job was to pay all the bills;

assemble, convert, and base many of the models; and design the lists. Mark Maxey's job was to paint the infantry and the characters. Joe Adam's job was to paint all the tanks and the jump troops, and design our shirts. Jason Siebert's job was to design the army list layout, touch up his Black Templars, and paint our scratch-built "Adeptus Munitorium Heavy Orbital Transport Lander," the centerpiece of our team force [an amazing model that, unfortunately, uses parts from another company's range, and thus we cannot show it due to copyright restrictions – Ed.].

We stayed the course until January 2005 when we attended the organizer-sponsored Primer Event. There, we did not do so well. The weak links were the Black Templars, both in terms of battlefield performance and opponent-judged theme scoring. Even though Sisters of Battle and Black Templars are the two most religious Imperial forces, people did not like seeing them teamed up. Since team-theme scoring was important to B.L.O.I.D.'s overall strategy, we decided to replace the Templars with more of Sisters of Battle. Yep, we traded religious zeal for religious fanaticism.

With this change, the painting velocity had to be stepped up, and we almost sacrificed the Munitorium Lander to get other models completed. However, I did not wish to sacrifice this keystone model and thus cracked the whip and promised the world. Needless to say, my team finished ahead of schedule, above expectations, and way over budget.

How did we do? Well, we did as badly as we did at the Primer Event and went 1-1-6. However, we won the award for Best Team Appearance. I'm very proud of my team for doing all that and more.



*These converted Exorcists were integral parts of B.L.O.I.D.'s plan to win both battles and the Best Appearance award.*



*For tournament play, it's always a good idea to strive for the right balance of special weapons. You never know what you'll end up facing.*





## **MODELING AND PAINTING FOR A TEAM TOURNAMENT**

The accomplished painters and hobbyists of "the Untouchables" gaming group, many of whom have won Golden Demon trophies, are preparing to compete in the AdeptiCon 2006 Warhammer 40,000 Team Tournament. Jamie Welling, on behalf of his fellow gamers Jesse Arias, Dave Pauwels, and Corey Sapp, discusses how he and his teammates are crafting their models.

**Jamie:** The Untouchables began contemplating the fun of competing in the 2006 40K Team Tournament soon after AdeptiCon 2005. Most of us had been planning to start new 40K armies for general gaming, and these loose plans became the jumping off point for our Team Tournament discussions. Corey had started a few models for his Cadian Guard force, and I had begun painting a few Space Marines. After Dave suggested the idea of Inquisitors, we had our team.

We wanted to make each force distinct while maintaining some kind of unified theme. Since Corey and I had already started developing Imperial Guard and Space Marine forces, we decided to take on the role of the "mixed" Inquisitors. Jesse and Dave would put together the "pure" Inquisitor forces. Next, we decided to split up into the two Ordos of the Inquisition. Jesse and I would take Daemonhunters, while Corey and Dave would take Witch Hunters. Corey had already painted a few Cadians in black, grey, and red, and we decided this would be our basic color scheme. Each team member would use these colors as he deemed appropriate but could add additional colors to allow his force to be a bit more distinctive.

To unify our team's forces further, we decided to base our models in the same way. The base on Dave's already completed Death Cult Assassin made the decision for us. The basic color choice was an earthy brown coupled with grey. Our idea was that our Inquisitorial forces were leading the purge of a bombed-out Imperial city, and these colors seemed appropriate.

Finally, we decided that each of our forces should be led by an Inquisitor Lord with retinue. To keep the forces distinct, we each chose different models for our commanders.

### **DAVE PAUWELS**



Dave Pauwels is a regular prize winner in Games Workshop's Golden Demon competitions, held at each and every Games Day. The models shown below are evidence of his skill. The Death Cult Assassin shown below inspired the Untouchables' basing style. Below left, you can see one of Dave's heavily converted Arco-Flagellant models. The grisly visage of this model fits in well with the dark and fanatical theme of the Witch Hunters.



