

SATURDAY
APRIL 21

9:00AM
7:00PM



WARHAMMER ANCIENTS SINGLES TOURNAMENT

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 2012

WARHAMMER ANCIENTS SINGLES TOURNAMENT

GENERAL RULES

- **Scale:** 25/28mm Armies MUST BE COMPLETELY PAINTED; Table size 8x4. Terrain will be randomly determined, but preset on the tables prior to the tournament start. Players will not move terrain, it will remain in place, but players will move between the tables.
- **Army size:** Armies must be 2000 points or less, including generals.
- **Objectives:** Each army MUST include one objective marker.
- **Generals:** Your army must include an army General. If you did not purchase a general one model (a character) must be designated the army general for victory point purposes.
- **Games:** There will be 3 rounds. Match-ups will be in-period if possible.
- **Game Length:** 2 ½ hours or 7 turns or 25% Army break point - whichever comes first.
- **Rules/Errata:** WAB 2nd Edition and the online FAQ at the [Warhammer Historical Website](http://www.warhammerhistorical.com) will be used.
- 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).

ARMIES OF ANTIQUITY (AOA 2011)

Armies from the AoA book are legal for the AdeptiCon 2012 Warhammer Ancient Battles Singles Tournament.

- Armies must be 2800 points or less.
- Army lists must include both the point values from the AoA book, as well as a second – scoring value. This value is a unit's or character's point value multiplied by .72. This modified value will be used to score Victory points.
- All AoA lists must be submitted for approval to AdeptiConWAB@gmail.com before April 1st, 2012.

ARMIES

The singles competition is divided into Dark Age, Classical and Open divisions. Each division must have a minimum of 4 players. AdeptiCon staff reserve the right to mix players as needed to accommodate odd numbers or to enhance the tournament experience. AoA lists will be assigned to a division at the judge's discretion. Alternatively, the competition may be divided into Traditional army lists and AoA army lists depending on participation.

DARK AGE

- Fall of the West
- Shieldwall
- El Cid
- Beyond the Golden Gate
- Age of Arthur

CLASSICAL

- Alexander the Great
- Hannibal and the Punic Wars
- Spartacus
- Roman & Barbarian list, (WAB 2)
- Greek, Achaemenid Persians (WAB 1.5)

OPEN

- Armies of Chivalry
- Art of War
- Vlad the Impaler
- Chariot Wars
- Samurai (WAB 1.5)

TOURNAMENT SCORING

- Battle points scored to a maximum of 20 points per round.
- Appearance scored from Judged checklist.
- Sportsmanship scored by player vote of opponent displaying the best sportsmanship.

AWARDS

- **Best Sportsmanship:** Scored by opponent vote
- **Best General:** Highest overall battle score
- **Best Appearance:** Best painted army
- **Crusades Campaign Champion:** Winner of the [AdeptiCon 2012 Online Campaign](#)

SCHEDULE

9:00AM – 9:30AM	Registration
9:30AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch Break & Appearance Judging
1:00PM – 3:30PM	Game #2
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #3



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WARHAMMER ANCIENTS SINGLES TOURNAMENT

SCENARIO I: VALUE OF A MAN

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

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Roll 1d6 for table edge. High roll picks the side of the table he wants.

Each player rolls 1d6 with the high roller deciding which side starts deployment. The player deploying first deploys one unit of any type, the player deploying second deploys one unit of any type, then the players alternate deploying units. Units can be deployed to within 12" of the side edges, and can be deployed up to 12" in from the players' baseline. (Hidden Ambush Force, Scouts, etc. may be used).

SPECIAL RULES

Skirmishers get their free 4" move in this game.

Coins: Players will have 3 coins. After deployment is complete, each player will mark three of their formed units with the gold, silver and bronze coins. Opposing marked units which are destroyed, fleeing at the end of the game or fled off the table are worth battle points (see Victory Conditions).

