

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



WWW.ADEPTICON.ORG

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!

2011 ADEPTICON WARHAMMER FANTASY CHAMPIONSHIPS NOTES

Welcome to the 2011 AdeptiCon Warhammer Fantasy Championships. A few things to keep in mind:

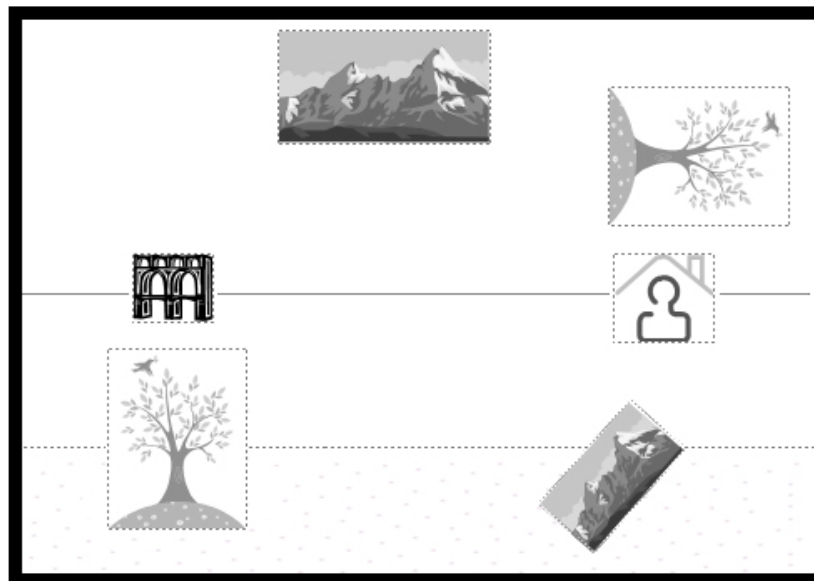
- Be sure to set your army out for display before and after round one. You put a ton of effort into your army, and it is time to show it off!
- Please note the order of the sheets in your packet. The Scoring Sheet for Game One is on Page 12 (the last page). After filling out each game's scoring sheet, please turn it into the scoring judge.
- Be sure to keep notes needed to fill out the Tourney's Choice Scoring on Page 8 (between the scenario and result sheets).
- 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.

Good Luck and Have Fun!
- The AdeptiCon Fantasy Staff

TOURNAMENT SCHEDULE

8:00AM – 9:30AM	Check-in, Table Assignments, and Paint Pre-Judging
9:30AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch & Paint Judging
1:00PM – 3:30PM	Game #2
3:30PM – 4:00PM	Break
4:00PM – 6:30PM	Game #3
6:30PM – 7:30PM	Break
7:30PM – 10:00PM	Game #4

WARHAMMER FANTASY TABLE SETUP



TERRAIN

- One Hill on the Midline, centered in a deployment zone, the other hill angled 16" from the edge partially in the deployment zone.
- Each Tree 8" in from the edge and more than 3" into the deployment zone.
- House or ruin, centered 16" on the centerline.
- Fence or Other, centered 16" on the centerline.
- Woods, Hills, Forests and Houses are all Large Target Sized.

WARHAMMER FANTASY CHAMPIONSHIPS RULES RECAP

OVERVIEW

- Valid lists: Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, [Dogs of War/Regiments of Renown](#): Indy GT PDFs, Dwarfs, [Dwarfs of Chaos: Indy GT PDF](#), Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.
- The Warhammer Fantasy Battles 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- Each player must create a valid **2200** point army. That is the army that must be played for the entire tournament without modification.
- 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 **NOT** allowed. This includes named unit champions.
- Dogs of War are **NOT** allowed in non-Dogs of War armies, per the Games Workshop FAQs.
- Dogs of War count as Suspicious Allies. Dwarfs of Chaos count as Forces of Destruction.
- Rhinox Riders are **NOT** allowed.
- Each player must provide five (5) **PRINTED**, not handwritten, army lists, one for each of their opponents and one to be turned in at check-in to the judges.
- All points, stats, and items **MUST** be present on each army list and each unit entry.
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.
- 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., Book of Secrets, Ring of Volans), you must declare that on your army list as well. 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."
- Building rules are in effect per the main rulebook.
- Terrain is fixed. If the terrain moves (e.g., Blood Forest or Tree-Singing), please return it to its approximate location after the game.
- All forests are counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- Wood Elves **DO NOT** receive a free forest (these scenarios are not Pitched Battles).

