

SUNDAY
APRIL 22

7:00AM
4:30PM



WARHAMMER FANTASY TEAM 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!

2012 ADEPTICON WARHAMMER FANTASY TEAM TOURNAMENT NOTES

Welcome to the 2012 AdeptiCon Warhammer Fantasy Team Tournament. 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 10 (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 7 (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.

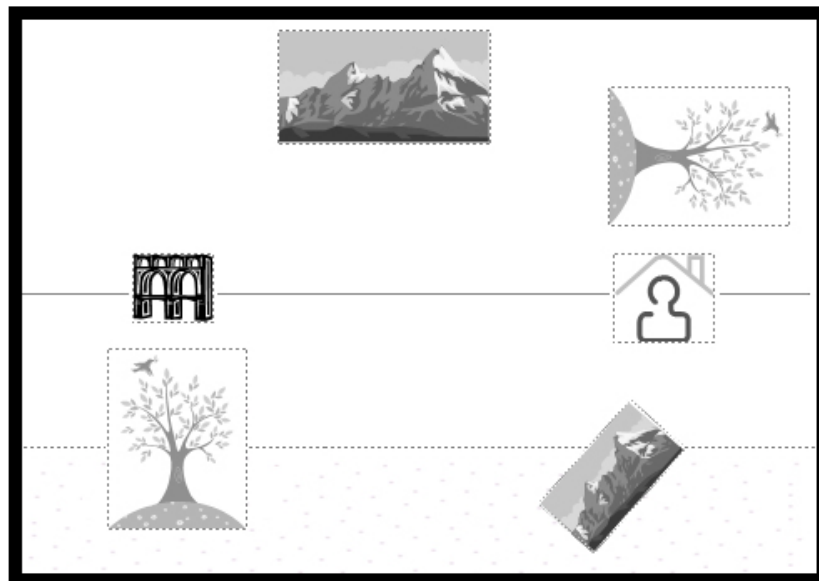
Good Luck and Have Fun!

- The AdeptiCon Warhammer Fantasy Team Tournament Staff

TOURNAMENT SCHEDULE

7:00AM - 8:00AM	Check-in, Registration and Appearance Judging
8:00AM - 10:30AM	Game #1
10:30AM - 11:15PM	Lunch Break and Appearance Judging
11:15AM - 1:45PM	Game #2
1:45PM - 4:15PM	Game #3

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 TEAM TOURNAMENT RULES RECAP

- 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.
- Units and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in the Warhammer Fantasy Team Tournament. Teams **MAY NOT** mix Warriors of Chaos/Daemons of Chaos and Chaos Dwarf units. Teams fielding units from this book **MUST** have a copy of the book and it **MUST** be made available to your opponents 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). If it is not apparent to someone 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 Composition and Sportsmanship.
- Special/Named Characters are **NOT** allowed in the Warhammer Team Tournament. This includes named unit champions and Special Characters from the Tamurkhan: Throne of Chaos book.
- 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 Team must provide four sets of (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 Lore. 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. A team consisting of 2 Wood Elf players will only receive one free forest.

TEAMS

- Each Team will consist of two (2) 1000 point contingents.
- Lord level characters are **NOT** allowed.
- Each team will be considered a single army for spell generation purposes. Spells will not be allowed to be duplicated except for signature spells and others as listed in the exceptions on page 162 in the BRB. For example, if a team consists of a Level 1 Empire Fire mage and a Level 1 High Elf Fire mage, only 1 mage may learn Flame Storm, while both mages may default to Fireball.
- Allied Armies rule will be in effect (see BRB pages, 136–139).
- As this is a Team Tournament, players are encouraged to use contingents from two different army books/races (see Different Contingents below).
- Each contingent is allowed one hero model upgraded to a Battle Standard Bearer. Each Contingent must have a General.
- Three games will be played. Scenarios will be used.
- No new turns may begin after the 2-hour mark for each game.

