



ADEPTICON 2025

v1.0
12.29.2024

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 03.01.2025.

BASIC RULES

Games Workshop Rules Deadline: No material released after **March 1, 2025**, will be allowed. Players are responsible for ensuring their lists comply with the cutoff date.

AdeptiCon 2025 Warhammer: Age of Sigmar Team Tournament Rules Deadline: No fundamental rule changes will be made to the event after **March 3, 2025**.

List Submission Deadline: All army lists must be submitted to **Best Coast Pairings (BCP)** by **11:59 PM Central on March 15, 2025**. It is the player's responsibility to ensure their list is legal. Late submissions and illegal army lists may incur point penalties.

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

- **Team Composition:** Teams consist of 4 members. Each member brings a 1000-point army.
- **Army Composition:** Refer to the Core Book for army-building details.
- **Rules and Updates:** Check the Warhammer Community website for FAQs and updates from Games Workshop.
- **Rules Availability:** Each player must provide access to their army's rules, either in hard copy or digital format, upon request.
- **Individual Armies:** Each player's 1000-point army must be fully contained within their own army list.
- **Unique Units and Restrictions:**
 - **Unique Units, Battle Formations, Armies of Renown, and Regiments of Renown cannot be duplicated** within a team.
 - For example, **Nagash cannot** be fielded by more than one player on the same team.
 - **Armies of Renown** are different from **Regiments of Renown**.
 - **Heroic Traits and Artefacts of Power cannot** be duplicated unless a team is taking four lists from the book, then a team may duplicate one **Heroic Trait** and **Artefact of Power**. **Battle Formations** that let you take an additional artifact in the **Deployment Phase** may still choose any **Artefact of Power** because this does not take place during list building.
 - For example, if a team consists of four Skaven lists, if three lists select **Foulhide, Skavenbrew, and Warpstone Charm** as their **Artefacts of Power** then the fourth list may also take **Foulhide** as an **Artefact of Power**. If a team consists of three or fewer Skaven lists then they **cannot** duplicate any **Artefact of Power** or **Heroic Traits**.
 - **Generic Manifestation Lores cannot** be duplicated. **Only Faction-Specific Manifestation Lores** may be duplicated.
 - For example, more than one player **cannot** take **Morbid Conjunction**.
 - Players are responsible for ensuring their lists comply with the list restrictions.
- **Army Consistency:** Each player must use the same army list throughout the tournament.
- **Legends Units:** Legends units are not allowed.
- **Terrain and Models:** Armies using terrain features or manifestations should use Games Workshop models when possible. Custom features need organizer's approval and must match the approximate dimensions to avoid unfair advantages.



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- **Model Policy:**
 - Any armies that use terrain features and manifestations 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 3-colors).
 - Paint scores and additional tournament points will be judged based on the scoring documents that appear later in the rules.
 - 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.
 - Manifestations must also be painted, but they are not required to match your army to play, and they can impact your paint score. Please see the scoring for more details.
 - 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. **Any behavior that is detrimental toward your opponent or staff may be grounds for disqualification.**
 - 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.
- **List Violations:** If illegal units or rule 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.
- **Conduct:** All players must adhere to the [AdeptiCon Conduct Policy](#).
- **Dice Etiquette:** Dice must be rolled on the table or in a dice tray, and opponents must be allowed to see the results before dice are removed or re-rolled. Dice-rolling apps are not permitted.
- **Judges' Rulings:** Judges' and tournament officers' rulings are final. Poor conduct will not be tolerated. AdeptiCon reserves the right to remove players from the event or the convention without refunds. In addition, it is at the discretion of the AdeptiCon staff whether the ejected player's team may continue in the event.
- **Collusion and Coaching:** Coaching or collusion with teammates not involved in the current game is prohibited, but players may have friends or partners at the table if there is no disruption or collusion and coaching.
- **Questions:** Please use the feedback form on the AdeptiCon website to ask any questions you or your team may have regarding rules issues or legal units in advance.

