



ADEPTICON 2015

WARHAMMER FANTASY END TIMES TOURNAMENT

Last Update: 01.21.15 (Valid Armies/Lists Updated, General Clarifications and Scoring Added, GW FAQ Link Updated)

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 2/1/2015.

BASIC RULES

- Each player must create a valid **2400 point army**. That is the army that must be played for the entire tournament without modification.
- **Valid Army Books:** Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, and Wood Elves..
- **Valid Army Lists:** The Legion of Azgorh (Tamurkhan), The Undead Legions (Warhammer: Nagash), The Legions of Chaos (Warhammer: Glotkin), the Elven Host of the Aestyrion, the Elven Host of the Phoenix King, and the Elven Host of the Eternity King (Warhammer: Khaine).
- **Valid Additional Units:** All units in the Chaos and Empire bestiaries from Tamurkhan (units that have been superceded by updates must use the most recent set), and all additional units from Warhammer: Nagash, Warhammer: Glotkin, Warhammer: Khaine, and Warhammer: Thanquol. Follow their rules normally for inclusion in an army.
- **Scrolls of Binding:** Each army may include Scrolls of Binding (SoB) with the following restrictions.
 - The table in [Monstrous Arcanum](#) will be used to determine if an army can include a specific SoB. Units marked as 'Kinship' can be taken just like any other Rare choice (i.e. 0-2 per army). Units marked as 'Scrolls of Binding' can be taken as 0-1 choices in an army. Units marked as 'Abhorrent' cannot be taken in an army. If a SoB is not referenced in Monstrous Arcanum, it is considered to be marked as 'Scrolls of Binding' for the purpose of determining how many units can be taken.
 - Units that are normally available to a player's army book may not be taken as a SoB. The exception to this rule is: units that can normally only be taken as mounts in your book are allowed as SoB (e.g. Empire Dragons, Griffins, etc.).
- **Battlescrolls:** Battlescrolls are allowed with the following restrictions:
 - Battlescrolls for units (e.g. Be'Lakor, Exalted Flamers, etc.) can only be used by the armies specified in the scroll.
 - Battlescroll Formations may be taken as part of a player's army.
- All games will be using the magic rules found in Warhammer: Khaine.
- All Wizards may use the Lore of Undeath as normal, but remember that any wizard that is required to use a specific lore must take that lore (e.g. Tomb King Hierophants, etc).
- New rules sources that are available after February 28th, 2015 will not be allowed in this event.
- The Warhammer Fantasy Battles 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The Unstable Dice will have its own living FAQ available to smooth out the experience. The FAQ will be online before the event, and should questions arise during games we will add to it as necessary. Feel free to contact us at unstabledice@gmail.com for any questions.

**** IMPORTANT ****

Per the October 22, 2014 Warhammer Fantasy Errata, this event will utilize the updated army composition chart which allows up to 50% of your army to be comprised of Lords and Heroes within their respective categories, subject to modification.

ADEPTICON 2015

WARHAMMER FANTASY END TIMES TOURNAMENT

- Each player must provide five (5) **PRINTED**, not handwritten, army lists: one for each of their opponents, one to be turned in at check-in to be judged and one for their own reference. Your army lists **MUST** contain the following:
 - All names and upgrades, as well as a total points cost for the unit. Itemized points costs are preferred, but not necessary.
 - If your army contains Wizards, the Lore(s) that each Wizard is using **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. Ring of Volans), you must declare that on your army list as well. Any wizard that is allowed to choose their spells prior to the start of the game **MUST** list those chosen spells on their army list. In the case of wizards that may choose to generate spells from multiple tables (e.g. Grey Seers, Nagash, etc.), this declaration must also include how many times you are rolling on each table available, a number which cannot change during the event. Teclis' entry **MUST** mark that he's using either the Lore of High Magic or the eight spells he will use. This choice **MUST** be noted on your army list and cannot change over the course of the tournament.
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.
- Terrain is fixed. If terrain moves (e.g. Blood Forest, Tree Singing, because of display boards, etc.), please return it to its starting location before and after the game.
- Terrain will be themed to the table; a description will be available on each table. Be prepared for any and all terrain types and environments from any 8th edition sourcebooks.
- All players are expected to abide by the [AdeптиCon Conduct Policy](#). All players are expected to be on their best behavior. If you pitch a fit at your table, we will throw you out of the tournament the first time you do so.
- The models used in your army must comply with the [AdeптиCon Model Policy](#) (all models **MUST** be **WYSIWYG** and 3-colors). Any summoned models **MUST** be fully painted and based to match your army as per normal rules. These must also be displayed with your army for appearance judging.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeптиCon 2015 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeптиCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeптиCon reserves the right to remove players from the event or AdeптиCon itself with no refunds allowed.

