

ADEPTICON 2010

WARHAMMER FANTASY
'SIZE MATTERS' TOURNAMENT



NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

ADEPTICON 2010 WFB 'SIZE MATTERS' NOTES

Welcome to the AdeptiCon 2010 Warhammer Fantasy 'Size Matters' Tournament! A few things to keep in mind:

- Be sure to set your army out for display before and after each round. You put a ton of effort into your army, it's time to show it off!
- Please note the order of the sheets in your packet. The Scoring Sheet for Game One is on Page 9 (the last page). After filling out each game's scoring sheet, please turn it into the scoring judge.
- Questions on Scenarios or Rules should be referred to a Tournament Judge.
- We will do our best to make this a fun and enjoyable tournament. Table Assignments and Top Scoring lists will be available as soon as possible.
- Be aware of the Time Restrictions and keep an eye on the Countdown timers. We are striving to have you complete your games.
- Per the Rules, if there is not a clear winner, there will be a Round 4 for the Top 2 players. Awards then would be announced Saturday Night.

Good Luck and Have Fun!
- The AdeptiCon Fantasy Staff

TOURNAMENT SCHEDULE

| | |
|-------------------|--|
| 11:00AM – 12:00PM | Check-in, Table Assignments, and Paint Pre-Judging |
| 12:00PM – 3:00PM | Game #1 |
| 3:00PM – 4:00PM | Lunch and Paint Judging |
| 4:00PM – 7:00PM | Game #2 |
| 7:00PM – 7:30PM | Break |
| 7:30PM – 10:30PM | Game #3 |
| 10:30PM – 11:00PM | Awards or Break |
| 11:00PM – 1:00AM | Mine's Bigger Than Yours (Game #4 if needed) |

WARHAMMER FANTASY 'SIZE MATTERS' RULES RECAP

VALID ARMY SELECTIONS

Brettonia: Army Book
Chaos: Beasts of
Chaos: Warriors of
Chaos: Daemons of
Chaos Dwarfs PDF
Dark Elves: Army Book

Dogs of War: PDF
Dwarfs: Army Book
Empire: Army Book
High Elves: Army Book
Lizardmen: Army Book
Ogre Kingdoms: Army Book

Orcs and Goblins: Army Book
Skaven: Army Book
Tomb Kings: Army Book
Vampire Counts: Army Book
Wood Elves: Army Book

GENERAL RULES

- No more than one (1) Regiment of Renown is allowed in a Non-Dogs of War army.
- Rhinox Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- Each player must create a valid **2,999** point army. That is the army that must be played for the entire tournament without modification.
- Special Characters/Named Characters are allowed.
- Each Player must provide 4 PRINTED (Not handwritten) Army lists, one to each of their opponents with the Stats of their army. This is a **CLOSED LIST** tournament so the lists are not exchanged until AFTER each round. The 4th list must be turned into the judges at time of registration at the event.
- Model use and conversions. Whenever possible, your models should reflect WYSIWYG. If it is not apparent to anyone walking by your table what the model represents in the Warhammer world, you are encouraged to label the movement tray. Difficult or confusing model use may result in a penalty to Sportsmanship.
- Your Models **must** be painted to the 3 color minimum standard. **In order to be eligible for the Purdiest Hammer award, you must have completely painted your own army.**
- If even one model is not painted and based appropriately, you will lose **5 Battle Points** per round (this includes summoned troops).

- You will need to bring an objective marker modeled on a 40mm base which will be included in the judged appearance score. The objective can earn you additional VP based on the scenario. Be warned that all of the scenarios will relate to the theme of the tourney, Size Matters.
- The rulings of the current GW 7th Edition Fantasy FAQ will be used. Other Tournament-Specific Rulings are available in the AdeptiCon Fantasy FAQ.
- The SIZE MATTERS Tournament will use the 'Sliding' Methodology from The GW FAQ, Pg 6-8 with the following limitation; Slide distance is limited by remaining movement. If both players would prefer the 'Clipping' methodology, both must initial the 'Using Clipping' line on their opponent's scoring sheet before starting the game. Building Assault Rules from BRB Pg. 97 are in effect.