ARMY AND LIST COMPILATION

- **Team Structure:** Each team will consist of 4 members, and each member's army list must be 1000 points or less.
- **Army Composition:** Use the rules in Army Composition (Advanced Rules) in the Core Rules.
- **Rules:** Core Rules, Advanced Rules, General's Handbook 2024-2025, and Season Rules 2024-2025 will be in effect with some exceptions outlined below.
 - **A reminder** that any unit or model cannot cost more than half of our points can be spent on a single unit. Points limit 1.2. So for a 1000 point list, no unit can cost more than 500 points in any single player's army list.



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- **Tools of War:** Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications via digital or print. If you are using an electronic device to carry your rules references please ensure they are always charged and available for reference.
- **Thematic Army Choices:** Army list choices made for thematic purposes, even at the expense of in-game power, are highly encouraged and can impact your overall points for the event.
- **Team Allegiance:** Army lists on a team do not need to come from the same Grand Alliance. Teams will be classified based on the overall Grand Alliance composition. Your team's allegiance will impact your Theme score and eligibility for "Best Team" awards. If the four armies on a team do not share the same Grand Alliance, the team will be classified as **Mixed**.
- **Army List Availability:** Each player must have their list available for review by opponents during the event either digital or physical. Due to the pairing process, at least one physical copy of each list must be available to share with the opposing team captain or a card representing each player's list may be used instead if a digital list can be shared with each team Captain. If a card they must all have a unified back to them so that they can be indistinguishable from each other when placed down. Players are encouraged to be creative if they use a card to represent each list, but players may write names on something as simple as an index card.
- **List Format:** Army lists must be created using the **AoS app** or **Listbot 4.0**. Handwritten lists or lists from other applications will not be accepted and may result in point penalties. Be sure to include all relevant details such as:
 - Battle Formations
 - Command traits
 - Artifacts
 - Spells Lores
 - Prayers Lores
 - Manifestation Lores, etc.
- **Unit Choices:** If units or models have weapon or equipment options, these must be clearly indicated on the army list and appropriately modeled. Choices may not be changed between rounds.

TEAM DYNAMICS AND ARMY MECHANICS

- In each round, all teams will be split into pairs. Each pair will form a combined 'Army'. Teams will consist of two 'Armies' each round to face off against each other in two different games.
- You are required to play at least one game with every member of your team.
- **Team Captains:**
 - Captains will always play against each other in every round.
 - In **Rounds 1-3**, Captains will select their pairs and assign them to tables. Once these pairs are selected, they will be considered the same 'Army'. Each player on a team must play at least one game with each other during rounds 1-3.
 - Captains will roll a priority dice, and the loser will assign their pairings to tables first.
 - In **Rounds 4-5**, Captains will trade lists, or a card representing each list, or a digital copy of the lists is provided:
 - Each Captain will select one player/list from the opposing team and place it face down.
 - This selected player/list will play with the opposing captain.



