



ADEPTICON 2023

v1.20
01.01.2023

WARHAMMER: AGE OF SIGMAR TEAM TOURNAMENT

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 03.04.2023. Please contact us at adepticonaos@gmail.com to submit questions concerning this event.

BASIC RULES

- Teams will consist of 4 team members. Each member's army will consist of **1000-points** or less for this event. Details for choosing your army can be found in the Pitched Battles section in the General's Handbook. When building your army, use all the most up to date Age of Sigmar rules found in the Pitched Battles Publications list found in the current Generals Handbook.
Be sure to check the Warhammer Community website for FAQs / Updates from GW to the rules or points. Every player must be able to provide their rules for their opponent or judge in either hard copy or digital form upon request.
- Each player's 1000-point army is entirely their own and must be fully contained within their own army roster. Endless spells and invocations can only be used by the army that purchased them.
- No new material released after 03/18/2023 will be allowed in this event. If there are rules/materials released between the cutoff and the event it is the player's responsibility to have a list and rules that are compliant with the rules cutoff date.
- Team Members **MUST** use the same army list throughout the tournament.
- **No legends / compendium units will be allowed.**
- Any armies that use terrain features, Endless Spells, or Invocations are heavily encouraged to use the Games Workshop models for accuracy. We do allow for some creativity though and ask that custom features need organizer approval and must be roughly the same dimensions to ensure no unfair advantages.
- 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 compliant with the Model Policy can be removed at the organizer's discretion. 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. Including terrain pieces if appropriate.
- All models must be on round / oval bases as appropriate see the Games Workshop base size guide).
- 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 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance.
- 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. Make sure that your opponent has the opportunity to see them before you begin removing or re-rolling. Dice rolling apps are not permitted.
- AdeptiCon Tournament Judges' and Officers' ruling are final and arguments / 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.
- Collusion & talking through remaining turns, colluding on game results is strictly forbidden, neither are players/teams allowed to talk through remaining turns: games are over when the time is up.



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ARMY/LIST COMPOSITION

- 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 our “Best Team” awards. If a team’s four armies do not share the same Grand Alliance it will be classified as Mixed.
- Each team member must bring seven (7) copies of their army list to the event (one to turn in at registration, one for each opponent and one for themselves). These army lists must be made with [Warscroll Builder](#). Handwritten army lists will not be accepted. Be sure to include all the details - sub-factions, command traits, artifacts, spells, prayers, Grand Strategies, etc...
- If units and models have choices of how they can be armed, this must be clearly indicated on your army list and modeled appropriately and may not be changed between rounds.
- Armies on each team do not have to be from the same Grand Alliance. Armies on each team can duplicate allegiance abilities. If you choose a specific sub-faction (Stormhost, Enclave, Temple, etc..) you may **not** duplicate it on the team.
- **Special Characters:** All instances of Unique/Named Characters on a Team must be unique. For example: a Team cannot field Nagash twice.
- You **CANNOT** duplicate Enhancements between team members except for Spells, Prayers and Triumphs.
- You **CANNOT** duplicate battalions in a Team.
- Each player must select a Grand Strategy on their army list. These may not be duplicated throughout the team. Each will need to be completed and completion must be achieved individually.

GAME FORMAT

- When playing your games, a ‘player’ is a ‘team’. For example, if one player’s models gain control of an objective, the team gains control of it, and anything that is once per player is once per team.
- Both players will roll for priority and the total will be used to determine priority for the round.
- Your team generates a Command Point at the start of each of your hero phases as normal, not one per player.
- Any extra command points generated by abilities can be shared by the team.
- During each game, your team will select **ONE** Battle Tactic that your team aims to complete each turn.
- If both players have access to the same Battle Trait, then it is used once for the team. For example, if both players on a team are playing Nurgle, then there is only one Cycle of Corruption. Equally there will only be one set of gravesites for the Unquiet Dead Battle Trait, even if a team is playing Legion of Night and Legion of Blood between them
- Pairings
 - You will be required to play at least one game with each other member of your team.
 - Team captains will always play against each other every round.
 - Rounds 1,2,3 we will assign a player to play with the team captain.
 - Rounds 4 & 5, the opposing team captain will choose a player to play with the team captain. Captains will trade lists. Each captain will choose a player/list from the opposing team and place it face down. Captains then reveal the list at the same time.

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 our event staff prior to our determination of who will be featured on the Warhammer TV table, and you will need to provide an additional copy of your army list to the Warhammer Live team prior to the game.



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SCORING

The event will be scored on a weighted scale to determine the overall winner.

The total number of points available is 500 divided as follows:

Category	Possible Points	% of Total	
Battle Points	200 points	35%	20 major win, 15 minor win, 10 draw, 5 minor loss, 0 major loss
Battle Tactics	50 points	10%	1 point per tactic achieved
Grand Strategy	20 points	7%	1 point per grand strategy achieved
Appearance	120 points	21%	See explanation below
Theme & Display Base	125 points	22%	See explanation below
Sportsmanship Marks	30 points	5%	3pts amazing, 2pts good, 0pts for negative
Team Spirit	Special	0%	See explanation below

Team Appearance (maximum of 120 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	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. [0-20 points]
2	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. [20-40 points]
3	Tabletop: The MAJORITY of the team is painted to a battle ready standard as defined in the Generals Handbook. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions. Encompasses a majority of the teams in the tournament and demonstrates painting/modeling skills beyond the 'basic techniques. [40-60 points]
4	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 builds. 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. [60-80 points]
5	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, highlights/blending, basing details, and conversions or scratch builds. Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase. [80-100 points]
Discretionary Points	+0 +4 +8 +12 +16 +20

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 Showcase will feature those teams, as chosen by a panel of judges, who have created something truly spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, teams may be invited to set up for display in a special section of the convention center.