SCORING

The total number of points available is 173 points, divided up as follows:

Category	Possible Points	% of Total
Battle	60 points	35%
Bonus Battle Points	20 points	12%
Bonus Objective Points	20 points	12%

Category	Possible Points	% of Total
Appearance	25 points	14%
Sportsmanship	48 points	27%
Tourney's Choice	Special	--

Battle (60 Points Total)

During each game of the Warhammer Fantasy Championships, 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 Battle Points and 5 Bonus Objective Points per round.

Battle Result	Battle Points
Victory	15 points
Draw	10 points
Loss	5 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.

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.

THE MOST IMPORTANT RULE!

HAVE FUN!



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WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO I: IN THE SHADOW OF THE MOON

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

OVERVIEW

The greatest battles are not always fought during the day, but rather at night, where the cover of darkness gives the boldest general the advantage. Time to face your fears and go out in the night. You're not afraid of the dark are you?

BATTLEFIELD

Terrain is preset. Confirm the terrain on the table using the guide on page 2 of this packet. All Forests are considered to be Mysterious Forests and follow all rules outlined in the main rulebook (pg. 119). The remaining pieces of terrain are considered to be normal ones of its type. If your table has any different terrain pieces than those shown on the guide, please refer to your specific table instructions.

DEPLOYMENT (DAWN ATTACK)

Both players will set up and deploy their armies as outlined in the Dawn Attack scenario in the main rulebook (pg.145) and follow the Dawn Attack scenario's special rules in addition to those provided below.

WHO GOES FIRST

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has first turn.

GAME LENGTH

The game will last 6 (six) turns or until time is called in the round. Do not begin another game turn if both you and your opponent cannot complete both of your turns in the time remaining on the clock.

SPECIAL RULES

Shots in the Dark: During the first game turn, all shooting attacks suffer an additional -2 penalty to hit. Shooting attacks that do not require a roll to hit must roll a 4+ before shooting in order to shoot. Shooting indirectly with stone throwers is not allowed during the first turn. During the second game turn, all shooting attacks suffer an additional -1 penalty to hit. Shooting attacks that do not require a roll to hit must roll a 3+ before shooting in order to shoot. In addition, if a character or unit has the Flaming Attacks special rule it may be shot at with no penalty and do not need to roll if they do not require a roll to hit.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. If you score 100 or more Victory Points than your opponent, you are the victor. If the difference is 99 Victory Points or less, the game is considered a draw.

Battle Result	Battle Points
Victory	15
Draw	10
Loss	5

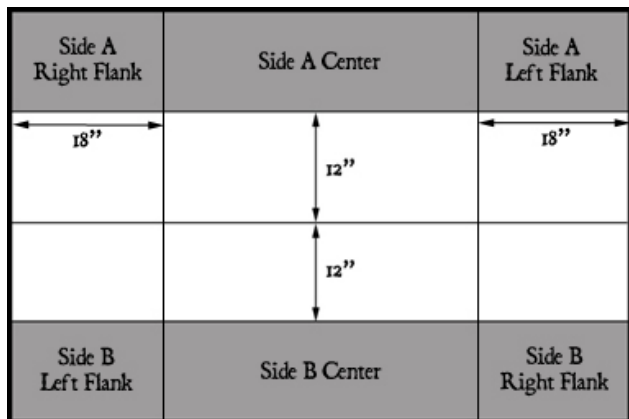
Conceding: If you concede the game, your opponent will receive the maximum allowed Objective Points and whatever Bonus Battle Points they earned during the game. You will receive the amount of Bonus Battle Points that you earned in the game, but will not receive any Objective Points.

BONUS BATTLE POINTS

- +2 points:** The enemy General is dead or fled off the table at the end of the game.
- +2 points:** You have captured the enemy Battle Standard (automatic if they do not have one).
- +1 point:** You have captured more Standards than your opponent as long as you began the game with at least one (automatic if they do not have any).

