
ADEPTICON 2015



WARHAMMER FANTASY REGIMENTS OF RENOWN

FRIDAY - MARCH 20TH
10:00PM - 1:00AM

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: REGIMENTS OF RENOWN RECAP

Permitted Armies: All current official Games Workshop Warhammer Armies may be used, in addition you writing an “army list” for the Regiment of Renown system is subject to the following restrictions and leniencies:

- Each player must create a valid **100** point regiment. Players **MUST** use the same list throughout the tournament.
- **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.
- You may purchase individual models from units in your Army Book, ignoring any unit size restrictions. These then form separate units on the battlefield which cannot join together.
- Your regiment must contain a minimum of 3, and a maximum of 20, models in total.
- No model may have more than 3 wounds.
- A maximum of 25% the models in your Regiment may be armed with ranged weapons of any kind (rounding down). For example, a Regiment of 8 models can have up to 2 models with ranged weapons and a Regiment of 9 models can have up to 2 models with ranged weapons.
- Your regiment is subject to the normal Warhammer Fantasy army composition restrictions (Min 25% Core, Max 50% Special, Max 25% Rare)
- You may purchase weapon and armour upgrades for the models from their army lists’ entry of available upgrades on an individual basis.
- No other upgrades may be taken such as Fanatics, Sneaky Skulkers, Assassins, Nets, Weapon Teams etc. Marks of Chaos, Longbeards, Rangers and Orc Big ‘Uns are permitted with the usual restrictions.
- You may not upgrade models to Unit Champions, Standard Bearers or Musicians under any circumstances, even if permitted to do so for free.
- You may only have up to one model in your Regiment with the Fly special rule.
- The Rules for Duplicate Choices do not apply.
- You may not use the rules for Allies.
- You **MAY NOT** choose any Lords or Heroes.
- Ethereal models **MAY NOT** be taken.
- You **MAY NOT** take War Machines of any kind
- Wood Elf players may take a set of trees as normal.
- **Note:** The Regiment of Renown system entirely removes the magic phase, so put your Pink Horrors back in the box!
- This will be a closed list environment, but you must provide your opponent with your army list at the end of the game.
- Terrain is fixed. If terrain moves (e.g., Blood Forest or Tree-Singing), please return it to its starting location after the game.
- Building rules are in effect per the main rulebook.
- All forests will be 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.

RULES OF ENGAGEMENT

In order for the rules of Warhammer Fantasy Battle to work on a skirmish scale, the following changes are applied:

- Each model is treated as an individual unit in all respects.
- Each model has a 360 degree line of sight for all purposes including shooting and declaring charges. Treat the models flank and rear as normal.
- When successfully charging, determine which base edge the charging model will be moving into contact with (using the normal rules for determining whether a model is in the front, flank or rear.) If the charged model was previously unengaged, it immediately turns to face his attacker.
- Combat Resolution: Only wounds caused in combat count towards combat resolution.
- Units that outnumber the enemy in combat (based only on the number of models in the combat) count as being steadfast.
- Buildings are treated as impassable terrain.
- All Forests are treated as Mysterious.
- All models in your Regiment must deploy on the table to start with. They may not sneak, tunnel, fly, scout, magically portal, lurk beneath the sands, mine or in any way be anywhere except in your deployment zone when the game starts.

SCORING

The total number of points available is 103 points, divided up as follows:

Category	Possible Points	% of Total
Battle	45 points	44%
Bonus Scenario Points	9 points	9%
Bonus Objective Points	6 points	6%

Category	Possible Points	% of Total
Sportsmanship	18 points	17%
Appearance	25 points	24%

Battle: During each game of the Warhammer Fantasy Regiments of Renown Tournament, there are up to 20 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 2 Bonus Scenario Points and 3 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 favorite opponent from the tournament and rank them Best Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth three (3) Best Sportsmanship points. A player can earn up to 9 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 REGIMENTS OF RENOWN

SCENARIO I: IT WAS THE TREES!

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

BATTLEFIELD

Table Size: 3'x3'

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 Meeting Engagement Scenario (page 149).

Both players will set-up and deploy their armies as outlined in the Meeting Engagement scenario in the main rulebook (pg. 149) and follow the Meeting Engagement scenario's special rules.