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- Captains will reveal their selections at the same time, roll a priority dice, and the winner will select the table where both captains' pairs will play.
- **Army Mechanics:** In each game, both players in a team are considered to be part of the same 'Army'. This means:
 - All models in both players' lists are part of a single 'Army'.
 - If one player's models control an objective, the team gains control of it.
 - Shared Battle Traits and abilities are used only **Once per Army as outlined in the rules**, as they apply to the entire 'Army'. For example: If an 'Army' consists of two Khorne players they will share the same blood tithe points.
 - Unless specified, players' lists will retain their own rules, such as keywords, battle traits, battle formations, heroic traits, artifacts of power, spell lores, prayer lores, and abilities.
 - Teammates' units are considered **friendly** to each other, and abilities like spells will work on each other's units.
 - Friendly player's units can receive buffs they could receive if they were in your army.
 - You only take damage from your teammate's unit's spells and abilities if your units would take damage from them as well.
 - During setup, the team will decide which of the two generals from their lists is considered the **general** for purposes related to Season Rules 2024-2025 and will be considered the **general** for their 'Army' and the other general will count as their **loremaster** for their 'Army'.
 - The **general** of the 'Army' and their regiment is what will be used when selecting Honour Guard Units per Season Rules 2024-25.
 - The number of regiments in an army will be determined from the combined total regiments in both lists that will account for one 'Army'. This means if your 'Army' has more regiments than your opponent's 'Army' you can use a second Honour Guard ability on a unit in another regiment. The second Honour Guard **may** be selected from any regiment in either list.
 - The list that does not have their **general** selected will then count as their **loremaster** and legal units in their list will be able to use the **Manifestation Lore** that is selected on their list. The other **Manifestation Lore** will not be able to be used for the match.
 - Players must coordinate their **Deploy abilities** as a single 'Army'.
 - Players must coordinate which unit is selected during combat and alternate as they would if they were playing a single-player game. For example, a team will choose only one unit to attack and act per being the same 'Army' and then the opposing army will select one unit.
 - Command Points are shared by the team. They are generated and spent collectively as the same 'Army'.
 - Players **cannot duplicate any abilities or actions that you could not duplicate if you were the same player.**
 - Your 'Army' will select **one Battle Tactic** per turn that the pair will work together to complete, using all models in the army. For example, for "Take the Flanks," units from either player's army can satisfy the objective, as they are part of the same 'Army'.
 - The total points of both players' lists will be used when calculating the overall points of the 'Army'.



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- o Both players in an 'Army' will roll for **priority and add their dice together** for the priority roll for their 'Army'.
- **Individual Control:** While players are part of a team and count as one 'Army', each player retains full control over their own units. They decide their movement, actions, and dice rolls.
- **Strategy and Communication:**
 - o Players can only discuss strategy with their teammates that make up the same 'Army'. **Off-table coaching** is not allowed. Players can ask rules questions and share game information (e.g., current score or round).
 - o **On-table coaching** from anyone not at the table is **prohibited**. Strategy discussions **CAN** only take place with anyone playing at the same table, although friendly banter is permitted. Opponents can offer input or feedback to each other to foster camaraderie or resolve interactions.
 - o Violating these rules will result in a warning, and repeated infractions may lead to negative sports scores.
- **Game Completion:**
 - o All players are expected to complete all five rounds of the game or play until a natural conclusion is reached. If a player is unable to complete the game, the outcome will be determined at the discretion of a judge.

TERRAIN

- **Pre-Set Terrain:**

Terrain tables will be fully set up before the start of the tournament. Players will not set up terrain at the beginning of each game, as described in the General's Handbook.
- **Terrain Abilities:**

Terrain features will be clearly labeled with the following abilities: Cover, Impassable, Obscuring, Place of Power, or Unstable.
- **Roll-Off for Attacker and Defender:**

Players will still roll off to determine the attacker and defender, but this will not involve setting up terrain.
- **Moving Terrain:**

Terrain should only be moved if absolutely necessary. If you need to adjust the terrain, please consult with a judge. For example, if faction terrain requires a slight adjustment of the table terrain to fit, this is allowed, but it must still meet the legal setup requirements as outlined in the General's Handbook. Terrain should never be removed from the table.
- **Faction Terrain Consideration:**

Be aware that placing two large pieces of Faction Terrain may be challenging, and both players in an 'Army' may not be able to place their Faction Terrain legally.
- **Returning Moved Terrain:**

If the terrain is moved during play, it should return to its original position immediately



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ACCOMMODATIONS

- AdeptiCon can be quite loud, and personal space may be at a premium. This can be overwhelming for those with sensory issues. We recommend that if you experience sensory issues but would still like to attend *Warhammer: Age of Sigmar Team Tournament* it would be a great idea to consider bringing aides to assist with these. If you have sensory issues or a sensory disorder, please contact the event organizers and we will accommodate as much as possible.
- AdeptiCon tables can be quite close together and this can cause problems for those with lower mobility. If you have low mobility or mobility issues, please contact the event organizers and we will accommodate as much as possible.
- If you need any other type of accommodation, please contact the event organizers and we will discuss how we can make your convention experience as great as possible.