BONUS OBJECTIVE POINTS

- +1 point:** You have a non-fleeing unit inside your opponent's Centre deployment zone per the Dawn Attack Scenario at the end of the game.
- +2 points:** You have a non-fleeing unit inside your opponent's Right Flank deployment zone per the Dawn Attack Scenario at the end of the game.
- +2 points:** You have a non-fleeing unit inside your opponent's Left Flank deployment zone per the Dawn Attack Scenario at the end of the game.





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WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 2: WHEN A COLD WIND BLOWS

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

OVERVIEW

When a cold wind blows, it chills you to the bone. When the Winds of Magic blow cold, the only thing that anyone is sure of is that Chaos reigns and that magic might be a little more uncontrollable.

BATTLEFIELD

Terrain is preset. Confirm the terrain on the table using the guide on page 2 of this packet. All Forests are considered to be Mysterious Forests and follow all rules outlined in the main rulebook (pg. 119). The remaining pieces of terrain are considered to be normal ones of its type. If your table has any different terrain pieces than those shown on the guide, please refer to your specific table instructions.

DEPLOYMENT (BATTLELINE)

Both players will set-up and deploy their armies as outlined in the Battleline scenario in the main rulebook (pg. 144) and follow the Battleline scenario's special rules in addition to those provided below.

WHO GOES FIRST

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The game will last 6 (six) turns or until time is called in the round. Do not begin another game turn if both you and your opponent cannot complete both of your turns in the time remaining on the clock.

SPECIAL RULES

Favored Winds: At the beginning of each Magic phase, after dice are generated and channeled, each player rolls a D3. The player that wins the roll may add the difference between the results rolled to their respective pool, up to the normal maximum number of 12. If there is a tie, no additional dice are added.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. If you score 100 or more Victory Points than your opponent, you are the victor. If the difference is 99 Victory Points or less, the game is considered a draw.

Battle Result	Battle Points
Victory	15
Draw	10
Loss	5

Conceding: If you concede the game, your opponent will receive the maximum allowed Objective Points and whatever Bonus Battle Points they earned during the game. You will receive the amount of Bonus Battle Points that you earned in the game, but will not receive any Objective Points.

BONUS BATTLE POINTS

+2 points: You have killed an enemy Wizard or model/unit that generates Power or Dispel Dice (automatic if your opponent does not have one).

+2 points: You have killed all enemy characters.

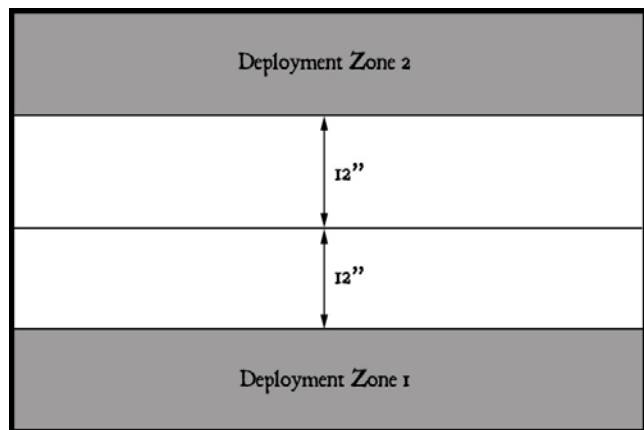
+1 point: You have captured more Standards than your opponent as long as you began the game with at least one (automatic if they do not have any).

BONUS OBJECTIVE POINTS

+2 points: You have killed an enemy model or unit that has a Bound item or spell.

+2 points: You have a non-fleeing unit in the enemy deployment zone.

+1 point: There are no non-fleeing enemy units in your deployment zone.





ADEPTICON 2011

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 3: IF YOU WANT TO STEP UP

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

OVERVIEW

There comes a time to step up or you will get knocked down. It's your turn to knock the other guy down.

BATTLEFIELD

Terrain is preset. Confirm the terrain on the table using the guide on page 2 of this packet. All Forests are considered to be Mysterious Forests and follow all rules outlined in the main rulebook (pg. 119). The remaining pieces of terrain are considered to be normal ones of its type. If your table has any different terrain pieces than those shown on the guide, please refer to your specific table instructions.

