

FRIDAY  
APRIL 19

9:00 AM  
5:00 PM

# Adeptus



## WARMASTER 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!



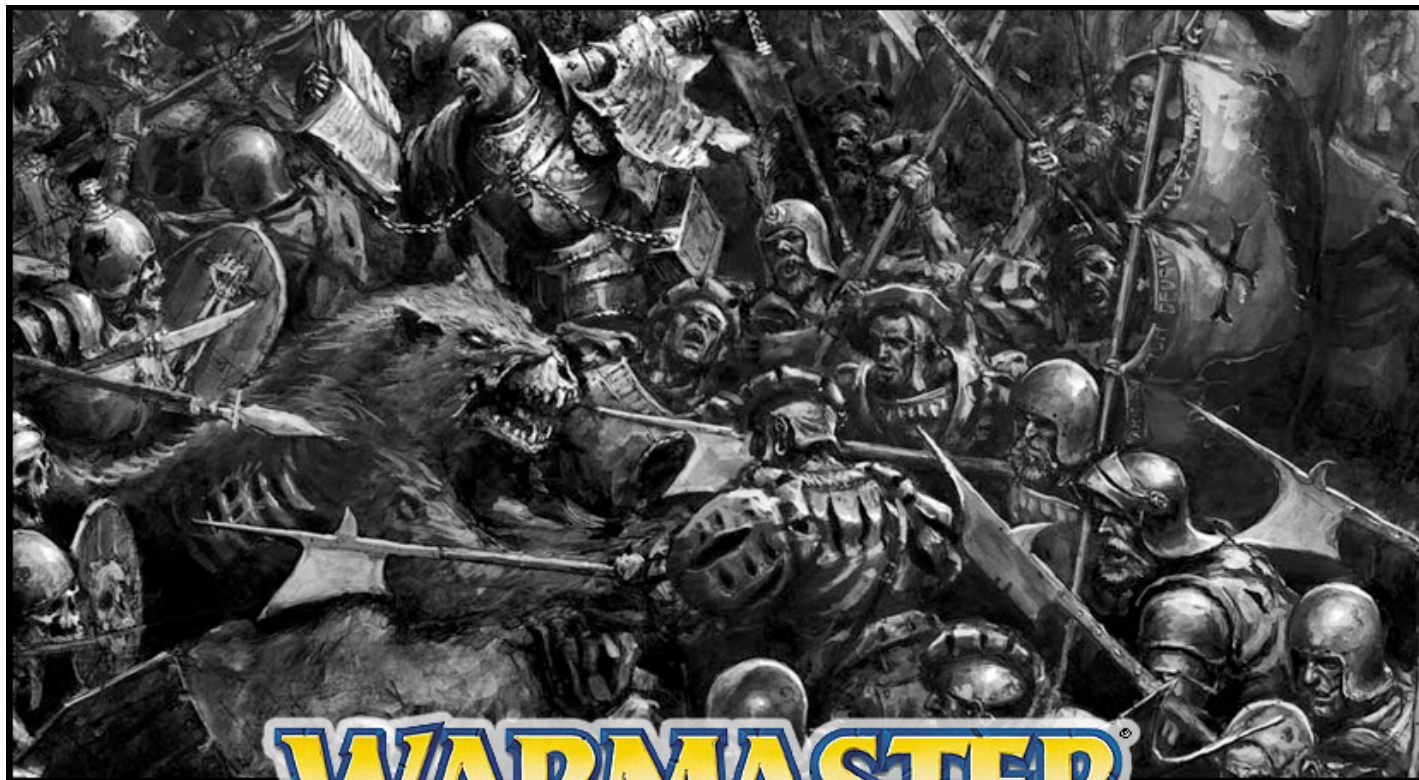
# ADEPTICON 2013

## WARMASTER TOURNAMENT

### INTRODUCTION

Welcome to the AdeptiCon 2013 Warmaster Tournament. This is fantasy combat on a grand scale! To help lead your troops to victory, here are a few basics to get you started:

- The tournament will last three rounds.
- Everyone's score will be based on victory points earned during game play, sportsmanship points assigned by their opponents, and points for army appearance assigned by the tournament judge.
- Any issues, or disputes, that cannot be worked out between the players will be handled by the tournament judge. If there are any questions, please don't hesitate to ask.
- For the tournament, you will be required to divide your army into three groups. The groups will be assigned the names: Vanguard, Rearguard, and the Main Body. The Vanguard and Rearguard groups will be composed as follows:
  - 450 – 550 points
  - Must be led by at least one character.
  - All points for characters, magic items and mounts are included in the cost.
- The Main Body has the rest of the army not assigned in the Vanguard and Rearguard and must include the general. Not all the scenarios use the three groups. When they don't, use standard deployment rules per the Warmaster rulebook.



