



ADEPTICON 2013

WARHAMMER ANCIENT BATTLES SINGLES TOURNAMENT

Last Update: 11.15.2012

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. Players will not move terrain, it will remain in place, but players will move between the tables. If a player ends up on a table that he already played on, he must use the other side. Otherwise, follow the instructions in the scenario for each round.
- **Army Size:** Armies must be 2800 points or less, including generals, from any list out of AoA v2.
- **Generals:** Your army must include an army General. If your chosen list does not require you to purchase a general and you haven't, one model (a character) must be designated the army general for victory point purposes.
- **Games:** There will be 3 rounds. Match-ups will be historically accurate if possible the first round, then 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 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 name, the specific army list name, and page number reference from AoA v2.
- Each player must provide five (5) **PRINTED**, not handwritten, army lists, one for each of their opponents, one to be turned in at check-in to the judges and one for their own reference. Be sure to include your name, the specific army list name, and page number reference from AoA v2.
- 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 AND AWARDS

- **Best General:** Win-loss record, with head to head, then Battle Points as tie breakers.
- **Best Painted Army:** As selected by the players.
- **Favorite Opponent:** As selected by the players.
- **The Death March Award:** The player that traveled the farthest to the convention.

SCHEDULE

SATURDAY (9:00AM – 7:00PM)	
9:00AM – 9:30AM	Registration
9:30AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch Break & Appearance Judging
1:00PM – 3:30PM	Game #2
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #3
6:30PM	Awards