DEPLOYMENT (MEETING ENGAGEMENT)

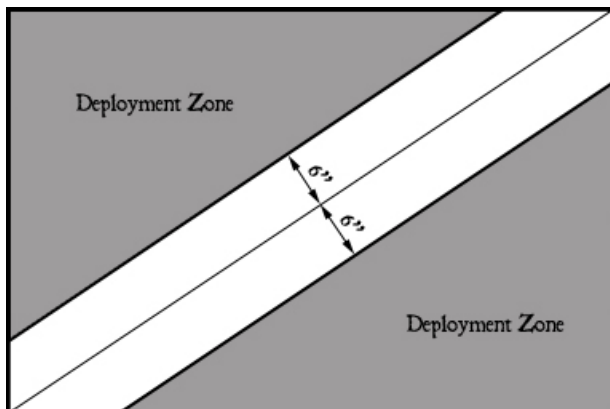
Both players will set-up and deploy their armies as outlined in the Meeting Engagement scenario in the main rulebook (pg. 149) and follow the Meeting Engagement scenario's special rules.

WHO GOES FIRST

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has first turn. On a roll of 1-5 the player that set up first chooses who has first turn.

GAME LENGTH

The game will last 6 (six) turns or until time is called in the round. Do not begin another game turn if both you and your opponent cannot complete both of your turns in the time remaining on the clock.



SPECIAL RULES

Reserves (per Meeting Engagement scenario, page 149)

Lead From the Front: Your General will automatically start on the table instead of rolling to see if they come in from reserves.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. If you score 100 or more Victory Points than your opponent, you are the victor. If the difference is 99 Victory Points or less, the game is considered a draw.

Battle Result	Battle Points
Victory	15
Draw	10
Loss	5

Conceding: If you concede the game, your opponent will receive the maximum allowed Objective Points and whatever Bonus Battle Points they earned during the game. You will receive the amount of Bonus Battle Points that you earned in the game, but will not receive any Objective Points.

BONUS BATTLE POINTS

+2 points: You have destroyed all enemy Core units or they have fled off the table at the end of the game.

+2 points: You have destroyed all enemy Special units or they have fled off the table at the end of the game (automatic if opponent has none).

+1 point: You have destroyed all enemy Rare units or they have fled off the table at the end of the game (automatic if opponent has none).

BONUS OBJECTIVE POINTS

+3 points: Your General or unit your General is in kills the enemy General (running down from combat does not count for these points).

+2 points: Your General is still alive and not fleeing at the end of the game.



ADEPTICON 2011

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 4: NO GUTS, NO GLORY

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

OVERVIEW

There are times that require unparalleled amounts of either bravery or stupidity (or perhaps both) to emerge victorious. This is one of those times. For honor, for blood, and for glory!

BATTLEFIELD

Terrain is preset. Confirm the terrain on the table using the guide on page 2 of this packet. All Forests are considered to be Mysterious Forests and follow all rules outlined in the main rulebook (pg. 119). The remaining pieces of terrain are considered to be normal ones of its type. If your table has any different terrain pieces than those shown on the guide, please refer to your specific table instructions.

DEPLOYMENT (BLOOD & GLORY)

Both players will set-up and deploy their armies as outlined in the Blood and Glory scenario in the main rulebook (pg. 148) and follow the Blood and Glory scenario's special rules in addition to those provided.

WHO GOES FIRST

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The game will last until one side reaches its Breaking Point as defined in the Blood and Glory scenario, until 6 (six) turns, or until time is called in the round. Do not begin another game turn if both you and your opponent cannot complete both of your turns in the time remaining on the clock.

SPECIAL RULES

Breaking Point, Fortitude (per Blood & Glory scenario, page 148)

VICTORY CONDITIONS

If neither side reaches its Breaking Point as defined in the Blood and Glory scenario, then the game will be declared a **draw**, regardless of Victory Points scored.

Battle Result	Battle Points
Victory	15
Draw	10
Loss	5

Conceding: If you concede the game, your opponent will receive the maximum allowed Objective Points and whatever Bonus Battle Points they earned during the game. You will receive the amount of Bonus Battle Points that you earned in the game, but will not receive any Objective Points.

