



ADEPTICON 2012

WARHAMMER ANCIENTS DOUBLES TOURNAMENT

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.
- **Army Size:** Each player is part of a team of two players. Each player must have an army of 1000 points or less, including characters.
- **Objectives:** Each team must supply two objective markers.
- **Generals:** Each team must include one army General and may include one army Battle Standard Bearer. Units from both factions are able to benefit from the General's leadership and the Battle Standard Bearer's break check re-roll (unless a unit is normally unable to benefit from the General/BSB).
- **Games:** There will be 3 rounds.
- **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](http://www.warhammerhistorical.com) 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

All armies from the following supplements are allowed: **Chariot Wars, Fall of the West, Shieldwall, El Cid, Alexander the Great, Hannibal and the Punic Wars, Beyond the Golden Gate, Spartacus, Age of Arthur, Armies of Chivalry, Art of War, and Vlad the Impaler.**

In addition, the Roman Army List and Barbarian Army List from the 2nd edition rule book are allowed. The only armies allowed from the **Armies of Antiquity/WAB 1.5 Rulebook** are **Greek, Achaemenid Persians and Samurai**. If additional supplements are published prior to March 1st 2012, armies in them will be reviewed for inclusion in the tournament.

ARMIES OF ANTIQUITY (AOA 2011)

Armies from the AoA book are legal for the AdeptiCon 2012 Warhammer Ancient Battles Doubles Tournament.

- If an AoA list is used, both team members must use a list from the AoA supplement.
- Each player must have an army of 1400 points or less.
- Army lists must include both the point values from the AoA book, as well as a second – scoring value. This value is a unit's or character's point value multiplied by .72. This modified value will be used to score Victory points.
- All AoA lists must be submitted for approval to AdeptiConWAB@gmail.com before April 1st, 2012

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
- **"I'm in charge...I thought you were in charge!":** Fewest battle points

SCHEDULE

7:00AM – 7:30AM	Registration
7:30AM – 10:00AM	Game #1
10:00AM – 11:00AM	Lunch Break & Appearance Judging
11:00AM – 1:30PM	Game #2
1:30PM – 1:45PM	Break
1:45PM – 4:15PM	Game #3



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WARHAMMER ANCIENTS DOUBLES TOURNAMENT

SCENARIO I: CAMP RAID

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Roll 1d6 for table edge. High roll picks the side of the table the team wants. Low roll places a marker in a table corner 12 inches from the long edge and 12 inches from the short table edge. This space is the team's camp and primary deployment zone. Team with the high roll will place their objective in the opposite corner. Deployment zone is a 36 inch radius drawn from the table corner with the objective.

Reserves: A team may elect to have one team member's army deploy into reserves as the Flanking force. On the team's second turn, the Flanking force will deploy 4 Army Break Points worth of units. The Flanker deployment zone is 18 inches along the long table edge opposite from the camp. These units enter using the same method as units returning from perusing units off the board. On turn 3, the rest of the Flanker army will deploy in the same fashion.

SPECIAL RULES

Skirmishers do not get their free 4" move in this game!

Camp: The goal of this game is to capture the enemy camp and defend your own. The team with any non-fleeing formed unit holding this at the end of the game gains battle points (see Victory Conditions). To be considered holding the position, the unit must be within 6" of that spot without any enemy units (except skirmishers, characters, units under 5 models, and fleeing units) within 6" of that point. If neither player has a unit that meets these criteria, neither gets the points for the objective.

Infinite Table Edge: if the entry zone is fully blocked by enemy units within 8 inches of the table edge, the Flanking force may declare a charge when entering the table.

WHO GOES FIRST

Both Teams roll a dice to see who goes first. High roll chooses which team goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours or at the end of the turn when one player's army is reduced below 25% of the starting Army Break Points (see WAB2 page 150).

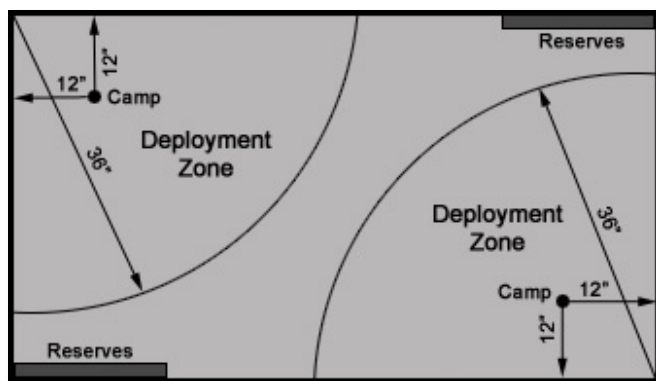
VICTORY CONDITIONS

Capture Enemy Camp: 8 points for capturing the enemy camp.

Defend Camp: 5 points for defending your team's camp.

Head Hunter: 1 point each if the General or BSB is destroyed, fleeing at the end of the game or fled off the table.

Battle Royal: 2 points (max 6) for each enemy unit of 2 or more break points destroyed, fleeing at the end of the game or fled off the table.





