

ADEPTICON 2024

2024 ADEPTICON 40K TEAM TOURNAMENT FORMAT

WELCOME AND INTRODUCTION

Welcome to the 2024 AdeptiCon 40K Team Tournament Format (ATTF) rules packet!

WHAT IS THE ATTF?

The ATTF is:

- A. The set of rules that will govern AdeptiCon's flagship event in 2024, the 500 player Warhammer 40,000 Team Tournament. And,
- B. A set of rules which will be *continuously updated* and available so that you can run ATTF events in your local community year-round.

WHY PLAY IN THE ATTF?

There exist already a number of team tournament formats. Preeminent among these are WTC/ATC style events. These formats are fantastic, and we encourage players to try them out.

What these other team formats have in common is they center around a series of one vs one games. In other words, team members pair off *individually* with opponents and *play on their own* in one vs one games of Warhammer 40K with relatively "normal" armies.

ATTF events revolve around a series of two vs two games. Two team members each use 1,000 points of whatever army they like and *play on the same table*, making tactical decisions and creating memories *shoulder to shoulder* with their best mates.

This two vs two dynamic is what makes ATTF events special. It opens up interesting hobby and tactical opportunities as you try endless army combinations on the same table.

Further, if you attend the penultimate ATTF event, the Warhammer 40,000 Team Tournament at AdeptiCon, the decades long history and culture of that event inspires the most jaw-dropping hobby work you will find anywhere.

WHAT'S IN THIS PACKET

You can find all necessary details to participate in (or run your own) ATTF events below. It includes rules for constructing your team, how to handle common rules oddities/interactions, playing missions tailored for the two vs two format, and handling awards and other tournament logistics.

FOR RETURNING PLAYERS, WHAT'S NEW?

Returning players to the AdeptiCon Team Tournament will notice several important changes for 2024. With the coming of 10th Edition, we have evolved.

Chief among our changes for 2024 are:

- A. A much-simplified army construction section that mirrors army construction in 10th Edition. And,
- B. A revamped set of missions based on the Leviathan Mission Deck, while still hopefully capturing the flavor and history of the Team Tournament.

CLOSING

We hope you fall in love with playing 40K shoulder to shoulder with your buddies in ATTF events like we all have!

Sincerely,

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

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ADEPTICON 2024

2024 ADEPTICON 40K TEAM TOURNAMENT FORMAT

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BASIC RULES FOR ALL ADEPTICON 40K EVENTS

- All players are expected to abide by the AdeptiCon Conduct Policy. *****HYPERLINK COMING*****
- The models used in your army must comply with the AdeptiCon Model Policy. *****HYPERLINK COMING*****
 - Note: If there is a Warhammer Community Live-stream and you are interested in participating, *all* models used **must be** official Games Workshop models.
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.
- The Warhammer 40,000 10th 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 10th Edition Codices/Indexes and the most recent matched play materials released on or prior to **March 2, 2024** are allowed. No major format changes will be after **March 9, 2024**.
 - If you use the Warhammer 40K App we recommend you turn off auto-updating on your mobile device on March 2, 2024 so that your app has the correct information.
- The AdeptiCon 40K Terrain Pack will be used for terrain definitions, rules and placement. *****HYPERLINK COMING*****
- Unless marked for matched play, units, options, and other material/rules are not allowed.
- Imperial Armor units (Forge World) marked for matched play are allowed.
- Materials from Horus Heresy books are NOT allowed.
- If illegal models, units or other rules violations are found, 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!

TERMINOLOGY

Some words/concepts in the rules document 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 the Team Categories section for details).
- ***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).
- ***Team Member Detachment***: The 1000-point detachment used by a particular ***Team Member***.
- ***Army***: The detachments of two ***Team Members*** paired for a game. An ***Army*** is treated as a single entity comprised of two individual 1000-point detachments. ***Teams*** will form two ***Armies*** each round that will operate independently.
- ***Victory Points***: Points generated during gameplay according to mission objectives (Primary, Secondary and Tertiary). 100 ***Victory Points*** are available each game.
- ***Battle Points***: A score out of 20 based on the difference in ***Victory Points*** earned by each ***Army***.

TEAM TOURNAMENT BASICS

- **Teams** are made of the same four **Team Members** throughout the tournament.
- **Teams** must identify one **Team Member** to be the **Team Captain** throughout the tournament.
- 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.
- For the first 3 rounds, the pairing of **Team Members** will be fixed and posted with the table assignments. After the 3rd round, **Team Captains** will decide table pairings (see Battle Orders).
- **Team** pairings will be random in Round 1, and Swiss style based on total **Battle Points** thereafter.
- Each **Army** must have 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 1000-point Army Roster throughout the tournament.
- 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.

