



ADEPTICON 2011

WARHAMMER ANCIENT BATTLES DOUBLES TOURNAMENT

Last Update: 11.03.2010

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 2/1/2011.

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 team ends up on a table that they already played on, they must use the other side. Otherwise, one player on each team rolls 1d6 and the high roller then picks the side of the table for their team.
- **Army size:** Each player is part of a team of two players. Each player must have an army of 1000 points or less, including characters.
- **Generals:** Each team must include one army General and may include one army Battle Standard Bearer. Units from both factions are able to benefit from the General's leadership and the Battle Standard Bearer's break check re-roll (unless a unit is normally unable to benefit from the General/BSB). The faction which does not include the General must purchase one character as an army leader for victory point purposes.
- **Games:** There will be 3 rounds.
- **Game Length:** 2 ½ hours or 7 turns or 25% Army break point - whichever comes first
- **Rules/Errata:** WAB 2nd Edition and the online FAQ at the [Warhammer Historical Website](#) will be used.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard).

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 Roman Army List and Barbarian Army List from the 2nd edition rule book are allowed. The only armies allowed from the **Armies of Antiquity/WAB 1.5 Rulebook** are **Greek, Achaemenid Persians, Samurai, and Crusaders**. If additional supplements are published prior to February 1st 2011, armies in them are also eligible for participation.

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.

AWARDS

- Best Sportsmanship: Scored by opponent vote
- Best General: Highest overall battle score
- Best Appearance: Best painted army
- "I'm in charge...I thought you were in charge!": Fewest battle points

SCHEDULE

7:00AM – 7:30AM	Registration
7:30AM – 10:00AM	Game #1
10:00AM – 11:00AM	Lunch Break & Appearance Judging
11:00AM – 1:30PM	Game #2
1:30PM – 1:45PM	Break
1:45PM – 4:15PM	Game #3