WARHAMMER TV

If Warhammer TV is present and taking place they may feature live game broadcasts of both Age of Sigmar and Warhammer 40,000 events. 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 before 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 before the game.

SCENARIOS

Scenarios will be added to the pack no later than March 15, 2025.





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SCORING

The event will be scored on a weighted scale to determine winners for each of the awards outlined below. The total number of points available is 1050 divided as follows:

CATEGORY	POINTS	DETAILS
Battle Points	500 Points	50 points per game: 6 max per round for objectives and 4 per round for battle tactics.
Team Appearance	200 Points	See the explanation below. Additional points are possible for Appearance Awards.
Theme & Composition	200 Points	See the explanation below. Additional points are possible for Theme and Composition Awards.
Display	50 Points	See the explanation below
Sports Scores	60 Points	3pts amazing, 2 pts good, 0 pts for negative
Team Spirit	40 Points	See explanation below
Total Points	1050 Points	See explanations below

Battle Points (500 Points Total / 50 points per game): Each game will be worth a total of **50 points**, with the following breakdown:

- Each round includes 2 games worth 50 points each.
- 6 max points per round for objectives and 4 points per round for battle tactics for each game.

Team Appearance (200 Points Total): Below is the rubric used to evaluate your team's armies' appearance and painting. Each aspect of your armies will be judged, and points will be awarded if all models within the entire team meet the standard for each specific aspect. **Points are capped at 200 for the overall score**, but teams with a score over 200 up to a max of 300 will be eligible for appearance awards and will be reviewed a second time by judging staff.

Additionally, teams that contain significant portions of unpainted or incomplete models will be awarded 0 points and may have models removed from play per the AdeptiCon Model Policy.

1. OVERALL APPEARANCE (90 POINTS TOTAL)			
Aspect	Definitions	Points	Check (✓)
Base Three-Color Standard Met	The majority of models meet the basic three-color standard.	18	
Consistent Paint Application	Paint is applied evenly across all models, with some variation.	18	
Details and Highlights	Detailing and highlighting are consistent throughout.	18	
Basing Complements Paint Scheme	Basing complements and enhances the overall paint scheme.	18	
Conversions, Posing, or Kitbashing	Creative conversions, posing, or kitbashing are evident on all models.	18	

Total for Overall Appearance:

MAX: 90



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2. PAINT QUALITY (60 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Shading/Highlighting Present	Some shading/highlighting is present.	12	
Detailing on Characters/Units	Some detailing on key parts of the models.	12	
Freehand or Weathering Elements	Freehand or weathering is present on some models.	12	
Non-Metallic Metals/Advanced Techniques	Advanced techniques were used, with visible results on most models.	12	
Blending or Smooth Transitions	Smooth blending and transitions are evident across all models.	12	

Total for Paint Quality:

MAX: 60

3. BASING (40 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Edges of Bases Painted	Edges are painted.	8	
Single Element on Bases	Bases have a single basing element (e.g., flock or paint).	8	
Multiple Elements on Bases	Bases feature multiple elements (e.g., rocks, and debris).	8	
Basing Fits Theme	The basing is consistent and supports the theme of the armies.	8	
Creative and Complex Basing	Highly creative and complex basing that enhances the overall appearance.	8	

Total for Basing:

MAX: 40

4. CONVERSIONS (40 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Minimal Conversions	A few models with minor conversions.	8	
Moderate Conversions	Conversions are evident in a significant portion of the team.	8	
Heavy Conversions	Conversions are present throughout most of the team.	8	
Creativity in Conversions	Conversions are creative and enhance the models' appearance.	8	
Well-Executed Conversions	Conversions are executed seamlessly, integrating well with the models.	8	

Total for Conversions:

MAX: 40



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5. COHESION (70 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Consistent Basing	The basing is somewhat consistent but lacks overall unity.	14	
Cohesive Color Scheme	The color scheme is somewhat consistent across the team.	14	
Unified Theme	The theme is evident and consistent across the team.	14	
Creative Thematic Execution	Thematic execution is creative and enhances the overall presentation.	14	
Display Board	The display board complements the theme and adds to the overall presentation.	14	

Total for Cohesion:

Total for Team Appearance Score:

Appearance Questions: To maximize your appearance score, teams should be prepared to answer the following questions during the judging process:

- What conversion work do you have?
- What freehand or decal work do you have?
- What advanced methods did you use?
- What else would you like us to look at?

Theme & Composition (200 Points Total): Teams will be evaluated on their creativity, thematic cohesion, quality of their display base, and any sacrifices made for thematic integrity over competitive optimization. Scores will be assigned by individual judges, and the final score will be the average of all judges' evaluations.

Points are capped at 200 for the overall score, but teams can earn additional points up to 300 for the Theme & Composition awards.

1. COHESION & THEME EXECUTION (100 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Unified Narrative	The armies present a clear and cohesive narrative or story.	20	
Thematic Consistency	The theme is consistently applied across all models and elements.	20	
Visual Integration	Visual elements (e.g., color scheme, basing) integrate well with the theme.	20	
Attention to Detail	The theme is detailed and thoroughly considered in all aspects of the presentation.	20	
Creativity in Theme Execution	Innovative and unique execution of the theme.	20	

Total for Cohesion & Theme Execution:



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2. CREATIVITY & ORIGINALITY (80 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Unique Conversions	Models feature unique and imaginative conversions.	20	
Innovative Paint Techniques	Use of advanced or unusual painting techniques.	20	
Originality in Design	Fresh and original design choices that stand out.	20	
Creative Use of Accessories	Innovative use of accessories or custom elements.	20	
Unique Conversions	Models feature unique and imaginative conversions.	20	

Total for Creativity & Originality:

MAX: 80

3. SUPPORTING MATERIAL & LORE (60 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Basic Lore	Basic background or narrative materials provided.	20	
Relevant Supporting Materials	Supporting materials relevant to the theme (e.g., handouts).	20	
Detailed Lore	Detailed and immersive narrative with story elements.	20	

Total for Supporting Materials & Lore:

MAX: 60

4. IN-GAME POWER SACRIFICES (60 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Avoidance of Meta Units	Choosing not to include commonly used or top-performing units.	12	
Use of less-used Battle Formations	Including unconventional or less commonly used battle formations.	12	
Inclusion of Specialized Faction Units	Focusing on less popular or niche units from the faction.	12	
Adherence to Thematic Restrictions	The lists imposed significant restrictions or avoided high-power units, artifacts of power, heroic traits, and manifestation lores to maintain thematic integrity.	12	
Commitment to Narrative Focus	The team tailored the army list heavily to narrative or story elements, avoiding highly competitive choices.	12	

Total for In-game Power Sacrifices:

MAX: 60



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Display (50 Points Total): Grand, epic, diorama-quality displays are a highlight of the AdeptiCon Team Tournament. Teams can use various creative elements like LEDs, smoke machines, sound effects, running water, and more to enhance their displays. Judges appreciate quality over quantity, so even teams that travel can compete effectively with creativity. During the Appearance judging, please indicate which category your display will compete in Traditional, Special Effects, or Structural.

If no preference is expressed, judges will choose the most appropriate category.

You may only enter one category, and you will only be judged in one category.

