

FRIDAY
APRIL 19

8:00 AM
9:00 PM

Adeptus



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!

2013 ADEPTICON WARHAMMER FANTASY TEAM TOURNAMENT NOTES

Welcome to the 2013 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 the last page in the packet. 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 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.

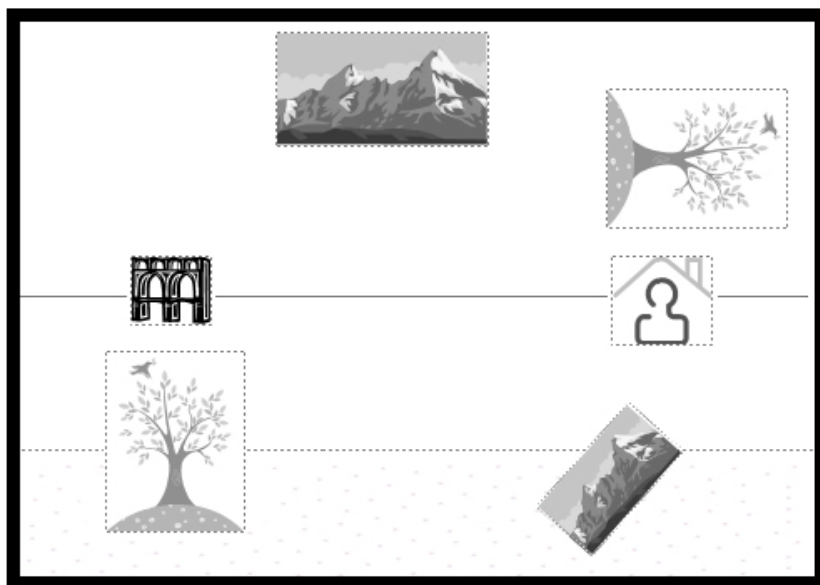
Good Luck and Have Fun!

- The AdeptiCon Warhammer Fantasy Team Tournament Staff

TOURNAMENT SCHEDULE

| | |
|------------------|---|
| 8:00AM - 9:00AM | Check-in, Registration and Appearance Judging |
| 9:00AM - 12:00PM | Game #1 |
| 12:00PM – 1:00PM | Lunch Break and Appearance Judging |
| 1:00PM – 4:00PM | Game #2 |
| 4:00PM – 5:00PM | Break |
| 5:00PM – 8:00PM | Game #3 |
| 8:30PM – 9:00PM | 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 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 (2013), & Wood Elves.
- New army books that are released after March 15th, 2013 will not be allowed in the Warhammer Fantasy Team Tournament.
- 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 [in the same contingent (see Teams section below for other contingent rules).] Teams **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.
- 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) 1200 point contingents. Lord level characters are **NOT** allowed.
- Each contingent must separately satisfy the rules for Choosing Your Army as stated in the BRB pages 132-135 (i.e. minimum of three units, no more than 25% in rares, etc), except as otherwise described in this rules packet.
- Each contingent is allowed one hero model upgraded to a Battle Standard Bearer. Each Contingent must have a General.
- 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.
- Each team will be considered a single army for magic items as described on page 172 in the BRB.
- 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. Three games will be played. Scenarios will be used. No new turns may begin after the 2 and a half hour mark for each game.

SCORING

The total number of points available is 157 points, divided up as follows:

| Category | Possible Points | % of Total |
|------------------------|-----------------|------------|
| Battle Points | 60 points | 38% |
| Bonus Battle Points | 9 points | 6% |
| Bonus Objective Points | 9 points | 6% |
| Different Contingents | 12 points | 8% |

| Category | Possible Points | % of Total |
|------------------|-----------------|------------|
| Team Theme | 12 points | 8% |
| Sportsmanship | 30 points | 19% |
| Appearance | 25 points | 16% |
| Tourney's Choice | Special | -- |

Battle: During each game of the Warhammer Fantasy Team Tournament, there are up to 26 total points are up for grabs. 20 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 | 20 points |
| Draw | 13 points |
| Loss | 7 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: TERRITORIES

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

OVERVIEW

"In the name of a piece of dirt, for a change of accent, or the color of your shirt." You and your ally have brought forth your armies. The enemy has been spotted on the field. It is time to sound the attack!

