



The final Codex and Other Materials cutoff is March 2nd, 2024. No major changes will be made to the Warhammer 40,000 Championship format after March 9th, 2024.

Major Notes for 2024

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

THURSDAY AWARDS

- Thursday night Best Overall and Best of Faction awards will use the average rank of Battle and Hobby scores (as opposed to total accumulated points). See the Thursday Qualifier Awards section for details.

APPEARANCE AND TOP 16 CUT

- In addition to the traditional means to determine the Top 16 Qualification for Day 2, **All** Armies will be required to meet a minimum Appearance Score. **You must have a minimum of 16 points in appearance** (see the Appearance Scorecard copied below for reference).
- The intent is **not to be onerous or prevent anyone from having a chance at making Top 16**. It is to catch instances where armies meet the letter of the [AdeptiCon Model Policy](#) for playing in the tournament (i.e., arguably three color minimum) but not the spirit.
- If you have concerns about this, please contact the event organizers as soon as possible for pre-approval/scoring of your army's paint scheme.

BCP (Best Coast Pairings)

- Best Coast Pairings will be used to manage this event.
- List upload submission deadline is Monday, March 18, 2024.

GAME PROGRESS BENCHMARKS & TIMEKEEPING

- Game progress benchmark announcements will be made.
- After the ten (10) minute warning has been announced, **NO** additional Battle Rounds shall be started – no exceptions. The judges reserve the right to end any game, as is, that goes over the scheduled time.
- Timers / Chess clocks are not required on Thursday of the event. If players agree, they are welcome to use them (see the Time Keeping / Chess Clocks section under Friday Top 16 for details). However, *AdeptiCon will not provide any timekeeping devices; players must provide their own.*
- If your game is moving slowly, **request a judge immediately**. The judge will determine whether or not to put a timer on the game. If enacted, the remaining time will be split evenly.
- For Top 16, timers / chess clocks will be required. Players should have and be familiar with these devices and the rules for using them (see the Time Keeping / Chess Clocks section under Friday Top 16 for details).

COLLUSION & 'TALKING THROUGH' REMAINING TURNS

- Colluding on game results is strictly forbidden, neither are players allowed to talk through remaining turns: games are over when the time is up.



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BASIC RULES FOR ALL ADEPTICON 40K EVENTS

- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#).
 - 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 event will use terrain layouts from the Leviathan Tournament Companion as modified by the AdeptiCon 40K Terrain Pack. *****HYPERLINK COMING*****
- Unless marked for matched play (or specifically called out by the event organizer), units, options, and other material/rules are not allowed.
- Imperial Armor units (Forge World) marked for matched play are 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!

EVENT SPECIFIC RULES

- Armies **MUST** consist of **2000 points** or less.
- Players **MUST** use the same army list throughout the tournament.
- Best Coast Pairings will be used to manage this event.
- Army lists must be uploaded in Best Coast Pairings by 11:59pm CDT Monday March 18, 2024.
- Players must use the [Chapter Approved Leviathan Mission Deck](#) as amended by the [GW Leviathan Tournament Companion](#). Exact missions will be announced by March 9, 2024.
- 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, and a writing implement.
- All players will play four 2 hour and 45-minute games on Thursday and are eligible to win any of the Thursday night awards (see below for award categories).
- The top 16 players (see below) will advance to the finals on Friday morning to play up to four additional 2 hour and 45-minute games and are eligible to win any of the Friday night awards.
- The Finals (a.k.a. Top 16) is a seeded, single elimination bracket; winners advance. Note: The 3rd and 4th place game **must be played in its entirety**.
- Game progress benchmark announcements will be made.
- After the ten (10) minute warning has been announced, **NO** additional Battle Rounds shall be started – no exceptions. The judges reserve the right to end any game, as is, that goes over the scheduled time.



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- Timers / Chess clocks are not required on Thursday of the event. If players agree, they are welcome to use them (see the Time Keeping / Chess Clocks section under Friday Top 16 for details). However, *AdeptiCon will not provide any timekeeping devices; players must provide their own.*
- If your game is moving slowly, **request a judge immediately.** The judge will determine whether or not to put a timer on the game. If enacted, the remaining time will be split evenly.
- For Top 16, timers / chess clocks will be required. Players should have and be familiar with these devices and the rules for using them (see the Time Keeping / Chess Clocks section under Friday Top 16 for details).
- Pairings for the **first game on Thursday** will be randomly determined. Subsequent games will be randomly paired within Win/Loss/Draw record.
- Colluding on game results is strictly forbidden, neither are players allowed to talk through remaining turns: games are over when the time is up.

