

FRIDAY
APRIL 20

10:30AM
10:00PM



WARHAMMER FANTASY THE BIG BRAWL

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!

2012 ADEPTICON WARHAMMER FANTASY BIG BRAWL NOTES

Welcome to the 2012 AdeptiCon Warhammer Fantasy Big Brawl Tournament. A few things to keep in mind:

- Be sure to set your army out for display 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 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 Sportsmanship Rankings located 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 Warhammer Fantasy Big Brawl Staff

WARHAMMER FANTASY BIG BRAWL RULES RECAP

OVERVIEW

- Valid lists: Beastmen, Bretonnia, Chaos Dwarfs (The Legion of Azgorh/Tamurkhan), Daemons of Chaos, Dark Elves, [Dogs of War/Regiments of Renown](#): Indy GT PDFs, Dwarfs, 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 **3000** point army. That is the army that must be played for the entire tournament without modification. **Note: Do NOT use Grand Army rules.** Only 3 duplicate Special choices, and 2 duplicate Rare choices are allowed.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in the Warhammer Fantasy Big Brawl. 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 [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. 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 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.
- 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.
- All forests are counted as Mysterious Forests 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.

WARHAMMER FANTASY BIG BRAWL TOURNAMENT

SCORING

Battle

Maximum: 60 points. Battle Points are earned using the Standard Victory Point values from the BRB. 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.

Difference	Win	Loss
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5

Difference	Win	Loss
1251-1500	16	4
1501-1750	17	3
1751-2000	18	2
2001-2400	19	1
2401+	20	0

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Sportsmanship

Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the BIG BRAWL Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist. Fill out the checklist on your scoring sheet. Be prepared to answer questions on High or Low scores.

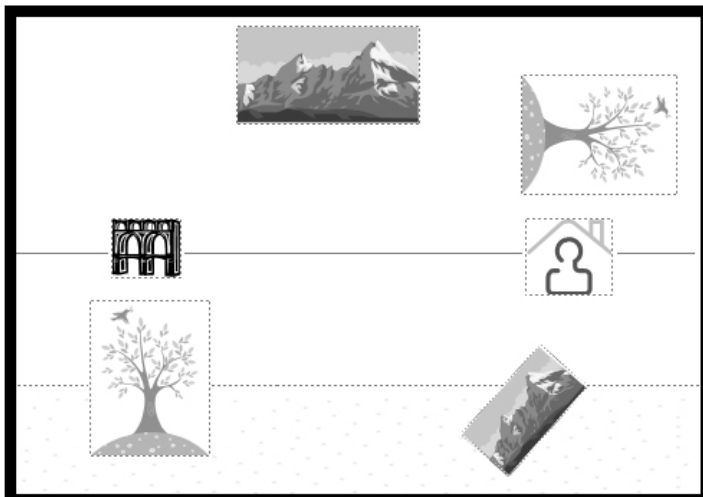
TOURNAMENT SCHEDULE

10:30AM – 11:30PM	Check-in, Table Assignments
11:30PM – 2:30PM	Game #1
2:30PM – 3:30PM	Lunch Break & Paint Judging
3:30PM – 6:30PM	Game #2
6:30PM – 7:00PM	Break
7:00PM – 10:00PM	Game #3

AWARDS

- **Best General** – The player with the highest Battle Point total.
- **2nd Best General** – The player with the 2nd highest Battle Point total. Sportsmanship as the 1st tiebreaker, and judged Appearance as the 2nd tiebreaker.
- **3rd Best General** – The player with the 3rd highest Battle Point total. Sportsmanship as the 1st tiebreaker, and judged Appearance as the 2nd tiebreaker.
- **Best Appearance** – The player with the highest Appearance total. Battle Points as the 1st tiebreaker, and Sportsmanship as the 2nd tiebreaker.
- **Best Sportsman** – The player with the highest Sportsmanship score. Battle points as the 1st tiebreaker, and judged Appearance as the 2nd tiebreaker.

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.



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WARHAMMER FANTASY BIG BRAWL TOURNAMENT

SCENARIO I: THE BOX

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

OVERVIEW

You've been put in the position to send your soldiers into harm's way for the sake of victory. Every man that survives will be worth that much more to you once this battle is over.

BATTLEFIELD

The pieces of Terrain are preset. 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

As per the Battleline Scenario (page 144).

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the center line.

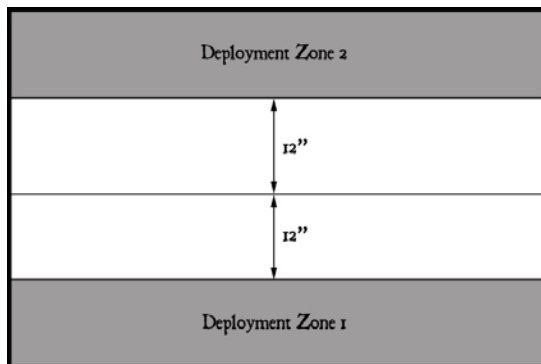
WHO GOES FIRST

As per the Battleline Scenario (page 144).

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 six turns or time is called in the round. Do not begin another game turn when the 15 minute warning is called in the round. Finish the game turn you are in and do not start another one.



SPECIAL RULES

The Box: An 18" square box will be placed in the center of the table at the beginning of the game, centered on the center of the table. At the end of the 6th turn, count how many points of your army you have inside the box (including characters).

Units must be more than halfway inside the box in order to count for this. Divide this number by 2 and add it to your earned Victory Points during the game.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5
1251-1500	16	4
1501-1750	17	3
1751-2000	18	2
2001-2400	19	1
2401+	20	0

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.