TRADITIONAL DISPLAY BOARD (50 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Base Quality	The board is well-constructed and stable with no significant flaws.	10	
Basic Detailing	Simple decorative elements are applied to the base (e.g., minimal paint or basic textures).	10	
Moderate Detailing	The board includes more detailed decorations or textures (e.g., more elaborate paint or small details).	10	
High Detailing	The board is richly decorated with intricate details and high-quality finishes.	10	
Cohesive Theme	The board theme is consistent and supports the overall narrative or visual concept of the display.	10	

Total for Traditional Display Board:

MAX: 50

SPECIAL EFFECTS DISPLAY BOARD (50 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Basic Effects	Simple use of special effects, such as a single light or sound element.	10	
Moderate Effects	Includes multiple special effects elements like lights, sound, or simple moving parts.	10	
Effective Integration	Special effects are well-integrated into the display, enhancing its overall impact.	10	
High Impact	The display uses complex or multiple special effects to create a significant visual and/or sensory impact.	10	
Innovative Use of Effects	Creative and advanced use of special effects that significantly elevate the display.	10	

Total for Special Effects Display Board:

MAX: 50



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STRUCTURAL DISPLAY BOARD (50 POINTS TOTAL)

Aspect	Definitions	Points	Check (✓)
Basic Assembly	Minimal mechanical assembly is required, with basic special effects elements.	10	
Moderate Assembly	Some on-site mechanical assembly and integration of basic special effects.	10	
Effective Use of Space	The display uses space effectively with thoughtful placement and arrangement.	10	
Complex Assembly	Significant on-site assembly with multiple components or moving parts.	10	
Advanced Mechanics	Highly complex assembly and integration, with advanced mechanical features or intricate special effects.	10	

Total for Structural Display Base:

MAX: 50

Note: Top-scoring teams will be reviewed a second time by judges for the Best Team Display Board awards.

Sports Scores (60 Points Total): Following each game, teams will evaluate their opponents' fair play and spirit of the game by secretly choosing one of the following marks. These marks are based on how the opposing team conducted themselves during the game, regardless of the outcome. **Sports Scores should reflect the conduct and behavior of the opposing team** and should never be influenced by the game's results. Teams can earn a maximum of 3 points per game for a total of 6 points per round.

Teams with the most net positive Sports Score will be eligible for the **Best Sports Award**. Following each game, you will be required to evaluate the opposing team's fair play and spirit of the game.

Secretly choose one of the following marks:

Mark	Description	Criteria for Scoring	Points	Check (✓)
Amazing	A truly fantastic game of Warhammer. The opponent went above and beyond to create an enjoyable and memorable experience.	<ul style="list-style-type: none">➤ Opponents made extra effort to create a positive atmosphere.➤ They were exceptionally friendly, helpful, and respectful.➤ The game was outstandingly fun and collaborative.	6	
Good	A perfectly decent game of Warhammer played with respect and fairness. Disputes were handled amicably.	<ul style="list-style-type: none">➤ Opponents followed the rules fairly.➤ They resolved any disputes or rules questions respectfully.➤ The game proceeded smoothly and without issues.	4	
Negative	A terrible game of Warhammer. Reserved for cases of poor etiquette or unacceptable behavior.	<ul style="list-style-type: none">➤ Opponents were rude or argumentative.➤ They exhibited disruptive behavior or deliberate rule breaking.➤ Disputes were not resolved amicably.	0	



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- **Judge's Marks:** Rules judges may assign additional negative sports marks if they witness poor conduct. These marks are independent of players' evaluations and can contribute toward a team's disqualification.
- **Disqualification:** Teams that receive **6 or more negative marks** (from both players and judges) will be disqualified from the event and no longer eligible for any awards.

Team Spirit (40 Points Total): Teams will be evaluated based on their creativity, cohesion, and effort in showcasing team spirit. Each category contains specific aspects worth 2 points each, contributing to a cumulative score of up to 10 points per category. Team uniforms/shirts are encouraged, but being shirtless is not a uniform. Please be respectful of others and remain dressed for this event.

