



# ADEPTICON 2011

WARMACHINE/HORDES TOURNAMENTS

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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.

## HARDCORE! TOURNAMENT

**50-point SR2011 - Friday (10:30AM – 7:00PM) – Registration Begins at 10:30AM - 32 Players**

Bring the best and craziest list you can come up with to compete in Hardcore! at AdeptiCon 2011! Only 1 list can be entered, and this army must be fully painted to Hardcore standards. Prizes will be awarded for Best Painted Army, Fastest Caster Kill, Most Army Points Destroyed, and Overall Winner!

Top two players of Hardcore advance to the Championships on Sunday!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

### SR2011 Appendix Rules:

- Hardcore Painting Required
  - For Hardcore tournaments, all the [Steamroller Modeling and Painting and Conversions rules](#) apply. In addition, all models must be completely painted. This means that every model must be painted with a reasonable diversity of color. Individual elements of the miniature must be distinguishable by color or shading. For instance, flesh must be a different color than hair or clothing; metal should be a different color than leather. The base is part of the model, so don't neglect it! Bases must be finished with sand or flock or otherwise modeled and painted.
  - Models that do not meet these requirements will not be eligible for play. Whether a model is completed is the decision of the event organizer. As a general rule, if someone feels the need to justify why a model is completed, it probably isn't.
- Assassin Scoring
  - If there is no clear winner at the end of a tournament, use the number of 'caster kill wins as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed).
- Hardcore Time Limits
  - 7 minute turns
  - One 3 minute extension per game
- One List Required
  - You are only allowed to bring one 50-point list to this event.
- Scenario (Killbox)
  - Only the Killbox scenario will be used.





# ADEPTICON 2011

WAR MACHINE/HORDES TOURNAMENTS

## MANGLED METAL/TOOTH & CLAW TOURNAMENT

50-point SR2011 - Friday & Saturday (8:30 PM – 5:30AM) – Registration Begins at 8:30PM - 32 Players

Mangled Metal, Tooth & Claw is a brutal clash between warjacks and warbeasts in which the only goal is survival. Such a battle proves a caster and his 'jacks or a warlock and his beasts are the equal of an entire army.

Special Rules: Each player is allowed only a single warcaster or warlock. Besides its one warcaster or warlock, each army can only include warjacks or warbeasts. Units and solos have no place in Mangled Metal, Tooth & Claw

Top Two players of Mangled Metal/Tooth & Claw advance to the Championship!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

### SR2011 Appendix Rules:

- Basic Painting Required
  - All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.
  - At least three colors per model.
- Assassin Scoring
  - If there is no clear winner at the end of a tournament, use the number of 'caster kill wins as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed).
- Accelerated Time Limits
  - 10 minute turns
  - One 5 minute extension per game
- Two Lists Required
  - You may bring up to two 50-point lists to play at the event.
  - Your lists can only include Warjacks or Warbeasts and their controlling Warcaster or Warlock. You may not include solos or units in your army!
- Scenario (Killbox)
  - Only the Killbox scenario will be used.
- Victory Variants: 'Caster Kill or 'Jack/'Beast Destruction
  - Killing your opponent's Warcaster/Warlock will result in a win.
  - Killing all of your opponent's Warbeasts/Warjacks will result in a win.





# ADEPTICON 2011

WARMACHINE/HORDES TOURNAMENTS

## TEAM TOURNAMENT

**70-point SR2011 - Saturday (7:30AM – 9:30PM) – Registration Begins at 7:30AM - 32 Teams**

You and your partner will each bring a 35-point list for the AdeptiCon Warmachine/Hordes Team Tournament. Each list is created separately so only 1 FA worth of models for each player. Cross factions and systems are encouraged. All models on a team are considered friendly, but they will still retain their original faction. No tiers are allowed because the overall army is considered one entity.

The top team advances to the Championship!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

### SR2011 Appendix Rules:

- Basic Painting Required
  - All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.
  - At least three colors per model.
- Attrition Scoring
  - If there is no clear winner at the end of a tournament, use the total number of enemy army points destroyed during the tournament as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed). This method should also be used to determine awards based on army point destruction.
  - When counting destroyed army points each round use the following methods:
    - Destroyed models/units are worth their army points value.
    - Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
    - Count the full army points value for inert warjacks and wild warbeasts.
    - Warcasters and warlocks are worth 5 army points. Non-warcaster/warlock models included with warcasters and warlocks have no additional value.
- Normal Time Limits
  - 15 minute turns
  - One 7 minute extension per game
- One List Required
  - You are only allowed to bring one list to this event.
  - Each player brings their 35-point list to make one 70 point list for the team.
  - Character models/units can only appear once in the combined list of the team (i.e, 1 Fenris total in the combined 70 point list).
  - Each player gets full FA allotment in their 35 point list (each player can take the same Unit Attachment that is FA 1 if they both have the unit in their respective lists).
  - Both players do not need to play the same faction (one player can field Cryx while their teammate fields Cygnar). This is optional, not forced!
  - Both players do not need to play the same system (one player can be fielding a Hordes army while their teammate fields a Warmachine army). This is optional, not forced!
- All Scenarios
  - Any scenario from the Steamroller 2011 packet is fair game to be played in this event.



