
ADEPTICON 2015



WARHAMMER FANTASY WARBANDS

SATURDAY - MARCH 21ST
9:00PM - 12:00AM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament.
If you lose this packet, be prepared to be docked points!

WARHAMMER FANTASY WARBANDS RULES RECAP

- Each player must create a valid **500** point army. Players **MUST** use the same list throughout the tournament. Bretonnia players are not required to take a Battle Standard Bearer. **Lords and Heroes are limited to 25% each.**
- **Valid Army Books:** Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.
- **Valid Army Lists:** The Legion of Azgorh (Tamurkhan).
- Battlescrolls **WILL NOT** be allowed in this event.
- End Times Army Lists **WILL NOT** be allowed in this event.
- Lore of Undeath **WILL NOT** be allowed in this event.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed in this event. Players **MAY NOT** mix Warriors of Chaos/Daemons of Chaos and Chaos Dwarf units. Players fielding units from this book **MUST** have a copy of the book and it **MUST** be made available to your opponent at all times. You will **NOT** be allowed to field any models or units that you cannot produce the most current set of rules for.
- Special/Named Characters are **NOT** allowed.
- Dwarfs of Chaos count as Forces of Destruction.
- Rhinox Riders are **NOT** allowed.
- Terrain is fixed. If terrain moves (e.g., Blood Forest, Tree-Singing, because of display boards, etc.), please return it to its starting location before and after the game.
- Building rules are in effect per the main rulebook.
- All forests are counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- All water features will be counted as Mysterious Rivers and follow all rules outlined in the main rulebook.
- Wood Elves are allowed their free forest; however they must be fully painted and complete with trees (no pieces of paper).

SCORING

The total number of points available is 118 points, divided up as follows:

Category	Possible Points	% of Total
Battle	45 points	38%
Bonus Scenario Points	15 points	13%
Bonus Objective Points	15 points	13%

Category	Possible Points	% of Total
Sportsmanship	18 points	15%
Appearance	25 points	21%

Battle: During each game of the Warhammer Fantasy Warbands Tournament, there are up to 25 total points are up for grabs. 15 of those points are won by achieving victory in the game. Additionally, each player may earn up to 5 Bonus Scenario Points and 5 Bonus Objective Points per round.

VP Difference	Winner	Loser
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Victory is achieved by winning your game by 20 VP or more, using the Standard Victory Point values from the BRB Pg 143 unless specified otherwise in the scenario.

Sportsmanship: Each Player is expected and required to use the highest level of sportsmanship at all times while involved in the Warhammer Fantasy Regiments of Renown Tournament. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist. Maximum: 18 points.

Best Sportsmanship Voting: After the 3rd game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth two (2) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 6 points from Best Sportsmanship votes. These points only count towards determining the Best Sportsmanship award and do not figure into your overall tournament score.



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WARHAMMER FANTASY WARBANDS

SCENARIO I: VANGUARD FOR THE WIN!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Table Size: 4'x4'

All Terrain is preset. All Terrain including Forests will be considered as "Normal" for this event. For example: Forests are considered to be "Ordinary" Forests as if you had rolled a "1" on the Mysterious Forests chart on page 119 of the main rulebook.

DEPLOYMENT

As per the Battleline Scenario (page 144).

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the center line.

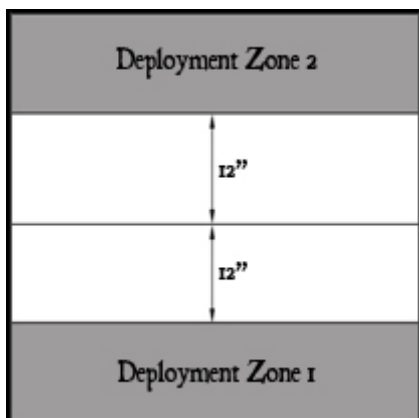
WHO GOES FIRST

As per the Battleline Scenario (page 144).

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The game will last six turns or time is called in the round. Do not begin another game turn when the 5 minute warning is called in the round.



SPECIAL RULES

Vanguard: After deployment, your leader may nominate 1 unit in the army to give the vanguard rule to.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-100	10	10
101-200	11	9
201-300	12	8
301-400	13	7
401-500	14	6
501+	15	5

Example: Player 1 earns 350 VP, Player 2 earns 200 VP. The difference is 150, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive maximum allowed Battle, Objective, and Scenario Points for the round.

