ADAPTIVE WAR GAMING

Tournament Event Information V1.14
Last Updated 2-29-24
Tournament Information is for 4-23-24 Tournament

Adaptive War Gaming is officially sponsoring tournaments at Knights of Thorn! Below is all of the information you, a participant, will need to know when playing at an Adaptive War Gaming Event!

Entry Fee : The Entry Fee to play at these events is currently set at 20$ cash or 25$ credit/debit. If you are paying in Cash you should hand your entry fee over to the Judge of the event before the event starts. If you are paying by Credit/Debit you need to pay an employee at Knights of Thorn and then communicate to the Judge that you have done so.

Prize Support : Prize Support works as follows –

- First Place wins an 80$ Gift Card to use at Knights of Thorn and a Trophy.
- Second Place wins a 50$ Gift Card to use at Knights of Thorn and a Trophy.
- Third Place wins a 30$ Gift Card to use at Knights of Thorn and a Trophy.
- All Star Player award gets a 20$ Gift Card to use at Knights of Thorn.
- Painting Prize award gets a 20$ Gift Card to use at Knights of Thorn and a Trophy.

Brackets will be determined by using Best Coast Pairings, with First, Second, and Third Place determined by the number of Wins, with ties broken down by victory points and if there is still a tie then it will be determined by the scores of their opponents they faced (points awarded based on the difference between the winner and the loser). The All Star Player place is determined randomly from the group of people who did NOT win 1st, 2nd, or 3rd place, with the player only needing to have stayed and played all 3 of their games. So if you came in and lost all 3 games you can still leave with a prize!

Round Times : Rounds will be 2 Hours and 30 Minutes. If a game is at a critical point and needs an additional few minutes to finish you may ask the Judge for an extension but keep in mind that this extension is coming out of the time you have in between rounds and you may be denied this request depending on the situation. We of course want to try and encourage players to get to at least round 4, if not round 5 and finish the game in each round.

Lunch Break : There will be a half hour lunch break in between rounds 1 and 2 for players to go out and get some food. Food will not be provided at these events. If you and your next opponent wish to not eat and just get onto the next game that is allowed, you are not forced to wait around a half hour if you do not wish to.

List Submittal : Lists must be submitted to the TO (NOT THE JUDGE) BEFORE THE EVENT. This means you can not show up the day of and hand us a list, it needs to be given to us before so we can verify that there are no issues. We ask it be sent in no later than March 18th. If you submit a list but show up with a different army you will not be allowed to play, please don't put us in that position. You are allowed 1 list change after submitting a list, after that happens you are going to be asked to play the list you submitted. List changes will not be allowed to happen after March 18th (If there is an accident that causes a forced list change this may be allowed, but you must contact and communicate properly with the TO).

8 Players Minimum : There needs to be at least 8 participants for us to kick off a tournament. If you have already paid but the event ends up getting canceled due to lack of players then your entry fee will roll over to the next event that you can participate in. If you paid early and then something happens where you can not come in (An Act of God) then we will work with you to find an amicable solution to this issue. (Getting drunk the night before is not an Act of God btw….)

Odd Number Players / Bye : When signing up to play we will ask you if you would be willing to take a bye if it is required for some reason. You are NOT penalized for saying yes or no, we understand some people are there to play 3 games and others don't mind taking a game off. If you say NO then that's it, no problem. If you say YES and we end up with a random number of players then we will randomly pick a player from the YES list to get the bye each round (You will NOT get the bye more than once in the tournament) and will be considered to have WON that round with a score of EVERY PLAYERS SCORE AVERAGED OUT.

Special Rules / Things to note : The following special rules apply to anyone playing at an Adaptive War Gamming event.