THURSDAY SCORING

** SUMMARY **

The following points are available from the four games in the Thursday qualifier:

- **Win/Loss/Draw Record:** Tracked as 1 point for each game win, ½ point for a tie and 0 points for a loss. Max 4 points.
- **Opponent Win %:** The average *Win/Loss/Draw Record* of all opponents played throughout the day. Max of 4 points.
- **Battle Points:** Earned by achieving mission objectives during games. Max 400 points (100 points per round).
- **Appearance Points:** Judge scored (see below). Max 200 points (40 x 5).
- **Sportsmanship Points:** Special (see below). Max 100 points (40 x 2.5)

** APPEARANCE **

Players will be assigned to one of three Appearance judging time slots at check-in (see Schedule). Judges will evaluate and score each army based on the following checklist:

Initial Overall Impression (Circle one)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, at least to basic tournament standards (3-color minimum, etc.). There is still the possibility of impressive basing or conversion work.	10
Army is fully painted and there has obviously been effort put into detailing the army beyond the basic tournament standard. <i>Do not award this choice unless ALL models are above minimum tournament standard.</i>	15
Display Base (Circle one)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	4
Intricate diorama that just 'wows' the judge.	6
Model Basing (Circle one)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	4
Diorama-like bases with high attention to detail.	8
Advanced Skills: ONLY judge this section if 15 points were awarded on Initial Overall Impression (Circle one)	Points
No advanced techniques.	0



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The models have a basecoat with a shade and highlight color.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending	8
Exceptional Extras: ONLY judge this section if 15 points were awarded on Initial Overall Impression. (Circle one)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	8

Note: If the total of the above checklist totals 37 or more points, only award 37 points. All players scoring 37 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a max Appearance total of 40 points. The final appearance score will be multiplied by 4 to produce a maximum score of 200.

** SPORTSMANSHIP & FAVORITE OPPONENT NOMINATION **

Operating on the assumption that all players are good sports, they are automatically granted 10 points for Sportsmanship for each round. If it turns out that one of a player's opponents is less than a good sport, the player needs 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.

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'.

Note: A player's final sportsmanship score out of 40 will be multiplied by 1.5 to produce a maximum score of 100.

In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances and whether a deduction to a player'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: Players who receive multiple Major, or a *single* Extreme sportsmanship penalty on Thursday may be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's Top 16.

Favorite Opponent Nominations: On Thursday, after the final round, all players will nominate one of their opponents as their favorite. This will be used to determine awards.



THURSDAY QUALIFIER AWARDS

Players can only win one award on Thursday. Awards are listed in hierarchical order, players will win the best award they earn. Example: A player that receives the highest Sportsmanship and Appearance totals would win the Best Sportsman award. Qualification for Friday's Top 16 does not preclude you from winning any of the Thursday night awards (and vice versa).

** AVERAGE RANKS **

Many awards (including Best Overall) use a players' average Battle Rank and Hobby Rank. Battle Rank is a **player's** placing based on **Win/Loss/Draw Record**, then **Opponent Win %** then **Battle Points** as tie breakers. Hobby Rank is a player's placing based on **Appearance Points + Sportsmanship Points**. The Average Rank is the sum of the two ranks divided by two.

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

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

For Example: The two players are exactly tied for the highest Battle Rank. Both players would receive a Battle Rank of 1. The player with the next highest Battle Rank would receive a Battle Rank of 3.

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

** AWARDS **

- **Best Overall:** Best average Battle/Hobby Rank. Battle Rank then Battle Points for tie breakers:
- **Best Imperial Showing (Faction: Imperium):** Calculated the same as Best Overall, but for Imperial players.
- **Best Heretical Showing (Faction: Chaos):** Calculated the same as Best Overall, but for Chaos players.
- **Best Xenos Showing (Faction: Tyranids, Asuriyani, Orks, Tau, Necrons, Genestealer Cults):** Calculated the same as Best Overall, but for Xenos players.
- **Best Sportsman:** Sportsmanship total, with Favorite Opponent nominations then Battle Rank as tie breakers.
- **Best Appearance:** Appearance total, with Sportsmanship then Judge's Discretion for tie breakers.
- **Losers' Raffle:** After round one, all players that lost their previous round's game will be entered in a raffle; the winners will receive a little appreciation from prize support.