MUSTER ARMIES

Teams must use the following rules for mustering their armies/detachments instead of those in the Core Rules:

GENERAL RULES

- Each **Team Member** constructs one legal matched play Detachment of no more than 1,000 points.
 - Detachment rules that list units that you either must include or cannot include “in your Army” apply to just the specific Detachment, but must otherwise be obeyed as normal.
- Different **Team Members' Detachments** do **not** need to have the same Faction Keywords. In fact, different factions for different **Team Members** are part of the fun of the format!
- **Team Members** may (but do not have to) use the same Detachment (see the *Detachments, Keywords and Other Interactions* section for how these all interact).
- Each **Team Members'** detachment 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.
- Epic Heroes, Unique Datasheets, Enhancements and other “once per Army” items are limited to one per **Team**.

*For Example: A **Team** of 4 Ultramarines Detachments could include a total of one Chaplain Cassius and one datasheet using the Bolter Discipline Enhancement.*

WARLORD

At the table, before the game begins (see Battle Orders for the exact timing), each **Army** must nominate a single Warlord per the matched play rules. The **Army** Warlord can be from either **Team Member Detachment**.

RULE OF THREE

The “Rule of Three,” (“Rule of Six” for Battleline/Dedicated Transport Units) must be respected across all possible combinations of **Team Members** (i.e., across each **Army**).

*Example 1: For a **Team** comprised of 4 Space Marine **Team Members**, one **Team Member** could take two Aggressor Squads. Remaining **Team Members** could each take 0-1 Aggressor Squads.*

*Example 2: Alternatively, one **Team Member** could take three Aggressor Squads. Remaining Team Members could not take any Aggressor Squads.*

*Example 3: Each **Team Member** could take 0-3 Intercessor Squads (Battleline) and each **Team Member** could also take 0-3 Impulsors (Dedicated Transport).*

Note: The Rule of Three only pertains to Datasheets with the exact same name.

*For Example: A **Team Member** could take 3 Daemon Princes of Chaos (Index: Chaos Demons) and another **Team Member** could take 3 Heretic Astartes Demon Princes (Index: Chaos Space Marines).*

ALLIES

When building their **Team Member Detachment**, each **Team Member** can include a number of Allies that would be legal for an Incursion sized matched play army. All the normal matched play rules for allies still apply.

TEAM CATEGORIES

Each **Team** will be classified according to its overall faction composition. 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>, <Leagues of Votann>, <Necron>, <Great Devourer>, <Tau>, <Orks>—the **Team** is categorized as Xenos.

- Imperial (Forces of the Imperium): Keyword <Imperium>
- Heretical (Forces of Chaos): Keyword <Chaos>
- Xenos: Matching Keywords: <Aeldari>, <Leagues of Votann>, <Necron>, <Great Devourer>, <Tau>, <Orks>
- Hybrid: Any other mix of Faction Keywords

COMMAND POINTS

This section outlines how to generate and use CP in ATTF events.

COMMAND POINT GENERATION

Each **Army** generates one Command Point during the Command Phase of each turn. All generated Command Points for each **Army** form a Command Point pool shared by **Team Members** in that game.

USING COMMAND POINTS

Team Members of an **Army** decide together how Command Points will be used. Rules for using Stratagems are applied to the **Army**.

*Example 1: An **Army** cannot use the same Stratagem more than once in the same phase.*

*Example 2: Insane Bravery is limited to once per game per **Army**.*

*Example 3: **Armies** may not regenerate more than one extra CP per turn.*

FREE STRATEGEM ABILITIES

If both **Team Members** in an **Army** have the same Faction and Detachment, they may share abilities that provide additional uses of Stratagems or reduced Stratagem costs. Otherwise, the abilities only effect the **Team Member** with said ability.

*For Example: An **Army** of Space Marines with both **Team Members** using the Gladius Strike Force Detachment could take advantage of a Captain's Rites of Battle Ability regardless of which **Team Member Detachment** used the Stratagem previously.*

INCREASED CP COST ABILITIES

Enemy abilities that increase the cost of Stratagems apply to both **Team Members** that use this Stratagem.

*For Example: The Callidus Assassin ability "Reign of Confusion" can be used after either enemy **Team Member** plays a Battle Tactics Stratagem. All future uses of the Stratagem by either enemy **Team Member** are increased by 1CP.*

DETACHMENTS, KEYWORDS AND OTHER INTERACTIONS

FACTION & DETACHMENT RULES:

If both **Team Members** in an **Army** have the same Faction, they share a single instance of their Faction Ability. Otherwise, **Team Members** must track their own Faction Abilities.

*For Example: If both **Team Members** are using the Space Marines Faction, the **Team Members** nominate one target for the Oath of Moment Faction Ability.*

If both **Team Members** in an **Army** have the same Faction and Detachment, they share a single instance of their Detachment Rule. Otherwise, **Team Members** must track their own Detachment Rules.

