

SUNDAY
APRIL 21

7:00 AM
4:00 PM

Adeptus



WARHAMMER ANCIENTS DOUBLES 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 2013

WARHAMMER ANCIENT BATTLES DOUBLES TOURNAMENT

Last Update: 11.30.2012

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2013.

GENERAL RULES

- **Scale:** 25/28mm Armies.
- **ALL ARMIES MUST BE COMPLETELY PAINTED.**
- **Table and Terrain:** The table size will be 4x8. Terrain will be randomly determined, but preset on the tables prior to the start of the tournament. Teams will not move terrain, it will remain in place, but Teams will move between the tables. If a Team ends up on a table that they already played on, they must use the other side. Otherwise, follow the instructions in the scenario for each round.
- **Army Size:** Each Team will consist of 2, 1400 point armies, from any list out of AoA v2 or the updated Chariot Wars lists (see Rules/Errata for link to download the Chariot Wars lists). All minimum requirements of the list must be adhered to.
- **Generals:** Each Team must include an army General, and each Team may not have more than 1 Army General. If your chosen lists do not require either player to purchase a general and your Team chooses not to take one, then one model (a character) must be designated the army general for victory point purposes. This model should be noted on the relevant player's army list and must be the same for all 3 games. Each Team may take 1 Army Standard Bearer. Teams are not required to take an ASB unless a player's army list states otherwise.
- **Note on Oracles:** If one half of the Team uses Oracles and the other does not, the Oracle points may not be shared. No Oracle points may be applied to any combat in which a Unit or Army Standard is present. This includes re-rolling break tests. Similarly, an Army Standard may not be used to re-roll a break test for a combat in which Oracles have been applied.
- **Games:** There will be 3 rounds. Match-ups will be by random draw the first round, second and third round match ups will be made using the Swiss System.
- **Game Length:** 2 ½ hours or 7 turns or 25% Army break point - whichever comes first, unless specified by the scenario.
- **Rules/Errata:** WAB 2nd Edition, AoA v2, Chariot Wars lists and the FAQ at the [WABGT Download site](#) will be used.
- Please email a copy of your army list to: AdepticonWAB@gmail.com by April 1st, 2013. Be sure to include your Team Name, the player names(s) and the specific army list name(s).
- 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).

SCORING

- **Battle Points:** A maximum of 10 Battle Points may be earned each round.
- **Objectives:** Maximum of 4 each round, determined by the scenario.
- **Appearance:** Judge scored. Both halves of the Team are scored, best Team score wins. This is to encourage both Team Members to put forth their best efforts.

AWARDS

- **Co-Emperors:** Highest total of Battle Points, Objectives, and Appearance
- **Brushes of the Gods:** Appearance award
- **Banner Bearers:** This award goes to the team with the most Objectives

SCHEDULE

SUNDAY (7:00AM – 4:00PM)	
7:00AM – 7:30AM	Registration
7:30AM – 10:00AM	Game #1
10:00AM – 12:30PM	Game #2
12:30PM – 1:00PM	Lunch Break & Appearance Judging
1:00PM – 3:30PM	Game #3
3:30PM – 4:00PM	Final Scoring & Awards



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SCENARIO I: TAKE AND HOLD

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

You have located the perfect place to locate your base of operations, but so has your enemy! Your forces must capture that location and hold it from the enemy until nightfall to claim it as your own. Not so fast, though! You can't afford to lower morale and create tension within your combined army, so your ally must take it with you!

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

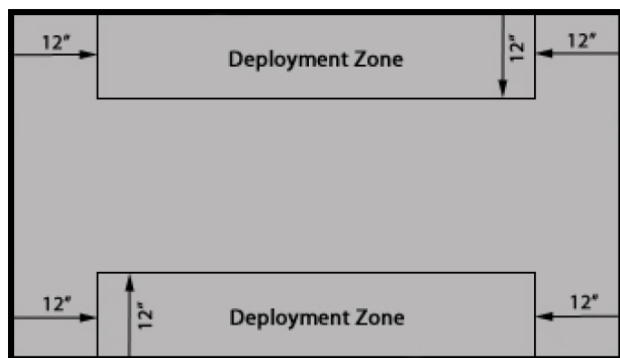
DEPLOYMENT

Deployment follows the diagram on page 143 of the WAB2 Rulebook. The team with the highest combined age chooses who deploys first. After both sides have deployed, place the objective marker (provided by the organizer) at the center of the table.

