



ADEPTICON 2010

WARHAMMER FANTASY "SIZE MATTERS" TOURNAMENT

Last Update: 11.10.2009

Schedule Update

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 PDF](#)
- Dark Elves: Army Book
- Dogs of War: PDF
- Dwarfs: Army Book
- 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

- Any other Army lists must be pre-approved. Contact info@adepticon.org to get approval.
- No more than one (1) Regiment of Renown is allowed in a Non-Dogs of War army.
- Rhino Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- Each player must create a valid **2,999** point army. That is the army that must be played for the entire tournament without modification.
- Special Characters/Named Characters **are** allowed.
- Each Player must provide 5 PRINTED (Not handwritten) Army lists, one to each of their opponents with the Stats of their army. This is a **CLOSED LIST** tournament so the lists are not exchanged until AFTER each round. The 4th list must be turned into the judges at time of registration at the event. The 5th list will only be used if you qualify for the **Mine's Bigger than yours is...** round.
- 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 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. **In order to be eligible for the Purdiest Hammer award, you must have completely painted your own army.**
- If even one model is not painted and based appropriately, you will lose **5 Battle Points** per round (this includes summoned troops).
- You will need to bring an objective marker modeled on a 40mm base which will be included in the judged appearance score. The objective can earn you additional VP based on the scenario. Be warned that all of the scenarios will relate to the theme of the tourney, Size Matters.
- 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 SIZE MATTERS 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: Victory Points are earned using the Standard Victory Point values from the BRB Pg 102. Once you have calculated the victory points you have earned and the difference between the results, consult the chart below to determine the battle points you have earned for this round. The intention is for each round to produce a winner and a loser. In the unlikely event of an exact tie, there is a singular draw result.

Difference	Win	Lose
0 0	10	10
1 250	11	9
251 500	12	8
501 750	13	7
751 1000	14	6
1001 1250	15	5
1251 1500	16	4
1501 1750	17	3
1751 2000	18	2
2001 2400	19	1
2401	20	0

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. Difference = 1062. Player 1 Wins and earns 15 Battle Points. Player 2 Loses and earns 5 Battle Points.

Composition: Not Applicable.

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 includes 1 painted 40mm Objective marker.
- 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.



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Player Sportsmanship: 8 points per round. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the SIZE MATTERS 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

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.

You will be asked to rank all of your opponents at the end of round 3 from Best to Least in Sportsmanship. These last 3 point totals will round out Sportsmanship scoring. If a fourth round occurs, that round will not be included in the sportsmanship ranking.

Mine's Bigger Than Yours Is: After Game 3, if there is more than one person with the highest battle point total, the top 2 players will be paired into a bracket to determine a winner (even if they had previously played). The top 2 players will be determined by Battle Points, with Sportsmanship as the first tiebreaker, judged appearance as the 2nd tiebreaker, and sportsmanship rankings as a 3rd tiebreaker.

AWARDS

- **Biggest Hammer** - The player with the highest Battle Point total.
- **Big Hammer** – The player with the 2nd highest Battle Point total. Sportsmanship as the first tiebreaker, and judged appearance as the 2nd tiebreaker.
- **In Search of a Bigger Hammer** – The player with the 3rd highest Battle Point total. Sportsmanship as the first tiebreaker, and judged appearance as the 2nd tiebreaker.
- **Purdiest Hammer** – The player with the highest Appearance total. Battle Points as the first tiebreaker, and Sportsmanship as the 2nd tiebreaker.
- **Nice Guys Hammer** – The player with the highest Sportsmanship score. Even in a no holds barred environment, sportsmanship matters. Battle points as the first tiebreaker, and judged appearance as the 2nd tiebreaker.

SCHEDULE

10:30AM – 11:30PM	Check-in, Table Assignments
11:30PM – 2:30PM	Game #1
2:30PM – 3:30PM	Lunch Break & Paint Judging
3:30PM – 6:30PM	Game #2
6:30PM – 7:00PM	Break
7:00PM – 10:00PM	Game #3
10:00PM – 10:30PM	Break
10:30PM – 12:30AM	Game #4, Mine's Bigger Than Yours Is (If applicable)