



# ADEPTICON 2014

WARHAMMER FANTASY REGIMENTS OF RENOWN

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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 2/1/2014.

Welcome to the rules pack for the AdeptiCon 2014 Regiments of Renown event. This document covers only the Warhammer Skirmish Games. If you would like to read the original GW rules pack, it can be [found here](#).

## BUILDING YOUR REGIMENT

**Permitted Armies:** All current official Games Workshop Warhammer Armies may be used, in addition you Writing an "army list" for the Regiment of Renown system is subject to the following restrictions and leniencies:

- Your Regiment must have all its models chosen from one Warhammer Army Book (including the Chaos Dwarf list from Tamurkhan).
- You may purchase individual models from units in your Army Book, ignoring any unit size restrictions. These then form separate units on the battlefield which cannot join together.
- You may spend up to 100 points on your Regiment.
- Your regiment must contain a minimum of 3, and a maximum of 20, models in total.
- No model may have more than 3 wounds.
- A maximum of 25% the models in your Regiment may be armed with ranged weapons of any kind (rounding down). eg/ A Regiment of 8 models can have up to 2 models with ranged weapons and a Regiment of 9 models can have up to 2 models with ranged weapons.
- Your regiment is subject to the normal Warhammer Fantasy army composition restrictions (Min 25% Core, Max 50% Special, Max 25% Rare)
- You may purchase weapon and armour upgrades for the models from their army lists' entry of available upgrades on an individual basis.
- No other upgrades may be taken such as Fanatics, Sneaky Skulkers, Assassins, Nets, Weapon Teams etc. Marks of Chaos, Longbeards, Rangers and Orc Big 'Uns are permitted with the usual restrictions.
- You may not upgrade models to Unit Champions, Standard Bearers or Musicians under any circumstances, even if permitted to do so for free.
- You may only have up to one model in your Regiment with the Fly special rule.
- The Rules for Duplicate Choices do not apply.
- You may not use the rules for Allies.
- You may not choose any Lords or Heroes.
- You may use any in print and current Warhammer Fantasy Battle Army Book/ebook as well as any current and official updates in White Dwarf.
- Ethereal models may not be taken.
- You may not take War Machines of any kind
- Wood Elf players may take a set of trees as normal.
- Note: The Regiment of Renown system entirely removes the magic phase, so put your Pink Horrors back in the box!

**Dogs of War:** In order to represent the grizzled veterans of your Regiment, you may upgrade three models to Dogs of War. Each Dog of War is an experienced and hardened warrior in your Regiment who have a lifetime of battlefield experience with which to show the young'uns "how it's done". To represent these characters, each Dog of War may choose a piece of Veteran's Kit using the following rules:

- Each Dog of War may take one piece of Veterans Kit.
- Each Dog of War may only have one piece of Veterans Kit.
- Each piece of Veterans Kit may only be taken once.



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## VETERANS KITS

### **The Blade of Prescient Perfection**

Grants the wielder the Always Strikes First Special Rule.

### **Kraggis' Pick**

The wielder of the Pick gains the Armour Piercing Special Rule.

### **El Grobis' Mask of the Fearsome Renown**

The bearer causes Fear.

### **The Brand of Accusation**

The bearer has Flaming Attacks for the purposes of both close combat and shooting.

### **Wrong in the Head**

The bearer has the Frenzy Special Rule.

### **The Totem of Biliious Curses**

The bearer has the Hatred Special Rule.

### **The Horn of Ribald Tomfoolery**

The bearer has the Immune to Psychology Special Rule.

### **The Spiky Shoulder Plates**

The bearer gains the Impact Hits (1) Special Rule.

### **Drogg's Decapitator**

The wielder gains the Killing Blow Special Rule.

### **Stabby's Rusty Stikka**

The wielder gains the Poisoned Attacks Special Rule.

### **Club Wiv a Nail In'**

Two Handed. The wielder gains the Random Attacks (d6) Special Rule.

### **The Scaled Boots of Delayed Alacrity**

The bearer gains the Random Movement (2d6) Special Rule.

### **The Dashing Cloak of Heroic Renown**

The bearer gains the Regeneration (5+) Special Rule.

### **Steel Lined Cloak**

The bearer gains the Scaly Skin (6+) Special Rule.

### **Spiky Knee Pads**

The bearer gains the Stomp Special Rule.

### **The Shield of Stubborn Refusal**

The bearer gains the Stubborn Special Rule.

### **The Worn Boots of Unseemly Haste**

The bearer gains the Swiftstride Special Rule.

### **The Regimental Standard**

Any member of the owning Regiment must reroll all failed panic tests within 12" of the Banner. Please note your leader cannot take the Regiment Standard Veterans Kit.

### **The Regimental Musician**

You must re-roll failed Rout tests if the bearer is alive.

### **The Last Chance**

One Use Only. Declare you will use The Last Chance before Rolling to Hit. Should you choose to fire The Last Chance, you may double the range of your weapon. If the shot hits, it will automatically wound with no armour saves allowed. If your ranged weapon has the Multiple Shots or the Multiple Wounds special rule ignore these rules for this shot – the power of The Last Chance overrides any such lesser mechanics.

Note: If you take a piece of Kit which grants a special rule on a model that already has that rule there is no additional effect. Don't waste them!

## THE LEADER

Every regiment has a Leader, whom the other warriors look to for guidance, inspiration, or just to show them how the 'ead kickin' is done best! Your leader must be the model with the highest (or joint highest) leadership value in your regiment.

