



# ADEPTICON 2018

## WARHAMMER: AGE OF SIGMAR TEAM TOURNAMENT

EVENT DATE: 03.23.2018

LAST UPDATE: 02.13.2018 (new FAQs added)

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 2/1/2018.

### BASIC RULES & ARMY COMPOSITION

- Each team will be comprised of 2 armies of up to 1000 points using the General's Handbook 2017 or points values listed in Battletomes following that release, using army composition for a Vanguard in Pitched Battles (pages 106-108). If a model does not have a points value (such as Beasts of the Grave Terrorgheist or the Wardens of the Realmgate battalion), then it may not be used.
- **No new material released after 03.03.2018 will be allowed in this event.**
- Compendium entries can be used following the point values and entries in the Compendium Update released with the General's Handbook 2017.
- Each team must bring four (4) copies of their team's 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.
- Each team must nominate one of their Generals to be the team's Warlord, which must be indicated on their army list.
- 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. Base sizes for models should be within reason, but no smaller than the bases the models were supplied with. For attacking models on different levels of terrain, measure the range of weapons from shoulder height of the model attacking to the base of the model being attacked.
- All models must be round/oval bases as appropriate. We will work on supplying a base approximate size chart.
- Allegiance Abilities, Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the course of the tournament. This includes Collegiate Arcane Battlemages.
- Rules for Coalition of Death will be used (pages 14-16 of GHB 2017), with the following that will NOT be in effect: Their Finest Hour, Fog of War, & Divine Intervention.
- The Warhammer: Age of Sigmar Rules, errata and all relevant Games Workshop Errata and FAQs will be used, unless an event FAQ specifically overrides.
- A unit with no more than 20 Wounds worth of models and a single model with the Hero keyword may garrison a building. Behemoths cannot garrison buildings.
- If at any time your team or your opponents' team has no models left on the table with no additional units to set up after the game begins, the game is over immediately.
- The additional Allegiance Abilities from the Firestorm supplement will not be in use.
- The Warhammer: Age of Sigmar Rules, errata and all relevant [Games Workshop Errata and FAQs](#) will be used, unless an event FAQ specifically overrides.
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors). Any models not within the Model Policy can be removed at the organizer's discretion. This includes summoned models & terrain features.
- 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.



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- All models must be round/oval bases as appropriate. We will work on supplying a base approximate size chart.
- 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 try (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 2018 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.

## WARHAMMER TV

AdeptiCon will be welcoming back the Warhammer TV and feature live game broadcasts of both Age of Sigmar and Warhammer 40000 events. In order to be considered for Warhammer TV, there are a few additional requirements. Your armies must feature 100% Games Workshop or Forge World models (including terrain), and be painted/converted to a high standard. Now, 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 event staff prior to our determination of who will be featured on the Warhammer TV table. If you are selected to be featured on the Warhammer TV table, you will need to provide an additional copy of your army list to the Warhammer Live team prior to the game.

## SCORING

The event will be scoring on a weighted scale to determine the overall winner, with the final score being weighted as follows:

<b>Battle &amp; Objective</b>	60%
<b>Sportsmanship</b>	20%
<b>Appearance</b>	20%

**Best Overall:** Highest overall weighted score, 1st tiebreaker raw Battle Points, 2nd tiebreaker raw Sportsmanship Points. Awards will be given to 1st, 2nd, & 3rd place finishers.

**Best General (1 for each Grand Alliance):** Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship Points, 2nd tiebreaker raw Objective Points. If a team has won another award they are not eligible for this award.

**Best Sportsman:** Highest overall Sportsmanship Points, 1st tiebreaker Best Sports Votes, 2nd tiebreaker raw Battle Points

**Best Appearance:** Highest overall Appearance Points & judged score. Awards will be given to the 3 best painted armies.



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### EVENT FAQ

- **Brayherd:** The Bray-Shaman's spell Savage Dominion cannot summon monsters whose Warscroll contains the Hero keyword.
- **Balewind Vortex:** A Balewind Vortex cannot be placed anywhere within 7" of an Objective. If an objective lands within that distance (such as from Starstrike or Gifts of the Heavens), then you will move the Vortex and accompanying Hero by shortest route away from the Objective until it is no longer within 7".
- **Command Models:** Units may have a command model for each different option that they have access to. For instance, a unit of Ogors may have a Leader, a Bellow, and up to 2 Standard Bearers (one for each banner option they have). This is in interest of consistency with the FAQ ruling regarding Plague Monks, another unit with multiple command options.
- **The Garden of Nurgle:** If both players on a team are using the Nurgle Allegiance Ability, then each team places one Feculent Gnarlmau at the start of the game, not each player.
- **Khorne Blood Tithe:** If both players on a team are using the Khorne Allegiance Ability, then the team keeps track of units destroyed to use as Blood Tithe instead of each player keeps individual track of Blood Tithe.
- **Legions of Nagash Gravesites:** With regards to sizes of the Gravesites, all distances involving Gravesites will be measured from the center of the marker. We certainly encourage creativity, however, please bring flat markers on the same base sizes if you choose to create your own. Remember these are not terrain features, and as such can be moved upon, do not block line of sight, or targeted by abilities that affect terrain.
- **Legions of Nagash Gravesites:** If both players on a team are using allegiance abilities with The Unquiet Dead battle trait, then a total of 4 Gravesites will be set up for both players on that team to use.
- **Malign Portents:** The only rules in play from Malign Portents will be the new Warscrolls for the four Harbingers (Lord-Ordinator, Darkoath Warqueen, Fungoid Cave-Shaman, & Knight of Shrouds). Prophecy points will not be in play this year.
- **Nurgle Cycle of Corruption:** If there are multiple players in a game using the Nurgle Allegiance Ability, then all players use one Cycle of Corruption as per normal rules.
- **Nurgle: Feculent Gnarlmaus:** No more than 1 Feculent Gnarlmau can be set up within 6" of an objective marker, and no Feculent Gnarlmau can be set up within 3" of an objective marker. This is done to prevent players from zoning off objective markers.
- **Tzeentch Destiny Dice:** If both players on a team are using the Tzeentch Allegiance Ability, then each team only generates **one (1)** pool of 9 Destiny Dice that can be used by either player, instead of each player generating their own pool of 9 Destiny Dice.
- **Summon Daemons of Nurgle:** If both players on a team are using the Nurgle Allegiance Ability, then the team will share a single pool of Contagion Points, not two separate pools.
- **Sylvaneth Wyldwoods:** If both players on a team are using the Sylvaneth Allegiance Ability, then each team only deploys **one (1)** Sylvaneth Wyldwood as described in the Allegiance Ability, instead of each player deploying a Wyldwood each.
- **Sylvaneth Wyldwoods & Feculent Gnarlmaus:** Scratch-built terrain pieces can be used, but must be approved by judges and must have the same approximate dimensions as the actual product, including base measurements. We strongly encourage tracing the base of the model to have the exact dimensions.
- **Ur-gold Runes:** If both players on a team are using the Fyreslayer Allegiance Ability, then each team will only use one Rune at a time and it will affect both armies when used. Your team can only use each Rune once as per normal rules.