*For Example: If both **Team Members** are playing Space Marines and using the Gladius Strike Force, then they choose one Combat Doctrine to be active for both **Team Members**.*

SHARING DATASHEET AURAS AND ABILITIES

If both **Team Members** in an **Army** have the same Faction and Detachment, they may share Datasheet Auras and Abilities as if they were one unified force. Otherwise, **Team Members** may never share Datasheet Auras and Abilities.

*For Example: If both **Team Members** are playing Space Marines and using the Gladius Strike Force, then units in **Team Member Detachment A** may benefit from the Blessings of the Omnissiah ability of a Primaris Techmarine in **Team Member Detachment B**.*

SHARING TRANSPORTS

If both **Team Members** in an **Army** have the same Faction and Detachment, units/models from one **Team Member's Detachment** may embark in/begin the game embarked on a Transport from the other **Team Member's Detachment**, so long as they satisfy all the requisite Keywords and other rules associated with the Transport. Otherwise, units/models may only ever embark on Transports from their own **Team Member Detachment**.

*For Example: If both **Team Members** are playing Space Marines and using the Gladius Strike Force, then a Primaris Techmarine from **Team Member Detachment A** may embark in/begin the game embarked on an Impulsor from **Team Member Detachment B**.*

ATTACHING LEADERS

If both **Team Members** in an **Army** have the same Faction and Detachment, Leader units from one **Team Member Detachment** may be attached to units in the other **Team Member Detachment**. Otherwise, Leaders may only attach to units from their own **Team Member Detachment**.

*Note: for purposes of Mission Rules that require a unit/model from each **Team Member Detachment**, the Leader is considered part of the bodyguard's **Team Member Detachment** so long as it is still attached.*

*For Example: If both **Team Members** are playing Space Marines and using the Gladius Strike Force, then a Primaris Techmarine in **Team Member Detachment A** may join an Intercessor Squad in **Team Member Detachment B**. While the Intercessor Squad is alive, the Primaris Techmarine is considered part of **Team Member Detachment B**.*

RULES THAT AFFECT FRIENDLY/ENEMY MODELS

If both **Team Members** in an **Army** have the same Faction and Detachment, models in both **Team Members Detachments** are considered "Friendly Models." Otherwise, models in the other **Team Tournament Detachment** are neither "Friendly" nor "Enemy" models.

ATTF MISSIONS

OVERVIEW

Missions for the ATTF use the standard [Chapter Approved Leviathan Mission Deck](#) as amended by the [GW Leviathan Tournament Companion](#) with a few modifications. Namely:

- Battle Orders are slightly different to accommodate AdeptiCon Terrain and the team format.
- Custom Mission Rules Cards designed specifically for the ATTF are used.
- The 10 **Victory Points** scored for being "Battle Ready" painted are replaced with three Tertiary Objectives designed for the ATTF.
- Mission **Victory Points** (max 100VP per table/game) are converted into a differential based **Battle Points** (max 20BP per table/game) used for W/L/D record, pairings and awards.

BATTLE ORDERS

1. Muster Armies

***Team Members** muster their forces following the Muster Armies section of this packet. Remember, all details of a **Team Member's Detachment** must be recorded on their roster. **Teams** exchange lists at this time.*

2. Determine Mission

Instead of shuffling and drawing from the Deployment, Mission Rule and Primary Mission decks, Missions are predetermined each round of the event using the Round by Round Missions table below. Set aside the Secondary Mission and Gambit decks as normal (players will receive these later). Note, shorter events may only use missions 1 through 3.

3. Read Mission

***Armies** read the Primary Mission and Mission Rule card for the mission.*

The Primary Mission details how and when armies score **Victory Points**. Armies will also score **Victory Points** by achieving Secondary Missions and Gambits, which are detailed later. Some Primary Mission cards also include additional rules that will apply to the battle.

4. Determine **Team Member** Pairing

In rounds four and five of the event, **Team Captains** must decide which **Team Members** are paired together for the round. To do so, start by rolling a D6 to decide which table the **Team Captains** will play on (**Team Captains** must always play each other). Then in secret, the **Team Captains** decide which of their remaining **Team Members** will play on which tables. Both **Teams** reveal their choice at the same time.

5. Place Objective Markers

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. Note: models can end any type of move on top of an objective marker.

6. Create the Battlefield

Players now create the Battlefield using the AdeptiCon 2024 Terrain Packet. *****HYPERLINK COMING*****

7. Determine Attacker and Defender & Select Warlord

Armies consult the Deployment card for the mission and agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.

Armies take their respective Secondary Mission and Gambit decks, shuffle them and place them nearby for later.

Starting with the Defender, each **Army** now nominates one legal model to be their Warlord. The **Army** Warlord can be from either **Team Member Detachment**.