BONUS OBJECTIVE POINTS

+3 points: If your general is still alive at the end of the game.

+1 point: For each terrain piece you hold at the end of the game. (Maximum: +2). Any unit within 3" that contains a command model can hold a piece of terrain.

BONUS SCENARIO POINTS

+2 points: If you have a champion who completed a challenge against an opponent's character.

+3 points: If you accepted a challenge with a character from a champion (automatic if your opponent has no champions).





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WARHAMMER FANTASY WARBANDS

SCENARIO 2: REMOVE THE RANDOMNESS!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Table Size: 4'x4'

All Terrain is preset. All Terrain including Forests will be considered as "Normal" for this event. For example: Forests are considered to be "Ordinary" Forests as if you had rolled a "1" on the Mysterious Forests chart on page 119 of the main rulebook.

DEPLOYMENT

As per the Dawn Attack Scenario (page 145).

Note: Flanks are 12", NOT 18"!

Both players will set-up and deploy their armies as outlined in the Dawn Attack scenario in the main rulebook (pg. 145).

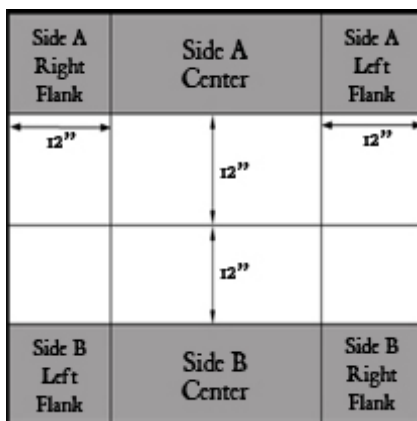
WHO GOES FIRST

As per the Dawn Attack Scenario (page 145).

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has first turn.

GAME LENGTH

The game will last six turns or time is called in the round. Do not begin another game turn when the 5 minute warning is called in the round.



SPECIAL RULES

Right Place, Right Time: During Deployment your general and his unit are treated as having rolled a "6" for placement.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Example: Player 1 earns 42 VP, Player 2 earns 20 VP. The difference is 22, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive maximum allowed Battle, Objective, and Scenario Points for the round.

BONUS OBJECTIVE POINTS

+3 points: If your General is alive at the end of the game.

+2 points: If no units are within your deployment zone at the end of the game.

BONUS SCENARIO POINTS

+3 points: If you complete a charge greater than 12".

+2 points: If your opponents wizards are dead or removed at the end of the game (automatic if you opponent has no wizards).





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WARHAMMER FANTASY WARBANDS

SCENARIO 3: THE RING OF WONDER!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Table Size: 4'x4'

All Terrain is preset. All Terrain including Forests will be considered as "Normal" for this event. For example: Forests are considered to be "Ordinary" Forests as if you had rolled a "1" on the Mysterious Forests chart on page 119 of the main rulebook.

DEPLOYMENT

As per the Dawn Attack Scenario (page 145).

Note: Flanks are 12", **NOT** 18"!

Both players will set-up and deploy their armies as outlined in the Dawn Attack scenario in the main rulebook (pg. 145).

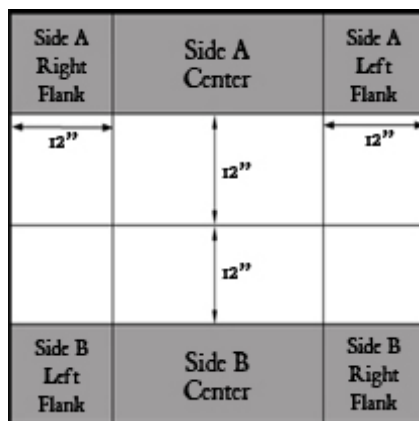
WHO GOES FIRST

As per the Dawn Attack Scenario (page 145).

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has first turn.

GAME LENGTH

The game will last six turns or time is called in the round. Do not begin another game turn when the 5 minute warning is called in the round.



SPECIAL RULES

Ring of Wonder: Each team may nominate 1 model in the army which will carry the Ring of Wonder. The model that carries the Ring of Wonder **MUST BE A CHARACTER**.