ADEPTICON 2023

v1.20
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WARHAMMER: AGE OF SIGMAR TEAM TOURNAMENT

Player & Judge Scored Army Theme (maximum of 125 points per Team): Each team will score their opponents during the first 3 games of the Tournament. Armies will be judged and awarded a base ranking of 1 to 5 (with an additional 1,2,3,4 or 5 discretionary bonus points) considering the overall composition of the opposing team, discussing 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 (IE - Hammers of Sigmar and the Goretide). The scores, along with the Judges' score will be factored into the final Team Theme score. Judges' rubric also allows for discretionary bonus points to be awarded to account for extra effort in certain areas.

- Teams whose armies are built without consideration for their opponents' enjoyment cannot expect to score well.
- Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Gloomspite fighting alongside Stormcast, Seraphon, and Lumineth, etc

The judges' rubric ranks are as follows:

1 (5 points)	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 theme elements. <i>No particular consideration given for the enjoyment of all players is evident in army list composition and it favors tabletop performance over thematic elements, including repetitive uses of known superior unit choices (IE - spamming hyper-efficient units).</i>
2 (10 points)	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 (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 (15 points)	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 (banners, campaign patches, story elements, etc..) but not throughout the entirety of the army. Minimal supporting documentation and additional thematic elements. Consideration for the enjoyment of all players is evident in army list composition.
4 (20 points)	Remarkable: The army has a well-developed theme with evidence that strongly supports it. Theme is present in the MAJORITY of the army's units (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 and favors thematic elements over tabletop performance.</i>
5 (25 points)	Extraordinary: The army has an exceptionally well-developed theme with evidence that strongly supports 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, printed materials, etc. <i>Thematic elements are clearly emphasized in favor of tabletop performance.</i>
Discretionary Points	+0 +1 +2 +3 +4 +5



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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.




There are 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 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' x 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' x 2'). May require on-site assembly of electric / special effects elements and some mechanical elements. Can be relatively easily 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' x 2'). Requires mechanical assembly on-site and may require assembly of electric / special effects elements. Cannot be easily carried by two team members.

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, banners and a host of other fun team stuff. Keep in mind that Team Spirit does not need to be married to the lore of the Age of Sigmar universe so get creative and have 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 several theme-oriented awards. Each team will be considered by a panel of appearance and theme judges during the event. The panel will vote for the top Team Spirit contenders in the event. Top teams will be called upon to briefly discuss the concepts, preparation, and execution behind the Team Spirit. The panel will then deliberate and choose the winner.

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

SPORTSMANSHIP MARK	
 Good (2 pts)	A Perfectly Decent game of Warhammer. This should encompass the majority of your marks. This covers most normal games of Age of Sigmar. Your opponent was relatively sporting, came prepared to play, and put forth a good effort to amicably resolve rules disputes.
 Amazing (3 pts)	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 want in your local club. Players receiving the most net positive marks are eligible to win Best Sportsmanship.
 Negative (0 pts)	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 give this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship and should NEVER reflect the results of the game. <i>Be prepared to discuss the game with the judges if giving a negative rating.</i>

Judge's Marks: The Rules Judges 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 marks will have their marks called into question and will be required to explain those marks. Judges reserve the rights to nullify any sportsmanship marks 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 win any awards.



ADEPTICON 2023

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AWARDS

- **AdeptiCon AoS Team Tournament Champions:** Highest overall score. Tiebreakers: Battle / Battle Tactics / Grand Strategy / Sportsmanship / Appearance
- **Best Team Generals:** Highest total Battle + Tactics + Strategy points. Tiebreakers: Sportsmanship and Appearance.
- **Best Team Theme & Presentation:** Highest combined appearance and theme score. Tiebreakers: Team spirit
- **Best Team Sports:** Team that receives the most net positive Sportsmanship marks. Tiebreakers: Battle / Battle Tactics / Grand Strategy / Appearance
- **Best Team Appearance:** Highest appearance score. Theme for tiebreaker.
- **Best Team Display Base (Traditional, Special Effects, Structural)** Tiebreaker: Judges Discretion
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tiebreaker.
- **Best Chaos Team:** Highest Combined Appearance and Theme for an all-Chaos team. Team Spirit for tiebreaker.
- **Best Death Team:** Highest Combined Appearance and Theme for an all-Death team. Team Spirit for tiebreaker.
- **Best Destruction Team:** Highest Combined Appearance and Theme for an all-Destruction team. Team Spirit for tiebreaker.
- **Best Order Team:** Highest Combined Appearance and Theme for an all-Order team. Team Spirit for tiebreaker.
- **Best Mixed Team:** Highest Combined Appearance and Theme for a Mixed team. Team Spirit for tiebreaker.

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

SCHEDULE

SATURDAY, MARCH 25th, 2023

8:00AM - 9:00AM	Check-in and Registration
9:00AM - 9:30AM	Appearance, Theme, Spirit
9:30AM - 12:30PM	Game #1
12:30PM - 1:30PM	Lunch Break
1:30PM - 4:30PM	Game #2
4:30PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3

SUNDAY, MARCH 26th, 2023

8:30AM - 9:00AM	Check-in, Table Assignments
9:00AM - 12:00PM	Game #4
12:00AM - 1:00PM	Lunch Break
1:00PM - 4:00PM	Game #5
4:45 PM	Awards

EVENT FAQ

- **Name Placard:** Each team is required to bring a placard or visual identifier to accompany their army which should include, at a minimum, your Team name printed out. This is to ensure accuracy of paint judging and reduce accidental duplication.
- We reserve the right to apply battle / sports penalties to players who arrive late. We understand nights at AdeptiCon are a good time but encourage you to be on time and respect all players' time.
- Any terrain we provided will not use its Warscroll in game.