- Legends are NOT Allowed! – Normally we allow Legends at KOT 40k Tournaments sponsored by Adaptive War Gaming, but as this is the Store Championship Tournament we will not be allowing Legends in this tournament.
- Active Judges – Our Judges will be watching as people play but we can not be everywhere at once. We would ask that if a rules question or concern comes up to please try to come to a conclusion with your opponent before asking for a Judge's help. Having said that, as our Judges walk around if they do notice someone playing a rule wrong they do have the authority to step in and interrupt the game to fix that issue without needing someone to request them to step in. This is in place to help protect our newer players that may not know all the rules and may be simply playing something wrong without even realizing it.
- 75% Official GW – 3D printing is big in this hobby, it's a great way to get a custom model or do some awesome bits on your guys to really make them shine. Having said that we are putting a hard limit on the number of MODELS you are allowed to take that are not made by Games Workshop. No more than 25% of the models you are bringing can be 3D printed / proxies. We want to support the store as much as possible here.
- Proxy Models – If you have a kit bashed model that is meant to stand in for another model please let that be known to the TO at the time of list submittal. NO EXCEPTIONS. As long as the kit bash is obvious to what it is supposed to be then this isn't an issue, just try to be as honest about your models as you can (no modeling for advantage then saying it's a kit bash).
- NOTE: A Proxy Model has to be an actually different type of model / kitbash, you are NOT allowed to take a model that is already used in the game as it is right now and claim it to be a proxy of a different model. An example of this : You can not take "Guilliman" and say he is your proxy "Lion" model. This kind of Proxy would cause way to many issues and as such is not allowed.
- Codex Support / Rules Support – A codex MUST have been OFFICIALLY RELEASED for at least 1 Week before it is allowed to be used in a Tournament. Codex's that are only able to be gotten through special early 'Box Sets with Codex' that we have seen in the past are not allowed to be used as the codex has not officially been released in those box sets.
- FAQ Support – At the moment we are using the standard GW FAQ's. We are NOT using GW's Tournament FAQ's as they have been found to not be correct and over ruled by GW's official FAQ's as time has gone on.
- When the Judge call's round start you have at MOST 10 minutesto get to the table and start playing. For example it is not fair to your opponent if everyone else is playing but you decided to go take a smoke break and they are losing time because of it.
- If a player concedes then the winner does not automatically earn max points. Instead that player continues to play out their primary and secondary and score off of that. If they pull a kill secondary that they never would have been able to score (say they pull 'bring it down' but their opponent did not have any monsters or vehicles in their list) then they score 0pts for it, otherwise they are considered to score max point possible from them.

- Once again the 10VP for painted army is BEING USED in this Tournament, so do NOT forget to count your points!
- If for some reason if there is a placement tie in Victories, VP, and Opponent Varient (Highly unlikely but could happen) then the tied places will get the prize support of the higher prize.
- The Judge has the final rule on things. If you feel they are wrong on a ruling the time to argue it is not at that time. Just accept the ruling and continue, we can discuss the ruling in further after the tournament if you feel you have been wronged by something. Keep in mind we are all human, people make mistakes. If they feel someone has done something so wrong then a bad player may just be asked to leave. If this happens there will not be any refunds given.
- We **CAN NOT** stress this enough. Everyone is human. Please be courteous to your opponent.
- Slow Play – If the Judge determines that you are playing too slow on purpose you will get penalized as follows…
  - 1st offense is a verbal warning
  - 2nd offense is -10VP to their total vp at the end of the event
  - 3rd offense is Disqualification from the event.

Mission 1 – Purge the Foe, Chosen Battlefield, Hammer and Anvil

MISSION RULE
CHOSEN BATTLEFIELD

Both sides have scouted the area extensively, pinpointing the exact location of vital sites.

In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off.

One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be placed wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9" away from all other objective markers.

If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield.

If any rules require players to set up additional objective markers (e.g. Hidden Supplies) during the Place Objective Markers step, players set them up as described on this Mission Rule card.

If any rules instruct players to remove one or more objective markers, do so after setting them all up.

PRIMARY MISSION
PURGE THE FOE

Exterminate the enemy. Show them no mercy.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.
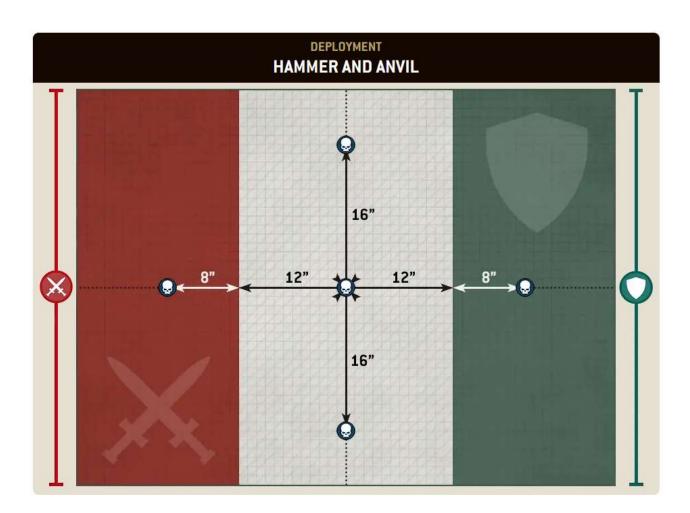
In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

At the end of each battle round:

At the end of the battle round, each player scores 4VP if one or more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round.

