



# ADEPTICON 2010

## WARHAMMER ANCIENT BATTLES SINGLES 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 player ends up on a table that he already played on, he must use the other side. Otherwise, each player rolls 1d6 and the high roller then picks the side of the table he wants to use.
- **Army size:** Armies must be 2000 points or less, including generals.
- **Generals:** Your 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 1/2 hours or 7 turns or 25% Army break point - whichever 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://Warhammer Historical Website) 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). Only allies allowed by in your chosen army list are allowed.

### CLASSICAL CAMPAIGN

Armies of the classical period will compete against each other in a campaign style. Players are divided into four teams:

- Rome and her allies (Italian tribes, allied Celts)
- Carthage and her allies (allied Spanish, allied Celts, Numidians)
- Macedonian/Successors (Greek states)
- Minor/Neutral Powers (free tribes, mercenaries, Indian, Persian)

To represent the territorial ambitions of the factions, game pairings will be selected by the players. Each round, the team with the highest Team Point (+1 point for victory, -1 point for loss) total will challenge members of the other teams to games. Remaining members of the team with the next highest average will issue challenges until all players have game assignments. Team ranking for the first tournament round will be determined by the AdeptiCon Classical campaign played at: [wab.adepticon.org](http://wab.adepticon.org).

Army lists eligible for the campaign include: **'Hannibal & the Punic Wars', 'Alexander the Great', Ancient Greek and Barbarian** rosters from the WAB 1.5 rule book.

### OPEN DIVISION

Any army not included in the Classical Campaign, will play in the Open Division. Players will be assigned games using the swiss pairing system. Should an odd number of players be present in the division, the most appropriate army will be moved to the Classical Campaign division. Players in the Open Division are eligible for all awards with the exception of the Champion Faction award.



# ADEPTICON 2010

WARHAMMER ANCIENT BATTLES SINGLES TOURNAMENT

## 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.
- Champion Faction award given to the team with highest team point total.

## AWARDS

- Best Sportsmanship: Scored by opponent vote
- Best General: Highest overall battle score
- Best Appearance: Best painted army
- Champion Faction: Team award

## SCHEDULE

8:00AM – 8:30AM	Registration
8:30AM – 11:00AM	Game #1
11:00AM – 12:00PM	Lunch Break & Appearance Judging
12:00PM – 2:30PM	Game #2
2:45PM – 5:15PM	Game #3