



ADEPTICON 2015

WARHAMMER FANTASY
IT'S HOW YOU USE IT

Last Update: 01.29.15 (Thanquol Clarifications, Scoring, Awards and Schedule 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 **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.
- **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, & Wood Elves.
- **Valid Army Lists:** Elven Hosts (Warhammer: Khaine), The Legion of Azgorh (Tamurkhan), The Undead Legions (Warhammer: Nagash), and The Legions of Chaos (Warhammer: Glottkin).
- Battlescrolls and Scrolls of Binding **WILL NOT** be allowed in this event.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in this event. 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.
- Units and Special Characters from the Warhammer: Thanquol army book will be allowed in their respective armies, following all rules outline in the book. Battlescrolls and Formations from the Warhammer: Thanquol army book **WILL NOT** be allowed in this event.
- Players using army lists from The End Times books may use Army book-specific magic items, but only characters from their armies of origin can take Army book-specific items (e.g., a Dark Elf Death Hag BSB cannot take the Banner of the World Dragon from Warhammer: High Elves).
- The Magic of The End Times special rules from Warhammer: Khaine **WILL NOT** be in effect regardless of army played or if one player wants to use them.
- Special/Named Characters are allowed. This includes named unit champions. Additionally, Special Characters from The End Times books may be taken in the respective armies they are allowed to be taken in (e.g., Valten, Crom the Conquerer, & Karl Franz Ascendant).
- Dwarfs of Chaos count as Forces of Destruction.
- Rhinox Riders are **NOT** allowed.
- New rules sources that are released after February 19th, 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. In addition, we are developing an [AdeptiCon FAQ](#) to be used in all events that is subject to change as more rulings are needed and as new rules are released/modified.

**** 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.

While we realize not everyone in the community, nor everyone on the AdeptiCon WFB team for that matter, agree with or like this change, the AdeptiCon events will support the 'rules as written' by Games Workshop.



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- 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 the judges and one for their own reference. Your army lists **MUST** contain the following:
 - All points, stats, and items each unit entry.
 - Generals/Hierophants **MUST** be declared on your army list.
 - 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., 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 **MUST** choose either the Lore of High Magic or whichever 8 spells he will use during army construction. 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.
- Fortitude, as defined in the Blood & Glory scenario in the main rulebook, will be used extensively throughout this event. While Fortitude may not be used to determine the winner in each scenario, objective points will be available through Fortitude. This may or may not be Fortitude summoned during the course of the game.
- The Chaos Ascendant scenario special rules will not be in use. Chaos Wizards (Warriors of Chaos, Demons of Chaos, and Beastmen) will not automatically know 'Summon Infernal Legion' as it is a part of the Chaos Ascendant scenario special rules.
- 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.
- Building rules are in effect per the main rulebook.
- All forests will be counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- All water features will be counted as Mysterious Rivers and follow all rules outlined in the main rulebook.
- Wood Elves are allowed their free forest; however they must be fully painted and complete with trees (no pieces of paper).
- 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 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 [AdeptiCon 2015 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

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SCORING

The total number of points available is 124 points, divided up as follows:

Category	Possible Points	% of Total
Battle	45 points	37%
Bonus Battle Points	15 points	12%
Bonus Objective Points	15 points	12%

Category	Possible Points	% of Total
Sportsmanship	24 points	19%
Appearance	25 points	20%
Tourney's Choice	Special	--

++ BATTLE ++

During each game of the Warhammer Fantasy It's How You Use It Tournament, 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 ++

Maximum: 24 points. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy 'It's How You Use It' Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist.

1. Was your Opponent on Time and Prepared to play with all needed items? YES/NO
2. Did your Opponent Measure accurately and play at a timely pace? YES/NO
3. Did your Opponent know his/her rules and handle rules disputes reasonably? YES/NO

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 circle 0 or 5, you will have to provide a written explanation as to why. If you receive more than 1 score of zero, you will not be eligible to win any awards other than tourneys choice.

Best Sportsmanship Voting: After the 3rd game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth two (2) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 6 points from Best Sportsmanship votes. These points only count towards determining the Best Sportsmanship award and do not figure into your overall tournament score.

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++ APPEARANCE ++

Maximum: 25 points. Each player will have his or her army judged by a painting judge during the course of the Warhammer Fantasy 'It's How You Use It' Tournament. A player's appearance score will be calculated using the checklist below (note there are more than 25 possible points available):

Initial Overall Impression (Circle the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Base (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head/weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	4
Advanced Skills : ONLY judge this section if 12 points were awarded on Initial Overall Impression (Circle the one that applies)	Points
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending	3
Exceptional Extras: ONLY judge this section if 12 points were awarded on Initial Overall Impression. (Circle the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	2
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	3

If total of above checklist totals 25 or more points, only award 25 points.



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Additionally, each player will fill out the Appearance Scoresheet for their army. This will be verified by a judge during the course of the event. The intention is give each player the opportunity to point out any specifics that a judge may miss. Honesty is expected when filling out this sheet!

++ 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.

AWARDS

- **Best Overall** - The player with the highest overall point total. Battle Points for 1st tiebreaker. Judged Appearance for 2nd tiebreaker.
- **Best General** - The player with most Battle Points. Objective Points for 1st tiebreaker. Wins for 2nd tiebreaker. Sportsmanship for 3rd tiebreaker.
- **Best Appearance** - The army with the highest judged Appearance score.
- **Best Sportsmanship** - The player with the highest Sportsmanship score. Battle Points for tiebreaker.
- **Tourney's Choice (Appearance)** - Most Tourney's Choice Appearance votes. Judged Appearance score for tiebreaker.
- **Tourney's Choice (Display)** - Most Tourney's Choice Display votes. Judged Appearance score as tiebreaker.

No Player may win more than one award other than a Tourney's Choice.

SCHEDULE

FIRST EVENT	THURSDAY (MARCH 19 th , 2015)
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 (MARCH 19 th , 2015)
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