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WARHAMMER FANTASY BIG BRAWL TOURNAMENT

SCENARIO 2: CROSS THE LINE

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

OVERVIEW

There is always a line to be crossed, and by crossing it shows commitment and willingness to accept what comes after. Do you have the nerve to cross the line in front of you?

BATTLEFIELD

The pieces of Terrain are preset. 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

As per the Meeting Engagement Scenario (page 149).

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.

See Special Rules for modifications to the Reserve rules for this scenario.

WHO GOES FIRST

As per the Meeting Engagement Scenario (page 149).

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 six turns or time is called in the round. Do not begin another game turn when the 15 minute warning is called in the round. Finish the game turn you are in and do not start another one.

SPECIAL RULES

During deployment, you do not need to roll to see if any units are held in Reserves unless they are normally held in Reserves.

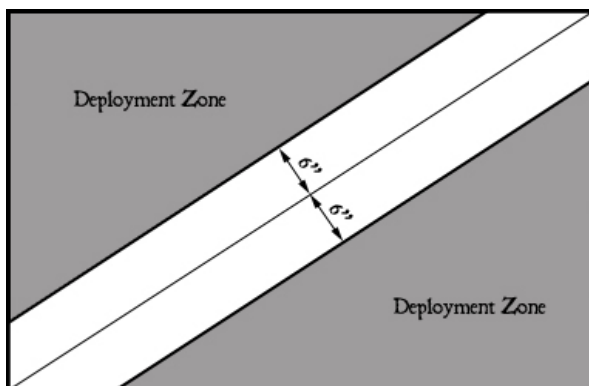
VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5
1251-1500	16	4
1501-1750	17	3
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2001-2400	19	1
2401+	20	0

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.





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WARHAMMER FANTASY BIG BRAWL TOURNAMENT

SCENARIO 3: YOU GONNA KNOW WHAT THE SUN'S ALL ABOUT...

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

OVERVIEW

...when the lights go out...and they are going to go out just when you don't want them to...

BATTLEFIELD

The pieces of Terrain are preset. 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)

As per the Battleline Scenario (page 144).

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the center line.

WHO GOES FIRST

As per the Battleline Scenario (page 144).

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 six turns or time is called in the round. Do not begin another game turn when the 15 minute warning is called in the round. Finish the game turn you are in and do not start another one.

SPECIAL RULES

Farwell Sun: At the beginning of the game, after deployment but before the first turn begins, the player that goes second rolls a D6.

On that game turn, the sun will be eclipsed and neither player may target any unit with any ranged attack, spell, or charge.

Wizards may only target the unit they are in or themselves with spells or any enemy that they are in base to base with, even if it targets all units and/or characters in a radius.

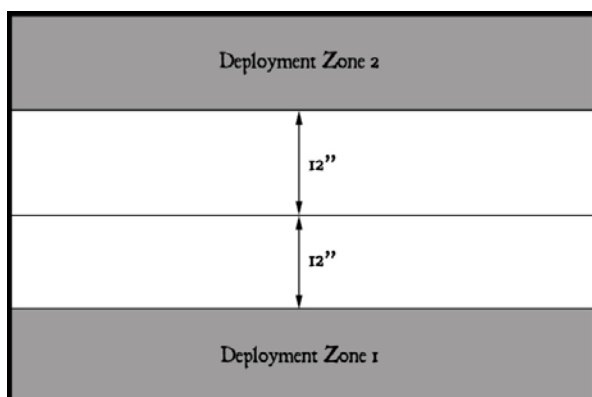
VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
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2401+	20	0

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.





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WARHAMMER FANTASY BIG BRAWL TOURNAMENT

SPORTSMANSHIP RANKING

YOUR NAME	YOUR ARMY

Now, in private, rank the three opponents you played today in order from Best to Least in terms of Sportsmanship. These last 3 points will totals will round out Sportsmanship scoring. Do **NOT** share these results with any of your opponent.

#1

Player Name: _____

#2

Player Name: _____

#3

Player Name: _____





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WARHAMMER FANTASY BIG BRAWL TOURNAMENT

RESULTS FOR SCENARIO 3: WHAT THE SUN'S ALL ABOUT...

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.

DIFFERENCE	WIN	LOSS
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5
1251-1500	16	4
1501-1750	17	3
1751-2000	18	2
2001-2400	19	1
2401+	20	0

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 BIG BRAWL TOURNAMENT

RESULTS FOR SCENARIO 2: CROSS THE LINE

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.

Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.

DIFFERENCE	WIN	LOSS
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5
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1501-1750	17	3
1751-2000	18	2
2001-2400	19	1
2401+	20	0

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:

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ADEPTICON 2012

WARHAMMER FANTASY BIG BRAWL TOURNAMENT

RESULTS FOR SCENARIO I: THE BOX

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS
Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.
Example: Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 15 Battle Points while player 2 earns 5 Battle Points.
Conceding: If you concede the game, your opponent will receive 20 Battle Points and you will receive 0.
BONUS VICTORY POINTS
Units more than halfway inside The Box (see Special Rules) earn bonus Victory Points at the end of the 6 th turn.

DIFFERENCE	WIN	LOSS
0-100	10	10
101-250	11	9
251-500	12	8
501-750	13	7
751-1000	14	6
1001-1250	15	5
1251-1500	16	4
1501-1750	17	3
1751-2000	18	2
2001-2400	19	1
2401+	20	0

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.