

SATURDAY
APRIL 21

8:00AM
10:00PM



WARHAMMER FANTASY CHAMPIONSHIPS

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 CHAMPIONSHIPS NOTES

Welcome to the 2012 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 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 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.

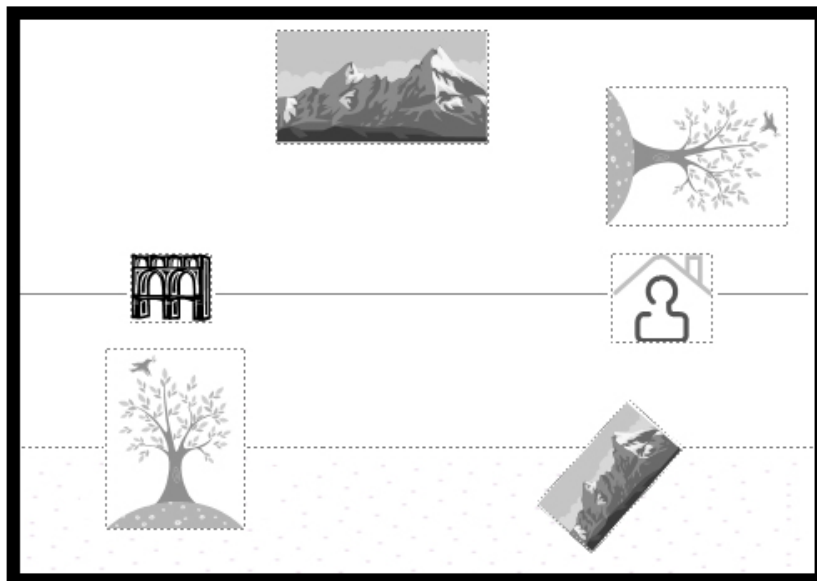
Good Luck and Have Fun!

- The AdeptiCon Warhammer Fantasy Championships 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, 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 **2200** point army. That is the army that must be played for the entire tournament without modification.
- 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 Championships. 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 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 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.

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.



ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO I: CUNNING USE OF FLAGS

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

OVERVIEW

Since time began, people have been taking things from others through the use of flags to claim them as their own. It is time to take the world that is rightfully yours with a simple piece of fabric.

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

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.

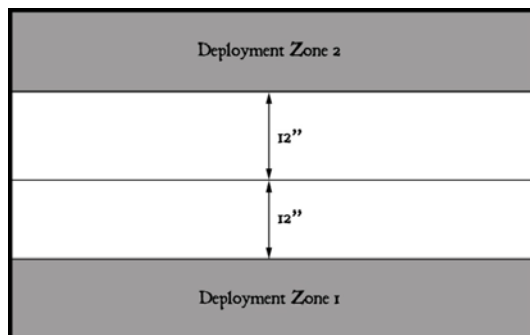
WHO GOES FIRST

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.

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

+1 point: For each Standard Bearer you have inside The Box (see Special Rules) at the end of the game, up to a maximum of +3 points. The Standard Bearer must be completely inside The Box at the end of the game to count.

+2 points: For having your Battle Standard Bearer inside The Box (see Special Rules) at the end of the game. The Battle Standard Bearer must be completely inside The Box at the end of the game to count.

BONUS OBJECTIVE POINTS

+1 point: For each terrain feature you control (closest unit within six inches, if tied then the unit with the most models controls it), up to a maximum of +5 points.



ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 2: OPERATE ANNIHILATE

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

OVERVIEW

Just kill them all already! I mean, seriously, what you waiting for?

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

As per the Blood & Glory Scenario (page 148).

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

As per the Blood & Glory Scenario (page 148).

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 once one army reaches its Breaking Point, 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

Breaking Point (page 148)

Fortitude: In addition, each non-General character will count as 1 Fortitude Point for your army. This means a normal Battle Standard Bearer will be worth 2 Fortitude Points (1 as normal for a banner and 1 for being a non-General character). Note: a character that is both the General and Battle Standard Bearer for the army does not contribute the additional Fortitude Point granted by this scenario.

VICTORY CONDITIONS

If one army reaches their Breaking Point, their opponent will automatically win the game. If neither army breaks by the end of the game, use standard Victory Points to determine the outcome.

