



ADEPTICON 2016

WARHAMMER: AGE OF SIGMAR
CHAMPIONSHIP

LAUNCH DATE: 04.02.2016
LAST UPDATE: 02.22.2016

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 to the event after 2/1/2016.

BASIC RULES & ARMY COMPOSITION

- Each army will be comprised of 1800 points. Armies will be made using the point values using the SDK points values provided at <https://sites.google.com/site/ageofsigmarsdk/sdksystem>. At this time, we feel this is the most adequate representation for a points system in providing limits to Age of Sigmar. As a note, the points costs listed on the Sheets tab are on a per model basis as listed. There is no point cost for upgrades to Standards & Musicians.
- Armies will consist warscrolls from the same Alliance (Order, Chaos, Death, & Destruction). Models that have a points cost in the SDK system will be allowed unless they are in the unofficial sheet.
- Armies must consists of at least 7 total Warscrolls, including characters.
- All Named Warscrolls/Special Characters (Grimgor Ironhide, Kairos Fateweaver, etc.) with the Hero keyword cannot be duplicated, but you can take more than 1 Named Warscroll/Special Character. This restriction also applies to Ruglud's Armored Orcs & Karanak.
- Formations are not allowed.
- All Warscrolls with the Totem keyword are 0-1 per army.
- Armies can take 1-4 Warscrolls with the Hero keyword. Any Warscroll with the Hero and Monster keywords counts as 2 for this limit, and you may only take 1 Warscroll with both the Hero and Monster keywords. You cannot take more than 2 Warscrolls with the Hero keyword of the same name.
- Armies can take up to 2 Warscrolls with the Hero and either Wizard and/or Priest keywords.
- Armies can take up to 2 Warscrolls with the Monster keyword. If a Warscroll has the Monster and Hero keywords then it counts against both the Hero and Monster allotments.
- Armies can take up to 3 Warscrolls with the War Machine keyword. This restriction also applies to Skullcannons of Khorne & Ironblasters. In addition, you cannot include more units of Crew in your army list than you have the War Machine they are associated with.
- Units can have no more than 40 total Wounds each.
- Death armies may not comprise their armies of more than 50% of total points with the following units: Prince Apophas, Tomb Swarms, Tomb Scorpions, Carrion, and Sepulchral Stalkers.
- If units and models have choices of what they can be armed with, this must be clearly indicated on your army list and modeled appropriately. This also applies to choice of Standards for Standard Bearers, instruments for Musicians, and special equipment for your Leaders.
- You may have 1 of each type of command model per unit.
- Order Armies can only have 1 Warscroll equipped with Ghal Maraz.
- Chaos Armies can only have 1 Warscroll with the Archaon Keyword.
- The Warhammer: Age of Sigmar Rules, errata and all relevant [Games Workshop Errata and FAQs](#) will be used.
- 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).
- 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 2016 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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GENERAL RULES ERRATA