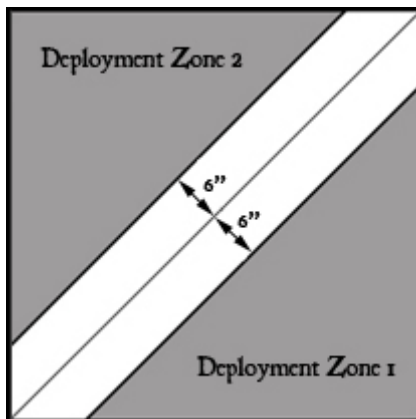
WHO GOES FIRST

As per the Meeting Engagement Scenario (page 149).

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has 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

Destroyers and Usurpers, Curse Them! At the end of the controlling players movement phase, roll a D6 for every model within 3" of a forest. On a roll of a 5+, the model suffers the following:

Hits	WS	Str
D3	2	4

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 you control a forest at the end of the game. Controlling a forest is achieved by having a model within 3" of a forest; it is possible for both players to control the same forest!

BONUS SCENARIO POINTS

+2 points: If one of your models attempts a charge during their first turn.





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WARHAMMER FANTASY REGIMENTS OF RENOWN

SCENARIO 2: KING OF THE HILL!

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

BATTLEFIELD

Table Size: 3'x3'

All Terrain is preset. **There must be a hill in the center of the board for this scenario. If there is not, move one to the center of the board.** 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 Blood & Glory Scenario (page 148).

Both players will set-up and deploy their armies as outlined in the Blood and Glory scenario in the main rulebook (pg. 148).

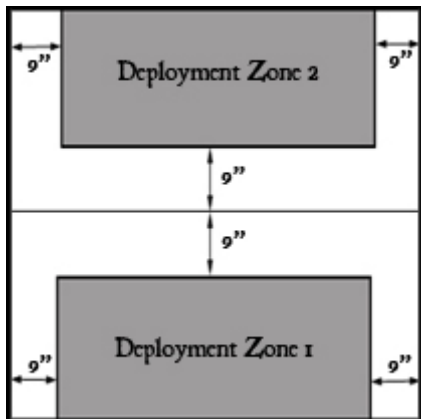
WHO GOES FIRST

As per the Blood & Glory Scenario (page 148).

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

Lethargy: Fortitude **WILL NOT** be used in this mission.

King of the Hill: Models that are on a hill when charged, receive a +1 LD bonus for the first turn of combat. Models charging up a hill suffer a -1 WS penalty for the first turn of combat.

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 you slay a model while charging "Uphill during the first turn of combat".

BONUS SCENARIO POINTS

+2 points: If you have more wounds on the hill in the center of the board than your opponent at the end of the game.





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WARHAMMER FANTASY REGIMENTS OF RENOWN

SCENARIO 3: SOMETHING UP AHEAD!

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

BATTLEFIELD

Table Size: 3'x3'

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.

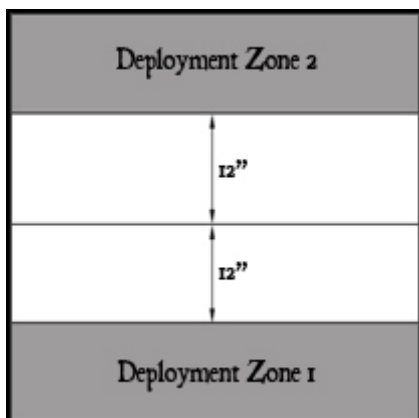
WHO GOES FIRST

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 up to 3 models in the army to give the vanguard rule to. These models that have been given the vanguard rule may only vanguard "Directly" Forward. They may also end within 10" of another model rather than 12".

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 still alive at the end of the game.

BONUS SCENARIO POINTS

+2 points: If you destroy all your opponents models which have been given the vanguard rule (this is automatic if your opponent hasn't chosen any models to assign vanguard to).





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WARHAMMER FANTASY REGIMENTS OF RENOWN

RESULTS FOR SCENARIO 3: SOMETHING UP AHEAD!

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	3
0	2

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?	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?		

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 REGIMENTS OF RENOWN

RESULTS FOR SCENARIO 2: KING OF THE HILL!

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	3
0	2

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 REGIMENTS OF RENOWN

RESULTS FOR SCENARIO I: IT WAS THE TREES!

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	3
0	2

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.