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.

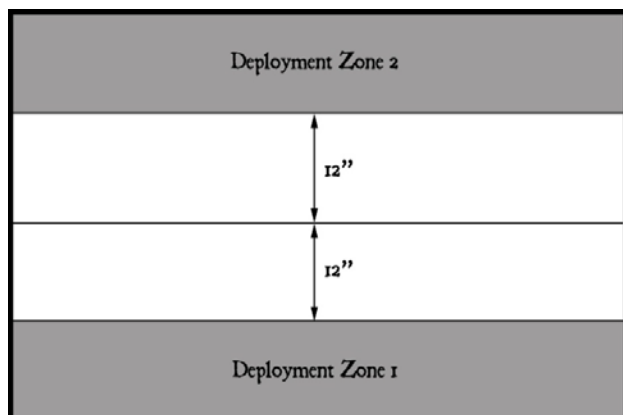
WHO GOES FIRST

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 (6) turns or time is called in the round.



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 | 20 |
| Draw | 13 |
| Loss | 7 |

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

+1 point: For each Unit of Core Troops that have one or more models within the Box at the end of the game (max of 3 points).

BONUS OBJECTIVE POINTS (CUMULATIVE)

+1 point: If one of your contingent generals is partially or wholly within the Box at the end of the game.

+2 points: If both contingent generals are partially or wholly within the Box at the end of the game.





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WARHAMMER FANTASY TEAM TOURNAMENT

SCENARIO 2: THE TREES

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

OVERVIEW

"There is unrest in the forest; there is trouble with the trees." Wise men have instructed you to hold a mythical forest for further examination to see what powers can be unlocked. Beware, for there have been sightings of magic mushrooms in the forest and the reports from your scouts are all disjointed and confusing... Hold it at all costs!

BATTLEFIELD

Place a forest 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. The Forest in the center of the table follows the rules below, all other 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.

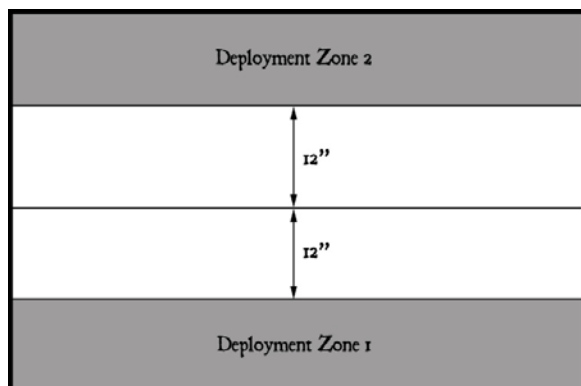
WHO GOES FIRST

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 6 (six) turns, or until time is called in the round.



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. Further, the forest will teleport D6+3 inches in a random direction (use a scatter die) **AT THE END OF GAME TURN 3**. If a hit is rolled on the scatter die, the forest will not move. If the forest comes into contact with another terrain feature it will stop. Units/models within the forest will remain where they are. Only the forest will move.

VICTORY CONDITIONS

At the end of the battle, the side that controls the Dancing Forest (see below) will gain an additional 25% of their earned Victory Points. 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 | 20 |
| Draw | 13 |
| Loss | 7 |

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 all models inside the forest are locked in combat, neither team controls it.

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 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.



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WARHAMMER FANTASY TEAM TOURNAMENT

SCENARIO 3: A FAREWELL TO KINGS

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

OVERVIEW

"Scheming demons dressed in kingly guise, beating down the multitude and scoffing at the wise." You have pushed your enemies to the breaking point. Remove their leaders and the rest will flee into the countryside!

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.

