



ADEPTICON 2024

v1.2
01.03.2024

MARCH 20TH – 24TH :: RENAISSANCE SCHAUMBURG

WARHAMMER 40,000 YOUNGBLOODS

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

** GENERAL RULES **

- Armies **MUST** consist of **1000 points** or less, constructed according to the Matched Play rules for an Incursion force.
- Players **MUST** use the same army list throughout the tournament.
 - We strongly recommend that armies be constructed in a manner in keeping with the spirit of the Warhammer 40,000 universe and game, represented by choosing a variety of units available to your faction.
- 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.
- As a matter of *good sportsmanship*, a typed or printed (i.e. not handwritten) army list should be provided for the judges and each of your opponents (minimum of 6 copies required). Each army list must contain the following details: player name, army faction, unit names & force org. role (HQ, TROOP, ELITE, etc.), any wargear and/or upgrades, and all associated point costs and totals.

** GAMES **

- All players will play three 90-minute games.
- Table size will be 44 x 30 inches.



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- To keep the tournament running on schedule, several warnings will be issued as time runs out. 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 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.
- Missions will come from the [Chapter Approved Leviathan Mission Deck](#) as amended by the [GW Leviathan Tournament Companion](#). Exact missions will be announced before each round.
- Pairings for the first game will be randomly determined. Subsequent games will be seeded randomly by Win/Loss/Draw record.

** SCORING **

The following points are available:

- **Battle Points:** Earned by achieving objectives. 300 possible.
- **Appearance & Favorite Army:** Combination of judge scored and player voting. Max 150 points (15 x 10).
- **Sportsmanship & Favorite Opponent:** Combination of player scored and voting. Max 150 points (15 x 10).

Battle Points: Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games and ultimately determining the winner of the Best Overall Award.

Win/Loss Record: Your Win/Loss record will be used for seeding subsequent games and breaking ties for awards.

Appearance: Judges will score each army 1-15 during the lunch break.

Sportsmanship: Players will score their opponents on a scale of 1-5 at the end of each game.

Favorite Army and Favorite Opponent Voting: After the 3rd game, players will vote for their favorite army and their favorite opponent of the tournament. These votes should be awarded to the ONE player that best exemplifies the Warhammer 40,000 hobby and provided a truly enjoyable game, and the ONE army that is the coolest. These votes are mandatory and will be part of your final results sheet.

** AWARDS **

The following awards will be given out:

Best Overall: Highest combined total using the following formula. “Favorite Opponent” votes for tie breaker.

BATTLE POINTS + SPORT TOTAL + APPEARANCE TOTAL

Best General: Best Win/Loss Record. Battle points as first tie breaker. Sportsmanship total as second tie breaker.

Best Sportsman: Highest Sportsmanship. Favorite Opponent votes as first tie breaker. Battle Points as second tiebreaker.

Best Appearance: Highest Appearance total. Favorite Army votes as first tie breaker. Battle Points as second tiebreaker.



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** SCHEDULE **

SUNDAY	
8:00AM – 8:30AM	Check-in and Setup
8:30AM – 10:00AM	Game #1
10:00AM – 10:30AM	Break
10:30AM – 12:00PM	Game #2
12:00PM – 1:00PM	Lunch Break
1:00PM – 2:30PM	Game #3
3:00PM	Awards