WHO GOES FIRST

After deployment, each player rolls 1d6 with the player that was done placing units first getting a +1 to his roll. High roll chooses which player goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours or at the end of the turn when one player's army is reduced below 25% of the starting Army Break Points (see WAB2 page 150).

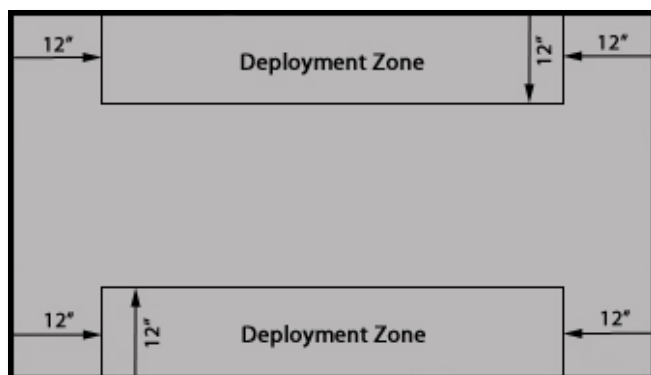
VICTORY CONDITIONS

Coins: marked units are worth the follow battle points

- Gold: 6 battle points
- Silver: 4 battle points
- Bronze: 2 battle points

Territory: 6 points for having a formed unit fully in the enemy deployment zone ...this unit cannot be an elephant, skirmishers, or single characters.

Head Hunter: 1 point each if the General or BSB is destroyed, fleeing at the end of the game or fled off the table.





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WARHAMMER ANCIENTS SINGLES TOURNAMENT

SCENARIO 2: TAKE THE HIGH GROUND

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

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Roll 1d6 for table edge. High roll picks the side of the table he wants.

Each player will deploy their objective more than 12 inches away from any table edge. Players roll 1d6 with the high roller deciding whether to deploy objectives first or second.

The player who placed their objective second has the option to begin troop deployment first or second. The player deploying first deploys all units in skirmish formation first, and then the other player deploys all skirmishing units and one other unit. After that, players alternate placing units. Units can be deployed to within 12" of the side edges, and can be deployed up to 12" in from the players' baseline. (Hidden Ambush Force, Scouts, etc. may be used).

SPECIAL RULES

Skirmishers get their free 4" move in this game.

Objectives: The goal of this game is to take and hold objectives. The side with any non-fleeing formed unit holding the objectives at the end of the game gains battle points (see Victory Conditions). To be considered holding the position, the unit must be within 6" of that spot without any enemy units (except skirmishers, characters, units under 5 models, and fleeing units) within 6" of that point. If neither player has a unit that meets these criteria, neither gets the points for the objective.

WHO GOES FIRST

After deployment, each player rolls 1d6 with the player that was done placing units first getting a +1 to his roll. High roll chooses which player goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours or at the end of the turn when one player's army is reduced below 25% of the starting Army Break Points (see WAB2 page 150).

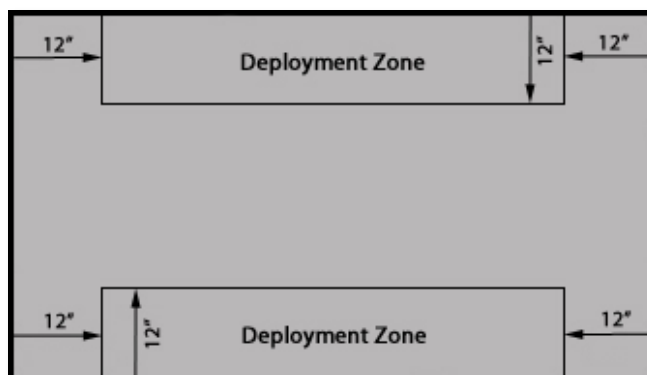
VICTORY CONDITIONS

Enemy Objective: 8 points for controlling the objective placed by your opponent.

Own Objective: 4 points for controlling the objective placed by you.