- A natural roll of a '1' before any modifiers for a To Hit, To Wound, or Save roll is always a failure.
- Saves cannot be increased beyond a 1+ regardless of additional modifiers (cover, Mystic Shield, etc.).
- Bases cannot overlap for purposes of piling in and making attacks. Attacks are measured from base to base from the attacking model to the target. Base sizes for models should be within reason, but no smaller than the bases the models were supplied with.
- A unit on foot with no more than 20 Wounds worth of models and a single model with the Hero keyword on foot may garrison a building. Monsters cannot garrison buildings.
- You may cast spells on units that are engaged in combat, including enemy units. This also applies to Command abilities as appropriate.
- If at any time you or your opponent has no models left on the table with no additional units to set up after the game begins, the game is over immediately.
- Mystic Shield cannot be successfully cast on a unit more than once per Hero Phase.
- You may only successfully cast one (1) Summoning Spell per Hero Phase.
- Any attack in the Shooting phase that would cross terrain other than fences/walls would also grant cover to the target unit (i.e., shooting at an enemy unit you can see but through a forest.) unless the attack does not require Line of Sight.
- Any models that you would summon must be fully painted to match your army and displayed on your army display for paint judging.
- Age of Sigmar: Glorious Victories, Sudden Death Victories, and Triumph Rules will not be used except where indicated
- All terrain will be predetermined.
- In addition to all models needed for their army, each player will need to supply a Messenger model on a 25mm round base, 6 Influence Markers on 25mm round bases, and one Flag Marker on a 40mm round base. These must be painted to match your army, but you are otherwise allowed to get as creative as you would like.
- At the start of every game, randomly determine one Forest on your table to be a Sylvaneth Wyldwood.
- For purposes of Wound Allocation, you continue to allocate Wounds to a model until it is slain, regardless of what phase it is or the unit attacking. For instance, if you do 3 unsaved Wounds to a 3 Ogor unit in the Shooting Phase, you continue to allocate Wounds to the wounded model until its slain in future phases. Continuing the example, you cannot have an Ogor with 4 Wounds remaining, another with 1 Wound remaining, and a third with 3 Wounds remaining.
- Warscrolls from the Grand Alliance Chaos & Death books will be used, a number of these have been updated, please double check your Warscrolls. No new Warscrolls will be allowed if released on or after March 1st, 2016.

SPECIFIC UNIT ERRATA

- Beastmen Bray-Shaman's casting Savage Dominion can only summon Monsters and cannot contain the Hero keyword. Savage Dominion cannot be cast again by that Wizard until the Monster that was summoned dies.
- Kairos Fateweaver's Oracle of Eternity ability will now read: "Once per game, you can change the result of a single die roll to the result of your choosing. This must be a legal result on a D6 (1, 2, 3, 4, 5, or 6)."
- Karanak's Call of the Hunt ability counts as a successful Summoning, and you cannot summon another unit after it is used that turn.
- Empire Battle Wizards must declare which Lore they are taking on their army list.



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- **Engine of the Gods:** The new units summoned by this model's Cosmic Engine must adhere to the Summoning Rules provided, as well as no more than 40 total Wounds per unit summoned. The units you can summon must be listed in your Summoning Pool (see above). This counts as your one successful summoning for the turn.
- **Varanguard:** The special abilities that this unit gains from having Archaon in the army applies to both Archaon, the Everchosen and Archaon, Exalted Grand Marshall of the Apocalypse. Remember armies cannot have both versions of Archaon in the same list.
- **Morbidex Twiceborn:** Lord of the Nurglings special ability if used to summon a new unit of Nurglings counts as your successful summon for the turn. If it is used to add to a unit, then it does not count as a summon, but must still be included in your Summoning List.
- **Durthu:** The Sylvaneth Wyldwood summoned by this model's Command Ability cannot exceed more than 2 Citadel Forest size pieces per use, and cannot exceed more than 6 total pieces per game. These Wyldwoods must also be painted to match your army and displayed with it as if it were models to be summoned.
- **Morghor, the Master of Skulls/Tzeenetch Sorcerer Lord/Kairos Fateweaver/Mutalith Vortex Beasts:** Their ability to set up new units of Spawn as a result of abilities do not count as a Summoning, but they must be on your Summoning list.

SUMMONING NEW UNITS

- Models with the Hero keyword cannot be summoned by means of any Spell or Command Ability. Neferata, Mortarch of Blood may still summon a Vampire Lord per her special rules.
- Units summoned cannot do anything until their controlling player's next Hero Phase.
- Any army that uses Summoning Spells (Chaos, Seraphon, Death, & Wood Elves) must create a Summoning Pool of additional units from their army that can be summoned. This pool, including all upgrades, cannot exceed 750 points. This includes spells where you may add models to units. You cannot summon more models than you have listed in your Summoning Pool. All of your eligible Wizards will know the Summoning Spells for the units in your Pool. You cannot have more than 1 model in your Summoning Pool with the Monster keyword.
- If a summoned unit dies, it is returned to your Summoning Pool to be re-summoned later in the game.
- The following would be an example of a Death Summoning Pool:
 - 21 Skeleton Archers w/ Standard & Musician – 231 points
 - 2 Necropolis Knights – 164 points
 - 6 Carrion – 210 points
 - 5 Skeleton Horse Archers w/ Standard & Musician – 135
 - Total: 740

ACTING OUT

A number of Warscrolls have "flavor requirements" for the ability to be used. These requirements generally involve acting out or engaging in staring contests for example. Players may use the flavor requirements in the Warscrolls as written, or may instead use these provided alternatives. Players must choose before using the ability. The exception is Greasus Goldtooth, who must use the rules as written on his Warscroll.