SCORING

The total number of points available is 149 points, divided up as follows:

Category	Possible Points	% of Total
Battle Points	45 points	30%
Bonus Battle Points	9 points	6%
Bonus Objective Points	9 points	6%
Different Contingents	12 points	8%

Category	Possible Points	% of Total
Team Theme/Comp	25 points	17%
Sportsmanship	24 points	16%
Appearance	25 points	17%
Tourney's Choice	Special	--

Battle: During each game of the Warhammer Fantasy Team Tournament, there are up to 21 total points are up for grabs. 15 of those points are won by achieving victory in the game. Additionally, each team may earn up to 3 Bonus Battle Points and 3 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.



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WARHAMMER FANTASY TEAM TOURNAMENT

SCENARIO I: PROVE YOUR WORTH

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

OVERVIEW

With your alliance freshly formed, your heroes and warriors are anxious to prove their worth on the battlefield.

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).

Both teams will set up and deploy their armies as outlined in the Battleline scenario in the main rulebook (pg.144) and follow that scenario's special rules. When deploying, both contingents from a team will deploy a unit at the same time.

WHO GOES FIRST

As per the Battleline Scenario (page 144).

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

None.

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 opponents 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.

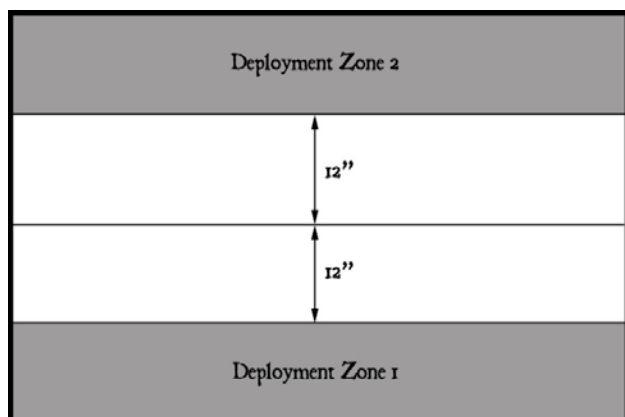
BONUS BATTLE POINTS (CUMULATIVE)

+1 point: If the highest point unit for **ONE** of the enemy contingents has been destroyed or fled off the board.

+2 points: If the highest point unit for **BOTH** of the enemy contingents have been destroyed or fled off the board.

BONUS OBJECTIVE POINTS (CUMULATIVE)

+1 point: For each enemy character killed in a challenge (max of 3 points).





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WARHAMMER FANTASY TEAM TOURNAMENT

SCENARIO 2: CRIPPLE YOUR ENEMY

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

OVERVIEW

Having proven your martial worth, your alliance must demoralize the enemy troops by felling their generals and taking their banners.

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 teams will set-up and deploy their armies as outlined in the Blood and Glory scenario in the main rulebook (pg. 148) and follow that scenario's special rules. When deploying, both contingents from a team will deploy a unit at the same time.

WHO GOES FIRST

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

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

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

Generally General: The Generals from each contingent will only be worth 1 point when calculating the team's fortitude.

Death Zone: The Death Zone will be an area marked 12" from each long table edge and 18" from each short table edge, creating a 24" by 36" zone in the center of the table.

VICTORY CONDITIONS

See Blood and Glory scenario page in the main rulebook (pg. 148) for Breaking Point victory conditions. If neither team reaches their Breaking Point, then the game will be decided by 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.