SPECIAL RULES

Skirmishers may make their free move.

The goal of this game is to capture the objective point while denying it to the enemy. To capture the objective you must have a formed, non-fleeing unit within 4" of the center point of the table without there being an enemy formed, non-fleeing unit within 4" of the center point of the table. The objective is contested if both teams have a formed, non-fleeing unit within 4" of the center point. Sound easy? Make sure to read the victory conditions!



WHO GOES FIRST

Both teams roll a dice to see who goes first. The team that finished deploying first gets +1 to this roll. The team with the higher roll determines who 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

Captured!: 10 Battle Points. Your team has an eligible unit from each player capturing the objective, while the opposing team has no units contesting.

Controlled: 8 Battle Points. Your team has one or more eligible units from only one player capturing the objective, while the opposing team has no units contesting.

Draw: 6 Battle Points. Both teams have at least one eligible unit contesting the objective.

That Place is Scary!: 4 Battle Points. Your team has no eligible units contesting the objective.

OBJECTIVE POINTS

1 point: For capturing 1 or more table quarters (see page 149 of the WAB2 Rulebook).

1 point: For the team that captures the most standards.

1 point: For holding position with the same unit within 4" of the center point for 3 turns (can be contested).

1 point: For holding position with the same unit within 4" of the center point for 4 turns (can be contested).



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SCENARIO 2: BREAKTHROUGH!

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

Your forces are in desperate need of supplies, you need to get past the enemy before you starve! Little did you know, your enemy is in the same situation. It's a race to get some of your men out while preventing the enemy army from getting their own supplies.

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

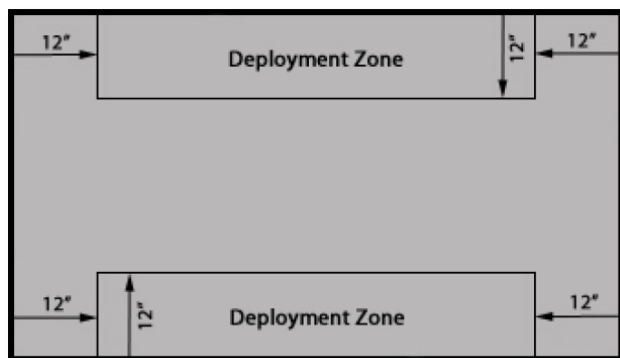
DEPLOYMENT

Deployment follows the diagram on page 143 of the WAB2 Rulebook. The team with the lowest combined age chooses who deploys first.

SPECIAL RULES

Skirmishers may not make their free move.

The goal of this game is to get your units through your opponents' deployment zone and off the table. Only formed, non-fleeing units will count for this purpose. A unit can only exit the table for scoring purposes via a normal or March move, and must do so within the area defined as the opponent's deployment zone. (i.e. an overrun or pursuit won't count, nor will sauntering off on the corners) Once a unit has left the table and been scored, it cannot return. Units cannot leave the table until turn 4 or later. You need to be quick, but not too quick! Remember your allies need to eat too, so help each other escape!



WHO GOES FIRST

Both teams roll a dice to see who goes first. The team that finished deploying first gets +1 to this roll. The team with the higher roll determines who goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours (Army Break Point is not used in this scenario).

VICTORY CONDITIONS

Total Success! 10 Battle Points. Your team has 2 or more eligible units from each player off the table, while your opponent has 1 or less units total off the table.

Tough Victory: 8 Battle Points. Your team has 1 or more eligible units from each player off the table while having more units off the table than your opponents.

We'll Survive, at Least: 6 Battle Points. Your team has at least one eligible unit from each player off the table, but you do not have more units off the table than your opponent.

We're Going to Starve!: 4 Battle Points. Your team has no eligible units off the table, or only has eligible units from one player off the table.

OBJECTIVE POINTS

1 point: For getting the first infantry unit off the table.

1 point: For getting your highest cost unit off the table before turn 5.

1 point: For getting a unit off the table within 4" of the center of your opponents' deployment zone.

1 point: For getting a unit off the table within 12" of the center of your opponents' deployment zone.



