

ADEPTICON 2024

WARHAMMER: WARCRY TOURNAMENT

BASIC RULES

- Warbands will consist of 1,000 points following the rules for mustering a warband found in the core rulebook. Players must separate their warbands into a Dagger, Shield and Hammer following the core rules and note down on their tournament roster which fighters are in each of these battle groups. This is set for the duration of the tournament, so players cannot alter their warbands or groupings from battle to battle.
- Warbands found in the Core Book, and any other official sources released prior to March 17th and no fundamental changes to the format after March 17th will be allowed.
- All relevant official Games Workshop Errata and FAQs will be used.
- A legible copy of your roster is required for each of your opponents (bring 6 copies). Warcry Warband Builder is the preferred method for creating rosters.
- Each player must bring the Core Book along with any other rules sources relevant to their warband.
- All warbands must comply with the <u>AdeptiCon Model Policy</u> (all models MUST be WYSIWYG and 3-colors). You may use non-GW miniatures; just make sure that the positions are clear.
- All players are expected to abide by the <u>AdeptiCon Conduct Policy</u>.
- 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.
- Monsters and Blessings cannot be used for this tournament.

GAMES

- All Players will play 4 1-hour and 15-minute games.
- To keep the tournament running on schedule, a warning of 10 minutes will be announced, and NO additional Battle Rounds shall be started. The judges reserve the right to end any game that goes over the scheduled time
- Players are paired randomly at the start of the event. Subsequent games are paired based on tournament points (the two players with the highest points, the next two players with the highest points, etc.).
- Battleplans will be selected from the Core Book, Gnarlwood Champion Rumblepack, and Community-tested battleplans.

SCORING

During the tournament, players will earn victory points based on how their warband fared in each battle. Players will earn victory points as follows:

Tournament Victory Points	
Major Victory – Won the battle and less than half of the fighters in	20 points
your warband were taken down	
Minor Victory – Won the battle but half or more of the fighters in your	15 points
warband were taken	
Draw – Draw the battle	10 points
Minor Loss – Lost the battle but half or more of the fighters in your	5 points
opponent's warband were taken down	
Major Loss – Lost the battle and less than half of the fighters in your	0 points
opponent's warband were taken down	
Completed Tournament Quest	1 point



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Tournament Quests from page 97 of the Core Book will be used for this tournament. During the tournament, each player must secretly pick 1 Tournament Quest at the start of the initiative phase of the first battle round. The player must write the Tournament Quest down on paper. A player cannot choose the same Tournament Quest twice during the tournament.

AWARDS

- Awards will be given for Warcry Champion, Favorite Warband, and Favored of the Realms
- Warcry Champion Awarded to the player with the most victory points as outlined above under scoring.
- Favorite Warband Awarded to the player with the most Favorite Warband votes.
- Favored of the Realms Awarded to the player with the most favorite player votes.
- A player can only win one award.
- Any ties will be broken by victory points and then kill points, if still tied after victory points.

SCHEDULE

THURSDAY – MARCH 21st, 2024		
10:00AM – 10:15AM	Registration	
10:30AM – 11:45AM	Game #1	
11:45AM – 12:30PM	Lunch	
12:45PM – 2:00PM	Game #2	
2:15PM – 3:30PM	Game #3	
3:45PM - 5:00PM	Game #4	
5:00PM	Awards	