



ADEPTICON 2015

WARHAMMER FANTASY WARBANDS

Last Update: 1.18.15 (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 **500** point army. Players **MUST** use the same list throughout the tournament. Bretonnia players are not required to take a Battle Standard Bearer. **Lords and Heroes are limited to 25% each.**
- **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:** The Legion of Azgorh (Tamurkhan).
- Battlescrolls **WILL NOT** be allowed in this event.
- End Times Army Lists **WILL NOT** be allowed in this event.
- Lore of Undeath **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.
- Special/Named Characters are **NOT** allowed.
- 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.
- Each player must provide four (4) **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.
- Each player **MUST** bring an objective marker on a 40mm square base, themed and painted to match their army. This objective marker will not block line of sight unless otherwise mentioned in the scenario.
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.

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- 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 are 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.

SCORING

The total number of points available is 118 points, divided up as follows:

| Category | Possible Points | % of Total |
|------------------------|-----------------|------------|
| Battle | 45 points | 38% |
| Bonus Scenario Points | 15 points | 13% |
| Bonus Objective Points | 15 points | 13% |

| Category | Possible Points | % of Total |
|---------------|-----------------|------------|
| Sportsmanship | 18 points | 15% |
| Appearance | 25 points | 21% |

++ BATTLE ++

During each game of the Warhammer Fantasy Warbands 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 Scenario Points and 5 Bonus Objective Points per round.

| VP Difference | Winner | Loser |
|---------------|--------|-------|
| 0-50 | 10 | 10 |
| 51-150 | 11 | 9 |
| 151-250 | 12 | 8 |
| 251-350 | 13 | 7 |
| 351-450 | 14 | 6 |
| 451+ | 15 | 5 |



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++ SPORTSMANSHIP ++

Maximum: 18 points. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Warbands Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist.

1. Was your Opponent on time? YES/NO
2. Was your Opponent on Time and Prepared to play with all needed items? YES/NO
3. Did your Opponent Measure accurately and play at a timely pace? YES/NO
4. 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 |
|--|---|---|
| The Worst Opponent I Have Ever Played | This was an average game of Warhammer | This was the best game of Warhammer ever! |

If you circle 0 or 2, 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.