



ADEPTICON 2026

v1.0
1.10.2026

WARHAMMER: THE OLD WORLD CHAMPIONSHIP

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 03.15.2026.

WARHAMMER: THE OLD WORLD CHAMPIONSHIP

Grand Armies split into segments in the effort to stop the onslaught! Can your Army save the day?

- Players will play five, 150-minute games with breaks between rounds.
- Armies will comprise up to 2000 points under the following restrictions. When building your army, use all the most up to date TOW rules found in the Core Rules, most recent Army List from Forces of Fantasy/Ravenging Hordes, Arcane Journal, Legacy PDFs, GW FAQ and event FAQ/Errata. Be sure to the Warhammer Community Website for FAQ's/Updates from GW to the Rules or Points.
- Legacy PDF's and Arcane journals are allowed at the event; Grand Army and Combined Armies will be used (Allies will not be used). **Fan Based GW Packs will not be used for this event.**
- 3/15/26 is the cutoff for any rule update or new units/army rules.
- Army Restrictions are as follows:
- You may not spend more than 25% of your army's total points value on a single character or unit (500)
- Your army may include any number of Level 1 or 2 Wizards, but may only include:
- 0-1 Level 3 Wizard per 1,000 points.
- 0-1 Level 4 Wizard per 2,000 points.
- 0-3 applies to same Characters
- 0-4 applies to same Core units
- 0-3 applies to same Special Units
- 0-2 applies to same Rare and Mercenary units
- Special Characters **ARE NOT ALLOWED.**
- Cathay Sky lanterns are 0-2 per army including characters.
- **Only 10 models per army with the rule fly.**
- **Max 2 Flying Monsters per army**
- It's recommended that any players with rules questions not covered in the most recent FAQs, seek rulings prior to the event as all TO's rulings during the event will be final.
- This tournament is an open list tournament.
- This Tournament will use **Baggage Trains**, Common Objectives, Secondary Objectives, and Special Features/Objective Markers. Players do need to bring a Baggage Train that is a miniature diorama occupying a base that is 60mmx100mm. Please see AdeptiCon Old World FAQ for more info.
- Each player must have their list available at the event for your opponent to review physically. Army lists should be presented in an easy-to-read format, including which model is your General. All relevant weapon selections and unit upgrades, including any magic items etc. that should be selected prior to the game with limited extraneous information. We recommend Old World Builder for digital army construction, with alternatives including New Recruit and Battle Scribe. However, the correct points, unit selections, and upgrades are still the responsibility of the player.
- All Scenarios are based on the Matched Play Journal
- Registration with Best Coast Pairings will be required to score your games.
- Uploading your list to Best Coast Pairings is mandatory to play
- Please be on time
- Appearance and Sportsmanship scoring will have an impact on Overall
- Terrain is defined by the table card
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).



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- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models MUST be WYSIWYG and 3-colors).
- 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.

SCORING

- A maximum of **120 tournament points** can be earned through the tournament.
- The Tournament is based on Matched Play Tournament Points, Victory Points from Common Objectives, and Secondary Objectives
- **Tournament Points (Max 60 points):** Driven by Total Victory points (Battle, Common and Secondary VP) differential as noted in Matched Play pg. 11
- **Secondary Objectives Victory Points (Max 25 points):** Defined by Matched Play pg. 28-31 AND by specific scenario text
- **Appearance (Max 25 points):** Scored against a painting rubric. See Painting Rubric
 - Basing,
 - Conversions
 - Freehand
 - Display Board
 - Weathering
 - Decals
 - Above- Basic Level Painting Techniques
- Player-scored appearance scores will be submitted with Round 1 results. Judges will validate scores mid-game during further rounds of the tournament.
- **Sportsmanship (10 points max):** 2 points maximum per round. At the end of the tournament, players will vote for their favorite opponent and their second favorite opponent. Favorite opponent votes are 2 points per vote and 2nd favorite opponent votes are 1 point per vote.

Result	Tournament Points
Crushing 1401+	12 TP / 0 TP
Resounding (751-1400)	10 TP / 2 TP
Marginal (301 - 750)	8 TP / 4 TP
Draw (0 - 300)	6 TP / 6 TP

AWARDS

- **Best Overall:** Highest Combined score of Battle Points, Objective Points, Secondary Objective Points, Paint Points and Sportsmanship Points.
- **Best Painted Army:** Highest Paint Score by Judges
- **Best Sportsmanship:** Highest Combined score of Sportsmanship and Players Choice votes at the end of round 5
- **Herald of Order:** Highest Battle Point of Order Factions
- **Harbinger of Destruction:** Highest Battle Points of Destruction Factions
- **Best Overall for Each Army:** Highest Combined score of Battle Points, Objective Points, Paint Points and Sportsmanship Points - Army Specific

No player may win more than one award.



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SCHEDULE

SATURDAY MARCH 28 th , 2026	
8:00 AM – 9:30 AM	Arrival, Check-In, and Overview
9:30 AM – 12:00 PM	Game 1
12:00 PM – 1:30 PM	Lunch & Paint Judging
1:30 PM – 4:00 PM	Game 2
4:00 PM – 5:00 PM	Break and Judging
5:00 PM – 7:30 PM	Game 3
7:30 PM – 8:00 PM	Scoring and Day 2 Preview
8:00 PM	Cleanup
8:30 PM	'Tomorrow will be a Red Day!'
SUNDAY MARCH 29 th , 2026	
9:00 AM – 9:30 AM	Arrival Check-in, and Overview
9:30 AM – 12:00 PM	Game 4
12:00 PM – 1:00 PM	Break and Nervousness
1:00PM – 3:30 PM	Game 5
3:30 PM – 4:00 PM	Awards

Scenarios - Released at the event.
Expect any scenarios from the Rulebook
Matched Play Guide
or
Any Arcane Journal

APPEARANCE RUBRIC



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Initial Overall Impression (Circle the one that applies)	Points
Contains unfinished models in the army. If something is unfinished, favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Tray or Board (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well-done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be a scratch-built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	4

Judges choice gains an additional 1 point.