

ADEPTICON 2014

WARHAMMER FANTASY WARBANDS TOURNAMENT

Last Update: 03.09.2014

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.

BUILDING YOUR REGIMENT

- 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 It's How You Use It 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 **500** point army. That is the army that must be played for the entire tournament without modification. The Only Change is that Bretonnia players are not required to take a Battle Standard Bearer.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be "Not" allowed in the Warhammer Fantasy Warbands Tournament. 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 <u>AdeptiCon Conduct Policy</u>.
- The models used in your army must comply with the <u>AdeptiCon Model Policy</u> (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard).
- Special/Named Characters are "Not" 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.
- Terrain is fixed. If terrain moves (e.g., Blood Forest or Tree-Singing), please return it to its starting location after 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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The total number of points available is 118 points, divided up as follows:

Category	Possible Points	% of Total	Category	Possible Points	% of T
Battle	45 points	38%	Sportsmanship	18 points	15%
Bonus Scenario Points	15 points	13%	Appearance	25 points	219
Bonus Objective Points	15 points	13%			

++ BATTLE ++

During each game of the Warhammer Fantasy Warbands Tournament, there are up to 25 total points are up for grabs. 15 of those points are won by achieving victory in the game. Additionally, each player may earn up to 5 Bonus Scenario Points and 5 Bonus Objective Points per round.

VP Difference	Winner	Loser
0-50	10	10
51-150	11	9
151-250	12	8
251-350	13	7
351-450	14	6
451+	15	5

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.

++ SPORTSMANSHIP ++

Maximum: 18 points. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Warbands Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist.

- 1. Was your Opponent on time? YES/NO
- 2. Was your Opponent on Time and Prepared to play with all needed items? YES/NO
- 3. Did your Opponent Measure accurately and play at a timely pace? YES/NO
- 4. 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
The Worst	This was an	This was the
Opponent I Have	average game of	best game of
Ever Played	Warhammer	Warhammer ever!

If you circle 0 or 2, you will have to provide a written explanation as to why. If you receive more than 1 score of zero, you will not be eligible to win any awards other than tourneys choice.

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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