Victory Points: 8 points to the player scoring 100 or more victory point than their opponent. Count point costs for any enemy unit, character, artillery or Elephant destroyed, fleeing at the end of the game, or fled off of the table.

- **+100 points** for each enemy unit standard captured by breaking a unit in melee for the first time, including Battle Standard Bearer.
- **+100 points** for killing the Enemy Army General.





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WARHAMMER ANCIENTS SINGLES TOURNAMENT

SCENARIO 3: CHALLENGE

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

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

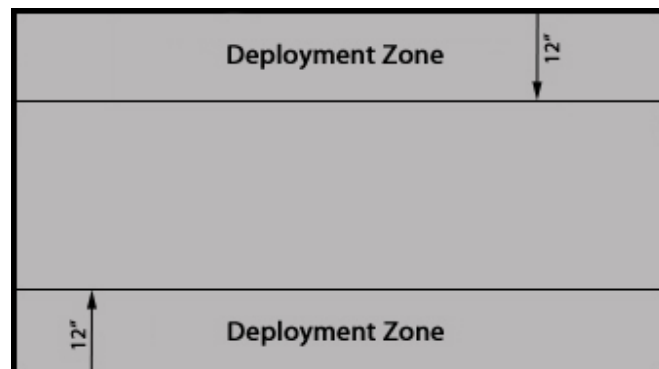
Roll 1d6 for table edge. High roll picks the side of the table he wants.

Each player rolls 1d6 with the high roller deciding which side starts deployment. The player deploying first deploys all skirmish units first, and then the other player deploys all skirmishing units and one other unit. Then the players alternate deploying units. Units can be deployed up to 12" in from the players' baseline. (Hidden Ambush Force, Scouts, etc. may be used).

SPECIAL RULES

Skirmishers get their free 4" move in this game.

Challenge: Before the battle begins, each player nominates one unit Leader to fight a duel. The two leaders are removed from their units and fight a challenge. On the first round of combat, both models count as charging, then fight as normal on subsequent turns. The duel continues until one model is dead, no break checks are taken. The winning Leader is returned to its unit and that player may re-roll any one moral check during the game. The losing leader does not participate in the battle and is considered killed for victory point purposes.



WHO GOES FIRST

After deployment, each player rolls 1d6 with the player which won the dual getting a +1 to his roll. High roll chooses which player goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours or at the end of the turn when one player's army is reduced below 25% of the starting Army Break Points (see WAB2 page 150).

VICTORY CONDITIONS

Victory Points: 12 points to the player scoring 100 or more victory point than their opponent. Count point costs for any enemy unit, character, artillery or Elephant destroyed, fleeing at the end of the game, or fled off of the table.

Territory: 2 points for each table third occupied exclusively by at least one formed friendly unit in good order...this unit cannot be an elephant, skirmishers, or single characters. The table thirds represent the left, center and right of an army. Each third is the applicable 32" section that runs from baseline to baseline.

Duel: 2 points for winning the Challenge Duel.





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RESULTS FOR SCENARIO 3: CHALLENGE

YOUR NAME

OPPONENT'S NAME

TOTAL BATTLE POINTS

TOTAL BATTLE POINTS



***** STOP *****

Now, in private, choose your Favorite Opponent from the tournament.

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

FAVORITE OPPONENT (VOTE AFTER YOUR FINAL GAME!)

Of the three players you gamed against today, which opponent displayed the highest standards of sportsmanship? List that player's name below:

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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RESULTS FOR SCENARIO 2: TAKE THE HIGH GROUND

YOUR NAME

TOTAL BATTLE POINTS

OPPONENT'S NAME

TOTAL BATTLE POINTS



Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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WARHAMMER ANCIENTS SINGLES TOURNAMENT

RESULTS FOR SCENARIO I: VALUE OF A MAN

YOUR NAME

OPPONENT'S NAME

TOTAL BATTLE POINTS

TOTAL BATTLE POINTS



Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.