

# AdeptiCon 2025 Ambush Tournament Rules

## TL;DR

- Player Lists
  - 750 point AMBUSH composition
  - Due March 23, 2025 Mantic Companion App (+5 TP)
    - (tournament id **qnNJL1rqHp** )
  - Having 2 physical printed copies of list (+5 TP)
- Chess clocks WILL NOT be used, however there are sports penalty points for submitting results after the round is declared over.
- Optional Withdrawal rule WILL be USED
- NO Turn 7!

## Tickets

A ticket is required to play in the Tournament. Tickets can be purchased at [www.adepticon.org](http://www.adepticon.org).

Please note that an AdeptiCon badge must be purchased for player before you can buy a ticket to the tournament.

## Prizes

- 1<sup>st</sup> Place
- 2<sup>nd</sup> Place
- 3<sup>rd</sup> Place
- Best Mantic Army
- Best Sportsman

## Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

## Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponent how you will be tracking damage. Please bring dice that are clear to read for both you and your opponent.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.
- 2 PRINTED copies of army lists (one for your reference, one for you opponent). Building your Army

## Armies

This tournament uses the **Kings of War 2023 (Big Red Book)** rules and the **2025 Clash of Kings** supplement with current updates via the Mantic Companion app. Each player will build a **750 point AMBUSH** legal army.

Your Force List must be chosen from **one** of the official army lists published in the Mantic Companion App.

## Fan Lists

Fan-lists are considered unofficial and may **not** be used.

## Army Composition

- All the normal Ambush army selection rules in the Kings of War rulebook apply, with a maximum value of 750 points.

## Miniatures

Players are permitted to use any miniatures in their armies. Models must be based on the appropriate base size and shape for their type. Unit-basing (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. When multi-basing, the number of models per base should fit in the PMC count listed in the rulebook/companion app. (There are appearance points based on this). If a given unit is properly “full” then it is allowed – while this is a subjective value it should not be in doubt (i.e. If you are not sure, then it is NOT full).

AdeptiCon Policy states that ALL models must be painted to a minimum standard (3 colours, based). NO EXCEPTIONS.

If any model is used as a “counts-as” or a proxy for another, this *must* be made clear to your opponent player before a game begins (and during if required). Count-as and proxy models should be appropriate replacements (no treemen representing orclings!) and their unit footprint must be accurate. They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult your event organiser in advance.

Fully painted is as it sounds, paint on all parts of the miniature to show off its features and basing means paint and/or basing material/flock on the miniature base.

Players will receive bonus points toward their overall score for demonstrating good sportsmanship. After the final round, each player will vote for their favorite opposing player.

## Force Lists

You are required to submit a copy of both of your Force List via the Mantic Companion App (tournament id **qnNJL1rqHp** ) before the tournament. 5 Bonus sportsmanship points will be awarded for everyone submitting their list by midnight March 23, 2025

## Tournament Rules

### Optional Rules

- The optional Withdrawal rule will be used.

### Game Time and Victory Conditions

The tournament consists of **three** games. Each game has a hard time limit of 90 minutes. Any players that have not submitted their results by the end of the round will receive a -2 pt sportsmanship penalty.

### Schedule

The tournament will take place over one day and will adhere to the following schedule, though it may change as needed:

## Thursday, March 24

- 09:00 – 09:15 Event registration/Table assignments
- 09:15 – 10:45 Game 1
- 11:00 – 12:30 Game 2
- 12:30 – 13:00 Lunch Break / paint judging / voting
- 13:00 – 14:30 Game 3 – sports voting
- 14:45 Awards

Note that the time allocated for each game includes 75 minutes for the game plus 15 minutes for meeting, discussing rules and the completing and submitting results afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

## Game Sequence

The scenario for each game will be announced by the organiser at the start of each game. All scenarios from the Big Red Book and 2024 Clash of King edition rulebook are eligible for play. In addition, there MAY be additional special rules for each game as detailed on the scoring sheet.

- Meet your opponent at the table and discuss the terrain and how you will treat it during the game. Use the terrain as it is laid out on the table. Place any objective markers, and finally roll-off for table side. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Sit on your own side of the table and place you army on your side of the table, so that the opposing player can see your models and your force list and ask any questions.
- The player that chooses the table sides begins deployment.
- Scout moves. Roll-off to decide who is going to start making Scout moves. Once the winner of the roll off decides who will start to move Scout units, players alternate making any Scout moves.
- Roll-off to decide which player is going to take the first turn (high roll CHOOSES to go first or second)
- The game lasts **12** turns (each player taking **6** turns). There **is no optional turn 7**.
- Late score sheets may be assessed a -2 TP (for both players).

## Rounds

The match-ups of the first round (Game 1) will be random (Challenges are allowed). In the following rounds, (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in each round, they should both enter their results into the Mantic Companion App. Please advise the TO of any challenge requests for round 1, prior to the start of the tournament.

## Tournament Points

After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15 TPs
Draw	10 TPs
Loss	5 TPs
Late Scores	-2 TP (Both players)

## Scenario Points

Each game will have specific scenario points available.

## Kill Points

This is the total number of points each player kills of their opponent player's forces in a game.

## Winning the Tournament

The winner is determined at the end of the last game (game 3), according to the following criteria:

- The player with the most combined tournament and scenario points will be the overall winner
- In the case of a tie, the winner will be the player with the highest 'Kill points Score'.

## Notes

### Favorite Army

During the lunch break, all the players armies will be on display. During this time, each player member should vote on their favorite army (using any criteria you choose – best painting, funniest, most memorable, etc). Please turn in these votes BEFORE round 3.

### Bonus Points

There are various ways to earn bonus points toward your score. These are simple rewards for helping the tournament run smoothly (or penalties for late/slow play).

- 5 bonus points - turning in lists by March 23, 2025 via the Mantic Companion App (tournament id **qnNJL1rqHp** )
- 5 bonus points - showing the TO that you have 2 printed copies of your list when checking in (while the lists are in the app, it is much easier to be able to reference / show your opponent your list if it is printed out, instead of scrolling back and forth on a tiny screen).
- -2 bonus points – turning in score sheets late

### Favorite Opponents

Sportsmanship is tricky to measure. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent. After the third game, each player will vote for the first and second favorite opponent they played. These votes will go toward the sportsman award.

### Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2022 3.5 (BRB) book AND 2025 Clash of Kings as amended in the Mantic Companion App

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organisers are available to resolve your problem.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

### **Crowd at the Table**

If one player feels discomfort with the number of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

### **Reporting Battle Results**

As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. To ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.