Team Attire (10 Points Total): Teams can earn up to 10 points in this category. Points are awarded based on the following aspects:

Aspect	Definitions	Points	Check (✓)
Basic Matching	Some team members wear matching attire.	2	
Uniformity	All team members wear basic matching attire (e.g., t-shirts).	2	
Coordinated Look	All team members wear matching attire with some customization (e.g., logos).	2	
Thematic Attire	Team attire is thematic and well-coordinated (e.g., matching costumes).	2	
Exceptional Craft	Attire is highly creative and significantly enhances the team's presentation.	2	

Total for Team Attire: MAX: 10

Team Identity Display (10 Points Total): Teams can earn up to 10 points in this category. Points are awarded based on the following aspects:

Aspect	Definitions	Points	Check (✓)
Basic Display	The team has a simple banner or sign.	2	
Creative Display	The banner or sign shows creativity beyond the basics.	2	
Well-Made Display	The banner or sign is well-made and visually appealing.	2	
Thematic Display	The banner is thematic and enhances the team's overall presentation.	2	
Outstanding Display	The banner is highly creative and stands out in its execution.	2	

Total for Identity Display: MAX: 10



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Team Giveaways (10 Points Total): Teams can earn up to 10 points in this category. Points are awarded based on the following aspects:

Aspect	Definitions	Points	Check (✓)
Basic Handouts	The team provides basic handouts or giveaways.	2	
Thoughtful Handouts	The handouts are creative and show effort in design or thoughtfulness.	2	
Thematic Giveaways	The handouts are thematic and foster camaraderie.	2	
Enhanced Giveaways	Giveaways are well-executed and enhance the team's presentation.	2	
Exceptional Giveaways	Giveaways are highly creative, thematic, and significantly enhance interaction.	2	

Total for Team Giveaways: MAX: 10

Extra Spirit Effort (10 Points Total): Teams can earn up to 10 points in this category. Points are awarded based on the following aspects:

Aspect	Definitions	Points	Check (✓)
Minimal Extra Effort	The team adds a small creative touch beyond the basics.	2	
Creative Extras	The team adds unique or creative elements (e.g., themed props).	2	
Memorable Extras	The team goes beyond expectations with a fun or unexpected contribution.	2	
Significant Extras	The team adds significant creative elements that make their presence memorable.	2	
Extraordinary Extras	The team greatly contributes to the event's fun and energy with unique creativity.	2	

Total for Extra Spirit Effort: MAX: 10

AWARDS

Teams are eligible to win one major award from the list below. If a team qualifies for more than one award, the highest-ranked award will be given.

MAJOR AWARDS

- **AdeptiCon AoS Team Tournament Champions:** Awarded to the team with the highest overall score across all categories.
 - **Tiebreakers:** Battle Points / Sports Score / Appearance
- **Best Team Generals:** Awarded to the team with the highest combined Battle Points and Battle Tactics score.
 - **Tiebreakers:** Sports Score / Appearance
- **Best Chaos Team:** Awarded to the team with the highest overall score among all Chaos-aligned teams.
 - **Tiebreakers:** Team Spirit / Theme & Composition / Sports Score / Appearance / Battle Points



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- **Best Order Team:** Awarded to the team with the highest overall score among all Order-aligned teams.
 - **Tiebreakers:** Team Spirit / Theme & Composition / Sports Score / Appearance / Battle Points
- **Best Death Team:** Awarded to the team with the highest overall score among all Death-aligned teams.
 - **Tiebreakers:** Team Spirit / Theme & Composition / Sports Score / Appearance / Battle Points
- **Best Destruction Team:** Awarded to the team with the highest overall score among all Destruction-aligned teams.
 - **Tiebreakers:** Team Spirit / Theme & Composition / Sports Score / Appearance / Battle Points
- **Best Mixed Team:** Awarded to the team with the highest overall score among teams consisting of different Grand Alliances.
 - **Tiebreakers:** Team Spirit / Theme & Composition / Sports Score / Appearance / Battle Points
- **Hobby Heroes:** To be awarded to the team in the lowest Win/Loss/Draw bracket with the highest combined Team Appearance, Theme & Composition, and Display.
 - **Tiebreakers:** Sports Score / Team Spirit
- **Comeback Kids:** Awarded to the team with the largest Battle Score difference between Day 1 and Day 2.
 - **Tiebreakers:** Sports Score / Team Spirit

