



# ADEPTICON 2014

WARHAMMER FANTASY BIG BRAWL TOURNAMENT

Last Update: 01.29.2014

[Battlescrolls Clarification, Removed Indy GT Lists](#)

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 2/1/2014.

## GENERAL RULES

- Valid lists: Beastmen, Bretonnia, Chaos Dwarfs (The Legion of Azgorh/Tamurkhan), Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves. Battlescrolls **WILL NOT** be allowed in this event.
- New army books that are released after March 3rd, 2014 will not be allowed in the Warhammer Fantasy Big Brawl Tournament.
- 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.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in the Warhammer Fantasy Big Brawl. Players **MAY NOT** mix Warriors of Chaos/Daemons of Chaos and Chaos Dwarf units. Players fielding units from this book **MUST** have a copy of the book and it **MUST** be made available to your opponent at all times. You will **NOT** be allowed to field any models or units that you cannot produce the most current set of rules for.
- 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 allowed. This includes named unit champions.
- 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. Your army lists **MUST** contain the following:
  - All points, stats, and items each unit entry.
  - Generals/Hierophants **MUST** be declared on your army list.
  - 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., Ring of Volans), you must declare that on your army list as well. Any wizard that is allowed to choose their spells prior to the start of the game **MUST** list those chosen spells on their army list. 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."
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.
- Building rules are in effect per the main rulebook.
- All forests will be counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- All water features will be counted as Mysterious Rivers and follow all rules outlined in the main rulebook.
- Wood Elves are allowed their free forests, however they must be of the appropriate size (no bigger than 6" in diameter), fully painted and complete with trees (no pieces of paper). This forest will be considered a normal forest and does not have to roll on the Mysterious Forests chart.





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### SCORING

The total number of points available is 109 points, divided up as follows:

Category	Possible Points	% of Total
Battle	45 points	41%
Bonus Battle Points	15 points	14%

Category	Possible Points	% of Total
Sportsmanship	24 points	22%
Appearance	25 points	23%

#### ++ BATTLE ++

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
101-500	11	9
501-1000	12	8

Difference	Win	Loss
1001-1500	13	7
1501-2000	14	6
2000+	15	5

During each game of the Warhammer Fantasy Big Brawl, there are up to 15 total points are up for grabs. 15 of those points are won by achieving victory in the game (see above). Additionally, each player may earn up to 5 Bonus Battle Points each round.

**Example:** Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 13 Battle Points while player 2 earns 7 Battle Points.

#### ++ SPORTSMANSHIP ++

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.

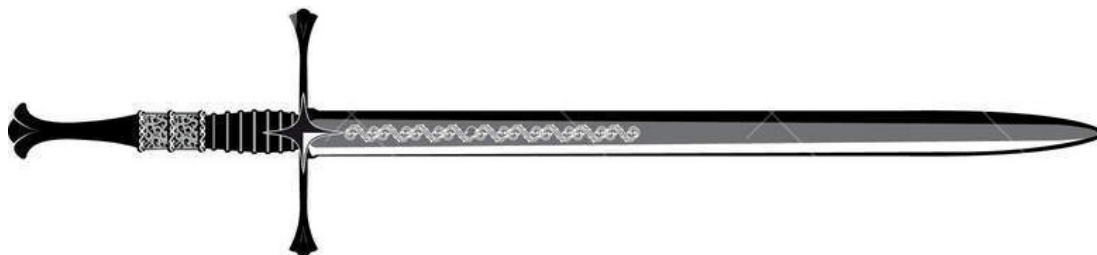
1. Was your Opponent on time and prepared to play with all needed items? YES/NO
2. Did your Opponent Measure accurately and play at a timely pace? YES/NO
3. Did your Opponent know his/her rules and handle rules disputes reasonably? YES/NO

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.

**Best Sportsmanship Voting:** After the 3rd game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth two (2) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 6 points from Best Sportsmanship votes. These points only count towards determining the Best Sportsmanship award and do not figure into your overall tournament score.





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### ++ APPEARANCE ++

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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## AWARDS

- **Best General** – The player with the highest Battle Point total.
- **2nd Best General** – The player with the 2<sup>nd</sup> highest Battle Point total. Sportsmanship as the 1<sup>st</sup> tiebreaker, and judged Appearance as the 2<sup>nd</sup> tiebreaker.
- **3<sup>rd</sup> Best General** – The player with the 3<sup>rd</sup> highest Battle Point total. Sportsmanship as the 1<sup>st</sup> tiebreaker, and judged Appearance as the 2<sup>nd</sup> tiebreaker.
- **Best Appearance** – The player with the highest Appearance total. Battle Points as the 1<sup>st</sup> tiebreaker, and Sportsmanship as the 2<sup>nd</sup> tiebreaker.
- **Best Sportsman** – The player with the highest Sportsmanship score. Battle points as the 1<sup>st</sup> tiebreaker, and judged Appearance as the 2<sup>nd</sup> tiebreaker.
- **Best in Race** - The Highest Overall Points in each race not already winning an award listed above.

## SCHEDULE

THURSDAY (APRIL 3 <sup>rd</sup> , 2014)	
9:30AM - 10:30AM	Check-in, Registration and Appearance Judging
10:30AM - 1:30PM	Game #1
1:30PM - 2:30PM	Lunch Break and Appearance Judging
2:30PM - 5:30PM	Game #2
5:30PM - 6:00PM	Break
6:00PM - 9:00PM	Game #3
9:00PM - 10:00PM	Awards

## FREQUENTLY ASKED QUESTIONS AND CLARIFICATIONS

- **Demons of Chaos:** Kairos Fateweaver must have his 8 chosen spells declared at the beginning of the tournament and must use those spells in each game. These spells must be listed on the army roster.
- All summoned models (VC Undead, Demon Princes, Spawn, & Demons) must be painted according to the [AdeptiCon Model Policy](#) in order to be used at AdeptiCon.

*FAQ and Clarifications Updated 11.06.2013*