



ADEPTICON 2010

WARHAMMER FANTASY CHAMPIONSHIPS

Last Update: 12.28.2009

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

- **Army Selection**

Valid armies are:

Brettonia: Army Book

Chaos: Beasts of

Chaos: Warriors of

Chaos: Daemons of

[Chaos Dwarfs: GW PDF](#)

Dark Elves: Army Book

Dogs of War: PDF

Dwarfs: Army Book

[Dwarfs of Chaos: Indy GT PDF](#)

Empire: Army Book

High Elves: Army Book

Lizardmen: Army Book

Ogre Kingdoms: Army Book

Orcs and Goblins: Army Book

Skaven: Army Book

Tomb Kings: Army Book

Vampire Counts: Army Book

Wood Elves: Army Book

- Special Characters/Named Characters are **not** allowed except by prior judge approval before February 1st, 2010. A WPS Adjustment number will be forwarded if the army is approved.
- No more than one (1) Regiment of Renown is allowed in a Non-Dogs of War army.
- Rhinox Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- Each player must create a valid 2000 point army. That is the army that must be played for the entire tournament without modification.
- Each Player must provide 5 PRINTED (Not handwritten) Army lists, one to each of their opponents with the Stats of their army AT THE END of Each Game. The 5th list must be turned into the judges at time of registration at the event. .
- Model use and conversions. Whenever possible, your models should reflect WYSIWYG. If it is not apparent to anyone walking by your table what the model represents in the Warhammer world, you are encouraged to label the movement tray. Difficult or confusing model use may result in a penalty to Composition and Sportsmanship. If you have questions or concerns, contact info@adepticon.org for a pre-judgment before March 1st.
- Your Models must be painted to the **3 color minimum standard**. If you cannot meet this requirement, please contact info@adepticon.org for resolution or an exception before March 25th.
- There will be 4 Scenarios.
- The rulings of the current [GW 7th Edition Fantasy FAQ](#) will be used. Other Tournament-Specific Rulings are available in the [AdeptiCon Fantasy FAQ](#).
- The Fantasy Championship Tournament will use the 'Sliding' Methodology from The GW FAQ, Pg 6-8 with the following limitation; *Slide distance is limited by remaining movement*. If both players would prefer the 'Clipping' methodology, both must initial the 'Using Clipping' line on their opponent's scoring sheet before starting the game. Building Assault Rules from BRB Pg. 97 are in effect.



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SCORING

Battle: 100 points total, 15 Victory Points per round (15 - Victory, 10 - Draw, 5 - Loss) plus up to 5 bonus Battle Points per round, and up to 5 Objective Points per Round. +350 VP determines a Victory, using the Standard Victory Point values from the BRB Pg 102 unless specified otherwise in the scenario.

Battle Point Bidding: At the Beginning of the tournament, each player will have an option to bid Victory Points for Best General. A Player may bid from 0 to 5 VP. The effect is as follows: If a player has bid 5 Battle Points, and wins the game, that victory is worth a base 20 points for Best General, rather than 15 VP. If the player gets a Draw, the draw would only be worth 5 VP. If the Player loses, the Loss will be worth 0 VP. The Bonus applies to Best General Scoring only, the negative applies to all scoring.

Composition and Theme: 25 Points Total/Maximum. Comp is being scored using the current WPS PDF, found [here](#). Your WPS score will be divided by 200 to get your comp score. Your score will be capped at 25. Lists with a Negative WPS score will not be allowed. As WPS does not support Special Characters, WPS modifications for a specific list containing a Special Character must be pre-approved before February 1st, 2010.

Appearance: 25 points total. Appearance will be judged via Checklist as follows, capped at 25pts:

Two Separate judges will judge each army on the first 10 categories.

- The army is ENTIRELY painted to a three color minimum standard.
- The army looks like a cohesive force.
- The army is colored in a pleasing and consistent manner.
- The army uses highlighting or shading techniques to add depth and lighting to the models.
- Character models and army centerpieces stand out.
- Time was taken to paint the details of the models/units to bring out the individuality of the army (i.e. gems, lenses, ribbons, etc).
- The units of similar models are similarly painted but recognizable as belonging to different units
- The army is in the top 50% of armies represented at this tournament.
- The army is in the top 25% of armies represented at this tournament.

All Painting Judges will be involved in the last 2 Marks.

- The army is in the top 10% of armies represented at this tournament.
- The army is THE top army represented at this tournament.

The Last 8 Points are for Miscellaneous Appearance

- All models have basing material or paint
- All models are based in a consistent or cohesive manner
- Movement trays have been designed to match the basing materials.
- Some Models have been converted or dynamically posed.
- All Models have been converted or dynamically posed.
- Some models have extensive and intricate basing.
- All models have extensive and intricate basing.
- This is a newly painted army for this AdeptiCon.

Player Sportsmanship: 48 points total. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Fantasy Championship Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist.

1. Was your Opponent on Time and Prepared to play with all needed items? YES/NO
2. Did your Opponent Measure accurately and play at a timely pace? YES/NO
3. Did your Opponent know his/her rules and handle rules disputes reasonably? YES/NO



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Circle One regarding your Opponent and **Not the Army**:

0	1	2	3	4	5
The Worst Opponent I Have Ever Played	This Opponent Was Awful	This Opponent Displayed Average Sportsmanship	This Opponent Was OK	This Opponent Displayed Good Sportsmanship	This Opponent Is My New Best Friend

If you circle 0 or 5, you will have to provide a written explanation as to why. If you receive more than 1 score of zero, you will not be eligible to win any awards other than tourneys choice. At the End of the Tourney, you will rank your opponents from Best to Least in Sportsmanship. These last 4 point totals will round out Sportsmanship scoring.

Tourney's Choice: Between rounds, each player will display their army and will be allowed to vote for their favorite army, and display of the tourney. Tourney's Choice votes will be used to award the Tourney's Choice awards.

AWARDS

- Best Overall - The player with the highest point total. Battle Points for first tie-breaker. Appearance for second tie-breaker.
- Best General - The player with highest combined Battle Points and Comp score, including VP Bids. Objective Points for first tie-breaker. Wins for second tie-breaker. Sportsmanship for third tie-breaker.
- Best Appearance - The army with the highest Judged Appearance score.
- Best Sportsmanship - The player with the highest sportsmanship score. Battle Points for first tie breaker. Composition for second tie-breaker.
- Close, But... - The Highest Overall Points not winning an award.
- Tourney's Choice: Appearance – Most Tourney's Choice Appearance votes. Highest combined composition and appearance score for tie breaker.
- Tourney's Choice: Display – Most Tourney's Choice Display votes. Judged Painting score as tie breaker.

No Player may win more than one award other than a Tourney's Choice.

SCHEDULE

7:00AM – 8:30AM	Check-in, Table Assignments, and Paint Pre-Judging
8:30AM – 11:00AM	Game #1
11:00AM – 12:00AM	Lunch & Paint Judging
12:00PM – 2:30PM	Game #2
2:30PM – 3:00PM	Break
3:00PM – 5:30PM	Game #3
5:30PM – 6:30PM	Break
6:30PM – 9:00PM	Game #4