



ADEPTICON 2010

WARHAMMER FANTASY WARBANDS TOURNAMENT

Last Update: 01.11.2010

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 2/1/2010.

GENERAL RULES

The rules for doing battle with Warbands are exactly the same as those for playing standard games of Warhammer. Units fight in formation; ranks, standards, flanks, and so on count toward combat resolution; and only units with the *Skirmish* rule may adopt a skirmish formation.

The only differences, beyond specific scenario rules, are in the minimum sizes for each unit and the selection of your troops and characters. Once Warbands have been assembled per the Warband composition rules, play progresses exactly as it does in a standard game of Warhammer.

- **Army Selection**

Valid armies are:

Brettonia: Army Book

Chaos: Beasts of

Chaos: Warriors of

Chaos: Daemons of

[Chaos Dwarfs: GW PDF](#)

Dark Elves: Army Book

Dogs of War: PDF

Dwarfs: Army Book

[Dwarfs of Chaos: Indy GT PDF](#)

Empire: Army Book

High Elves: Army Book

Lizardmen: Army Book

Ogre Kingdoms: Army Book

Orcs and Goblins: Army Book

Skaven: Army Book

Tomb Kings: Army Book

Vampire Counts: Army Book

Wood Elves: Army Book

- There are 2 Sessions (Brackets). If you wish to participate in both, you must select a different Army book for each session.
- Warbands must include at least two Core Units.

Core units that do not count toward the minimum number of Core units in the regular army list (e.g., Warhounds in a Chaos army or Huntsmen in an Empire army) do not count toward the minimum two Core selections for a Warband. Of course, these units can still be included in a Warband; they simply don't count toward the minimum Core units required.

- Create a 500 point Warband.
- Warbands may not include more than 10 units.
- Unit Sizes and Options

The minimum unit sizes in a Warband are smaller than those in a standard Warhammer army to reflect both the small size of the force and the Warband's tactical flexibility. See the Warband Unit Size Table below.

Base Size of Models in Unit	Minimum Unit Size (Not Unit Strength)
20 x 20 mm	3 models
25 x 25 mm	3 models
25 x 50 mm	2 models
40 x 40 mm or larger	1 model



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No Warband regiment may take any unit options, other than weapon and armor upgrades, unless the regiment meets its normal unit minimum listed in the Army book. When the unit meets its regular unit minimum listed in the Army book can it take normally available options such as:

- Command models and Magic Standards
- Upgrades in status such as those that promote Orcs to Big'Uns, Glade Guard to Scouts, or Chaos units to a Mark of Chaos other than Undivided, and the like.

Exceptions to these restrictions can be found in *Army-Specific Rules*.

- Warbands may include up to one Special and up to one Rare choice. However, if the player does not select a Rare choice, he may select an additional Special choice instead.
- Warbands may include 0-2 Hero-level characters, though their combined points cost (including all equipment, upgrades, abilities, mounts and the like) may not exceed 150 points. Warbands may never include Lord-level characters. Warbands may not include special/named characters.
- Warbands must include one Commander model. This model can be either a Hero-level (see above for restrictions) or a Unit Champion. If a Unit Champion is selected as the Commander, he must remain with his unit at all times. The Commander functions as the Warband's General in all respects. (Vampire Counts and Tomb Kings armies, which normally require a spellcaster of some sort to animate the Undead, need not include such a model in a Warband. Assume that the Undead have been animated by some spellcaster near the battlefield. See *Army-Specific Rules* for more details).
- Warbands may include 0-1 war machine **or** 0-1 Chariot. (Note that this rule applies even when the Army book allows more than one such item per selection. For instance, 1-2 Repeating Bolt Throwers normally count as only 1 Rare Unit choice. However, a Dark Elf Warband could include only one Repeating Bolt Thrower).
- Warbands may include one flying unit **or** one flying creature (this includes a flying mount for a hero-level character).
- Warbands must obey the army list restrictions placed on the maximum number of certain unit types (e.g., Vampire Counts Warbands may include 0-1 Bat Swarm, and Empire Warbands may include 0-1 unit of Huntsmen).
- No single model can cost more than 150 pts.
- Army-Specific Rules:

BRETONNIANS

Bretonnian Knightly units may take the free upgrade to champion (i.e., Cavalier, Gallant, or Paragon) only if the unit meets its regular unit minimum listed in the Army book. Bretonnian Warbands need not include two characters, one of whom is the Battle Standard Bearer. Bretonnian Warbands can include 0-2 Hero-level characters like normal Warbands if the controlling player wishes; however, points limitations will prevent one of these Heroes from carrying a Battle Standard. Bretonnian Warbands are NOT allowed one more character than most other Warbands, as are regular, full-sized Bretonnian armies. Thus, the only way to include an Army Standard Bearer in a Bretonnian Warband is to have a Unit Champion act as the Warband commander and to include a Paladin as the Battle Standard Bearer.