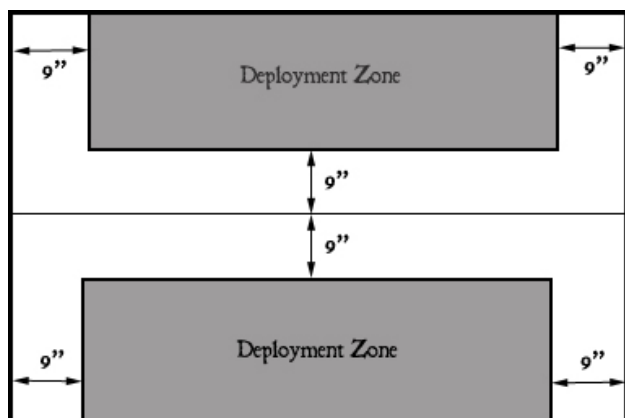
BONUS BATTLE POINTS

+1 point: For each character inside the Death Zone at the end of the game.

BONUS OBJECTIVE POINTS (CUMULATIVE)

+1 point: If you have a unit from one contingent within your opponent's deployment zone.

+2 points: If you have a unit from both contingents in your opponent's deployment zone.





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WARHAMMER FANTASY TEAM TOURNAMENT

SCENARIO 3: HOLD THE FOREST

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

OVERVIEW

Your race's wise men have instructed you to hold a mythical forest for further examination to see what powers can be unlocked. Hold it at all costs!

BATTLEFIELD

Place the building in the exact center of the table. The rest of the 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).

Both teams will set up and deploy their armies as outlined in the Battleline scenario in the main rulebook (pg.144) and follow that scenario's special rules. When deploying, both contingents from a team will deploy a unit at the same time.

WHO GOES FIRST

As per the Battleline Scenario (page 144).

Roll off after deployment to see which team takes the first turn. The team that finished deploying their army first adds +1 to their 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 forest in the center of the battlefield will inflict D3+1 wounds (no saves of any kind allowed) to any unit wholly or partially within the forest at the end of each player's movement phase. In addition, **ANY** model charging, fleeing, or pursuing into or through the forest will take a dangerous terrain test.

VICTORY CONDITIONS

At the end of the battle, the side that controls the forest (see below) in the center of the table is the winner. If neither side controls the forest, 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.

Controlling the Forest: The team with the most number of infantry models fully or partially inside the forest that are not locked in combat or fleeing, controls the forest. Cavalry and War Beasts count as 2 infantry models. Monstrous Infantry, Monstrous Cavalry, and Swarms count as 3 infantry models. Monsters count as 10 infantry models. If the only models inside the forest are locked in combat, neither team controls it.

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.

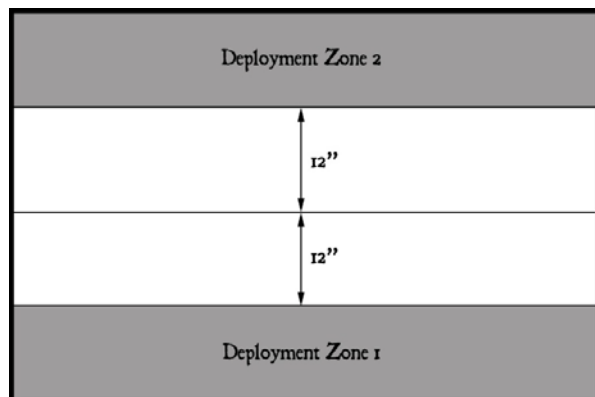
BONUS BATTLE POINTS

+1 point: For each unit of your enemy's Core Troops that have been destroyed or fled off the board (max of 3).

BONUS OBJECTIVE POINTS (CUMULATIVE)

+1 point: If one enemy contingent general has been killed or has fled off the board at the end of the game.

+2 points: If both enemy contingent generals have been killed or have fled off the board at the end of the game.





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WARHAMMER FANTASY TEAM TOURNAMENT

TOURNEY'S CHOICE

YOUR TEAM NAME

Please submit this sheet after your final game.
The same Team may be chosen for more than one Tourney's Choice category.

TOURNEY'S CHOICE (FAVORITE TEAM)

Choose the team that you think had the best looking armies in the whole tournament. This vote can be for any team in the whole tournament, not just those you played. You may **NOT** vote for your own team.