Note that a unit can. if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over).

DEPLOYMENT
HAMMER AND ANVIL

PRIMARY MISSION
PRIORITY TARGETS

The objectives in this area are vital to our war effort and securing them is your highest priority. Spare nothing in ensuring that they do not fall into enemy hands.

In the second, third, fourth and fifth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

At the end of the battle:

Each player scores 5VP for each objective marker they control (up to 15VP per player).

MISSION RULE
MAELSTROM OF BATTLE

Little respite or sanctuary is available across the battlefields of the 41st Millennium.

In this mission, shuffle the remaining Mission Rule cards together before drawing 2 new Mission Rule cards.

If either of these new Mission Rule cards is Chilling Rain, discard that Mission Rule card and draw 2 additional new Mission Rule cards (for a total of 3 new Mission Rule cards).

Apply all the drawn Mission Rule cards to the battle.

MISSION RULE
VOX STATIC

Stellar flares, malicious scrapcode and electromagnetic energy restrict communications.

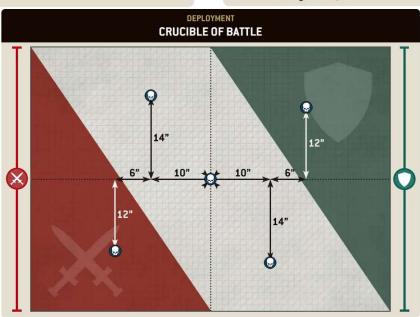In th is mission, the Command Re-roll Stratagem and New Orders Stratagem both cost 2CP to use.

MISSION RULE
TARGETS OF OPPORTUNITY

This bottle zone is replete with tactical targets of opportunity, ideal for warlords who are eager for glory.

In this mission, if a player is using Tactical Missions, then each time that player determines which Secondary Mission cards are active for them, if they have fewer than 3 active Secondary Mission cards, that player draws from their Secondary Mission deck until they have 3 Secondary Mission cards.

In this mission, if a player is using Fixed Missions, then in addition to the 2 Fixed Mission cards, that player will also draw cards from their Secondary Mission deck during the battle. At the end of the Select Secondary Missions step, that player should retrieve their Secondary Mission deck, remove all the Fixed Mission cards that they did not select at the start of that step, then shuffle the remaining cards. Then, at the start of each of that player's Command phases, if that player has fewer than 3 active Secondary Mission cards (including their Fixed Mission cards), they draw from their Secondary Mission deck until they have 3 Secondary Mission cards. That player has access to the New Orders Stratagem, and can spend CP to use it after drawing their Secondary Mission cards if they wish (remember that Fixed Mission cards cannot be discarded for any reason).

DEPLOYMENT
CRUCIBLE OF BATTLE

Mission 3 – Vital Ground, Supply Lines, Dawn of War

MISSION RULE
SUPPLY LINES

Enemy infiltrators are attempting to sabotage and disrupt your supply lines. Maintain vigilance to secure lines of communication and safeguard vital strategic resources.

In this mission, if a player controls the objective marker in their own deployment zone at the start of their Command phase, they roll one D6: on a 4+, that player gains 1CP.

PRIMARY MISSION
VITAL GROUND

The most vital ground in the region is in enemy hands.

If you draw this and the Hidden Supplies Mission Rule card, discard this card and draw a new Primary Mission card.

After setting up the battlefield, remove the objective marker in No Man's Land that is closest to the centre of the battlefield.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores VP as follows:

- If they control the objective marker in their own deployment zone, they score 2VP.
- For each objective marker in No Man's Land that they control, they score 5VP.
- If they control the objective marker in their opponent's deployment zone, they score 6VP.

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

DEPLOYMENT
DAWN OF WAR