



ADEPTICON 2013

WARHAMMER ANCIENT BATTLES DOUBLES TOURNAMENT

Last Update: 11.30.2012

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 2/1/2013.

GENERAL RULES

- **Scale:** 25/28mm Armies.
- **ALL ARMIES MUST BE COMPLETELY PAINTED.**
- **Table and Terrain:** The table size will be 4x8. Terrain will be randomly determined, but preset on the tables prior to the start of the tournament. Teams will not move terrain, it will remain in place, but Teams 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, follow the instructions in the scenario for each round.
- **Army Size:** Each Team will consist of 2, 1400 point armies, from any list out of AoA v2 or the updated Chariot Wars lists (see Rules/Errata for link to download the Chariot Wars lists). All minimum requirements of the list must be adhered to.
- **Generals:** Each Team must include an army General, and each Team may not have more than 1 Army General. If your chosen lists do not require either player to purchase a general and your Team chooses not to take one, then one model (a character) must be designated the army general for victory point purposes. This model should be noted on the relevant player's army list and must be the same for all 3 games. Each Team may take 1 Army Standard Bearer. Teams are not required to take an ASB unless a player's army list states otherwise.
- **Note on Oracles:** If one half of the Team uses Oracles and the other does not, the Oracle points may not be shared. No Oracle points may be applied to any combat in which a Unit or Army Standard is present. This includes re-rolling break tests. Similarly, an Army Standard may not be used to re-roll a break test for a combat in which Oracles have been applied.
- **Games:** There will be 3 rounds. Match-ups will be by random draw the first round, second and third round match ups will be made using the Swiss System.
- **Game Length:** 2 ½ hours or 7 turns or 25% Army break point - whichever comes first, unless specified by the scenario.
- **Rules/Errata:** WAB 2nd Edition, AoA v2, Chariot Wars lists and the FAQ at the [WABGT Download site](#) will be used.
- Please email a copy of your army list to: AdepticonWAB@gmail.com by April 1st, 2013. Be sure to include your Team Name, the player names(s) and the specific army list name(s).
- 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).

SCORING

- **Battle Points:** A maximum of 10 Battle Points may be earned each round.
- **Objectives:** Maximum of 4 each round, determined by the scenario.
- **Appearance:** Judge scored. Both halves of the Team are scored, best Team score wins. This is to encourage both Team Members to put forth their best efforts.

AWARDS

- **Co-Emperors:** Highest total of Battle Points, Objectives, and Appearance
- **Brushes of the Gods:** Appearance award
- **Banner Bearers:** This award goes to the team with the most Objectives

SCHEDULE

SUNDAY (7:00AM – 4:00PM)	
7:00AM – 7:30AM	Registration
7:30AM – 10:00AM	Game #1
10:00AM – 12:30PM	Game #2
12:30PM – 1:00PM	Lunch Break & Appearance Judging
1:00PM – 3:30PM	Game #3
3:30PM – 4:00PM	Final Scoring & Awards