Tourney's Choice (Favorite Team): _____

TOURNEY'S CHOICE (FAVORITE OPPONENTS)

Choose the team you most enjoyed playing against. You must vote for a team you actually played in the tournament.

Tourney's Choice (Sportsmanship): _____

TOURNEY'S CHOICE (FAVORITE THEME)

Choose the team that you think had the best thematic approach in the whole tournament. This vote can be for any team in the whole tournament, not just those you played. You may **NOT** vote for your own team.

Tourney's Choice (Theme): _____



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WARHAMMER FANTASY TEAM TOURNAMENT

RESULTS FOR SCENARIO 3: HOLD THE FOREST

YOUR NAME	YOUR ARMY	TABLE #

	WIN	DRAW	LOSS
Battle Result: (circle one)	15	10	5

Bonus Battle Points: (circle one)	0	1	2	3
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Bonus Objective Points: (circle one)	0	1	2	3
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Different Contingents (circle one) Teams using contingents from two different army books/races receive 4 bonus points per round.	Yes 4 points	No 0 points
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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	Were your Opponents on time and prepared to play with all needed items?
Yes / No	Did your Opponents Measure accurately and play at a timely pace?
Yes / No	Did your Opponents know their rules and handle rules disputes reasonably?

Circle One regarding your Opponent and Not the Army:

0	1	2	3	4	5
The Worst Opponents I Have Ever Played	These Opponents Were Awful	These Opponents Displayed Average Sportsmanship	These Opponents Were OK	These Opponents Displayed Good Sportsmanship	These Opponents are My New Best Friends
If you circled 0 or 5, please explain:					

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



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WARHAMMER FANTASY TEAM TOURNAMENT

RESULTS FOR SCENARIO 2: CRIPPLE YOUR ENEMY

YOUR NAME	YOUR ARMY	TABLE #

	WIN	DRAW	LOSS
Battle Result: (circle one)	15	10	5

Bonus Battle Points: (circle one)	0	1	2	3
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Bonus Objective Points: (circle one)	0	1	2	3
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Different Contingents (circle one) Teams using contingents from two different army books/races receive 4 bonus points per round.	Yes 4 points	No 0 points
--	-----------------	----------------

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	Were your Opponents on time and prepared to play with all needed items?
Yes / No	Did your Opponents Measure accurately and play at a timely pace?
Yes / No	Did your Opponents know their rules and handle rules disputes reasonably?

Circle One regarding your Opponent and Not the Army:

0	1	2	3	4	5
The Worst Opponents I Have Ever Played	These Opponents Were Awful	These Opponents Displayed Average Sportsmanship	These Opponents Were OK	These Opponents Displayed Good Sportsmanship	These Opponents are My New Best Friends
If you circled 0 or 5, please explain:					

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



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WARHAMMER FANTASY TEAM TOURNAMENT

RESULTS FOR SCENARIO I: PROVE YOUR WORTH

YOUR NAME	YOUR ARMY	TABLE #

	WIN	DRAW	LOSS
Battle Result: (circle one)	15	10	5

Bonus Battle Points: (circle one)	0	1	2	3
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Bonus Objective Points: (circle one)	0	1	2	3
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Different Contingents (circle one) Teams using contingents from two different army books/races receive 4 bonus points per round.	Yes 4 points	No 0 points
--	-----------------	----------------

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	Were your Opponents on time and prepared to play with all needed items?
Yes / No	Did your Opponents Measure accurately and play at a timely pace?
Yes / No	Did your Opponents know their rules and handle rules disputes reasonably?

Circle One regarding your Opponent and Not the Army:

0	1	2	3	4	5
The Worst Opponents I Have Ever Played	These Opponents Were Awful	These Opponents Displayed Average Sportsmanship	These Opponents Were OK	These Opponents Displayed Good Sportsmanship	These Opponents are My New Best Friends
If you circled 0 or 5, please explain:					

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