

WARHAMMER AGE OF SIGMAR

ADEPTICON 2020



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TEAM TOURNAMENT

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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, other than FAQ updates, will be made to the event after 2/1/2020.

BASIC RULES & ARMY COMPOSITION

- Teams will consist of 4 team members. Each team member's army will consist of **1000 points** or less, following the Vanguard Pitched Battle army composition rules in the *General's Handbook 2019*.
- Team members **MUST** use the same army list throughout the tournament.
- Armies on each team do not have to be from the same Grand Alliance. Armies on each team can duplicate allegiance abilities. If you chose a specific Stormhost/Enclave/Grand Court etc. for one army, you cannot duplicate it on the team.
- Armies for each team **CANNOT** duplicate warscrolls between them unless the unit has the Battleline battlefield role. For instance, a team with two Idoneth Deepkin players can duplicate Namarti Thralls between their lists, but only one of them can take Morrissarr Guard. The army with the Morrissarr Guard can take multiple units of them.
- All armies on each team **MUST** hail from the same Mortal Realm.
- Command traits and artefacts of power cannot be duplicated between team members.
- **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.
- Each team will be classified according to the overall Grand Alliance composition of the team. Your team allegiance will play an important role in your Theme score and put your team in the running for one of the 'Best Team' awards. If a team's four armies do not all share the same Grand Alliance keyword, the team is categorized as Mixed. If all four armies share the same Grand Alliance keyword, the team will be classified as Chaos/Death/Destruction/Order as appropriate.
- **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).
- The tournament will consist of five (5) rounds of play. During each round, two team members will be paired together in an army and they will play their own game. Thus, each team will play two (2) separate games each round. Opposing Team Captains **WILL ALWAYS** play each other. The pairing of team members will be determined by the table assignments posted before every round.
- **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.



SCORING

The maximum number of points each team can score is 670, divided up as follows:

CATEGORY	POSSIBLE POINTS	% OF TOTAL
Battle Points	400 points	60%
Appearance	135 points	20%
Theme & Display Base	135 points	20%

CATEGORY	POSSIBLE POINTS	% OF TOTAL
Team Spirit	Special	0%
Sportsmanship Marks	Special	0%

Team Spirit (Special): Team Spirit is a measure of everything outside the scope of the tournament, including such things as costumes, team shirts, handouts, team songs, shot glasses, banners, and a whole host of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Age of Sigmar universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme-oriented awards. Each team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top teams will then be called upon to briefly discuss the concepts, preparation, and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



Team Appearance (maximum of 135 points per team):

Each team will be considered by a panel of appearance judges during the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details, and stylistic execution of the combined forces. Judges may award discretionary points to account for extra effort in certain areas. Those teams receiving Rank 5 (Showcase) honors will be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1 (+0-9)	Minimal: The MAJORITY of the team is only painted to the minimum, three-color standard. The team has little to no details, highlighting, basing details, or conversions. Teams with ANY unpainted/unfinished models will not receive more than a minimal paint score.
2 (+0-9)	Basic: The MAJORITY of the team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details, and conversions. An honest effort with room for improvement.
3 (+0-9)	Table Top: The MAJORITY of the team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects, and conversions (as applicable). Encompasses a majority of the teams in the tournament and demonstrates painting/modeling skills beyond the 'basic techniques.'
4 (+0-9)	Skillful: The ENTIRE team is painted/modeled to an above-average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details, and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this team could easily win 'Best Painted' at a local tournament.
5 (+0-9)	Showcase: The ENTIRE team is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire team of masterful unit and character details, highlighting/blending, basing details, and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase (see opposite).

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the AdeptiCon Model Policy.

Team Tournament Army Showcase: The Team Tournament Army Showcase will feature those teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, teams receiving Rank 5 (Showcase) honors will be invited to set up for display in a special section of the convention center where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 20 bonus points. While participation is not mandatory, teams declining this invitation will receive the base 90 points for Rank 5 and be ineligible to receive any bonuses.

Player- and Judge-scored Army Theme (maximum of 135 points per team): Each army will score their opponents during the first three (3) games (Day One) of the Team Tournament. Armies will be judged and awarded a base

ranking of 1 to 5 (and an additional 2, 4, 6, or 8 discretionary bonus points), considering the overall *composition* of the opposing army, *discussions* with opponents, *supporting materials*, and the overall attention to *unifying details* of the combined forces. Army Theme is judged 'outside the game' and is not concerned with how the opposing team fights as a unified whole. Adversarial themes are encouraged and should be supported with relevant background material (e.g. Hammers of Sigmar and the Goretide). The scores, along with the Judges' score, will be factored into the final Team Theme score. The Theme Judges will assess teams in their entirety (all four detachments). The Theme Judges' rubric allows for 1 to 9 discretionary bonus points to be awarded.