Battle Result	Battle Points
Victory	15
Draw	10
Loss	5

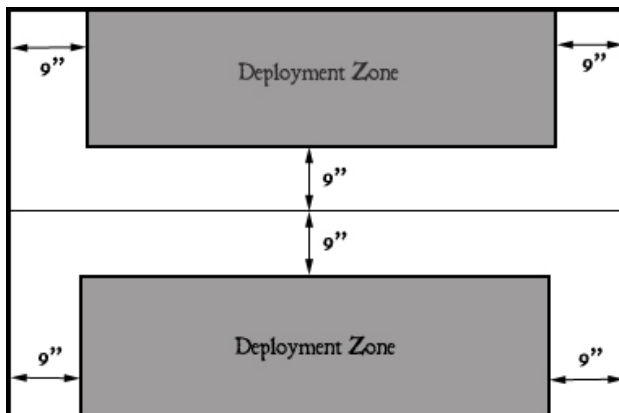
Conceding: If you concede the game, your opponent will receive the maximum allowed Objective Points and whatever Bonus Battle Points they earned during the game. You will receive the amount of Bonus Battle Points that you earned in the game, but will not receive any Objective Points.

BONUS BATTLE POINTS

+1 point: For each enemy non-General character you killed (or your opponent killed for you) during the course of the game, up to a maximum of +5 points.

BONUS OBJECTIVE POINTS

+1 point: For each terrain feature you control (closest unit within six inches, if tied then the unit with the most models controls it), up to a maximum of +5 points.





ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 3: WHITES OF THEIR EYES...

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

OVERVIEW

You're often told not to shoot until you see the whites of their eyes. Fortunately for you, they are that close already.

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

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.

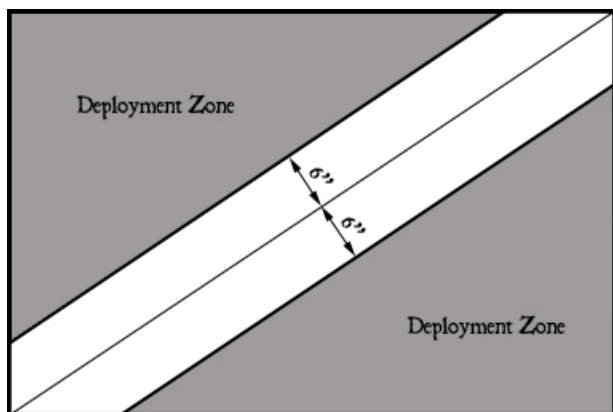
WHO GOES FIRST

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

Reserves (per Meeting Engagement scenario, page 149)

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

+1-5 points: Subtract the number of units (not including characters on their own or in units) your opponent has from the number of units (not including characters on their own or in units) you have in your opponent's deployment zone. If you have more units in your opponent's deployment zone than your opponent does, you receive that number of bonus points to a maximum of +5 points.

For instance, if you have 7 units in your opponent's deployment zone and he has 4 in his deployment zone, you would receive +3 Bonus Battle Points.

BONUS OBJECTIVE POINTS

+1 point: For each terrain feature you control (closest unit within six inches, if tied then the unit with the most models controls it), up to a maximum of +5 points.



ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

SCENARIO 4: ASSASSINATION

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

OVERVIEW

Cut off the head and the body will die. Sounds simple enough, except the head is usually the toughest part to cut off.

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)

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.

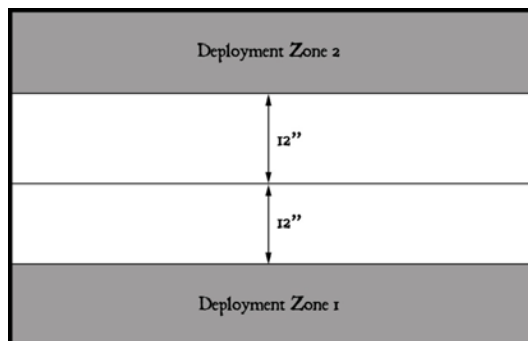
WHO GOES FIRST

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 until one of the armies becomes Leaderless (see below), 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

Assassinate: Your objective in this game is to kill all of your opponent's characters. If you kill one of your own characters for whatever reason, that counts for your opponent. Whenever the General (or current acting General) is killed, the position of General is passed on to the character with the next highest Leadership in the army that is able to be the General. If no eligible characters are left, then the army has become *Leaderless* (see below).

Leaderless: As soon as one army has no characters left on the table, or has no eligible General, the game is over automatically and their opponent wins the game.

VICTORY CONDITIONS

If neither army becomes *Leaderless* (see *Special Rules*), use standard Victory Points to determine the outcome.

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

+1 point: For each enemy character that you killed (or your opponent killed for you), up to a maximum of +5 points.

BONUS OBJECTIVE POINTS

+1 point: For each terrain feature you control (closest unit within six inches, if tied then the unit with the most models controls it), up to a maximum of +5 points.



ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

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 4 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: _____

#4

Player Name: _____



ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 4: ASSASSINATION

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
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 2012

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): _____





ADEPTICON 2012

WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 3: WHITES OF THEIR EYES...

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 2012

WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO 2: OPERATE ANNIHILATE

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 2012

WARHAMMER FANTASY CHAMPIONSHIPS

RESULTS FOR SCENARIO I: CUNNING USE OF FLAGS

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.