8. Select Secondary Objectives

There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning **Armies** can draw the same Secondary Missions. These describe goals that players can achieve to score **Victory Points**. Each Secondary Mission card will detail when and how it is achieved, as well as how many **Victory Points** that player scores for achieving it.

Note: When a card refers to "you", "yours" etc. it is referring to your **Army**.

Each **Army** must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each **Army** first takes their respective Secondary Mission deck. If an **Army** wishes to use Fixed Missions, that **Army** secretly selects two Fixed Mission cards (denoted by the Fixed Mission symbol) from their Secondary Mission deck and places them face down on the battlefield. If an **Army** wishes to use Tactical Missions, they should instead select any two Secondary Mission cards from their deck that do not have the Fixed Mission symbol and place them face down on the battlefield. Once both **Armies** have done so, they reveal their selections.

If an **Army** selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side.

Armies selected Fixed Mission cards cannot be discarded for any reason.

If an **Army** did not select two Fixed Mission cards, then it will use Tactical Missions in the coming battle and should now reshuffle the Secondary Mission deck. At the start of each of that **Army's** Command phases, that **Army** must determine which Secondary Mission cards are active by drawing cards from the Secondary Mission deck, if it has fewer than two active Secondary Mission cards. That **Army** has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing the Secondary Mission cards if wished. If an **Army's** Secondary Mission deck runs out, it cannot generate any

additional Secondary Missions during the battle. Each time the **Army** achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

9. Declare Battle Formations

In the order below, both **Armies** secretly note:

- Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit).
- Which of their units will start the battle embarked within Transport models (they must specify which units are embarked within which models).
- Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in an **Army** can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their **Army**. Units embarked within a Transport that is set up in Reserves also count as being set up in Reserves for these limits.
- If the Mission Rule requires it, any units you are nominating for the **No Risk, No Reward** portion of the Mission Rule Card.

When both **Armies** have done so, they declare their selections to their opponents.

Reserves units cannot arrive during the first battle round, and any Strategic Reserves or Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started.)

10. Deploy Armies

Armies alternate setting up their remaining units one at a time, starting with the Defender. An **Armies** models must be set up wholly within their deployment zone. If one **Army** finishes deploying all their units, their opponents then deploy the remainder of their units.

11. Determine First Turn Priority

Team Captains roll off. The winner chooses one table for their **Team** to go first. The opposing **Team** goes first on the other table.

12. Resolve Pre-Battle Rules

Armies alternate resolving any pre-battle rules units from their **Army** may have, starting with the **Army** who will take the first turn.

13. Begin the Battle

The first battle round begins. **Armies** continue to resolve battle rounds until the battle ends.

At the end of each **Army's** turn, if that **Army** is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that **Army** gains 1CP.

At the end of the third battle rounds, **Armies** generate Gambits.

14. End the Battle

The battle ends after five battle rounds have been completed. If one **Army** has no models remaining at the start of their turn, the other **Army** can continue to play out their turns until the battle ends.

15. Determine Victory

At the end of the battle, **Armies** must calculate their total **Victory Points**.

Each **Army** can score a maximum of 50 **Victory Points** from Primary Missions and/or Gambits (any excess **Victory Points** awarded are lost) and a maximum of 40 **Victory Points** from Secondary Missions (any excess VP awarded are lost), for a possible total of 90VP. If an **Army** is using Fixed Missions, that player can score a maximum of 20 **Victory Points** from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost). **Armies** may score up to 10 additional **Victory Points** from Tertiary Objectives (see below). This gives each **Army** a maximum total score of 100 **Victory Points**.

After calculating **Victory Points**, **Armies** must calculate **Battle Points** based on the **Victory Point** differential (see below). The **Battle Points** will be used for round pairings and awards. The **Army** with more **Battle Points** wins. If both **Armies** have the same **Battle Points**, the game ends in a draw.

NEW ORDERS STRATAGEM

COST: 1CP

WHEN: End of your Command phase.

TARGET: One of your active Secondary Mission cards.

EFFECT: Discard it and draw one new Secondary Mission card.

RESTRICTIONS: You can only use this Stratagem once per battle.

GAMBIT DECK

There are two Gambit decks (one for each **Army**) with identical cards. These contain challenging goals that **Armies** can attempt to achieve by the end of the battle instead of attempting to score any more **Victory Points** from their Primary Mission.

At the end of the third battle round, before starting the next battle round, **Armies** can generate Gambits and choose whether to attempt to achieve one.

Each **Army** takes their Gambit deck and removes the Proceed as Planned card, placing it to one side, before shuffling the remaining Gambit cards and randomly discarding one. Each player then adds their Proceed as Planned card back in, to have a hand containing three cards.