SCORING

Battle (100 Points Total)

Victory Points are earned using the Standard Victory Point values from the BRB Pg 102. 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.

| DIFFERENTIAL | WIN | LOSS |
|--------------|-----|------|
| 0 | 10 | 10 |
| 1 to 250 | 11 | 9 |
| 251 to 500 | 12 | 8 |
| 501 to 750 | 13 | 7 |
| 751 to 1000 | 14 | 6 |
| 1001 to 1250 | 15 | 5 |
| 1251 to 1500 | 16 | 4 |
| 1501 to 1750 | 17 | 3 |
| 1571 to 2000 | 18 | 2 |
| 2001 to 2400 | 19 | 1 |
| 2401 or more | 20 | 0 |

Sportsmanship

Fill out the checklist on your scoring sheet. Be prepared to answer questions on High or Low scores.

Tourney's Choice

Between rounds, each player will display their army and will be allowed to vote for their favorite army, and display of the tourney. Tourney's Choice votes will be used to award the Tourney's Choice awards.

Awards

- Biggest Hammer - The player with the highest Battle Point total.
- Big Hammer – The player with the 2nd highest Battle Point total. Sportsmanship as the first tiebreaker, and judged appearance as the 2nd tiebreaker.
- In Search of a Bigger Hammer – The player with the 3rd highest Battle Point total. Sportsmanship as the first tiebreaker, and judged appearance as the 2nd tiebreaker.
- Purdiest Hammer – The player with the highest Appearance total. Battle Points as the first tiebreaker, and Sportsmanship as the 2nd tiebreaker.
- Nice Guys Hammer – The player with the highest Sportsmanship score. Even in a no holds barred environment, don't be That Guy.

THE MOST IMPORTANT RULE!

HAVE FUN!



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WARHAMMER FANTASY 'SIZE MATTERS' TOURNAMENT

SCENARIO 1: THE FORGING

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

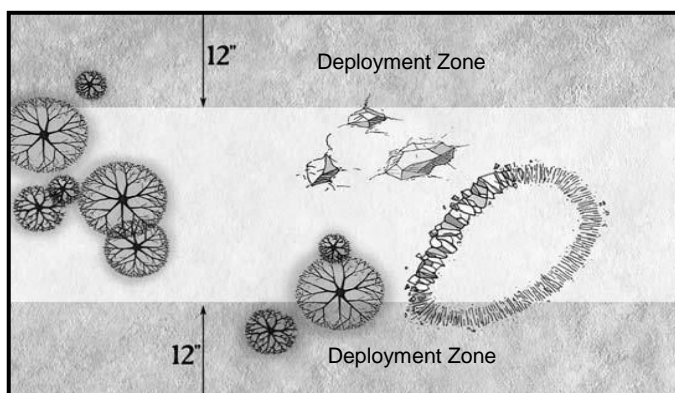
OVERVIEW

You have had many small victories, but grander times are ahead of you. The only thing standing in your way is the lack of a symbol for your army. All of the greatest generals in history have had a famous weapon by their side, a weapon that gives motivation to their troops and smites their enemies. Now it is time for you to create your weapon... your hammer.

The first step to the forging is to gather the necessary materials. Your weapon smiths have found a rare source of iron that has been infused with rocks from the heavens. Having this iron would give your hammer a very powerful foundation. As you approach the hills, you notice that you are not the only one who has found this rare material.

BATTLEFIELD

To place terrain, you and your opponent must roll a D6. Whoever rolls higher will place the first piece of terrain. Placement of the Terrain must follow the rules in the BRB. The other player places a Terrain piece. You must continue alternating placement until all pieces of terrain on your table have been placed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground. Building Assault rules are not in effect for this scenario.



DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on by placing a unit. The other player's Deployment Zone is the opposite side. The players then take turns deploying one unit at a time until both of their entire forces are on the table.

SPECIAL RULES

After deployment, but before you roll to see who goes first, both players must place their objective markers. This represents your miners, keep them safe. Roll to see who places their Marker first. Objective Markers can be placed anywhere on the board, except they must be at least 6" from the board edge, and 12" from the other player's objective marker.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called. Do not start a new turn that both players cannot complete within the time remaining on the Countdown Timer.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102 with the following additions:

You gain +100 Victory Points for every Object marker you control

You gain +150 Victory Points for every hill you control

Control of a Feature is defined on BRB Pg. 100.

If you concede, your opponent gets full Battle Points. Objective points must be able to be retrieved to count in a concession.