FRIDAY TOP 16

** QUALIFICATION **

- The top 16 players with the best **Win/Loss/Draw** record will qualify for the Top 16. **Opponent Win %** then **Battle Points** will be used as tie breakers. This event does NOT use "path to victory".
 - If necessary, Combined Appearance and Sportsmanship scores will be used as the third tie breaker.
- In addition to the traditional means to determine the Top 16 Qualification for Day 2, **All Armies** will be required to meet a minimum Appearance Score. **You must have a minimum of 16 points in appearance** (see the Appearance Scorecard for reference).
- The intent is **not to be onerous or prevent anyone from having a chance at making Top 16**. It is to catch instances where armies meet the letter of the [AdeptiCon Model Policy](#) for playing in the tournament (i.e., arguably three color minimum) but not the spirit.
- If you have concerns about this, please contact the event organizers as soon as possible for pre-approval/scoring of your army's paint scheme.



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** GAMES & CONDUCT **

- The Bracket is seeded by Win/Loss/Draw Record, with Opponent Win % then Battle Points as the tie breakers.
 - Please note, bracket pairings will not be adjusted due to previous player pairings, it is possible for players to be paired against each other on both Thursday and Friday.
- All qualified players **MUST** use the same army list that they used Thursday during the qualifier.
- Top 16 Players will review all other Top 16 lists before the first elimination round begins. After that time, no complaints regarding list violations will be heard.
- The player that wins a game in the Top 16 will advance, and the other player will be eliminated, except in round three, when the losers will be paired for a 4th game to determine 3rd and 4th place.
- The 3rd and 4th place game *must be played in its entirety*.
- Third-party reports of possible player misconduct will not be heard during the Top 16. Players must bring complaints/allegations of misconduct to the judges themselves.
- Sportsmanship is not scored during Top 16 games. However, Judges will be readily available to resolve any disputes and reserve the right to disqualify players in extreme situations.

** PRE-TOP 16 LIST REVIEW **

- Top 16 players, as well as alternates, will be announced after Thursday night awards.
- Top 16 competitors are expected to review each-others lists in BCP Thursday night and/or Friday morning **BEFORE Round 5 begins!**
- **It will be assumed that by the beginning of Round 5 players have reviewed and agreed to the correctness of each other's lists.**

** TIME KEEPING / CHESS CLOCKS **

- Players are required to use chess clocks during Top 16 games.
- Each player should set their share of the time to **1H:20M** to account for 5 minutes worth of misc. items when you first get to the table.
- If a player runs out of time, their action/dice roll immediately ends. They may perform no more voluntary actions and may only do passive actions. Passive actions include:
 - Making Saving Throws.
 - Taking Morale Checks.
 - Scoring Victory Points (as it may apply).
 - Other dice rolls forced by the opponent's actions/rules.
- The player with time remaining continues to play their turns as normal until the game ends.
- If both players run out of time, neither player may perform any voluntary actions. The remainder of the game is resolved with both players performing only passive actions.
- **ONLY JUDGES** may stop the chess clock. A judge may deem it necessary to adjust the chess clock if a player is being argumentative and/or using up an unreasonable portion of the game clock to resolve rules disputes.



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** FRIDAY AWARDS **

- **AdeptiCon 2024 Warmaster:** 1st place (Winner game 8)
- **AdeptiCon 2024 Second in Command:** 2nd place (Loser game 8)
- **AdeptiCon 2024 Master of the Fleet:** 3rd Place (Winner consolation game 8)
- **AdeptiCon 2024 Master of the Armory:** 4th Place (Loser consolation game 8)

SCHEDULE

THURSDAY QUALIFIER

8:00AM – 9:00AM	Check-in, Setup & Appearance Judging
9:00AM – 11:45AM	Game #1
11:45AM – 12:45PM	Lunch Break & Appearance Judging
12:45PM – 3:30PM	Game #2
3:30PM – 4:00PM	Break
4:00PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break & Appearance Judging
7:45PM – 10:30PM	Game #4
10:30PM	Thursday Awards

FRIDAY FINALS

9:00AM – 9:30AM	Check-in, Finals Preparation and Setup
9:30AM – 12:15PM	Game #5 (Top 16)
12:15PM – 1:15PM	Lunch Break
1:15PM – 4:00PM	Game #6 (Top 8)
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #7 (Top 4)
7:00PM – 7:15PM	Break
7:15PM – 10:00PM	Game #8 (Top 4: 1 st & 3 rd Place Matches)
10:00PM	Friday Awards