



ADEPTICON 2011

WARHAMMER FANTASY TEAM TOURNAMENT

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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.
- 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). If it is not apparent to someone 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.
- 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 Team must provide four sets of (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).

TEAMS

- Each Team will consist of two (2) 1000 point contingents.
- Lord level characters are **NOT** allowed.
- Allied Armies rule will be in effect (see BRB pages, 136–139).
- As this is a Team Tournament, players are encouraged to use contingents from two different army books/races (see Different Contingents below).
- Each contingent is allowed one hero model to be upgraded to a Battle Standard Bearer. Each Contingent must have a General.
- Three games will be played. Scenarios will be used.
- No new turns may begin after the 2-hour mark for each game.

SCORING

The total number of points available is 149 points, divided up as follows:

Category	Possible Points	% of Total
Battle Points	45 points	30%
Bonus Battle Points	9 points	6%
Bonus Objective Points	9 points	6%
Different Contingents	12 points	8%

Category	Possible Points	% of Total
Team Theme/Comp	25 points	17%
Sportsmanship	24 points	16%
Appearance	25 points	17%
Tourney's Choice	Special	--



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++ BATTLE ++

During each game of the Warhammer Fantasy Team Tournament, there are up to 21 total points are up for grabs. 15 of those points are won by achieving victory in the game. Additionally, each team may earn up to 3 Bonus Battle Points and 3 Bonus Objective Points per round.

Battle Result	Battle Points
Victory	15 points
Draw	10 points
Loss	5 points

Victory is achieved by winning your game by 100 VP or more, using the Standard Victory Point values from the BRB Pg 143 unless specified otherwise in the scenario.

++ DIFFERENT CONTINGENTS ++

Maximum: 12 points. As this is a Team Tournament, players are encouraged to use contingents from two different army books/races. Teams that do so will receive 4 bonus points per round.

++ TEAM THEME AND COMPOSITION ++

Maximum: 25 points. Each team will be judged on team theme and composition by Warhammer Fantasy Team Tournament Judges. Each Team may earn up to 10 points for both Team Theme and Team Composition. 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.

++ SPORTSMANSHIP ++

Maximum: 24 points. Each Team is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Team Tournament. At the end of each game, your opponents will rate your Team's Sportsmanship by using a Sportsmanship checklist.

1. Were your Opponents on time and prepared to play with all needed items? YES/NO
2. Did your Opponents Measure accurately and play at a timely pace? YES/NO
3. Did your Opponents know their rules and handle rules disputes reasonably? YES/NO

Circle One regarding your Opponents and **Not their Armies**:

0	1	2	3	4	5
The Worst Opponents I Have Ever Played	These Opponents Were Awful	These Opponents Displayed Average Sportsmanship	These Opponents Were OK	These Opponents Displayed Good Sportsmanship	These Opponents Are My New Best Friend

If you circle 0 or 5, you will have to provide a written explanation as to why.

++ 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.





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++ APPEARANCE ++

Maximum: 25 points. Each Team will have their army judged by a painting judge during the course of the Warhammer Fantasy Team Tournament. A Team'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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AWARDS

- **Fantasy Team Tournament Overall Champions** - The Team with the most Overall points. Battle Points for 1st tiebreaker. Appearance for 2nd tiebreaker. Both players qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18th & 19th, 2011 – Las Vegas, NV).
- **Best Generals** - The Team with the Highest Battle Points. Sportsmanship for 1st tiebreaker. Team Theme and Composition for 2nd tiebreaker.
- **Best Team Sportsmen** - The Team with the Highest Sportsmanship score. Battle points for 1st tiebreaker. Team Theme and Composition for 2nd tiebreaker.
- **Best Team Appearance** - The Team with the Highest Team Judged Appearance score. Tourney's Choice votes for 1st tiebreaker. Team Theme and Composition for 2nd tiebreaker.
- **Close, But Not Quite** - The Team with the Highest Overall Points not winning an award.
- **Tourney's Choice Award** - The Team receiving the most votes in Tourney's Choice voting. Team Appearance for 1st tiebreaker. Team Theme and Composition for 2nd tiebreaker.

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

SCHEDULE

7:00AM - 8:00AM	Check-in, Registration and Appearance Judging
8:00AM - 10:30AM	Game #1
10:30AM – 11:15PM	Lunch Break and Appearance Judging
11:15AM – 1:45PM	Game #2
1:45PM – 4:15PM	Game #3