



ADEPTICON 2011

WARHAMMER FANTASY BIG BRAWL TOURNAMENT

Last Update: 01.31.2011

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

- Valid lists: Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, [Dogs of War/Regiments of Renown](#): Indy GT PDFs, Dwarfs, [Dwarfs of Chaos: Indy GT PDF](#), Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.
- The Warhammer Fantasy Battles 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- Each player must create a valid **3000** point army. That is the army that must be played for the entire tournament without modification. **Note: Do NOT use Grand Army rules.** Only 3 duplicate Special choices, and 2 duplicate Rare choices are allowed.
- 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).
- Special/Named Characters are **NOT** allowed. This includes named unit champions.
- Dogs of War are **NOT** allowed in non-Dogs of War armies, per the Games Workshop FAQs.
- Dogs of War count as Suspicious Allies. Dwarfs of Chaos count as Forces of Destruction.
- Rhinox Riders are **NOT** allowed.
- Each player must provide four (4) **PRINTED**, not handwritten, army lists, one for each of their opponents and one to be turned in at check-in to the judges.
- All points, stats, and items **MUST** be present on each army list and each unit entry.
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.
- If your army contains Wizards, the Lore that each Wizard uses **MUST** be declared in their entry on the army list. If an item grants you knowledge of a spell from a Lore that you may pick (e.g., Book of Secrets, Ring of Volans), you must declare that on your army list as well. In the case of Grey Seers, you must declare how many spells that they will use from either the Skaven Lores. For example, "Grey Seer – 2 Spells from Lore of Ruin & 2 Spells from Lore of Plague."
- Building rules are in effect per the main rulebook.
- All forests are counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- Wood Elves **DO NOT** receive a free forest (these scenarios are not Pitched Battles).

SCORING

++ BATTLE ++

Maximum: 60 points. Battle Points are earned using the Standard Victory Point values from the BRB. 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	Loss
0-100	10	10
101-250	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. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.



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++ APPEARANCE ++

Maximum: 25 points. Each player will have his or her army judged by a painting judge during the course of the BIG BRAWL Tournament. A player's appearance score will be calculated using the checklist below (note there are more than 25 possible points available):

Initial Overall Impression (Circle the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Base (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	4
Advanced Skills : ONLY judge this section if 12 points were awarded on Initial Overall Impression (Circle the one that applies)	Points
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending	3
Exceptional Extras: ONLY judge this section if 12 points were awarded on Initial Overall Impression. (Circle the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	2
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	3

If total of above checklist totals 25 or more points, only award 25 points.



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++ SPORTSMANSHIP ++

Maximum: 33 points. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the BIG BRAWL 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.

AWARDS

- **Best General** – The player with the highest Battle Point total. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18th & 19th, 2011 – Las Vegas, NV).
- **2nd Best General** – The player with the 2nd highest Battle Point total. Sportsmanship as the 1st tiebreaker, and judged Appearance as the 2nd tiebreaker. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18th & 19th, 2011 – Las Vegas, NV).
- **3rd Best General** – The player with the 3rd highest Battle Point total. Sportsmanship as the 1st tiebreaker, and judged Appearance as the 2nd tiebreaker.
- **Best Appearance** – The player with the highest Appearance total. Battle Points as the 1st tiebreaker, and Sportsmanship as the 2nd tiebreaker.
- **Best Sportsman** – The player with the highest Sportsmanship score. Battle points as the 1st 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