ADEPTICON 2015

WARHAMMER FANTASY
RODGE PODGE TOURNAMENT

Last Update: 02.04.15 (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** using the following rules:
  - No Lords
  - No Battle Standard Bearers
  - No units greater than 250 points
- **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 ofAzgorh (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 in this event. 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.

> **** 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.

- Each player must provide five (5) sets of **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 **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. This choice MUST be noted on your army list and cannot change over the course of the tournament.
- 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.
- 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).
- This will be a closed list environment. You must provide your opponent with your army list at the end of the game.
- 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.
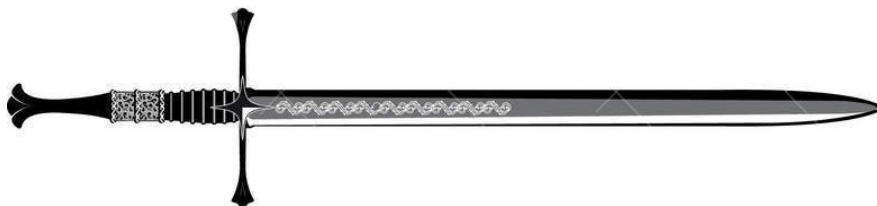
PARTNERS, PAIRINGS AND GAMEPLAY

- Each round, four players will be assigned to a table. Each player rolls a d6 and adds their current number of objective points (zero for the first round).
- The player with the highest result chooses their teammate. Roll-off in the case of a tie. A player MAY NOT voluntarily choose a partner they have already paired with during the tournament.
- Round 1 pairings will be random. Rounds 2 and 3 will match players based on total objective points.
- All teams count as trusted allies, regardless of the armies chosen.
- Each contingent's general counts as a Battle Standard Bearer for the allied contingent.
- 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. For example, if a team consists of a Level 1 Empire Fire Mage and a Level 1 High Elf Fire Mage, only 1 Mage may learn Flame Storm, while both mages may default to Fireball.
- Any team conflict over the order of moves, charges, combats, magic dice allocation should be resolved by a roll off.

SCORING

Although the Rodge Podge is a team tournament, there can only be one winner!

- Players will accumulate objective points each round both as a team and individuals.
- You will want to work with your partner each round to beat the enemy but don't get too chummy as each player needs to work their own agenda to max out their points!
- Rounds 1 and 2 will be based off Battleline. Round 3 will be based off Watchtower.

There are 100 objective points available through gameplay:
- 30 points are available each round.
- Gained as a Team:
  - 5 points for a loss, 10 for a draw, 15 for a win
  - 1 point for each enemy core/special/rare unit destroyed or fled the table, up to 3
  - 1 point for each enemy general destroyed or fled the table, up to 2
- Gained Individually:
  - 1 point for each of your core/special/rare units on the table at the end of the game, up to 3
  - 1 point if your general is alive
  - 1 point if none of your units were destroyed
  - 5 points if your **TARGET ENEMY** (see next page) has less core/special/rare units on the table at the end of the game than your partner's **TARGET ENEMY**. In the case of a tie (such as both opponent's being completely wiped out), then neither player can claim these points.
- The final 10 points available are for the individual player with a unit in the watchtower at the end of the Round 3.
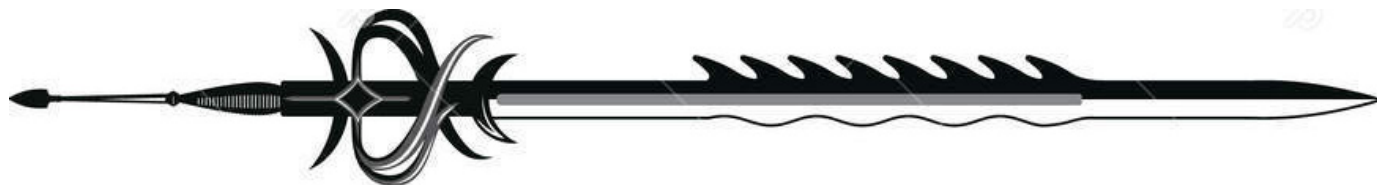
TARGET ENEMY

- Each player will be gunning for one enemy contingent in particular!
- After teams have been determined, but before deployment, each player will roll a d6 and add their current number of objective points again.
    - o The player with the highest result on each team chooses which of their two opponents will be their **TARGET ENEMY**. (Roll off in case of a tie). Their partner defaults to the other opponent as their **TARGET ENEMY**.
    - o If your **TARGET ENEMY** has less core/special/rare units on the table at the end of the game than your partner's **TARGET ENEMY**, then you will gain extra points as outlined above.
- Remember: Any team conflict over the order of moves, charges, combats, magic dice allocation should be resolved by a roll off.

AWARDS

First Place and Runner Up – the Players with the most objective points. Tiebreakers will be most points in Round 3, then Round 2, then Round 1.

SCHEDULE

THURSDAY (MARCH 19th, 2015)	
12:00PM - 12:30PM	Check-in and Registration
12:30PM – 3:00PM	Game #1
3:00PM – 3:30PM	Break
3:30PM – 6:00PM	Game #2
6:00PM – 7:00PM	Dinner Break
7:00PM – 9:30PM	Game #3
9:30PM – 10:00PM	Awards