



# ADEPTICON 2010

WARHAMMER ANCIENT BATTLES DOUBLES TOURNAMENT

Last Update: 10.27.2009

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2010.

## GENERAL RULES

- **Scale:** 25/28mm Armies MUST BE COMPLETELY PAINTED; Table size 8x4. Terrain will be randomly determined, but preset on the tables prior to the tournament start. Players will not move terrain, it will remain in place, but players will move between the tables. If a team ends up on a table that they already played on, they must use the other side. Otherwise, one player on each team rolls 1d6 and the high roller then picks the side of the table for their team.
- **Army size:** Each player is part of a team of two players. Each player must have an army of 1000 points or less, including generals.
- **Generals:** Each player's army must include an army General. If you did not purchase a general one model (a character) must be designated the army general for victory point purposes.
- **Games:** There will be 3 rounds.
- **Game Length:** 2 hours or 7 turns or 25% Army break point - which ever comes first
- **Rule Set:** The WAB 1.5 rule set will be used.
- **Errata:** The errata and the WAB 1.5 clarifications that are in the new version of the rulebook, as well as online at the [Warhammer Historical Website](http://www.warhammerhistorical.com) will be used.

## ARMIES

All armies from the following supplements are allowed: **Chariot Wars, Fall of the West, Shieldwall, El Cid, Alexander the Great, Hannibal and the Punic Wars, Beyond the Golden Gate, Spartacus, Age of Arthur, Armies of Chivalry, Art of War, and Vlad the Impaler.**

In addition, the Early Imperial Roman and Barbarian armies from the main rule book are allowed. The only armies allowed from the **Armies of Antiquity** supplement are those that do not have a new list published in another supplement (for example, the Early Persians, Crusaders, etc. but not the Vikings, Normans, or Saxons).

## TOURNAMENT SCORING

- Battle points scored to a maximum of 20 points per round.
- Appearance scored from Judged checklist.
- Sportsmanship scored by player vote of opponent displaying the best sportsmanship.

## AWARDS

- Best Sportsmanship: Scored by opponent vote
- Best General: Highest overall battle score
- Best Appearance: Best painted army
- "I'm in charge...I thought you were in charge!": Fewest battle points

## SCHEDULE

8:00AM – 8:30AM	Registration
8:30AM – 10:30AM	Game #1
10:30AM – 11:30AM	Lunch Break & Appearance Judging
11:30AM – 1:30PM	Game #2
2:00PM – 4:00PM	Game #3