Armies then secretly choose one of these three cards and place it face down on the battlefield. Once both players have done so, they reveal their choice.

If a player reveals their Proceed as Planned card, they are not attempting a Gambit in this battle and continue to score **Victory Points** for achieving the goals as listed on their Primary Mission card.

Otherwise, the **Army** is attempting a Gambit, and until the end of the battle that **Army** cannot score any more **Victory Points** as described on the Primary Mission card (any **Victory Points** scored so far are kept). Instead, at the end of the battle, if they successfully completed the goal described on the Gambit card, they score **Victory Points** as detailed on that Gambit card.

ROUND BY ROUND MISSIONS

The ATTF uses 5 Mission Card combinations suggested from the [GW Leviathan Tournament Companion](#) with custom Mission Rules (featured below):

MISSION*	PRIMARY OBJECTIVE	DEPLOYMENT	MISSION RULE
1	The Ritual	Sweeping Engagement	Of Unity, Victory
2	Sites of Power	Hammer and Anvil	Better Together
3	Take and Hold	Search and Destroy	We Lead the Front
4	Purge the Foe	Crucible of Battle	Of Unity, Victory
5	Priority Targets	Dawn of War	Better Together

*Missions will be played in order at AdeptiCon 2024 (i.e., Round 1 = Mission 1, etc.).



ADEPTICON 2024
 TEAM TOURNAMENT FORMAT
MISSION RULE
OF UNITY, VICTORY

Team Objective Control

When calculating an **Army's** Level of Control, only count the OC of a unit if both **Team Members** have at least one unit with OC 1 or greater within range of the objective marker.

Rules that allow a player to control an objective even if they have no models within range of it are ignored this mission.

No Risk, No Reward

During the Declare Battle Formations Step of the Battle Orders, each **Team Member** may nominate one unit from their Detachment to ignore this Mission Rule Card (i.e., that unit will calculate their Level of Control even without another **Team Member's** unit). However, if these units are destroyed by the end of the battle, the opposing **Army** scores 5 **Victory Points** each for the Primary Objective.

ADEPTICON 2024
 TEAM TOURNAMENT FORMAT
MISSION RULE
BETTER TOGETHER

Team Sweep and Clear

If an **Army** controls an objective marker at the end of their Command phase with at least one unit with OC 1 or greater from both **Team Members**, that objective is "marked". Marked objectives remain under their control, even if they have no models within range of it, unless their opponent controls it at the end of any subsequent Command phase with at least one unit with OC 1 or greater from both **Team Members**.

No Risk, No Reward

During the Declare Battle Formations Step of the Battle Orders, each **Team Member** may nominate one unit from their Detachment. This unit may control a Marked objective without a unit from their other **Team Member**. However, if these units are destroyed by the end of the battle, the opposing **Army** scores 5 **Victory Points** each for the Primary Objective.

ADEPTICON 2024
 TEAM TOURNAMENT FORMAT
MISSION RULE
WE LEAD FROM THE FRONT

Team Board Control

If at the end of their Command phase, both **Team Members** control one or more objective markers in No Man's Land (this may be the same objective marker), the **Army** gains 1CP (limits on gaining 1CP per battle round still apply).

No Risk, No Reward

During the Declare Battle Formations Step of the Battle Orders, each **Army** may nominate one **ENEMY** unit from each enemy **Team Member** to ignore this Mission Rule Card (i.e., that unit cannot be used to gain CP). However, if these units are **ALIVE** at the end of the battle, the opposing **Army** scores 5 **Victory Points** for the Primary Objective.

TERTIARY OBJECTIVES

The 10 **Victory Points** for Battle Ready Paint are replaced with the following three Tertiary Objectives:

- **Slay the Warlord (4VP):** To achieve this objective, the enemy Warlord must be destroyed at the end of the game.
- **Line Breaker (4VP):** To achieve this objective, at least one non-AIRCRAFT unit from your **Army** must be wholly within the enemy Deployment Zone at the end of the game.
- **First Blood (2VP):** The first unit destroyed achieves this objective for the other **Army**.

VP DIFFERENTIAL AND BATTLE POINTS

A Round between teams consists of 2 individual games. Each game, **Armies** will score a number of **Victory Points** as described in the Battle Orders (max of 100VP per game/table).