BEASTS/WARRIORS OF CHAOS

One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a Warband.

HIGH ELVES

NO Special Changes. High Elf Warbands do not use a different composition table than other races.

DOGS OF WAR

Dogs of War Warbands need not include a Paymaster. Dogs of War Warbands may include a single Regiment of Renown, which counts as a Core, Special, or Rare choice per the normal rules for that Regiment. However, the normal unit minimums and maximums for unit size for Regiments of Renown are never adjusted by the Warbands rules. Thus, for instance, you must take a minimum unit size of 10 for a unit of Ricco's Republican Guard, whereas a normal unit of Pikemen in a Dogs of War Warband has a minimum unit size of 3.

Dogs of War Warbands that include a Regiment of Renown that comes with a character or characters may include no other characters in the Warband, and the character who leads the Regiment of Renown will act as the Commander of the Warband.

No other types of Warbands may include Dogs of War units or Regiments of Renown (unless they are mentioned specifically in the army list).



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OGRE KINGDOMS

Ogre Warbands must include at least one unit of Bulls. Per the normal Warbands rules, Ogres have a minimum unit size of 1, and Gnoblar have a minimum unit size of 3.

Ogre Warbands may be led by a Bruiser or a Unit Champion (though not a Groinbiter or Snarefinger) per the normal Warbands rules. In addition, Ogre Warbands may be led by a Maneater, who may join other Maneaters in his unit but otherwise acts like a normal Warband Commander/General. If a Maneater or Unit Champion acts as the Commander/General, Warbands may include a single Butcher or Hunter. This character may not act as the Warbands Commander, and his total cost (including all equipment, upgrades, abilities, and the like) may not exceed 150 points.

Ogre Warbands may include a single unit of one Leadbelcher OR a Gnoblar Scraplauncher OR a Hunter with Harpoon Launcher. Any one of these choices counts as the one war machine choice the Warband is allowed.

ORCS & GOBLINS

Units of Common Goblins and Night Goblins need be only 10 models strong before they qualify for command models.

Night Goblin units under 10 models strong cannot include Fanatics; units 10-14 models strong can include one Fanatic; units 15-19 models strong can include up to two Fanatics; and units 20+ models strong can include up to three Fanatics.

TOMB KINGS

Khemrian armies rely on their Generals, their Hierophants, and their Incantations when their forces march to war. Tomb King Warbands, however, are mustered quickly for specific strategic objectives or to respond to small threats, when the full might of a Tomb King army is not required. Thus, when a Warband is animated, different rituals are performed, and the Undead officers are imbued with different powers. As such, both the animating magic and the chain of command of a Tomb King Warband function somewhat differently than those of a full-sized Nehekharan army. Tomb Kings Warbands cannot take both a General and a Hierophant per the normal Tomb King rules because of Warband points restrictions on Heroes. Tomb King Warbands may be led by a Tomb Prince, an Icon Bearer, a Liche Priest, or a Unit Champion. Regardless of the type of model serving as the Commander of the Warband, the Commander acts as both General and Hierophant. If this model is destroyed, the Undead models in the Warband will begin to crumble per the rules in the Tomb Kings Army book.

Tomb Princes and Liche Priests who lead Warbands use Incantations per the normal rules. If, and only if, an Icon Bearer or Unit Champion is acting as the Commander (and thus General and Hierophant) and there is no Tomb Prince or Liche Priest in the Warband, the rules for Incantations work differently. Each Magic Phase, any Undead Tomb King unit with a champion, standard bearer, and musician may cast any one of the four Tomb King Incantations as a bound spell with a power level of D6 – though Smiting, Urgency, and Summoning may be cast only on the unit performing the Incantation. If, at any time, the unit loses its champion, standard, or musician, it may no longer cast Incantations. The Death of the Commander starts the crumble effect in the Tomb King book as the death a hierophant.

When selecting your Warband, remember that only those units that meet the normal unit minimums listed in the Army book (e.g., 10 for Skeleton Warriors) may include command models.

Chariot units always count as Special choices in Tomb King Warbands. Tomb King Warbands may take only a single Chariot unit. However, this unit may include 1-5 Chariots. This rule is an exception to the normal Warbands rule that restricts a force to a single war machine or Chariot.

SKAVEN

Units of Clanrats and Skavenslaves need only be 10 models strong before they qualify for command models.

Weapon Teams: Units of Clanrats need only be 10 models strong before they qualify for a Weapon Team. Other Skaven units eligible to select a Weapon Team must satisfy the minimum unit size requirement in the Skaven army book to take a Weapon Team.