### **JAMIE WELLING**

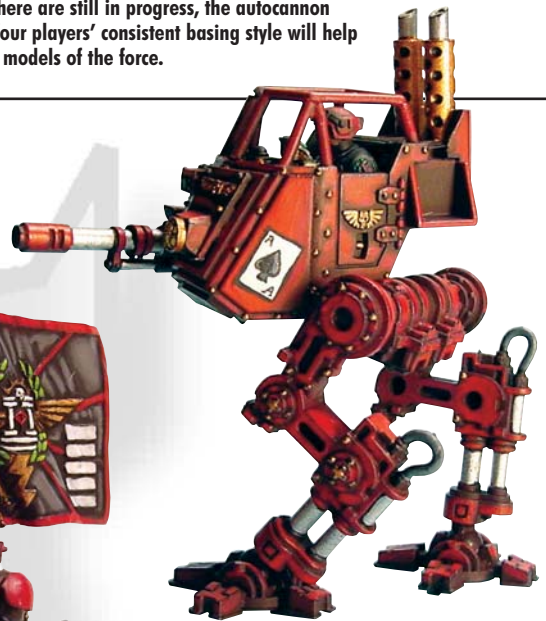


These incredibly dynamic Assault Marines are part of a squad for Jamie Welling's portion of the force. Eager to capture the feeling of flight, Jamie mounted these models on pieces of wire high above the bases. Jamie chose to attach some of the models to the wires in nearly horizontal positions like the model shown above. These positions make the models appear as though they are zipping about the battlefield, only pausing to finish off their foes before taking flight once more. Jamie is also quite skilled with green stuff, as evidenced by the sculpted tabards and purity seals that adorn the models. His models have primarily red armor to fit in with the Untouchable's color scheme.

## COREY SAPP



Corey's Imperial Guardsmen feature skillful detail painting and an eye-catching use of red. Corey's Guardsmen inspired the Untouchable's red, grey, and black color scheme, and as you can see, this choice yields striking results. Though some of the models shown here are still in progress, the autocannon team shows how the four players' consistent basing style will help to unify the disparate models of the force.



## OTHER EVENTS

Whether or not you plan to attend AdeptiCon 2006, check out these great web sites for the latest information on large GW tournaments! [Note that Games Workshop is not necessarily affiliated with these tournaments. Enter and compete at your own risk.] We hope to see you across the table!

- The Alamo, San Antonio, TX  
[www.alamogt.com](http://www.alamogt.com)
- Astronomi-con, Winnipeg, Toronto, and Vancouver, Canada  
[www.astronomi-con.com](http://www.astronomi-con.com)
- Dragonflight, Bellevue, WA  
[www.dragonflight.org](http://www.dragonflight.org)
- Hillbilly Invitational, Little Rock, AR  
[www.hillbillyinvite.com](http://www.hillbillyinvite.com)
- Indy GTs, many locations  
[www.indygt.com](http://www.indygt.com)
- KublaCon, Burlingame, CA  
[www.kublacon.com](http://www.kublacon.com)
- OrcCon, Los Angeles, CA  
[www.strategicon.net](http://www.strategicon.net)
- Necronomicon, Orlando, FL  
[www.thenecro.com](http://www.thenecro.com)
- SAWS Challenge, Sacramento, CA  
[www.sactosaws.com](http://www.sactosaws.com)
- Sooiepalooza, Fayetteville, AR  
[www.sooiehammer.com](http://www.sooiehammer.com)
- Wasteland Wars, Lubbock, TX  
[www.wastelandwars.org](http://www.wastelandwars.org)

## JESSE ARIAS



These Grey Knights by Jesse Arias are carefully painted in a style that makes use of both traditional metallic and non-metallic metal techniques. Though Jesse's teammates did not use any non-metallic metals in their forces, these Grey Knights fit in well and remain visually linked to the rest of the force. In particular, Jesse's selective use of red as an accent color helps his models fit in. Above, you can see Jesse's Dreadnought in progress. The definition of detail, the expert blending, and the subtle transition of highlights are particularly well handled. Of course, Jesse plans to finish his models by basing them to match the rest of B.L.O.I.D.'s army.