# ADEPTICON 2011

WAR MACHINE/HORDES TOURNAMENTS

## STRANDED FORCES TOURNAMENT

**25-point SR2011 - Saturday & Sunday (11:30PM – 7:30AM) – Registration Begins at 11:30PM – 32 Players**

Bring a theme force and prove once and for all that a force with limited resources is something to be reckoned with! Each list must be Tier 1 or greater for any theme force.

The top two players of Stranded Forces advances to the Championship!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

SR2011 Appendix Rules:

- Basic Painting Required
  - All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.
  - At least three colors per model.
- Assassin Scoring
  - If there is no clear winner at the end of a tournament, use the number of 'caster kill wins as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed).
- Normal Time Limits
  - 7 minute turns
  - One 3 minute extension per game
- One List Required
  - You are only allowed to bring one 25-point list to this event.
- All Scenarios
  - Any scenario from the Steamroller 2011 packet is fair game to be played in this event.
- Tier 1 Variant: All lists must be Tier 1 or greater
  - Each army must be a Theme Force of Tier 1 or greater. You must bring your Theme Force information with you in the form of a photocopy or book with the Theme Force within it.
- Special/Unique Terrain
  - This event will feature a special/unique piece of terrain that each player may interact with during the game. The full rules for each piece of terrain will be located in the rules packet players will be given before the event.





# ADEPTICON 2011

WAR MACHINE/HORDES TOURNAMENTS

## STEAMROLLER FINALE

**35-point SR2011 - Sunday (8:30AM – 4:30PM) – Registration Begins at 8:30AM – 32 Players**

If you didn't qualify for the Warmachine/Hordes Championships, here is your going-away present! Bring two 35-point lists and compete in the final Warmachine/Hordes event for AdeptiCon 2011. Standard Steamroller prizes will be given out, as well as additional AdeptiCon prizes! We suggest players sign up for this event if you wish to play Sunday, as no one is guaranteed a spot in the Championships! If you qualify for Sunday's Warmachine/Hordes Championships, AdeptiCon will refund all other Sunday event tickets onsite. This tournament is a great way to round out a fantastic AdeptiCon weekend!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

### SR2011 Appendix Rules:

- Basic Painting Required
  - All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.
  - At least three colors per model.
- Attrition Scoring
  - If there is no clear winner at the end of a tournament, use the total number of enemy army points destroyed during the tournament as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed). This method should also be used to determine awards based on army point destruction.
  - When counting destroyed army points each round use the following methods:
    - Destroyed models/units are worth their army points value.
    - Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
    - Count the full army points value for inert warjacks and wild warbeasts.
    - Warcasters and warlocks are worth 5 army points. Non-warcaster/warlock models included with warcasters and warlocks have no additional value.
- Normal Time Limits
  - 10 minute turns
  - One 5 minute extension per game
- Two Lists Required
  - You may bring up to two 35-point lists to play at the event.
  - You must use each list at least once during the tournament.
- All Scenarios
  - Any scenario from the Steamroller 2011 packet is fair game to be played in this event.





# ADEPTICON 2011

WARMACHINE/HORDES TOURNAMENTS

## WARMACHINE/HORDES CHAMPIONSHIP TOURNAMENT

**35-point SR2011 - Sunday (8:30AM – 3:00PM) – Registration Begins at 8:30AM – 8 Players**

**This event is by qualification only.**

If you've won any of the previous Warmachine/Hordes events, then you've made it into the Championships! Bring two 35 point lists of the same faction and square off against the other event Champions to determine who is the Grandmaster Champion of AdeptiCon! There is no better way to wrap up your AdeptiCon experience than by becoming a Champion!

This event follows the core rules for [Steamroller 2011](#) except as noted below in the Appendix rules.

### SR2011 Appendix Rules:

- Basic Painting Required
  - All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.
  - At least three colors per model.
- Attrition Scoring
  - If there is no clear winner at the end of a tournament, use the total number of enemy army points destroyed during the tournament as the tiebreak condition (followed by Strength of Schedule and then Control Points, if needed). This method should also be used to determine awards based on army point destruction.
  - When counting destroyed army points each round use the following methods:
    - Destroyed models/units are worth their army points value.
    - Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
    - Count the full army points value for inert warjacks and wild warbeasts.
    - Warcasters and warlocks are worth 5 army points. Non-warcaster/warlock models included with warcasters and warlocks have no additional value.
- Normal Time Limits
  - 10 minute turns
  - One 5 minute extension per game
- Two Lists Required
  - You may bring up to two 35-point lists to play at the event.
  - You must use each list at least once during the event.
- All Scenarios
  - Any scenario from the Steamroller 2011 packet is fair game to be played in this event.

## ETERNAL WAR!

All weekend, day or night, Warmachine and Hordes players at AdeptiCon 2011 will be able to participate in Eternal War! Custom scenarios will let participants test their mettle against other players from across the world. Come and go as you please throughout the weekend and take part in this event. Purchasing this ticket will allow attendees to participate in Eternal War throughout the AdeptiCon weekend.

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

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