# WARMASTER



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## SCENARIO I: FOG OF WAR II

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

The night before the battle, a thick fog rolled onto the battlefield. In the morning, both armies assembled on the battlefield and faced each other. Because of the fog, neither general was sure how exactly the other army was deploying. Both sides signaled to advance just as the sun started to burn the fog away from the battlefield.

### BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

### GAME LENGTH

The scenario lasts until either one army is broken or eight turns have elapsed.

### DEPLOYMENT

The game is played on a 4' x 6' table. Both players will use standard deployment for their armies as described on page 79 in the Warmaster rulebook and not the three groups with the following changes.

### VICTORY CONDITIONS

Players score victory points as per the score sheet.

- Before the game begins, both players will receive a blank card for each of his regiments plus an additional set of cards which will be 25% rounding down the number of regiments in his army (if the player has, for example, 25 regiments in his army, he would receive 25 cards for his regiments plus 6 more cards).
- On one side of the cards, he will write down what regiment that card represents. He will leave the additional set of cards blank.
- Both players will then follow the normal procedure for deploying their army as described in the Warmaster rulebook on page 79, except they will not place the regiments on the table. They will place in their stead the cards representing the regiments face down on the table, keeping their identity hidden. The additional set of cards are also placed on the table as well representing 'dummy' cards.
- Once deployment is complete, turn the cards over revealing what regiments are where and place those regiments in their respective locations. There may need to be a little shifting of regiments to fit in their locations.
- Play the game as normal.





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## SCENARIO 2: SKIRMISHERS

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

Both armies have assembled on the battlefield and begin to send out groups to engage the enemy from forward positions.

### BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

### DEPLOYMENT

The game is played on a 4' x 6' table. Players will use the three groups (Vanguard, Main Body, and Rearguard) in this game.

Before deployment begins, the positions of the three groups must be determined. For the Main Body, use the standard deployment on page 79 of the Warmaster rulebook. For the Vanguard and Rearguard, the players alternate placing one character from each group, starting with the player that has the most regiments in his army. Only one character from each of the two groups is placed on the table and that character represents where that group is located. The two characters representing the two groups must be placed outside of the normal 20 cm deployment zone of the Main Body and somewhere on the player's half of the table.

The players then place their regiments as normal with the exception that the regiments for the Vanguard and Rearguard must be placed within 30 cm of the character used to show the group's location on the battlefield.

The game is then played as normal.

### GAME LENGTH

The scenario lasts until either one army is broken or eight turns have elapsed.

### VICTORY CONDITIONS

Players score victory points as per the score sheet.



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## SCENARIO 3: THE SPOILS OF WAR

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

Three days after a great battle, all the bodies had been buried by the local inhabitants. They had collected the weapons and armor of the fallen and piled them high in two great mounds at the center of the battlefield for anyone who wanted to collect. Little did they know or expect, their actions were observed. The next day, two armies met on that same battlefield to collect the spoils of war.

### BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

### DEPLOYMENT

The game is played on a 4' x 6' table. For this game the three groups (Vanguard, Main Body, and Rearguard) will not be used for this scenario.

The two armies are deployed using the guidelines on page 79 of the Warmaster rulebook. Roll one die. The player who rolls the highest shall place his objective marker somewhere on the dividing line between the two table halves. The other player shall do the same, but cannot place his objective marker closer than 30 cm to the first objective marker.

Play begins as normal. The player who has the highest point value in units within 15 cm of an objective marker may claim that marker.