Both **Armies** must then convert their **Victory Point** score into a **Battle Point** score based on the VP differential. **Battle Points** will be used for W/L/D records, pairings and awards. **Battle Points** are calculated using the following formula and table:

$$\text{VP DIFFERENTIAL} = \text{YOUR ARMY VICTORY POINTS} - \text{OPPONENT VICTORY POINTS}$$

VP DIFFERENTIAL	YOUR ARMY BATTLE POINTS	OPPONENT BATTLE POINTS
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
>50	20	0

*Important Note: Best Coast Pairings and other tournament software often require you to enter your **Victory Points** and will automatically calculate the **Battle Points** for you. Check with your Tournament Organizer whether you should report your **Victory Points** or **Battle Points** when reporting game scores.*



SCORING

OVERVIEW

The maximum number of points each **Team** can score is 540, divided up as follows:

CATEGORY	POSSIBLE POINTS
Battle Points	200
Appearance	125
Theme & Composition	100
Sportsmanship & Favorite Opponent	100
Display	10
Team Spirit	5

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

BATTLE POINTS (200 POINTS PER TEAM)

Each mission will generate up to 100 **Victory Points**. The **Victory Point** differential will determine total **Battle Points** earned during each mission. **Battle Points** determine whether a game is a W/L/D (more is a win, fewer a loss, the same a draw). **Battle Points** are also accumulated from all mission results throughout the entire tournament for pairings and awards tie-breakers.

APPEARANCE (125 POINTS PER TEAM)

Each **Team** will be considered by a panel of appearance judges. **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. Top scoring **Teams** will be reviewed a second time by a panel of judges for the Best Team Appearance award. The ranks are as follows:

APPEARANCE RUBRIC

(JUDGES CHOOSE THE APPLICABLE PTS FOR EACH CATEGORY)	
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. [10-25 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. [36-50 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”. [61-75 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. [86-100 Points]
5	Extraordinary: 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. [111-125 Points]

APPEARANCE QUESTIONS

Teams wishing to maximize their Appearance score should be prepared to answer the following questions:

1. What conversion work do you have?
2. What freehand or decal work do you have?
3. What advanced methods did you use?
4. What else would you like us to look at?

THEME & COMPOSITION (100 POINTS PER TEAM)

*Armies evocative of the lore of the Warhammer 40,000 universe are a hallmark of the ATTF. Theme & Composition rewards **Teams** that place extra effort into creating cohesive armies that bring to life the wonderful (and horrible) world of 40K.*

Each **Team** will be considered by a panel of theme judges (normally at the same time and by the same judges doing appearance). **Teams** will be judged as a single entity and awarded a score out of 100 based on the rubric below:

Teams new to Theme & Composition scoring should be aware of the following considerations:

- Some elements of Theme & Composition (e.g., consistent/thematic conversion work) will also count towards your appearance score.
- Adversarial themes (e.g., two **Team Members** playing Ultramarines vs two other **Team Members** playing Hive Fleet Behemoth Tyranids) are encouraged and should be supported with relevant background material.
- Self-created stories/themes are encouraged and should be supported with relevant background material.
- “Silly” themes not exactly in line with the 40K lore (e.g., NASCAR themed Ork buggies) are encouraged and won’t be penalized if genuine effort is placed into the theme.
- 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.

Top scoring **Teams** will be reviewed a second time by a panel of judges for the Best Theme and Presentation tie breaker.

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THEME RUBRIC

(JUDGES CHOOSE THE APPLICABLE PTS FOR EACH CATEGORY)

Overall Effort in Team Cohesion (40pts):

Has effort been placed into making a cohesive/thematic **Team** over and above grabbing 4 existing armies?

*Important Note: This is a very general notion and includes things like army list choices (e.g., a 100% mechanized **Team**), conversion work (e.g., consistent bits across a **Team**), consistent painting, consistent or sensical faction pairings (e.g., 4 Space Marines of the same chapter). **Teams** need not have a "story" per se to earn these points, but will need one for the remaining categories.*

[None = 0pts]

[Minimal = 10pts]

[Moderate= 20pts]

[High = 30pts]

[Exceptional = 40pts]

Story (20pts):

What effort was placed into representing a story/narrative, and were there supporting materials (e.g., handouts, storybooks etc.) to support the narrative?

[None = 0pts]

[Minimal = 5pts]

[Moderate= 10pts]

[High = 15pts]

[Exceptional = 20pts]

Painting, Modeling and Display in service of the story/theme (20pts):

How much painting, modeling and display work has been done to represent the chosen story/ narrative?

[None = 0pts]

[Minimal = 5pts]

[Moderate= 10pts]

[High = 15pts]

[Exceptional = 20pts]

In-game Power Sacrifices (20pts):

How many (or how serious) are the sacrifices made in army list efficiency/power in service of the chosen story/ narrative?

[None = 0pts]

[Minimal = 5pts]

[Moderate= 10pts]

[High = 15pts]

[Exceptional = 20pts]

THEME QUESTIONS

Teams wishing to maximize their Theme & Composition score should be prepared to answer the following questions:

1. What have you done to make your **Team** appear/act like a cohesive force on the tabletop? In other words, what effort was placed into the **Team** above and beyond just grabbing 4 armies the **Team Members** already owned?
2. Is your **Team** composition based on a particular story/narrative? What supporting materials do you have?
3. If so, what did you do with your modeling, painting and display to represent the story/narrative?
4. If so, what in-game power sacrifices did you make in service of your story/narrative?