- If you wish, you may upgrade your Leader to a Unit Champion of the appropriate type, for the appropriate cost.
- Your Leader gains +1 Wound. You will not benefit from the extra wound if your Leader would then become a four wound model, so choose wisely!
- Your leader gains the "Inspiring Presence" Rule from page 107 from the Warhammer Rulebook.
- Your Leader may choose up to 20 points of Magic Items from the Warhammer Rulebook following all the normal rules. (Pages 173 – 177). These points do not come from your 100 point Regiment allocation and are "free" – your Leader needs to be special, after all! (If your Leader is only equipped with Claws/Teeth/Fangs or some other such "non-weapon" that for all intents and purposes counts as a hand weapon, then you may still buy him Magic Weapon from the list.)



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Don't forget, if you do choose to upgrade your leader to a Champion, they may have access to extra wargear such as Hochland Longrifles, braces of pistols, etc. You may purchase these from your 100 points as normal, but you may not purchase any magic items they may be allowed – this is covered already by their allocation.

**Note:** Your Leader may also be a Dog of War but be warned there is a risk as this will make him quite the valuable target, as you will see in the Victory Points section of the scenario rules. Only the most impressive and awe-inspiring warriors should be both a Leader AND Dog of War and your model choice, conversion and paint job should represent this!

**Born Survivor:** If your Leader is killed during a game, it is assumed that, while they can no longer take part in the battle, they aren't actually "dead" – just really badly wounded. But fear not, they'll recover in time for the next game, so they keep their upgrades from game to game!

**Leader Progression:** Your leader will learn from each and every battle and as his experience grows, so too does his combat prowess! At the end of EVERY game you must roll 2d6, add on the number of models your Leader killed in the last game (dealt the final wound to a model) to the result, and consult the chart below. Your Leader may still roll for an upgrade even if he/she/it died – see the "Born Survivor Rule above. When you gain an upgrade, note it on your Leader Record Sheet and have your opponent initial it in the appropriate place. Each Statistic may only be upgraded a maximum of twice. (eg. +2 Weapon Skill or +2 Strength). If you cannot upgrade a Statistic any further you may re-roll until you get a statistic you may increase. If you have a choice between two Statistics and one of the choices is not allowed, you must choose the other option. (eg if you roll an 8 and your Leader has already gained two points of Weapon Skill, then you must choose the Ballistic Skill upgrade, you do not re-roll the result).

Note: You may not go above three wounds under any circumstances.

Leader Progression Chart (2d6 + Leader's Kills last game)	
2-3	Master Scout: +1 Movement
4	Iron Arm: +1 Strength
5	Hard Bitten: +1 Toughness
6	Ferocious Blows: +1 Attack
7	Master-at-Arms: +1 Weapon Skill OR +1 Ballistic Skill
8	Heroic Resolve: +1 Leadership
9	Master-at-Arms: Either +1 Weapon Skill OR +1 Ballistic Skill
10	Lightning Reflexes: Either +1 Movement OR +1 Initiative
11	True Grit: Either +1 Strength OR +1 Toughness
12	Lord of Battle: Either +1 Attack OR +1 Wound
13	Living Legend: Either +1 Wound, +1 Attack, +1 Strength OR +1 Toughness
14+	Mythic Warrior: +1 to a statistic of your choice

## RULES OF ENGAGEMENT

In order for the rules of Warhammer Fantasy Battle to work on a skirmish scale, the following changes are applied:

- Each model is treated as an individual unit in all respects.
- Each model has a 360 degree line of sight for all purposes including shooting and declaring charges. Treat the models flank and rear as normal.
- When successfully charging, determine which base edge the charging model will be moving into contact with (using the normal rules for determining whether a model is in the front, flank or rear.) If the charged model was previously unengaged, it immediately turns to face his attacker.
- Combat Resolution: Only wounds caused in combat count towards combat resolution.
- Units that outnumber the enemy in combat (based only on the number of models in the combat) count as being steadfast.
- Buildings are treated as impassable terrain.
- All Forests are treated as Mysterious.
- All models in your Regiment must deploy on the table to start with. They may not sneak, tunnel, fly, scout, magically portal, lurk beneath the sands, mine or in any way be anywhere except in your deployment zone when the game starts.



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**Routing:** When a Regiment is reduced to less than half of its starting models it counts as being "Broken". At the very beginning of a Regiments Player Turn in which his Regiment is Broken, that player must take a Leadership test on the highest Leadership available in his Regiment. Do not count fleeing units or units that have been destroyed when determining which Leadership value to use. If the Rout test is failed, the game immediately ends and Victory Points are scored as detailed above. Please note you must take this test even if your entire Regiment (or all that is left of it) is Unbreakable, Immune to Psychology, etc.

## VICTORY POINTS

The standard Victory Points for all Scenarios are earned as follows:

- **Dead or Fled:** As described on page 143 of the Warhammer Rulebook.
- **Give Them No Quarter!** Gain 50 Victory Points for the first time your opponent takes a Rout test.
- **Not So Inspiring Now:** If the enemy Leader has been killed or has fled the table for any reason it is worth an extra 40 Victory Points on top of his cost. (This covers his champion upgrade and free 20 points of magic items)
- **One Too Many Battles:** If an enemy Dog of War has been killed or has fled the table for any reason each is worth an extra 10 Victory Points. Please note that if your Leader is also a Dog of War he will be worth the points for being both a Dog of War and a Leader – slaying such a mighty individual is to be rewarded after all!

Questions, concerns and comments should be directed to:

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