

WARHAMMER AGE OF SIGMAR

ADEPTICON 2020



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CHAMPIONSHIP

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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 2/1/2020.

BASIC RULES & ARMY COMPOSITION

- Each army will consist of up to **2000 points**, using either the points values released with the *General's Handbook 2019* and any subsequent updates or the points values listed in battletomes published after that release. Armies must follow the Battlehost Pitched Battle army composition rules in the *General's Handbook 2019*. Forge World rules and models will also be allowed as appropriate.
- **No new material released after 03/14/2020 will be allowed in this event.**
- Compendium entries can be used following the points values released with the *General's Handbook 2019*.
- Allegiance abilities from the *Forbidden Power* supplement and allegiance abilities for the Mercenary Companies in the *General's Handbook 2019* are allowed following normal rules.
- 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). These army lists must be made with Azyr or Warscroll Builder. Handwritten army lists will not be accepted.
- 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.
- 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. For attacking models on different levels of terrain, measure the range of weapons from the shoulder height of the model attacking to the base of the model being attacked.
- Allegiance abilities, command traits, and artefacts, as well as battletome-specific spells and prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the course of the tournament.
- The rules from *Malign Sorcery* (including realm artefacts, endless spells, and additional realm spells) will be in play.
- Each game will take place in a pre-determined realm with a pre-determined realmscape feature. These will not be released until the day of the event.



- **Hidden Agendas:** For the secondary objectives, we will be using the Hidden Agendas per the Games Workshop release and any subsequent updates. Players will choose one Hidden Agenda prior to deployment, and players cannot use the same Hidden Agenda more than once during the tournament. After the game, your opponent will initial the Hidden Agenda you chose on your provided sheet.
- Any armies that require terrain features are heavily encouraged to use the Games Workshop models for accuracy; however, we do encourage some degree of creativity. Any custom features will require organizer approval prior to the event and must be the same approximate dimensions in all areas to ensure accuracy of effect on the game.
- The Warhammer Age of Sigmar rules and all relevant Games Workshop errata and designers' commentaries will be used, unless an event FAQ specifically overrides these.
- The models used in your army must comply with the AdeptiCon Model Policy (all models **MUST** be WYSIWYG and at least 3 colors). Any models not within the Model Policy can be removed at the organizer's discretion. This includes summoned models and terrain features. If you are using a converted model or a similar proxy, it is **your responsibility** to obtain approval from the tournament organizers prior to the event.
- 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.
- **Charity Re-roll Dice:** These dice **CANNOT** be used to determine who goes first in each battle round.
- All models must be on round/oval bases as appropriate (see the Games Workshop base size guide).
- All players are expected to abide by the AdeptiCon Conduct Policy.
- **Dice Etiquette:** All dice must be rolled onto the table or into a dice tray (not into your hand or in a plastic organizer). Make sure your opponent has the opportunity to see them before you begin removing or re-rolling.
- 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 2020 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.

WARHAMMER TV

AdeptiCon will be welcoming back Warhammer TV and will feature live game broadcasts of both Age of Sigmar and Warhammer 40,000 events. In order to be considered for Warhammer TV, there are a few additional requirements. Your army must feature 100% Games Workshop or Forge World models (including terrain) and be painted/converted to a high standard. You don't have to abide by these additional requirements if you are not interested in being on Warhammer TV, or you can simply opt out by telling event staff, should we ask you. Your armies will be screened by event staff prior to our determination of who will be featured on the Warhammer TV table. If you are selected to be featured on the Warhammer TV table, you will need to provide an additional copy of your army list to the Warhammer Live team prior to the game.



WARHAMMER TV

SCORING

The event will be scoring on a weighted scale to determine the overall winner. The total number of points available is 180, divided up as follows:

CATEGORY	POSSIBLE POINTS	% OF TOTAL
Battle	60	33%
Secondary Objectives	20	11%
Tertiary Objectives	10	6%
Appearance	50	28%
Sportsmanship	40	22%

Best Overall: Highest overall weighted score. 1st tiebreaker: raw Battle Points; 2nd tiebreaker: raw Sportsmanship Points. Awards will be given to 1st, 2nd, and 3rd place finishers.

EVENT FAQ

- **Endless Spells:** The endless spells from the *Malign Sorcery* and *Forbidden Power* expansions must be fully painted per normal rules. However, for purposes of paint scoring, you are allowed to do a different basing technique/spell effect for the model basing of the generic endless spells. However, any army-specific endless spells (e.g. Everblaze Comet) should match your army's basing scheme. In addition, it is required that all endless spells use stock Games Workshop models. The models are too weird and unusual to be replicated effectively.
- **Name Placard:** Each player should also bring a name placard to accompany their army, which should include,

Best General (one for each Grand Alliance): Highest overall Battle and Objective Points. 1st tiebreaker: raw Sportsmanship Points; 2nd tiebreaker: raw Objective Points. If a player has won another award, they are not eligible for this award.

Best Sportsman: Highest overall Sportsmanship Points. 1st tiebreaker: Best Sports Votes; 2nd tiebreaker: raw Battle Points

Best Appearance: Highest overall judged score. Awards will be given to the 3 best painted armies. We are actively working on updating our paint sheet, but display boards are highly recommended (although not required). If you did not paint your army and/or your display board, you will not be eligible for painting awards, but you will still receive the appropriate score. This is an honesty-based system; it is your responsibility to inform us.

Player's Choice: Each player will vote for their favorite army of those that are participating in the event. These votes must be turned in by the end of Round 3 on the first day.

at a minimum, your name printed out. This is to ensure accuracy of paint judging and reduce accidental duplication, as well as ease the process for Player's Choice voting.

- **Legions of Nagash Gravesites:** With regard to the size of the gravesites, all distances involving gravesites will be measured from the center of the marker. We certainly encourage creativity; however, please bring flat markers on the same base sizes if you choose to create your own. Remember, these are not terrain features; therefore, they can be moved upon, do not block line of sight, and cannot be targeted by abilities that affect terrain.

SCHEDULE

SATURDAY, MARCH 28TH, 2020

- 8:30am-9:30am Check-in and Registration
- 9:30am-12:15pm Game 1
- 12:15pm-1:15pm Lunch Break
- 1:15pm-4:00pm Game 2
- 4:00pm-4:30pm Break
- 4:30pm-7:15pm Game 3

SUNDAY, MARCH 29TH, 2020

- 8:30am-9:00am Check-in
- 9:00am-11:45am Game 4
- 11:45am-12:45pm Lunch Break
- 12:45pm-3:30pm Game 5
- 3:30pm-4:00pm Awards