SECONDARY AWARDS

Teams may be eligible for one or more of the following secondary awards. These awards can be won in addition to a major award:

- **Best Team Sports:** Awarded to the team with the most net positive Sports Score.
 - **Tiebreakers:** Team Spirit / Battle Points / Battle Tactics / Appearance
- **Best Team Theme & Presentation:** Awarded to the team with the highest combined score for Theme & Composition and Appearance.
 - **Tiebreakers:** Team Spirit / Judges' Discretion
- **Best Team Appearance:** Awarded to the team with the highest score for Appearance.
 - **Tiebreakers:** Theme & Composition / Team Spirit / Judges' Discretion
- **Best Team Display Board (Traditional):** Awarded to the team with the best display board, categorized as Traditional.
 - **Tiebreaker:** Judges' Discretion
- **Best Team Display Board (Special Effects):** Awarded to the team with the best display board, categorized as Special Effects.
 - **Tiebreaker:** Judges' Discretion
- **Best Team Display Board (Structural):** Awarded to the team with the best display board, categorized as Structural.
 - **Tiebreaker:** Judges' Discretion
- **Best Team Spirit:** Awarded to the team with the highest Team Spirit score.
 - **Tiebreakers:** Theme & Composition / Judges' Discretion
- **Players' Hobby Heroes:** Awarded to the team with the most votes from teams and selected from participants as their favorite army regardless of Display base type.
 - **Tiebreakers:** Theme & Composition / Judges' Discretion
- **Players' Favorite (Structural) Display:** Awarded to the team with the most votes from teams and selected from participants as their favorite army regardless of Display base type.
 - **Tiebreakers:** Theme & Composition / Judges' Discretion



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- **Players' Favorite (Special Effects) Display:** Awarded to the team with the most votes from teams and selected from participants as their favorite army regardless of Display base type.
 - **Tiebreakers:** Theme & Composition / Team Theme / Judges' Discretion
- **Players' Favorite (Traditional) Display:** Awarded to the team with the most votes from teams and selected from participants as their favorite army regardless of Display base type.
 - **Tiebreakers:** Theme & Composition / Judges' Discretion

TIEBREAKER GUIDELINES

- **Team Spirit:** For awards involving Team Spirit as a tiebreaker, judges will consider the overall effort a team has put into creating a fun and engaging atmosphere, including elements like costumes, handouts, and general energy during the event.
- **Theme & Composition:** Tiebreakers involving Theme & Composition will focus on how well a team has executed a cohesive narrative and creative integration of lore.
- **Sports Scores:** Tiebreakers relying on Sports Score will favor teams with consistently high ratings from their opponents, showing good conduct throughout the tournament.
- **Judges' Discretion:** In cases where Judges' Discretion is used, the judging panel will review all relevant factors (e.g., creativity, extra effort, unique execution) and come to a collective decision. This is typically applied in cases where standard scoring does not clearly differentiate between top contenders.

ADEPTICUP

The **Age of Sigmar Team Tournament** is a proud participant in the **AdeptiCup Army Showcase**. The AdeptiCup is a convention-wide, cross-game system hobby competition. Full rules for the AdeptiCup are available [here](#).

Teams selected for the AdeptiCup Army Showcase will need to be available **Saturday evening** for the showcase. The number of teams invited to participate will be determined by the AdeptiCup Coordinator on the weekend, with at least one team selected, but likely more.

All participants in the AdeptiCon AoS Team Tournament will automatically be considered for the AdeptiCup Army Showcase. Selection is subjective and based on a holistic assessment of each team's army and display, including but not limited to:

- **Quality of the painting**
- **Quality of the conversion work**
- **The impressiveness of the overall display (in size and/or quality)**
- **Depth of the lore represented by the army/display**

SCHEDULE

SATURDAY, MARCH 29th, 2025

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

SUNDAY, MARCH 30th, 2025

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