



ADEPTICON 2011

WARHAMMER ANCIENT BATTLES SINGLES TOURNAMENT

Last Update: 11.03.2010

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 2/1/2011.

GENERAL RULES

- **Scale:** 25/28mm Armies MUST BE COMPLETELY PAINTED; Table size 8x4. Terrain will be randomly determined, but preset on the tables prior to the tournament start. Players will not move terrain, it will remain in place, but players will move between the tables. If a player ends up on a table that he already played on, he must use the other side. Otherwise, each player rolls 1d6 and the high roller then picks the side of the table he wants to use.
- **Army size:** Armies must be 2000 points or less, including generals.
- **Generals:** Your army must include an army General. If you did not purchase a general one model (a character) must be designated the army general for victory point purposes.
- **Games:** There will be 3 rounds. Match-ups will be in-period if possible.
- **Game Length:** 2 ½ hours or 7 turns or 25% Army break point - whichever comes first
- **Rules/Errata:** WAB 2nd Edition and the online FAQ at the [Warhammer Historical Website](#) 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 painted to a 3-color minimum standard).

ARMIES

The singles competition is divided into Dark Age, Classical and Open divisions. Each division must have a minimum of 4 players. AdeptiCon staff reserve the right to mix players as needed to accommodate odd numbers or to enhance the tournament experience.

DARK AGE	CLASSICAL	OPEN
<ul style="list-style-type: none"> • Fall of the West • Shieldwall • El Cid • Beyond the Golden Gate • Age of Arthur 	<ul style="list-style-type: none"> • Alexander the Great • Hannibal and the Punic Wars • Spartacus • Roman & Barbarian list, (WAB 2) • Greek, Achaemenid Persians (WAB 1.5) 	<ul style="list-style-type: none"> • Armies of Chivalry • Art of War • Vlad the Impaler • Chariot Wars • Samurai, Crusaders: (WAB 1.5)

If additional supplements are published prior to February 1st 2011, armies in them are also eligible for participation.

TOURNAMENT SCORING

- Battle points scored to a maximum of 20 points per round.
- Appearance scored from Judged checklist.
- Sportsmanship scored by player vote of opponent displaying the best sportsmanship.

AWARDS

- Best Sportsmanship: Scored by opponent vote
- Best General: Highest overall battle score
- Best Appearance: Best painted army
- Time to Start a New Army: Fewest battle points
- Dark Age Campaign Champion: Winner of the [2011 AdeptiCon Online Campaign](#)

SCHEDULE

9:00AM – 9:30AM	Registration
9:30AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch Break & Appearance Judging
1:00PM – 3:30PM	Game #2
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #3