

THURSDAY  
APRIL 19

3:00 PM  
10:00 PM

# Adeptus



## WARHAMMER FANTASY IT'S HOW YOU USE IT 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!

## 2013 ADEPTICON WARHAMMER FANTASY: IT'S HOW YOU USE IT NOTES

Welcome to the 2013 AdeptiCon Warhammer Fantasy: It's How You Use It Tournament. A few things to keep in mind:

- Be sure to set your army out for display before round one and after round 2. 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 Scenario 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 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!

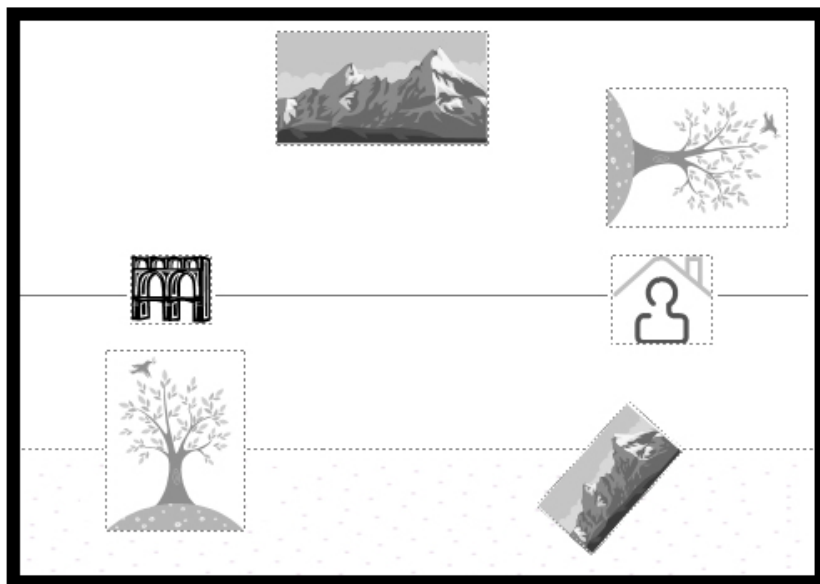
- The AdeptiCon Warhammer Fantasy It's How You Use It Staff

## TOURNAMENT SCHEDULE

FIRST EVENT	THURSDAY (APRIL 18 <sup>th</sup> , 2013)
9:00AM – 9:30AM	Check-in, Tables, and Paint Judging
9:30AM – 10:45AM	Game #1
10:45AM – 11:15AM	Break
11:15AM – 12:30PM	Game #2
12:30PM – 1:30PM	Lunch & Paint Judging
1:30PM – 2:45PM	Game #3

SECOND EVENT	THURSDAY (APRIL 18 <sup>th</sup> , 2013)
3:00PM – 3:30PM	Check-in, Tables, and Paint Judging
3:30PM – 4:45PM	Game #1
4:45PM – 5:15PM	Break
5:15PM – 6:30PM	Game #2
6:30PM – 7:30PM	Dinner & Paint Judging
7:30PM – 8:45PM	Game #3
8:45PM – 9:30PM	Break
9:30PM – 10:00PM	Awards

## 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: IT'S HOW YOU USE IT 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 (2013), & Wood Elves.
- New army books that are released after March 15th, 2013 will not be allowed in the Warhammer Fantasy It's How You Use It Tournament.
- The Warhammer Fantasy Battles 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- Each player must create a valid **1000** point army. That is the army that must be played for the entire tournament without modification. If you are planning on playing in both events, you **MUST** use a different army book for the second tournament.
- 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 It's How You Use It Tournament. 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.
- 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	45 points	33%
Bonus Battle Points	15 points	11%
Bonus Objective Points	15 points	11%

Category	Possible Points	% of Total
Appearance	25 points	18%
Sportsmanship	36 points	26%
Tourney's Choice	Special	--

**Battle:** 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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## SCENARIO I: ALL THE COLORS OF THE WINDS

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

### OVERVIEW

Magic is a random and capricious thing, and things never seem to follow logic.

#### 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).

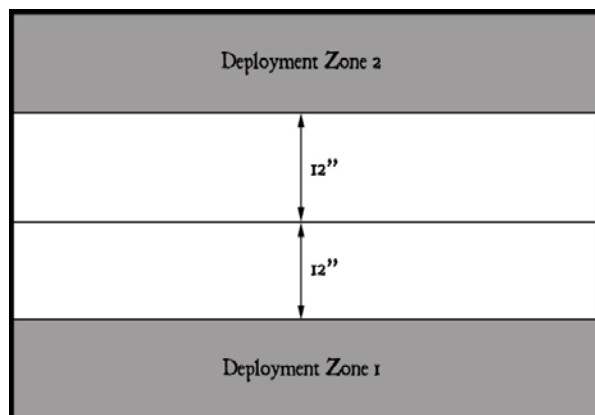
Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

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

**Colors of the Winds:** During the first 3 game turns, all spells cast from the Lores of Fire, Beasts, Shadow, & Death get an additional D3 to the casting total. During the last 3 game turns, all spells cast from the Lores of Metal, Light, Heavens, & Life get an additional D3 to the casting total.