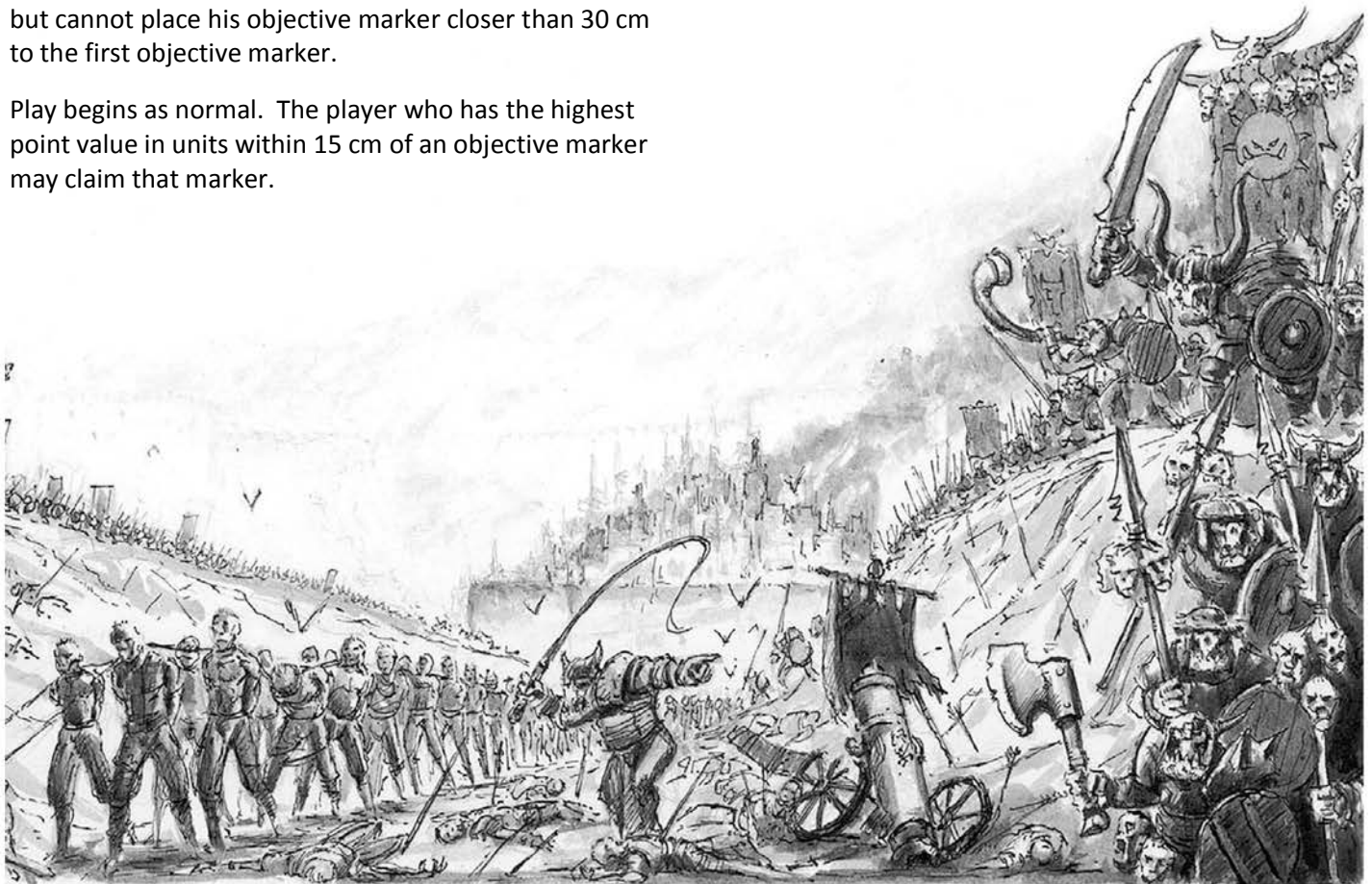
### GAME LENGTH

The scenario lasts until either one army is broken or eight turns have elapsed.

### VICTORY CONDITIONS

Players score victory points as per the score sheet. Each marker that is controlled by a player grants a 200 point bonus to the final victory point total for the player.

# WARMASTER®





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## WARMASTER TOURNAMENT

### RESULTS FOR SCENARIO 3: THE SPOILS OF WAR

YOUR NAME

OPPONENT'S NAME

YOUR SCORE LAST ROUND



YOUR SCORE THIS ROUND

OPPONENT'S SCORE

TOTAL SCORE THUS FAR

SPORTSMANSHIP FOR OPPONENT

Award your opponent between 0-15 points for Sportsmanship.

If a scenario determines the winner by victory points, your score is based off the difference:

<b>Result</b>	<b>Points</b>
Lost the Scenario	3 points
Draw	5 points
1-100 Victory Point Difference	Minor Victory, 7 points
101- 300 Victory Point Difference	Major Victory, 14 points
201- 700 Victory Point Difference	Outstanding Victory, 21 points
701+ Victory Point Difference	You da Man! 30 points

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



# ADEPTICON 2013

## WARMASTER TOURNAMENT

### RESULTS FOR SCENARIO 2: SKIRMISHERS

YOUR NAME

OPPONENT'S NAME

YOUR SCORE LAST ROUND



YOUR SCORE THIS ROUND

OPPONENT'S SCORE

TOTAL SCORE THUS FAR

SPORTSMANSHIP FOR OPPONENT

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## WARMASTER TOURNAMENT

### RESULTS FOR SCENARIO I: FOG OF WAR II

YOUR NAME

OPPONENT'S NAME

YOUR SCORE LAST ROUND



YOUR SCORE THIS ROUND

OPPONENT'S SCORE

TOTAL SCORE THUS FAR

SPORTSMANSHIP FOR OPPONENT

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