



ADEPTICON 2010

WARMACHINE/HORDES TOURNAMENTS

Last Update: 12.07.2009

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.

KILLER REP TOURNAMENT

Time: Friday. Registration begins at 10AM. First game begins at 11AM.

Format: 50-point Warmachine/Hordes Mixed Tournament, 2 Lists, Timed Turns, Various Scenarios. Models must be painted to a 3 color standard.

Qualification: Top Warmachine and top Hordes players are automatically qualified for the Championship on Sunday.

Awards: 1st, 2nd and 3rd place finishers will all receive Coins.

Killer Rep Award: Most Warcaster/Warlock kills with your own Warcaster/Warlock.

MIDNIGHT MADNESS TOURNAMENT

Time: Friday. Registration begins at 9PM. First game begins at 10PM.

Format: 35-point Warmachine/Hordes Mixed Tournament, 2 Lists, Timed Turns, Various Scenarios. Models must be painted to a 3 color standard.

Qualification: Top Warmachine and top Hordes players are automatically qualified for the Championship on Sunday.

Awards: 1st, 2nd and 3rd place finishers will all receive Coins.

Madness Award: A different award each round for a variety of in-game achievements.

TEAM TOURNAMENT

Time: Saturday. Registration begins at 9AM. First game begins at 10AM.

Format: 100-point Warmachine/Hordes Mixed Tournament, Teams of two (2) Players, One (1) 50-point List per Player, both players share the same time on their turns, Various Scenarios. Models must be painted to a 3 color standard.

Qualification: Top Warmachine and top Hordes players are automatically qualified for the Championship on Sunday.

Awards: 1st, 2nd and 3rd place finishers will all receive Coins.

Wrecking Crew Award: Awarded to the Team that destroys the most opposing army points throughout the tournament.

Supermodels Award: Awarded to the Team with the best painted armies.

MIDNIGHT MADNESS 2: REVENGE! TOURNAMENT

Time: Saturday. Registration begins at 9PM. First game begins at 10PM.

Format: 35-point Warmachine/Hordes Mixed Tournament, 1 List, Timed Turns, Killbox Scenario for all rounds. Models must be painted to a 3 color standard.

Qualification: Top Warmachine and top Hordes players are automatically qualified for the Championship on Sunday.

Awards: 1st, 2nd and 3rd place finishers will all receive Coins.

Revenge! Awards: Awarded to a player that defeats a warcaster/warlock that he/she lost to in a previous tournament. Tournament Organizers will have tournament records from the previous events to verify this data.

WARMACHINE/HORDES CHAMPIONSHIP

This event is by qualification only. Only top place finishers in the above events qualify to play in the Warmachine/Hordes Championship.

Format: 35-point Warmachine/Hordes Mixed Tournament, 3 Lists with a different Warcaster/Warlock required in each, Timed Turns, Various Scenarios. Models must be painted to a 3 color standard.

Awards: 1st, 2nd and 3rd place finishers will all receive Trophies.

ETERNAL WAR!

Time: This event runs literally all weekend (and all night) long, from 9AM Friday morning through con closing on Sunday.

Format: Casual Warmachine/Hordes gaming. Players must register with the organizers of Eternal War, but are not required to submit army lists.

This event **DOES NOT** qualify you for the Warmachine/Hordes Championship on Sunday.



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