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SCENARIO 2: ADD IT UP

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

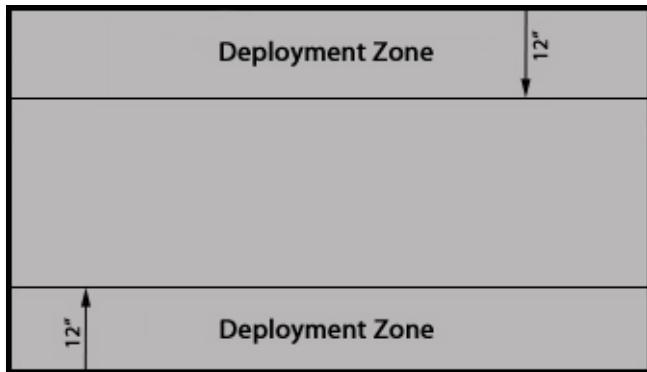
BATTLEFIELD

Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Roll 1d6 for table edge. High roll picks the side of the table the team wants.

Each team rolls 1d6 with the high roller deciding which side starts deployment. The team deploying first deploys one formed unit, and then the other team deploys two formed units. The teams then alternate deploying formed units, followed by alternate deploying of all other units. Units can be deployed to the side edges, and can be deployed up to 12" in from the players' baseline. (Hidden Ambush Force, Scouts, etc. may be used).



SPECIAL RULES

Skirmishers do not get their free 4" move in this game.

Coins: Teams will have 6 coins. After deployment is complete, each player will mark three of their formed units with the gold, silver and bronze coins. Opposing marked units which are destroyed, fleeing at the end of the game or fled off the table are worth battle points.

WHO GOES FIRST

After deployment, each player rolls 1d6 with the player that was done placing units first getting a +1 to his roll. High roll chooses which player goes first.

GAME LENGTH

At the end of turn 4, roll a D6 to determine how many turns to play, on a 5+ the game ends after turn 5. If the game continues, roll after each turn: on a 4+ the game ends after turn 6, on a 3+ the game ends after turn 7, if no roll succeeds, the game ends after turn 8.

VICTORY CONDITIONS

Coins: marked units are worth the following battle points

- Gold: 3 battle points
- Silver: 2 battle points
- Bronze: 1 battle point

Territory: 6 points for having a formed unit fully in the enemy deployment zone ...this unit cannot be an elephant, skirmishers, or single characters.

Head Hunter: 1 point each if the General or BSB is destroyed, fleeing at the end of the game or fled off the table.



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WARHAMMER ANCIENTS DOUBLES TOURNAMENT

SCENARIO 3: PITCHED BATTLE

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

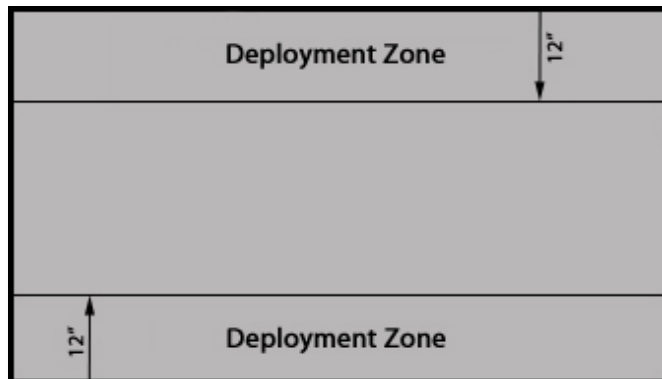
Terrain will be stationary and predetermined by the Tournament Organizers.

DEPLOYMENT

Roll 1d6 for table edge. High roll picks the side of the table he wants.

Each team rolls 1d6 with the high roller deciding which side starts deployment. The team deploying first deploys all skirmishing units, and then the other team deploys all skirmishing units and one other unit. Then the teams alternate deploying units. Units can be deployed to the side edges, and can be deployed up to 12" in from the players' baseline. (Hidden Ambush Force, Scouts, etc. may be used).

Points are awarded for table thirds (32" sections- left, center, right) controlled in this game.



SPECIAL RULES

Skirmishers get their free 4" move in this game.

WHO GOES FIRST

After deployment, each team rolls 1d6 with the team that was done placing units first getting a +1 to his roll. High roll chooses which team goes first.

GAME LENGTH

The game ends after 7 turns or 2 ½ hours or at the end of the turn when one team's army is reduced below 25% of the starting Army Break Points (see WAB2 page 150).

VICTORY CONDITIONS

Victory Points: 12 points to the team scoring 100 or more victory point than their opponent. Count point costs for any enemy unit, character, artillery or Elephant destroyed, fleeing at the end of the game, or fled off of the table.

- **+100 points** for each enemy unit standard captured by breaking a unit in melee for the first time, including Battle Standard Bearer.
- **+100 points** for killing the Enemy Army General.

Quarters: 2 points for each table quarter occupied exclusively by at least one formed friendly unit in good order...this unit cannot be an elephant, skirmishers, or single characters.





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RESULTS FOR SCENARIO 3: PITCHED BATTLE

YOUR TEAM NAME

OPPOSING TEAM NAME

TOTAL BATTLE POINTS

TOTAL BATTLE POINTS



***** STOP *****

Now, in private, choose your Favorite Opponent from the tournament.
Do **NOT** share these results with your final opponent.

FAVORITE TEAM (VOTE AFTER YOUR FINAL GAME!)

Of the three teams you gamed against today, which team displayed the highest standards of sportsmanship? List that team's name below:

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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RESULTS FOR SCENARIO 2: ADD IT UP

YOUR TEAM NAME

--

TOTAL BATTLE POINTS

--

OPPOSING TEAM NAME

--

TOTAL BATTLE POINTS

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Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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RESULTS FOR SCENARIO I: CAMP RAID

TEAM NAME

OPPOSING TEAM NAME

TOTAL BATTLE POINTS

TOTAL BATTLE POINTS



Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.