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 2/1/2017.

BASIC RULES & ARMY COMPOSITION

- Each army will be comprised of up to 2000 points using the 2016 General's Handbook, following army composition for a Battlehost in Pitched Battles (pages 106-108). Compendium entries can be used.
- New rules and units that are released by February 23rd, 2017 will be allowed in this event. Any new rules or units released after this date **WILL NOT** be allowed in this event.
- Disciples of Tzeentch and Forge World units/rules will be allowed in this event.
- Each player must bring seven (7) copies of their army lists to the event (one to turn in at registration, one for each of their opponents, and one for themselves).
- 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 unit's Leaders.
- You may have 1 of each type of command model per unit (champion/leader, standard bearer, & musician).
- The most recent version of a Warscroll is expected to be used (i.e., using the rules for a Terrorgheist in Battletome: Flesh Eater Courts vs. Grand Alliance: Death). See the AoS app for the most recent versions of Warscrolls.
- Order Armies can only have 1 model equipped with Ghal Maraz.
- Chaos Armies can only have 1 Warscroll with the Archaon Keyword.
- Characters and units cannot be part of multiple Battalions. The only exception is Battalions that are comprised of multiple Battalions (Sylvaneth Wargroves for instance).
- 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.
- Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the course of the tournament. However, you cannot duplicate Artefacts.
- Each player will also need to bring two objective markers on 25 or 32mm round bases for use throughout the event.
- A unit with no more than 20 Wounds worth of models and a single model with the Hero keyword may garrison a building. Behemoths cannot garrison buildings.
- 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.
- The Warhammer: Age of Sigmar Rules, errata and all relevant Games Workshop Errata and FAQs will be used, unless an event FAQ specifically overrides.
- 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 models that you would summon must be fully painted to match your army and displayed on your army display for paint judging. This includes terrain pieces as appropriate.
- Round/oval bases will not be required this year, but are highly encouraged. If your entire army is on round/oval bases, you will earn additional points on the Appearance Checklist.
- Any Sylvaneth Wyldwoods must be included on your army list, including any you will be summoning. These must be the same size footprint as the Sylvaneth Wyldwood kit.

- 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 2017 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.

EXAMPLE ARMY LIST AND SUMMONING POOL

Please submit your lists in the format of the following example. All choices of weapons must be clearly labeled, as well as any special weapons and/or banners. When writing your list, please be sure to indicate which Allegiance Ability (and tables of command traits & artefacts) that you will use for the entire tournament. You must also include your Summoning Pool on your army list.

Alex Gonzalez – Grand Alliance: Death – Screw City Gamers   **Allegiances:** Death & Tomb Kings
Allegiance Ability: Death

Tomb King w/ Dynastic Blade & Royal Tomb Shield (General) – 100
Liche Priest – 120
Liche Priest – 120
Necrotect – 100

30 Skeleton Warriors w/ Ancient Blades & Tomb Shields – 240 (Battleline)
3 Skeleton Chariots – 120 (Battleline)
3 Skeleton Chariots – 120 (Battleline)
20 Skeleton Archers – 200
6 Necropolis Knights – 320
Tomb Scorpion – 80
Tomb Scorpion – 80
Reinforcement Points – 360
Total: 2000

Summoning Pool: If your army intends to summon models in games, please indicate on your roster how many Reinforcement Points you intend to use each game on your army list. This is the maximum amount of points worth of models you can summon throughout the game as normal. To determine the pool of models from which you can summon up to your Reinforcement Points limit, take your declared amount of Reinforcement Points and add it to 800. This will form the pool of models from which you can summon throughout the game. All eligible Wizards in your army know the summoning spells to summon the units in your summoning pool. You must also declare the models & quantity in a summoning pool entry. An example is provided below:

Summoning Pool – 1160 (360+800)
6 Carrion – 160
20 Skeleton Archers – 200
10 Skeleton Horsemen – 200
10 Skeleton Horse Archers – 280
30 Skeleton Warriors w/ Ancient Blades & Tomb Shields – 240
Tomb Scorpion – 80

In this example, this army cannot summon more than 360 points worth of additional models during the course of the game.

If your army summons via special rules or as the result of non-summoning spells (i.e., Tzeentch Sorcerer Lord's spell Bolt of Change), you still need to set aside points for the models they may or may not summon if you intend to use them.

SCORING

The event will be scoring on a weighted scale to determine the overall winner, with the final score being weighted as follows:

Battle & Objective	60%
Sportsmanship	20%
Appearance	20%

Best Overall: Highest overall weighted score, 1st tiebreaker raw Battle Points, 2nd tiebreaker raw Sportsmanship Points
Best General (1 for each Grand Alliance): Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship Points, 2nd tiebreaker raw Objective Points
Best Sportsman: Highest overall Sportsmanship Points, 1st tiebreaker Best Sports Votes, 2nd tiebreaker raw Battle Points
Best Appearance: Highest overall Appearance Points & judged score

EVENT FAQ

- **Brayherd:** The Bray-Shaman's spell Savage Dominion cannot summon monsters whose Warscroll contains the Hero keyword.
- **Collegiate Arcanum:** Battlemages must declare which Lore they are taking on their army list (i.e., Collegiate Aranum Battlemage – Bright).
- **Everchosen: 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.
- **Seraphon:** Lord Kroak can cast Deliverance of Itza multiple times as detailed in his Warscroll entry. This will override the GW FAQ.
- **Scenery:** The Balewind Vortex will not be eligible for use during the event.