



ADEPTICON 2010

WARHAMMER FANTASY TEAM 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

- **Army Selection**

A Team consists of 2 Choices from the following list:

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

- Any other Army lists must be pre-approved. Contact info@adepticon.org to get approval.
- Special Characters/Named Characters are NOT allowed.
- No Regiments of Renown are allowed in a Non-Dogs of War army.
- Rhinox Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- Each Combined Team needs to provide one objective marker. This should be modeled on a 40mm base.
- 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 Team Tournament will use the 'Sliding' Methodology from The GW FAQ, Pg 6-8 with the following clarification: Sliding distance is limited by remaining movement of the charger. 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.
- 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.

TEAMS

- Each Team will consist of two 1000 point contingents per its army book with the following restriction: Each contingent shall have 1-2 Heroes.
- Brettonians do not get a free Paladin.
- Teams- As this is a Team Tournament, players are encouraged to use contingents from two different army books/races.
- Each contingent is allowed one hero model to be upgraded to a battle standard bearer.
- No duplicates of magic items or Runic items are allowed between contingents except for dispel scrolls (Runes) and power stones.



ADEPTICON 2010

WARHAMMER FANTASY TEAM TOURNAMENT

- Three games will be played. Scenarios will be used. They will not be pitched battles. (No Wood elf Extra woods)
- No new turns may begin after the 2-hour mark for the game.
- Each Contingent must provide an army list to their opponents with the stats of their army. Magic Items do not need to be named, but a line should appear denoting the cost of items. Hidden models (Assassins, Fanatics, etc...) should be listed separate of the unit they are contained in.
- Magic Generation: Each 1000 point side generates its own power and dispel dice to be used by its own mages. If a side has no mages, it can only use the Common Pool. The Common Pool dice (2) **must be divided at the beginning of the magic phase, and cannot be switched mid-phase.**
- Magic Effects: Beneficial spells may be cast on your friendly contingents. Special Racial effects or Race Spell Effects (Cauldron of Blood, Screaming Bell, etc...) affect both friendly and enemy models that are applicable. The list of 'Beneficial Spells' is available in the FAQ. Tomb King magic **does not** affect Vampire Counts and Vice versa.
- Army Specific Rules: "Armies" that generate special effects only generate half of those effects, rounding up for each 1000 point portion of the alliance. Example:
 - A team of Dwarves and Empire would only generate 3 basic dispel dice for the team, rather than 4 as a "standard" dwarf army would.
 - A Dwarf-Dwarf team would generate 4.
- Units or characters that create their own "ability" are not affected by this.
- Each contingent must have its own general and will gain regular bonuses and detriments from its own general and battle standard bearer, and not the teammate's general or battle standard bearer. Examples:
 - A unit of Skaven slaves could not use a Chaos Lord's leadership plus the unit's rank bonus for LD tests.
 - An Undead army will only start to crumble with the removal of that contingent's specific general.
- Characters in each army cannot join units of the teammate's army.
- Fleeing/Destroyed Allied units may panic friendly units.

SCORING

Battle: 75 points total, 15 Victory Points per round (15 - Victory, 10 - Draw, 5 - Loss) plus up to 3 bonus Battle Points per round, 4 Bonus points for using different (race/book) armies for each contingent, and up to 3 Objective Points per Round.

Team Theme and Composition: 25 points total. Each team will be judged on team theme and composition by AdeptiCon Team Tournament Fantasy Judges. Team Theme will be given 10 points and Team Composition will be given 10 points. A portion of each score will be awarded via checklist. The remainder is up to the judge's discretion. This is to allow for teams to be awarded for thinking outside the box and not limiting the scope of what is awarded for theme and composition.

Appearance: 25 points Maximum. Appearance will be judged via Checklist as follows:

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

- The army is ENTIRELY painted to a three color minimum standard.
- Each contingent looks like a cohesive force.
- The Team 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 team is in the top 50% of the armies represented at this tournament.
- The army is in the top 25% of armies represented at this tournament.
- A contingent is new for this AdeptiCon.
- Both contingents are new for this AdeptiCon.

All Painting Judges will be involved in the last Marks.

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



ADEPTICON 2010

WARHAMMER FANTASY TEAM TOURNAMENT

The Last Points are for Miscellaneous Appearance

- All models have basing material or paint
- All models are based in a consistent or cohesive manner
- Movement trays are designed to match the basing.
- Some Models have been converted or dynamically posed.
- All Models are converted or dynamically posed.
- Some models have extensive and intricate basing.
- All models have extensive and intricate basing.

Player Sportsmanship: 24 points total. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Fantasy Team 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	Displayed Average Sportsmanship	This Opponent Was OK	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 your team has received more than one Zero score, you cannot win any awards other than tourneys choice.

Tourney's Choice: Between rounds, each team will display their army and teams will be allowed to vote for their favorite team of the tourney. Tourney's Choice votes will be used to award the Tourney's Choice award. Additionally, players will cast votes for their favorite opponent, Favorite Army, and Favorite Theme.

AWARDS

- Fantasy Team Tournament Overall Champions. The Eligible Team with the most Overall points. Battle Points for 1st tiebreaker. Appearance for 2nd tiebreaker.
- Best Generals – Eligible Team with Highest Battle Points. Sportsmanship for 1st tiebreaker. Composition for 2nd tiebreaker.
- Best Team Sportsmen - Highest Sportsmanship score. Battle points used as 1st tiebreaker. Team Theme and Composition used as 2nd tiebreaker.
- Best Team Appearance - Highest Team Judged Painting score. Tourney's Choice votes for 1st tie breaker. Team Theme used as 2nd tiebreaker.
- Close, But.... The Eligible Team with the Highest Overall Points not winning an award.
- Tourney's Choice Award - Team receiving most votes in Tourney's Choice voting. Team Painting used as 1st tiebreaker. Team Theme used as 2nd tiebreaker.

No Team can win multiple awards other than Tourney's Choice.

SCHEDULE

Friday-Saturday	Paint Prejudging and Pre-Register
7:00AM - 8:00AM	Check-in, Registration and Paint Prejudging
8:00AM - 10:30AM	Game #1
10:30AM – 11:15PM	Checkout, Lunch, and Judging
11:15AM – 1:45PM	Game #2
1:45PM – 4:15PM	Game #3