#### 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

**+3 points:** For killing an enemy Wizard or model that can channel Power/Dispel Dice or have them flee off the table.

**+2 points:** For killing or forcing the enemy General to flee off the table.

#### 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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## SCENARIO 2: FACE TO FACE

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

### OVERVIEW

A lot of times in war it is not so much whether you win or lose a fight, but so much in showing that you won't be pushed around so easily.

### 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).

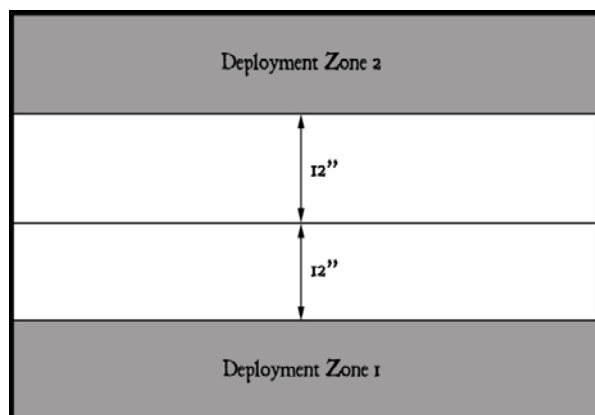
Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

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 centered on the table's center.

### 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

**+3 points:** For having your General inside the Box and not fleeing at the end of the game.

**+1 point:** For each point of Standard Bearer you have completely inside The Box at the end of the game, up to a maximum of +2 points (this can be the Battle Standard Bearer).

### 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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## SCENARIO 3: GHOST IN THE GRAVEYARD

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

### OVERVIEW

There are rumors of a powerful magical artifact once belonging to an evil witch, now dead and buried. The item is buried with her, and your enemies also seek its power.

### 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).

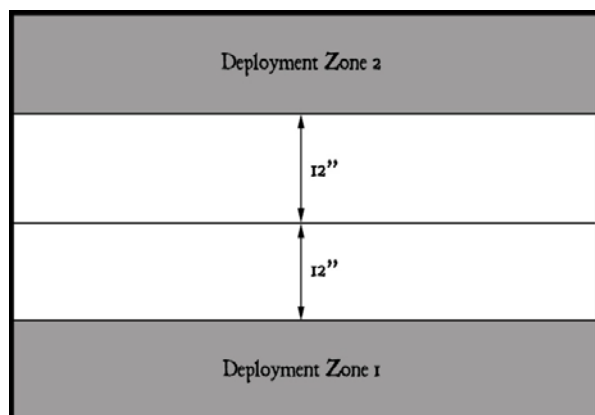
Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

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

As per The Watchtower (page 150).

Roll a D6 at the end of each game turn, starting with the end of game turn 4. Add the turn number to the dice roll. If the score is 10 or more, then the battle ends immediately, otherwise the battle continues for at least one more game turn.

### SPECIAL RULES

**The Box:** An 18" square box will be placed centered on the table's center.

**The Graveyard:** The Box represents the burial site of the witch, and though long dead, her spirit has lost none of its hate for life. All units completely inside The Box now cause Fear. At the end of every game turn, each unit inside (even partially) The Box takes D6 S1 magical hits with no armor saves allowed.

### 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

**+3 points:** For having the most Fortitude inside The Box at the end of the game.

**+1 point:** For each point of Fortitude you have inside The Box at the end of the game, up to a maximum of +2 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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## RESULTS FOR SCENARIO 3: GHOST IN THE GRAVEYARD

YOUR NAME	YOUR ARMY	PLAYER #	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
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:					

## BEST SPORTSMANSHIP VOTING (MANDATORY)

Choose your two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman below:

Best Sportsman	
Runner-up Sportsman	

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



# ADEPTICON 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## TOURNEY'S CHOICE

YOUR NAME

### TOURNEY'S CHOICE (APPEARANCE)

Before the start of Round #3, 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 #3, 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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## RESULTS FOR SCENARIO 2: FACE TO FACE

YOUR NAME	YOUR ARMY	PLAYER #	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
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 2013

WARHAMMER FANTASY: IT'S HOW YOU USE IT (PM)

## RESULTS FOR SCENARIO I: ALL THE COLORS OF THE WINDS

YOUR NAME	YOUR ARMY	PLAYER #	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
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.