PRESENTED BY:





ADEPTICON 2015

WARHAMMER FANTASY END TIMES TOURNAMENT

SCORING

++ APPEARANCE ++

Initial Overall Impression (circle one)	Points
There is at least one model that is unfinished (bare surface material or primer, etc). If anything is unfinished, favor this one.	0
The army is fully painted, but only to the basic tournament requirement of three colors. If it could be improved with intricate basing, details, and conversions, favor this one.	5
The army is fully painted and there has been effort put into the detailing, above and beyond the minimum requirements and makes it a cohesive force. Unless there are unfinished models, favor this one.	10
[[[ONLY GO ON IF THE ARMY IS FULLY PAINTED]]]	
Highlights/Shading (circle one)	Points
Basecoat only/no advanced techniques.	0
Basecoat + Simple Shade + Single Highlight.	1
Basecoat + Shading + Highlights; blending or layering techniques are evident, but are rough.	2
Basecoat + Shading + Highlights; blending or layering techniques are smooth transitions between colors.	3
Exceptional Extras (circle one)	Points
Basecoat only/no extra details.	0
The army has rough freehand/transfer/OSL/NMM work, simple unit/army markings, and/or basic weathering.	1
The army has quality freehand/transfer/OSL/NMM work, clean unit/army markings, and/or well-done weathering.	2
The army has crisp and clean freehand/transfer/OSL/NMM work, clean and complex unit/army markings, and/or realistic weathering.	3
Conversions (circle one)	Points
No conversions.	0
Simple: There are some head/limb/weapon swaps that didn't require cutting or resetting.	1
Moderate: There are some more complicated conversions that required cutting, sawing, and/or putty work; or, there is a whole unit featuring Simple conversions.	2
Expert: There are many conversions that required cutting or sawing, and/or involves scratch-built models; or the entire army features Simple and Moderate conversions.	3
Model Basing: This also applies to any summoned models. (circle one)	Points
Bare plastic bases.	0
Painted bases, with or without sand/flock.	1
Painted bases and painted sand/flock with highlights.	2
Painted bases and painted sand/flock with highlights, and extra details (2nd flock, leaves, rocks, etc.)	3
Display (circle one)	Points
No display board; or Rubber Maid lid, etc.	0
Basic, army is displayed on a simple display board	1
Advanced, army is displayed on a themed display board and/or a simple display board with other thematic elements (framed army story, banners, etc...)	2
End Times Theme (circle one)	Points
The army doesn't have distinct visual elements which indicate that it is participating in the End Times	0
The army clearly contains visual elements that indicate that it is participating in the End Times	1



ADEPTICON 2015

WARHAMMER FANTASY END TIMES TOURNAMENT

++ SPORTSMANSHIP ++

Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Unstable Dice End Times Tournament. At the end of each game, your opponent will rate your Sportsmanship with the following guidance:

1. Was your opponent prompt to report for the start of the round, and did your opponent share their army list with you after the game? YES/NO
2. Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, armybooks, pens, etc.) YES/NO
3. Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes? YES/NO
4. Were rules issues that may have arisen during the game handled amicably by your opponent? YES/NO
5. Would you voluntarily play this person again? YES/NO

AWARDS

- **Best Overall** – The player with the highest combined point total. Tiebreakers: 1st Sportsmanship Points, 2nd Appearance Points, 3rd Battle Points.
- **The Lords of War** – The player with the highest total Battle Points for each grouping of army books:
 - **Karl Franz** (Bretonnia, Dwarfs, Empire, Ogre Kingdoms)
 - **Malekith** (Dark Elves, High Elves, Wood Elves, Host of the Aestyron, Host of the Phoenix King, Host of the Eternity King)
 - **Thanquol** (Lizardmen, Orcs & Goblins, Skaven)
 - **Nagash** (Tomb Kings, Vampire Counts, Undead Legions)
 - **Archaon** (Beastmen, Chaos Daemons, The Legion of Azgorh, Warriors of Chaos, Legions of Chaos)
- **Best Appearance** – The army with the highest judged Appearance score. Tiebreakers: Judges' decision.

SCHEDULE

FRIDAY (MARCH 20th, 2015)

9:00 am	-	10:00 am	Check-in, Table Assignments & Appearance Judging
10:00 am	-	12:30 pm	Round 1
12:30 pm	-	1:30 pm	Lunch & Appearance Judging
1:30 pm	-	4:00 pm	Round 2
4:00 pm	-	4:30 pm	Break
4:30 pm	-	7:00 pm	Round 3
7:15 pm			Awards