SPORTSMANSHIP & FAVORITE OPPONENT (100 POINTS PER TEAM)

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 their tape measure once in a while, temporarily forgets how a rule works, or changes their mind about a decision, etc.

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.

DISPLAY (10 POINTS PER TEAM)

*Grand, epic, diorama quality displays are one of the best things the ATTF inspires. **Teams** creatively use everything from LEDs, smoke machines, sound effects, running water and much more to make their displays come to life. For those who have to travel, keep in mind, the judges appreciate quality, not just size. And travelling **Teams** (with a little creativity) should still be able to compete in the category.*

Each **Team** will be considered by a panel of display judges (normally at the same time and by the same judges doing appearance). **Teams** will be judged as a single entity and awarded a score out of 10 based on the rubric below:

Top scoring **Teams** will be reviewed a second time by the judges for the Best Team Display Base award.

DISPLAY RUBRIC

(JUDGES CHOOSE THE APPLICABLE PTS FOR EACH CATEGORY)

Textures/Flocking (2pts):

Does the display base use multiple textures beyond a single type of flock, sand, etc.?

[None = 0pts]

[Minimal = 1pt]

[Extensive= 2pts]

Matching Bases (2pts):

Has effort been placed to match the display and model basing? In other words, do the models clearly belong to/are a part of the display?

[None = 0pts]

[Minimal = 1pt]

[Extensive = 2pts]

3-Dimensionality (2pts):

Does the display use hills, buildings, or other terrain to create 3-dimensionality to the display?

[None = 0pts]

[Minimal = 1pt]

[Extensive = 2pts]

Special Effects (2pts):

Does the display have special effects, including (but not limited to) lighting, water effects, sound effects, etc.?

[None = 0pts]

[Minimal = 1pt]

[Extensive = 2pts]

Discretionary Points (4pts):

Has extra effort been put into the display that “wows” the judges?

[None = 0pts]

[Minimal = 1pt]

[Extensive = 2pts]

SPIRIT (5 POINTS PER TEAM)

*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 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!*

Each **Team** will be considered by a panel of Spirit judges (normally at the same time and by the same judges doing appearance). **Teams** will be awarded a score of 0 to 5 points based on the rubric below.

Top scoring **Teams** will be reviewed a second time by the judges for the Best Team Spirit award.

SPIRIT RUBRIC

(JUDGES CHOOSE THE APPLICABLE PTS FOR EACH CATEGORY)

Team Uniforms/Costumes (1pt):

Does the **Team** have matching clothing (anything from t-shirts, jerseys, full costumes etc.)?

[No = 0pts]

[Yes = 1pt]

Banner / Sign (1pt):

Does the **Team** have a banner/sign or other means of locating/identifying the team?

[No = 0pts]

[Yes = 1pt]

Giveaways (1pt):

Does the **Team** have handouts/giveaways for opponents?

[No = 0pts]

[Yes = 1pt]

Discretionary Points (2pts):

Has extra effort been put into the spirit that “wows” the judges?

[None = 0pts]

[Minimal = 1pts]

[Exceptional = 1pt]

ADEPTICUP 2024

The 2024 AdeptiCon 40K Team Tournament is a proud participant in the 2024 AdeptiCup Army Showcase.

The AdeptiCup is a convention wide, cross-game system hobby competition. Full rules for the AdeptiCup are available here: *****HYPERLINK COMING*****

Participants in the 2024 AdeptiCon 40K Team Tournament will be automatically considered for the 2024 AdeptiCup Army Showcase. Selection is *subjective* and based on a *holistic assessment* of everything about a **Team's** army/display including, but not limited to, the:

- Quality of the painting.
- Quality of the conversion work.
- Impressiveness of the overall display (in size and/or quality).
- Depth of the lore represented by the army/display.

The number of teams invited to the AdeptiCup Army Showcase will be determined on the weekend by the AdeptiCup Coordinator (with a minimum of one, likely more).

AWARDS

AVERAGE RANKS

Many awards (including Team Tournament Champions) use a **Team's** average 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 Average Rank is the sum of the two ranks divided by two.

*For Example: A **Team** who was 1st in Battle Rank and 2nd in Hobby Rank would have an "Average Rank" of 1.5 $([1 + 2]/2)$.*

If teams are tied for a particular rank, they will be given the highest rank they are eligible for.

*For Example: The two **Teams** with the highest **Battle Points** both have 190 **Battle Points**. Both **Teams** would receive a Battle Rank of 1. The **Team** with the next highest **Battle Points** would receive a Battle Rank of 3.*

The **Team** with the best (i.e., lowest) Average Rank wins.