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SCENARIO 3: LET THIS BE YOUR LAST BATTLEFIELD

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

This is it. You're rested, fed, there's no more running now. You must fight, and you must win.

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Deployment follows the diagram on page 143 of the WAB2 Rulebook. Roll a die to see who goes first; the team who has to travel the farthest to get home adds +1 to this roll.

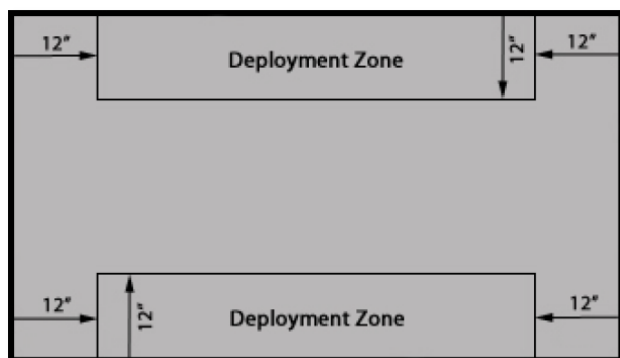
SPECIAL RULES

Skirmishers may make their free move.

This game is a basic pitched battle. Your goal is to amass more Victory Points than your opponents...with a small twist. Note that teams will need to keep some track of who destroys units, captures banners, kills Generals/ASBs, or causes units to panic off the table as a result of shooting. Units counting as destroyed for other reasons, such as Panicking off the table as a result of friends losing combat, will have 25% of their point value awarded to each opposing player for scoring purposes. Exact figures are not required, it is simply expected that one player will not do the bulk of the work. For Victory Points, see page 149 of the WAB2 rulebook.

WHO GOES FIRST

Both teams roll a dice to see who goes first. The team that finished deploying first gets +1 to this roll. The team with the higher roll determines who 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

Total Victory!: 10 Battle Points. Your team has twice as many Victory points (or more) as your opponents. Each player on the winning team must score at least 25% of the Victory Points.

Victory: 8 Battle Points. Your team has at least 200 more Victory points than your opponents. Each player on the winning team must score at least 25% of the Victory Points.

We'll Call It a Draw: 6 Battle Points. The Victory Point totals from each team are within 200pts. Each player on both teams must score at least 25% of the VPs for their team.

Where Were You?! We Got Killed Out There!: 4 Battle Points. If one of your team members does not score at least 25% of your teams Victory Points, no matter what other conditions your team may meet. (Yes, it's possible to win the game handily and get a low score. Team play is the key).

Special Note on Victory Conditions: If your team has fewer VPs but the opposing team gets the "Where were you?" result, and if each of your team members scores at least 25% of your Victory Points, then you qualify for the "We'll Call It a Draw" result. Otherwise, you get the "Where Were You?" result as well.

OBJECTIVE POINTS

1 point: For killing the opposing General.

1 point: For killing your opponent's most expensive unit.

1 point: For killing an enemy character in a challenge.

1 point: For having both your General and ASB alive at the end of the game (if you started without one of those, then you cannot gain this point).



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RESULTS FOR SCENARIO 3: LET THIS BE YOUR LAST BATTLEFIELD

TEAM NAME

OPPOSING TEAM NAME

TOTAL VICTORY POINTS

TOTAL VICTORY POINTS

TOTAL OBJECTIVE POINTS

TOTAL OBJECTIVE POINTS



***** STOP *****

Now, in private, choose your Favorite Opponent from the tournament.
Do **NOT** share these results with your final opponent.

FAVORITE TEAM (VOTE AFTER YOUR FINAL GAME!)

Of the three teams you gamed against today, which team displayed the highest standards of sportsmanship? List that team'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: BREAKTHROUGH!

TEAM NAME

OPPOSING TEAM NAME

TOTAL VICTORY POINTS

TOTAL VICTORY POINTS

TOTAL OBJECTIVE POINTS

TOTAL OBJECTIVE POINTS



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



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RESULTS FOR SCENARIO I: TAKE AND HOLD

TEAM NAME

OPPOSING TEAM NAME

TOTAL VICTORY POINTS

TOTAL VICTORY POINTS

TOTAL OBJECTIVE POINTS

TOTAL OBJECTIVE POINTS



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