



# ADEPTICON 2014

WARHAMMER FANTASY TEAM 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 Team Tournament.
- The Warhammer Fantasy Battles 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- Units and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in the Warhammer Fantasy Team Tournament. Teams **MAY NOT** mix Warriors of Chaos/Daemons of Chaos and Chaos Dwarf units [in the same contingent (see Teams section below for other contingent rules).] Teams **MUST** have a copy of the book and it **MUST** be made available to your opponents 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 in the Warhammer Team Tournament. This includes named unit champions.
- Dwarfs of Chaos count as Forces of Destruction.
- Rhinox Riders are **NOT** allowed.
- Each Team must provide four sets of (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. Additionally, one General **MUST** be declared the Contingent's Overlord (see below).
  - 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. A team consisting of 2 Wood Elf players will only receive one free forest.

## TEAMS

- Each Team will consist of two (2) 1000 point contingents. One Lord level character may be taken **PER TEAM**.
- Each contingent must separately satisfy the rules for Choosing Your Army as stated in the BRB pages 132-135 (i.e. minimum of three units, no more than 25% in rares, etc), except as otherwise described in this rules packet.
- Each contingent is allowed one hero model upgraded to a Battle Standard Bearer. Each Contingent must have a General/Hierophant.



# ADEPTICON 2014

## WARHAMMER FANTASY TEAM TOURNAMENT

- One Contingent's General must be declared as the Overlord. If your team is fielding a Lord level character, then the Lord must be declared the Overlord, even if the other contingent general has a higher leadership. If no Lord is taken, then the Hero-level General with the highest Leadership value is the Overlord. If your Hero-level Generals are tied for Leadership, you must choose one to be the Overlord. Your Overlord must be the same for the entire tournament and must be declared on your army lists.
- Allied Armies rule will be in effect (see BRB pages, 136–139).
- As this is a Team Tournament, players are encouraged to use contingents from two different army books/races (see below).
- Each team will be considered a single army for magic items as described on page 172 in the BRB. For example, only one Sword of Might is allowed per team.
- Each team will be considered a single army for spell generation purposes. Spells will not be allowed to be duplicated except for signature spells and others as listed in the exceptions on page 162 in the BRB. For example, if a team consists of a Level 1 Empire Fire mage and a Level 1 High Elf Fire mage, only 1 mage may learn Flame Storm, while both mages may default to Fireball.
- Three games will be played. Scenarios will be used.
- No new turns may begin after the two and a half hour mark for each game.

### SCORING

The total number of points available is 157 points, divided up as follows:

Category	Possible Points	% of Total
Battle Points	60 points	38%
Bonus Battle Points	9 points	6%
Bonus Objective Points	9 points	6%
Different Contingents	12 points	8%

Category	Possible Points	% of Total
Team Theme	12 points	8%
Appearance	25 points	16%
Tourney's Choice	Special	--
Sportsmanship	30 points	19%

#### ++ BATTLE ++

During each game of the Warhammer Fantasy Team Tournament, there are up to 26 total points up for grabs. 20 of those points are won by achieving victory in the game. Additionally, each team may earn up to 3 Bonus Battle Points and 3 Bonus Objective Points per round.

Battle Result	Battle Points
Victory	20 points
Draw	13 points
Loss	7 points

Victory is achieved by winning your game by 100 VP or more, using the Standard Victory Point values from the BRB Pg 143 unless specified otherwise in the scenario.

#### ++ DIFFERENT CONTINGENTS ++

Maximum: 12 points. As this is a Team Tournament, players are encouraged to use contingents from two different army books/races. Teams that do so will receive 4 bonus points per round.

#### ++ TEAM THEME ++

Maximum: 12 points. Following each game, your opponents will score your Team Theme based on the following questions:

Points	Theme Question
0	Our opponent's did not provide any written fluff.
1	Did your opponents provide written fluff describing their armies, their background, and what brought the two contingents together for this battle?
3	Did the army fielded by your opponent's match the written fluff provided?



# ADEPTICON 2014

## WARHAMMER FANTASY TEAM TOURNAMENT

### ++ APPEARANCE ++

Maximum: 25 points. Each Team will have their army judged by a painting judge during the course of the Warhammer Fantasy Team Tournament. A Team'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.



# ADEPTICON 2014

## WARHAMMER FANTASY TEAM TOURNAMENT

### ++ TOURNEY'S CHOICE ++

Between rounds, each team will display their army and teams will be allowed to vote for their favorite team of the tourney. Tourney's Choice votes will be used to award the Tourney's Choice award. Additionally, players will cast votes for their favorite Opponent, Favorite Army, and Favorite Theme.

### ++ SPORTSMANSHIP ++

Maximum: 30 points. Each Team is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Team Tournament. At the end of each game, your opponents will rate your Team's Sportsmanship by using a Sportsmanship checklist.

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

Circle One regarding your Opponents and **Not their Armies**:

0	1	2	3	4	5
The Worst Opponents I Have Ever Played	These Opponents Were Awful	These Opponents Displayed Average Sportsmanship	These Opponents Were OK	These Opponents Displayed Good Sportsmanship	These Opponents Are My New Best Friend

If you circle 0 or 5, you will have to provide a written explanation as to why.

In addition, teams will receive 2 Sportsmanship points for every "Tourney's Choice - Favorite Opponent" vote.

## AWARDS

- **Fantasy Team Tournament Overall Champions** - The Team with the most Overall points. Battle Points for 1<sup>st</sup> tiebreaker. Appearance for 2<sup>nd</sup> tiebreaker.
- **Best Generals** - The Team with the Highest Battle Points. Sportsmanship for 1<sup>st</sup> tiebreaker. Team Theme for 2<sup>nd</sup> tiebreaker.
- **Best Team Sportsmen** - The Team with the Highest Sportsmanship score. Battle points for 1<sup>st</sup> tiebreaker. Team Theme for 2<sup>nd</sup> tiebreaker.
- **Best Team Appearance** - The Team with the Highest Team Judged Appearance score. Tourney's Choice votes for 1<sup>st</sup> tiebreaker. Team Theme for 2<sup>nd</sup> tiebreaker.
- **Best Forces of Order** - The Highest Overall Points for a Team consisting solely of Forces of Order not already winning an award listed above.
- **Best Forces of Destruction** - The Highest Overall Points for a Team consisting solely of Forces of Destruction not already winning an award listed above..
- **Best Alliance** - The Highest Overall Points for a Team mixing Forces of Order and Destruction or comprised of Suspicious Allies not already winning an award listed above.
- **Tourney's Choice Award** - The Team receiving the most votes in Tourney's Choice voting. Team Appearance for 1<sup>st</sup> tiebreaker. Team Theme and Composition for 2<sup>nd</sup> tiebreaker.

No Team can win multiple awards other than Tourney's Choice.

## SCHEDULE

FRIDAY (APRIL 4 <sup>th</sup> , 2014)	
8:00AM - 9:00AM	Check-in, Registration and Appearance Judging
9:00AM - 12:00PM	Game #1
12:00PM - 1:00PM	Lunch Break and Appearance Judging
1:00PM - 4:00PM	Game #2
4:00PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM - 9:00PM	Awards



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## FREQUENTLY ASKED QUESTIONS AND CLARIFICATIONS

- 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*