AWARDS CATEGORIES

Teams may only win one award in total. Awards are listed in hierarchical order. **Teams** will be given the highest award for which they qualify.

*For 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 averaged 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, Theme & Composition and Display points. Best Team & Composition (Judges' discretion) 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. Judges' discretion for tie breaker.
- **Best Team Display Base** Highest Display Score. Judges' discretion for tie breaker.
- **Best Team Spirit:** Highest Spirit Score. Judges' discretion for tie breaker.
- **Best Imperial Team:** Best averaged Battle Rank and Hobby Rank for an Imperial Team. Battle Points for tie breaker.
- **Best Xenos Team:** Best averaged Battle Rank and Hobby Rank for a Xenos Team. Battle Points for tie breaker.
- **Best Heretical Team:** Best averaged Battle Rank and Hobby Rank for a Heretical Team. Battle Points for tie breaker.
- **Best Hybrid Team:** Best averaged Battle Rank and Hobby Rank for a Hybrid Team. Battle Points for tie breaker.
- **The Headhunters:** Most Slay the Warlord Tertiary Objectives achieved. Battle Points for tie breaker.
- **The Aggressors:** Most Linebreaker Tertiary Objectives achieved. Battle Points for tie breaker.
- **The Opportunists:** Most First Blood Tertiary Objectives achieved. Battle Points for tie breaker.

RUNNING YOUR OWN ATTF EVENT

The AdeptiCon 40K Team Tournament is a one of a kind experience. However, many gamers would love ATTF events to prepare for AdeptiCon, try out different combinations of armies from their varied collections, or just spend some time with their buddies. Further, ATTF events are a great way to economize on limited store and/or convention space!

We encourage enterprising TOs to use this rules packet to run ATTF events of their own. This section is intended to help you run your own 40K ATTF event in your garage, friendly local games store, grand tournament or convention.

WHAT YOU NEED TO DECIDE

There are a few items you will need to decide for your own ATTF event. The following list summarizes what you will need to decide and share with your attendees.

- Event name.
- Date.
- Location.
- Entry fee (if applicable).
- Team/Player capacity.
- Schedule (including round by round times).
- Registration link/contact.
- Missions/Mission order.
- Terrain Format (if not using the AdeptiCon 40K Terrain Pack).
- Any ***Premade Tournament Variations*** you are using (see below).
- Additional modifications (if any).
- Awards you will give out.
- A contact for additional questions.

PREMADE TOURNAMENT VARIATIONS

The following is a list of common variations of the ATTF with standardized definitions/rules. To use one of these variations, simply list it in the event information for your own ATTF event.

- **TWO MAN TEAMS**

Teams are made of 2 **Team Members** instead of four. Each **Team Member** still has only one detachment of up to 1,000 points. The two **Team Members** are paired together every round.

- **ONE MAN TEAMS**

Teams are made of 1 **Team Member** instead of four. This **Team Member** creates/uses two Detachments of up to 1,000 points. The two Detachments are paired together every round.

While this variation doesn't take advantage of the best part of the ATTF (your buddies), it gives players a convenient way to explore a different way to build armies and play 40K.

- **BRING A NEW PLAYER**

Commonly paired with the Two Man Teams variation. At least one **Team Member** must be "new" to Warhammer 40K. The definition of new is somewhat subjective, but we suggest someone who has not gone to a 40K tournament for the last two editions of the game.

- **MATCHING FACTION ONLY**

All **Team Member Detachments** on a **Team** must have the same Faction.

- **NON-MATCHING FACTION ONLY**

No two **Team Member Detachments** on a **Team** may have the same Faction.

EXAMPLE TOURNAMENT ANNOUNCEMENT

The following is an example forum/social media post that outlines all the necessary details:

- December ATTF Event at Old World Games
- Date: Sunday, December 17, 2023
- Location: Old World Games 15609 N Hayden Rd Suite N 137, Scottsdale, AZ 85260
- Entry fee: \$10 per team.
- Capacity: 8 teams.
- Registration: Register on BCP with the following link [URL].
- Schedule:
 - Check In: 8:30am - 9:00am
 - Round 1: 9:00am - 12:00pm
 - Lunch: 12:00pm - 1:00pm
 - Round 2: 1:00pm - 4:00pm
 - Round 3: 4:15pm - 7:15pm
 - Awards: 7:30pm
- Missions/Mission Order: ATTF Missions 1, 2 and 3 (in order).
- Terrain Format: Frontline Gaming style player optimized terrain.
- Premade Tournament Variations: Two Man Teams, Bring a New Player.
- Additional Modifications: None.
- Awards: Trophies and store credit for Best Overall, Best General and Best Appearance.
- Contact: Send your questions to info@smiteclub40k.com