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War Machines: The following choices count as war machines in Warband games: Warpfire Throwers, Ratling Guns, Poisoned Wind Mortars, Doom-Flayers, Warp-Grinders, Plagueclaw Catapults, and Warp-Lightning Cannons. Only **one** of these selections can be included in a Skaven Warband as its single war machine choice.

A Doomwheel **may** be included in a warband (as it meets the "no single model may exceed 150 points" criteria), counting as a chariot for purposes of the "0-1 war machine or 0-1 chariot" rule. However, it takes up both the warband's Rare and Special slots.

EMPIRE

Detachments must still meet minimum Warband unit size requirements. Thus, the minimum unit size for a detachment is three, and only units six or stronger may take a detachment.

VAMPIRE COUNTS

Vampire Counts Warbands need not include a "Wizard". Vampire Warbands thus may be led by a Vampire, Wight King, Necromancer, or Unit Champion. Assume that whichever Wizard animated the Undead is nearby and has dispatched a small Warband to do his bidding. However, the destruction of whichever model acts as the Commander of the Warband will initiate the slow collapse of the Undead units in the Warband per the rules in the Vampire Counts Army book. Note that a corpse cart, whether as a "mount" for a necromancer or as a core choice, counts as the 0-1 chariot or war machine for the Warband.

WOOD ELVES

The *Woodland Ambush* rule does not apply to Warbands games.

Nobles who are members of Wardancer or Alter Kindreds as well as Bladesingers cannot act as Warband Commanders.

Wild Riders of Kurnous may take the free upgrade to Musician only if the unit meets its regular unit minimum listed in the Army book.

DWARVES

Dragon Slayers and Giant Slayers may NOT act as Commanders of Dwarf Warbands.

CHAOS DWARVES

No special rules apply. Remember that Hobgoblins do not count toward the minimum number of Core units the Warband must include.

- Model use and conversions. All models must be painted to the three color minimum standard. Whenever possible, your models should reflect WYSIWYG. If it is not apparent to anyone walking by your table what the model represents in the Warhammer world, you are encouraged to label the movement tray. Difficult or confusing model use may result in a penalty to Composition and Sportsmanship. If you have questions or concerns, contact info@adepticon.org for a pre-judgment before March 1st.
- The rulings of the current [GW 7th Edition Fantasy FAQ](#) will be used. Other Tournament-Specific Rulings are available in the [AdeptiCon Fantasy FAQ](#).
- You must provide a **printed** copy of your Warband list to each opponent **after** your game. You must also provide a copy to the judges at registration.

SCORING

Battle: 20 Battle Points per round (15 – Victory, 10 - Draw, 5 - Loss) +76VP is a Victory. Up to 5 Bonus BP per scenario.

Player Sportsmanship: 8 points per round. Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the 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 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



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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 a single zero (0) score for sportsmanship, you will not be eligible to win any awards in the session.

Appearance: 8 points per round. Each player judges his opponents models using this checklist:

- The warband is **ENTIRELY** painted to a three color minimum standard.
- The warband is colored in a pleasing and consistent manner.
- The warband uses highlighting or shading techniques to add depth and lighting to the models.
- Time was taken to paint the details of the models/units to bring out the individuality of the models (i.e. gems, lenses, ribbons, etc).
- All models are based in a consistent or cohesive manner
- This Warband is above the average for the other Warbands in the tourney.
- This Warband is painted extremely well.
- This Warband is a Rouge Daemon-class entry.

Composition: 15 Points total. Judged.

AWARDS

- Best Warband - The player with the highest Point total in each bracket. Sportsmanship is the tiebreaker.
- Best Commander – The Player with the highest Battle Point total in each bracket. Sportsmanship is the first tiebreaker.
- Best Player – The Player with the Best Sportsmanship score in each bracket. Battle Points 1st Tiebreaker.
- Best Appearance – The player with the highest Appearance score, judges to break ties.
- Warband Champion- Most points over both brackets.

SCHEDULE

11:00AM – 12:00PM	Check-in, Table Assignments
12:00PM - 12:50PM	Midday Warbands #1
1:00PM - 1:50PM	Midday Warbands #2
2:00PM - 2:50PM	Midday Warbands #3
3:00PM – 3:50PM	Midday Warbands #4
4:00PM – 4:50PM	Midday Warbands #5
4:00PM – 4:50PM	Check-in, Table Assignments
5:00PM - 5:50PM	Nighttime Warbands #1
6:00PM – 6:50PM	Nighttime Warbands #2
7:00PM – 7:50PM	Nighttime Warbands #3
8:00PM – 8:50PM	Nighttime Warbands #4
9:00PM – 9:50PM	Nighttime Warbands #5