- **Wargor Standard Bearer (Beastmen):** *Braying Warcry:* "Add one to all To Hit rolls made by this model."
- **Grail Knights (Bretonnia):** *The Grail Vow:* "You can re-roll all failed To Hit rolls made by this unit."
- **Great Unclean One (Demons):** *Grandfather's Joy:* "If a Great Unclean One uses this ability, then whenever you roll a 7 for a Nurgle Daemon unit in your next charge phase, that unit can make 1 extra attack with each of its melee weapons in the following combat phase."



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- **Soul Grinder (Demons):** *Caught by the Claw:* "Each time a Hellforged Claw attack hits a Hero or a Monster, roll a D6. On a 6+, the model grabbed by the claw suffers 6 mortal wounds instead of resolving the damage normally."
- **Bloodwrack Medusae & Bloodwrack Shrine (Dark Elves):** *Bloodwrack Stare:* "When making a Bloodwrack Stare attack, pick a visible unit within range and roll a dice for each model in that unit; for each roll of 6 or more that unit suffers a mortal wound as they foolishly meet the Medusa's deadly gaze. Before rolling, roll a D6. On a 4+, the unit suffers a mortal wound on a roll of a 5 or 6 instead."
- **Kraggi (Dwarfs):** *Enthusiastic Young Assistant:* "Kraggi is an apprentice Runesmith who has barely been smithing a century, but his youthfulness makes him very eager. Kraggi can attempt to unbind one spell in the enemy hero phase as if he were a wizard. If you fail the unbinding attempt you can re-roll the unbinding attempt."
- **Thane Battle Standard Bearer (Dwarfs):** *Honour of the Clan:* "It is a Thane's duty to uphold the honour of his clan, and his fighting prowess is as deadly as his beard is magnificent. You can re-roll any failed hit rolls when attacking."
- **Longbeards (Dwarfs):** *Old Grumblers:* "In your hero phase, this unit of Longbeards will join in and you can pick one of the grumblings listed below. The effects last until your next hero phase...."
- **Kurt Helborg (Empire):** *Pride of the Reiksguard:* "Helborg's skill is as legendary as his moustache is magnificent. You can re-roll any failed hit rolls when attacking with the Runefang."
- **Marius Leitdorf (Empire):** *The Mad Count:* "Marius Leitdorf is an exceptional swordsman, even if he is totally insane. You can re-roll failed hit rolls for the Averland Runefang until your next hero phase. During your hero phase, you can roll a D6. If you roll a 4+, you can re-roll failed wound rolls as well."
- **WAAAGH! Musician (Orcs & Goblins):** *Waaagh! Musician:* "Models in this unit may be Waaagh! Drummers/Hornblowers/etc. You can add 2 to the charge rolls of a unit that includes any Waaagh! Musician."
- **Settra the Imperishable (Tomb Kings):** *And He Did Say 'War', and the World Did Tremble...:* "If Settra the Imperishable uses this ability, then until your next hero phase you can add 1 to all hit rolls for Death units in your army that are within 18" of Settra in the combat phase. If a Deathrattle unit is affected by this ability, you can also add 1 to their wound rolls in the combat phase."
- **Nagash (Vampire Counts):** *Hand of Dust:* "It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments. Hand of Dust has a casting value of 8. If successfully cast, pick an enemy model within 3" and roll a D6. On a 4+, the model is turned to dust and is slain!"
- **Konrad von Carstein (Vampire Counts):** *One Bat Short of a Belfry:* "Konrad is a violent lunatic, and his temper does little to help his stretched sanity. You can re-roll all hit rolls of 1 for him. During your hero phase, you can roll a D6. If you roll a 4+, re-roll all failed hit rolls instead."
- **Wulfrik (Warriors of Chaos):** *The Gift of Tongues:* "At the start of the combat phase, Wulfrik can issue an indelicate challenge in his foe's tongue if there is an enemy Hero within 3". If he does so, you can re-roll failed hit rolls for any attacks he makes this phase against enemy Heroes."
- **Sigvald (Warriors of Chaos):** *Supreme Vanity:* "Sigvald is narcissism personified, unable to go more than a few moments without seeking a mirrored surface. When Sigvald is attacked, you can re-roll failed save rolls for Sigvald. However, if the result of any of these re-rolls is 1, Sigvald becomes entranced by his own perfection, and cannot pile in or make attacks for the rest of the phase."



