



ADEPTICON 2019

v1.0
11.15.2018

WARHAMMER: AGE OF SIGMAR VANGUARD

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 02.01.2019.

BASIC RULES & ARMY COMPOSITION

- Each army will be comprised of up to 1000 points using the General's Handbook 2018 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 03.03.2019 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 2018.
- Each player must bring seven (7) copies of their 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.
- 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. 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.
- Allegiance Abilities, Command Traits and 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.
- The additional Allegiance Abilities from the Firestorm supplement will be in use.
- The rules for Malign Sorcery (including Realm Artefacts, Endless Spells, and additional Realm spells) will be in play. Each game will take place in a pre-determined Realm with a pre-determined Realmscape Feature. These will not be released until the day of the event.
- Hidden Agendas: For the secondary objectives this year, we will be using the Hidden Agendas per the Games Workshop release and any subsequent updates. Players will choose one Hidden Agenda prior to deployment, and players cannot use the same Hidden Agenda more than once during the tournament. After the game, your opponent will initial the Hidden Agenda you chose on your provided sheet.
- Any armies that require terrain features are encouraged to use the Games Workshop models for accuracy, however we do encourage some degree of creativity. Any Sylvaneth Wyldwoods must use either Citadel Sylvaneth Wyldwood or a custom feature the same size footprint as the Sylvaneth Wyldwood kit and including at least 3 trees of the same approximate sizes as the Sylvaneth Wyldwood, and any custom trees must be the same locations as the Citadel Sylvaneth Wyldwood. Any custom features will require organizer approval prior to the event.
- 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 and 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.
- 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 can see them before you begin removing or re-rolling.



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- 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 2019 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. 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. 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. The total number of points available is 170 points, divided up as follows:

Category	Possible Points	% of Total
Battle	60	36%
Secondary Objectives	20	12%
Tertiary Objectives	10	6%
Appearance	40	23%
Sportsmanship	40	23%

Best Overall: Highest overall weighted score, 1st tiebreaker raw Battle Points, 2nd tiebreaker raw Sportsmanship Points.

Best General (1 for each Grand Alliance): Highest overall Battle and Objective Points, 1st tiebreaker raw Sportsmanship Points, 2nd tiebreaker raw Objective Points. If a player 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 judged score. Awards will be given to the 3 best painted armies. We are actively working on updating our paint sheet, but display boards are highly recommended (but not required). If you did not paint your army and/or your display board, you will not be eligible for painting awards, but will still receive the appropriate score. This is an honesty-based system; it is your responsibility to inform us.



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EVENT FAQ

- **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 Belloweer, 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.
- **Endless Spells:** The Endless Spells from the Malign Sorcery expansion must be fully painted per normal rules. However, for purposes of paint scoring, you can do a different basing technique/spell effect for the model basing. However, any army specific Endless Spells (i.e. Everblaze Comet) should match your army's basing scheme. In addition, it is required that all Endless Spells use stock Games Workshop models. The models are too weird and unusual to be replicated effectively. Any modification to the models will require approval from the tournament organizer.
- **Name Placard:** Each player should also bring a name placard to accompany their army, which should include at a minimum, your name printed out. This is to ensure accuracy of paint judging and reduce accidental duplication.
- **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.