BONUS BATTLE POINTS

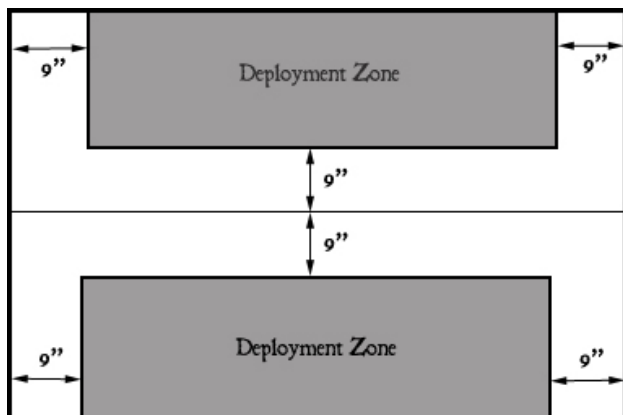
+2 points: You have captured the enemy Battle Standard (automatic if they do not have one).

+1 point: For each Standard you have captured as long as you began the game with at least three, to a maximum of three (if your opponent does not have any standards, you will get a +2 Bonus Battle Points as long as you began the game with at least three).

BONUS OBJECTIVE POINTS

+2 points: You have captured the enemy Battle Standard (automatic if they do not have one).

+1 point: For each Standard you have captured as long as you began the game with at least three, to a maximum of three (if your opponent does not have any standards, you will get a +2 Bonus Battle Points as long as you began the game with at least three).





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WARHAMMER FANTASY CHAMPIONSHIPS

TOURNEY'S CHOICE

YOUR NAME

TOURNEY'S CHOICE (APPEARANCE)

Before the start of Round #4, please submit this sheet with the name of the player that you think had the best looking army in the whole tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own army.

Tourney's Choice (Appearance): _____

TOURNEY'S CHOICE (DISPLAY)

Before the start of Round #4, please submit this sheet with the name of the player that you think had the best looking display in the whole tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own army.

Tourney's Choice (Display): _____





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WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 4: NO GUTS, NO GLORY

YOUR NAME	YOUR ARMY			TABLE #					
				WIN	DRAW	LOSS			
Battle Result: (circle one)				15	10	5			
Bonus Battle Points: (circle one)				0	1	2	3	4	5
Bonus Objective Points: (circle one)				0	1	2	3	4	5

Have your opponent double check your results above.
 Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship.
 Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
Yes / No	Was your Opponent On Time and Prepared to play with all needed items?
Yes / No	Did your Opponent Measure Accurately and play at a timely pace?
Yes / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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 circled 0 or 5, please explain:					

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 3: IF YOU WANT TO STEP UP

YOUR NAME	YOUR ARMY			TABLE #		
	WIN	DRAW	LOSS			
Battle Result: (circle one)	15	10	5			
Bonus Battle Points: (circle one)	0	1	2	3	4	5
Bonus Objective Points: (circle one)	0	1	2	3	4	5

Have your opponent double check your results above.
 Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship.
 Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
Yes / No	Was your Opponent On Time and Prepared to play with all needed items?
Yes / No	Did your Opponent Measure Accurately and play at a timely pace?
Yes / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

Circle One regarding your Opponent and Not the Army:

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If you circled 0 or 5, please explain:					

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 2: WHEN A COLD WIND BLOWS

YOUR NAME	YOUR ARMY			TABLE #		
	WIN	DRAW	LOSS			
Battle Result: (circle one)	15	10	5			
Bonus Battle Points: (circle one)	0	1	2	3	4	5
Bonus Objective Points: (circle one)	0	1	2	3	4	5

Have your opponent double check your results above.
 Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship.
 Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
Yes / No	Was your Opponent On Time and Prepared to play with all needed items?
Yes / No	Did your Opponent Measure Accurately and play at a timely pace?
Yes / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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 circled 0 or 5, please explain:					

Please turn in this sheet, with your opponent, at the judge's booth after the game.



ADEPTICON 2011

WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO I: IN THE SHADOW OF THE MOON

YOUR NAME	YOUR ARMY			TABLE #		
Battle Result: (circle one)	WIN	DRAW	LOSS			
	15	10	5			
Bonus Battle Points: (circle one)	0	1	2	3	4	5
Bonus Objective Points: (circle one)	0	1	2	3	4	5

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship.

Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
Yes / No	Was your Opponent On Time and Prepared to play with all needed items?
Yes / No	Did your Opponent Measure Accurately and play at a timely pace?
Yes / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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
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