The Ring of Wonder contains a free bound spell (3) which contains a signature spell of the player's choice. This Bound spell is an innate ability for purposes of irresistible force. The Spell is chosen at the same time wizards roll for spells. The Model that carries the Ring of Wonder is worth an additional 25 VP if killed in any way.

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Example: Player 1 earns 42 VP, Player 2 earns 20 VP. The difference is 22, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive maximum allowed Battle, Objective, and Scenario Points for the round.

BONUS OBJECTIVE POINTS

+ 5 points: For destroying your opponent's Ring of Wonder.

BONUS SCENARIO POINTS

+3 points: If you Completed a Flank Charge over the course of the game.

+2 points: If you control 1 Terrain piece at the end of the game.



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WARHAMMER FANTASY WARBANDS

RESULTS FOR SCENARIO 3: THE RING OF WONDER!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Example: Player 1 earns 42 VP, Player 2 earns 20 VP. The difference is 22, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive max allowed Battle, Objective, and Scenario Points for the round.

DIFFERENCE	WIN	LOSS
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Bonus Objective Points: (circle one)

Bonus Scenario Points: (circle one)

0		5	
0	2	3	5

TOTAL

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Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP

Answer the following questions about your opponent:			Circle One regarding your opponent and not the army:	
Yes	No	Was your Opponent On Time and Prepared to play with all needed items?	2	This Opponent is My New Best Friend!
Yes	No	Was Your Opponent On Time and Prepared to play with all needed items?		
Yes	No	Did your Opponent Measure Accurately and play at a timely pace?	1	This Opponent Displayed Average Sportsmanship.
Yes	No	Did your Opponent know his/her rules and handle rules disputes reasonably?		
			0	The Worst Opponent I Have Ever Played!

BEST SPORTSMANSHIP VOTING (MANDATORY)

Choose your two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman below:

Best Sportsman		Runner-up	
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Please turn in this sheet, with your opponent, at the judge's booth after the game.



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WARHAMMER FANTASY WARBANDS

RESULTS FOR SCENARIO 2: REMOVE THE RANDOMNESS!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Example: Player 1 earns 42 VP, Player 2 earns 20 VP. The difference is 22, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive max allowed Battle, Objective, and Scenario Points for the round.

DIFFERENCE	WIN	LOSS
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Bonus Objective Points: (circle one)

0	2	3	5
0	2	3	5

Bonus Scenario Points: (circle one)

TOTAL

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Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP			
Answer the following questions about your opponent:			Circle One regarding your opponent and not the army:
Yes	No	Was your Opponent On Time?	2 This Opponent is My New Best Friend!
Yes	No	Was Your Opponent On Time and Prepared to play with all needed items?	1 This Opponent Displayed Average Sportsmanship.
Yes	No	Did your Opponent Measure Accurately and play at a timely pace?	0 The Worst Opponent I Have Ever Played!
Yes	No	Did your Opponent know his/her rules and handle rules disputes reasonably?	

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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WARHAMMER FANTASY WARBANDS

RESULTS FOR SCENARIO I: VANGUARD FOR THE WIN!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

VICTORY CONDITIONS

Standard Victory Points per the main rulebook (pg. 143) will be used. Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Example: Player 1 earns 42 VP, Player 2 earns 20 VP. The difference is 22, so Player 1 will earn 11 Battle Points while Player 2 earns 9 Battle Points.

Conceding: If you concede the game, your opponent will receive max allowed Battle, Objective, and Scenario Points for the round.

DIFFERENCE	WIN	LOSS
0-20	10	10
21-30	11	9
31-40	12	8
41-50	13	7
51-60	14	6
61+	15	5

Bonus Objective Points: (circle one)

0	1	2	3	4	5
0	2	3	5		

Bonus Scenario Points: (circle one)

TOTAL

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Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ **Army:** _____

*** **STOP** ***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP

Answer the following questions about your opponent:			Circle One regarding your opponent and not the army:	
Yes	No	Was your Opponent On Time?	2	This Opponent is My New Best Friend!
Yes	No	Was Your Opponent On Time and Prepared to play with all needed items?	1	This Opponent Displayed Average Sportsmanship.
Yes	No	Did your Opponent Measure Accurately and play at a timely pace?	0	The Worst Opponent I Have Ever Played!
Yes	No	Did your Opponent know his/her rules and handle rules disputes reasonably?		

Please turn in this sheet, with your opponent, at the judge's booth after the game.