WARHAMMER AGE OF SIGMAR

WARCRY

LONG LIVE THE CON

ADEPTICON 2022

EST 2003

EVENT GUIDE

WARHAMMER
AGE OF SIGMAR
WARCRY

BASIC RULES

- Warbands will consist of 1000 points following the rules for mustering a warband found in the core rulebook. Players must separate their warband into a Dagger, Shield, and Hammer following the core rules and note down on their tournament roster (page 161 of Core Book or Varanscribe- see below) which fighters are in each of these battle groups. This is set for the duration of the tournament, so players cannot alter their warbands or groupings from battle to battle.

- Warbands found in the Core Book, Monsters & Mercenaries, Tome of Champions, and any other official sources released prior by March 6th and no fundamental changes to the format after March 13th will be allowed.

- All relevant official Games Workshop Errata and FAQs will be used.

- Allies, Monsters, Chaotic Beasts, and Thralls will not be allowed.

- A legible copy of your roster is required for each of your opponents (bring 6 copies). Varanscribe is a great way

to create a roster. Please note that you must follow the rules for creating Battlegroups on page 36 of the Core Book. Varanscribe will allow you to create illegal lists, so please double check the rules to avoid any disputes during the event. https://www.warhammer- community.com/varanscribe/

- Each player must bring the Core Book along with any other rule sources relevant to their warband.

- 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).

- 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.

GAMES

- All Players will play three 1-hour and 15-minute games.

- To keep the tournament running on schedule, a warning of ten (10) minutes will be announced.

- After the ten (10) minute warning has been announced, NO additional Battle Rounds shall be started. The judges reserve the right to end any game that goes over the scheduled time.

- Players are paired randomly at the start of the event. Subsequent games are paired based on tournament points (the two players with the highest points, the next two players with the highest points, and so on).

SCORING

- Tournament points are awarded as described on page 78 of the Core Book. Hidden Agendas will also be used.

- Appearance and sportsmanship will also be scored.

SCHEDULE

8:30am – 9:00am	Check-in, Setup, & Appearance Judging
9:00am – 10:15am	Game 1
10:30am – 11:45am	Game 2
11:45am–12:30pm	Lunch Break
12:30pm – 1:45pm	Game 3
2:00pm – 3:15pm	Game 4
3:15pm – 4:00pm	Awards