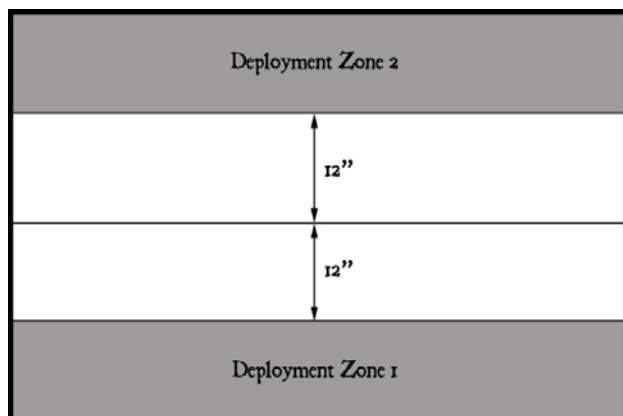
WHO GOES FIRST

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 6 (six) turns or until time is called in the round. Do not begin another game turn if both you and your opponent cannot complete both of your turns in the time remaining on the clock.



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 | 20 |
| Draw | 13 |
| Loss | 7 |

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 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.

BONUS OBJECTIVE POINTS

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





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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: A FAREWELL TO KINGS

| TEAM NAME | ARMIES | TEAM # | TABLE # |
|-----------|--------|--------|---------|
| | | | |

| | WIN | DRAW | LOSS |
|-----------------------------|-----|------|------|
| Battle Result: (circle one) | 20 | 13 | 7 |

| | | | | |
|---|-----------------|---|----------------|---|
| Bonus Battle Points: (circle one) | 0 | 1 | 2 | 3 |
| Bonus Objective Points: (circle one) | 0 | 1 | 2 | 3 |
| 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 and sign below to acknowledge that the results are accurate.

Opponent Team's Signature: _____ Armies: _____

*** STOP ***

Now, in private, rate your Opponent's Theme & Sportsmanship. Do **NOT** share these results with your opponent.

| TEAM THEME | | |
|------------|----|--|
| YES | NO | Did your opponents provide written fluff describing their armies, their background, and what brought the two contingents together for this battle? (1 point) |
| YES | NO | Did the army fielded by your opponent's match the written fluff provided? (3 points) |

| 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 Opponents and Not the Armies:

| 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: THE TREES

| TEAM NAME | ARMIES | TEAM # | TABLE # |
|-----------|--------|--------|---------|
| | | | |

| | WIN | DRAW | LOSS |
|-----------------------------|-----|------|------|
| Battle Result: (circle one) | 20 | 13 | 7 |

| | | | | |
|---|-----------------|---|----------------|---|
| Bonus Battle Points: (circle one) | 0 | 1 | 2 | 3 |
| Bonus Objective Points: (circle one) | 0 | 1 | 2 | 3 |
| 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 and sign below to acknowledge that the results are accurate.

Opponent Team's Signature: _____ Armies: _____

*** STOP ***

Now, in private, rate your Opponent's Theme & Sportsmanship. Do **NOT** share these results with your opponent.

| TEAM THEME | | |
|------------|----|--|
| YES | NO | Did your opponents provide written fluff describing their armies, their background, and what brought the two contingents together for this battle? (1 point) |
| YES | NO | Did the army fielded by your opponent's match the written fluff provided? (3 points) |

| 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 Opponents and Not the Armies:

| 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:

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ADEPTICON 2013

WARHAMMER FANTASY TEAM TOURNAMENT

RESULTS FOR SCENARIO I: TERRITORIES

| TEAM NAME | ARMIES | TEAM # | TABLE # |
|-----------|--------|--------|---------|
| | | | |

| | WIN | DRAW | LOSS |
|-----------------------------|-----|------|------|
| Battle Result: (circle one) | 20 | 13 | 7 |

| | | | | |
|--|-----------------|---|----------------|---|
| Bonus Battle Points: (circle one) | 0 | 1 | 2 | 3 |
| Bonus Objective Points: (circle one) | 0 | 1 | 2 | 3 |
| 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 and sign below to acknowledge that the results are accurate.

Opponent Team's Signature: _____ Armies: _____

*** STOP ***

Now, in private, rate your Opponent's Theme & Sportsmanship. Do **NOT** share these results with your opponent.

| TEAM THEME | | |
|------------|----|--|
| YES | NO | Did your opponents provide written fluff describing their armies, their background, and what brought the two contingents together for this battle? (1 point) |
| YES | NO | Did the army fielded by your opponent's match the written fluff provided? (3 points) |

| 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 Opponents and Not the Armies:

| 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.