Judges may award discretionary points to account for extra effort in certain areas. The Judges' rubric ranks are as follows:

1 (+0-9)	Minimal: No cohesive theme is apparent for the army. No discernible effort has been made to tie the MAJORITY of the army together. No supporting documentation or additional thematic elements. <i>No particular consideration given for the enjoyment of all players is evident in army list composition; favors table top performance over thematic elements, including repetitive uses of known superior unit choices (e.g. spamming hyper-efficient, underpriced/overpowered units).</i>
2 (+0-9)	Minor: The army has a theme, but in general there is very little evidence to support it, or the 'theme' is clearly developed to maximize tabletop performance. Theme is present in at least some of the army's units and detachments (banners, campaign patches, story elements, etc.) but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>At least some consideration given for the enjoyment of all players is evident in army list composition.</i>
3 (+0-9)	Major: The army has a theme and some evidence is presented to support it. Theme is present in the MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.) but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>Consideration for the enjoyment of all players is evident in army list composition.</i>
4 (+0-9)	Exceptional: The army has a well-developed theme with evidence that strongly supports it. The ENTIRE army has been developed with an overall theme in mind. Theme is present in the MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc. <i>Consideration for the enjoyment of all players is evident in army list composition; favors thematic elements over tabletop performance.</i>
5 (+0-9)	Showcase: The army has an exceptionally well-developed theme with strong evidence to support it. The ENTIRE army has been developed with a definitive, overall theme in mind. The collection of models presented tells a cohesive story linking elements like basing, display base, objective markers, unit markings, banners, character models, conversions, paint scheme, historical references/models, printed materials, etc. <i>Thematic elements are clearly emphasized in favor of tabletop performance.</i>

Team Display Base: A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win Best Team Display Base. The Judges will vote on eligible Team Displays to determine the winner.

New for 2019, there are now three (3) categories for display bases: Traditional, Special Effects, and Structural. When your team's appearance is judged, please indicate which category you want your display to compete in. If you are unsure, or express no preference, the Judges will choose a category for you. You may only enter the most appropriate category.




- **Traditional Display Base:** No electric or other special effects elements. Footprint no more than (roughly) six square feet (3' by 2'). Does not require major mechanical on-site assembly. Can be carried by a single team member.

- **Special Effects Display Base:** Uses electric or other special effects elements. Footprint no more than (roughly) six square feet (3' by 2'). May require on-site assembly of electric/special effects elements and some mechanical on-site assembly. Can relatively easily be carried by no more than two team members.

- **Structural Display Base:** May use electric or other special effects elements. Footprint is greater than (roughly) six square feet (3' by 2'). Requires mechanical on-site assembly and/or may require on-site assembly of electric/special effects elements. Cannot be easily carried by two team members.

- **Sportsmanship Marks (Special):** Following each game, you will be required to evaluate the opposing team's sportsmanship. Secretly choose one of the following marks:

SPORTSMANSHIP MARK

 Good	<p>Perfectly Decent Game of Warhammer. This should encompass the majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play, and put forth a good effort to amicably resolve rules disputes.</p>
 Amazing	<p>Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting, and honestly made additional effort to provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positive marks are eligible to win Best Sportsmanship.</p>
 Negative	<p>Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.</p>

Judges' Marks: The Head Rules Judge may assign additional negative sportsmanship marks throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification. Additionally, teams that negligently give out many positive or negative sportsmanship scores will have their marks called into question by the Judges and will be required to explain

their marks. The Judges reserve the right to nullify any sportsmanship marks that they deem were not awarded in the spirit of the system outlined above.

Disqualification: Teams that receive a total of 6 or more negative sportsmanship marks will be disqualified from the event and will no longer be eligible to receive any awards.



AWARDS

- **AdeptiCon Warhammer AoS Team Tournament Champions:** Highest Overall Score. Total Battle Points for tie breaker.
- **Best Team Generals:** Highest total Battle Points. Team Sportsmanship for tie breaker
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sports:** Team that receives the most net positive Sportsmanship marks. Total Battle Points for tie breaker.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base (Traditional, Special Effects, Structural):** Judges' discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tie breaker.
- **Best Chaos Team:** Highest combined Appearance and Theme for a Chaos team. Team Spirit for tie breaker.
- **Best Death Team:** Highest combined Appearance and Theme for a Death team. Team Spirit for tie breaker.
- **Best Destruction Team:** Highest combined Appearance and Theme for a Destruction team. Team Spirit for tie breaker.
- **Best Order Team:** Highest combined Appearance and Theme for an Order team. Team Spirit for tie breaker.
- **Best Mixed Team:** Highest combined Appearance and Theme for a Mixed team. Team Spirit for tie breaker.

Teams may only win one award in total. Awards are listed in hierarchical order.

SCHEDULE

THURSDAY

- 10:00am-11:00am Team Check-in and Table Assignments
- 11:00am-12:15pm Appearance, Theme and Spirit Judging
- 12:15pm-1:15pm Lunch / Appearance, Theme and Spirit Judging
- 1:15pm-4:15pm Game 1
- 4:15pm-5:00pm Break
- 5:00pm-8:00pm Game 2

FRIDAY,

- 8:00am-9:00am Table Assignments
- 9:00am-12:00pm Game 3
- 12:00pm-1:00pm Lunch
- 1:00pm-4:00pm Game 4
- 4:00pm - 4:30pm Break
- 4:30pm-7:30pm Game 5
- 8:00pm Awards