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SCORING

The total number of points available is 130 points, divided up as follows:

Category	Possible Points	% of Total
Battle	65 points	50%
Appearance	25 points	19%

Category	Possible Points	% of Total
Sportsmanship	40 points	31%
Tourney's Choice	Special	--

++ BATTLE ++

Battle Result	Battle Points
Victory	7 points
Draw	5 points
Loss	3 points

During each game of the Warhammer Age of Sigmar Championship, there are up to 13 total points up for grabs. 7 of those points are won by achieving victory in the game. Additionally, each player may earn up to 4 points from Secondary Objectives and 2 points from Tertiary Objectives.

Each game will have a win condition based on achieving the requirements on the scenario. Each player will also have Secondary & Tertiary Objectives based on their General's Alliance Keyword (Order, Chaos, Death, or Destruction), using the Sudden Death Victory Conditions from the main Age of Sigmar rules, but these do not award an immediate victory. These will change every round.

++ SPORTSMANSHIP ++

Maximum: 40 points. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Championship Tournament. At the end of each game, your opponent will rate your Sportsmanship by using a Sportsmanship checklist. This checklist account for 40 out of the 75 possible Sportsmanship points available.

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 5th 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 10 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 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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PRIMER MISSION: BUILDING POWER

Set-up: Territories for this game will be determined by measuring diagonally from one corner to its opposite. Before deployment, both players will roll a D6, re-rolling in case of a tie. Whoever rolls higher can choose either (1) which two corners will be used for measuring diagonally, or (2) which territory they will deploy in. The player who rolled lower will choose the opposite. Whoever rolled higher must deploy first as well following normal rules for deployment, as well as who goes first.

Before deployment, place the provided Table Objective marker on the center of the table. Then each player will place their Flag Marker 22" to their right of the center of the table along the diagonal line. These points will represent Nexuses of Power that no model may come within or be set up (including Summoning) within 5" of unless they have the Hero keyword for any reason.

Game Length: The game will last 5 Battle Rounds, or until time is called. A 15 minute warning will be called before the end of the round. Finish the Battle Round you are in and do not start another one.

Who Wins?: At the end of each Battle Round, a player will earn a Game Point for each Nexus of Power that they have a model with the Hero keyword within 5" of. The player with the most Game Points at the end of the game wins. In addition, a player will earn a Game Point for each enemy Hero they slay, and will earn an additional Game Point if that Hero was the General. Any other result will be a draw.

Victory Points: Before the beginning of the game, please check your General's keyword for their Alliance. This will determine your Secondary Objective as described in the Age of Sigmar table for Sudden Death (but these will not automatically secure a victory):

- Order: Assassinate
- Chaos: Blunt
- Death: Endure
- Destruction: Seize Ground

After determining your Secondary Objective, you will then choose your Tertiary Objective. It will be one of the other Secondary Objectives that was not already chosen as your Secondary Objective. This must be kept secret, and you will be allowed to choose your targets for Assassinate, Blunt, & Seize Ground. You must note them here and reveal them to your opponent at the end of the game:

Tertiary Objective: _____

Target: _____