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.
bul

ARMY LISTS AND GENERAL RULES

Valid List Building Source Materials
- Warhammer: The Old World RuleBook
- Warhammer: The Old World Forces of Fantasy
- Warhammer: The Old World Forces of Ravening Hordes
- The following Arcane Journals:
  Armies of Grand Cathay - Beastmen Brayherds - Dawn of the Storm Dragon - Dwarfen Mountain Holds - Empire of Man - High Elf Realms - Kingdom of Brettonia - Orc and Goblin Tribes - The Razing of Westerland - Tomb Kings of Khemri - Warriors of Chaos - Wood Elf Realms
- Legacy Armies : Old World Almanack
- All players are expected to abide by the AdeptiCon Conduct Policy.
- 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.
- The Player that chooses sides will always deploy the first unit.

COMMON OBJECTIVES

Dead or Fled
- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of victory points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle, or if its Unit Strength is equal to its wounds, to 25% of its starting wounds or less at the end of the battle, is worth a number of Victory Points equal to 50% of its cost (rounding fractions up).

The King is Dead
- If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus 100 Victory Points. Note: that this bonus does not apply to the General of an allied contingent.

Trophies of War
- You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the Warhammer: the Old World rulebook. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

Special Features
- If a scenario specifies that a special feature must be included, the player that controls it at the end of the battle will win a Victory Point bonus, as described in the feature's special rules and/or as described in the scenario.

SECONDARY OBJECTIVES

COMMON SECONDARY OBJECTIVES BAGGAGE TRAINS

What is a Baggage Train
- Baggage Trains are represented by a miniature diorama occupying a 60 x 100 mm base. Baggage Trains are treated as Dangerous Terrain for purposes of movement, but are ignored for the purposes of line-of-sight.

Placing Baggage Trains
- Baggage Trains are placed after the battlefield has been set up but before deployment begins. Each player places their baggage train on the battlefield so that it is wholly within their deployment zone and at least 3" away from any battlefield edge. Baggage trains may not be placed within a terrain feature of any type or straddling a low linear obstacle.
- Once placed on the battlefield, a baggage train cannot be moved for any reason.

Controlling Baggage
- A baggage train can be controlled by a single unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a baggage train, that closest unit controls it. However, if two or more eligible enemy units are equally close, that baggage train is 'contested' and neither unit controls it.

Destroying Baggage
- A unit with a Unit Strength of 5 or more can attempt to destroy the enemy's baggage train by moving into base contact with it during the Remaining Moves sub-phase. Once a unit is in base contact with the enemy's baggage train, it begins the process of destroying it, shattering wagon wheels, sending camp attendants fleeing to the hills and putting supplies to the torch. Whilst a unit is in base contact with the enemy's baggage train it cannot shoot and can only cast spells with a range of 'Combat' or 'Self'.
- If, at the beginning of their next Start of Turn sb-phase, the unit is still in base contact with the baggage train, has a Unit Strength of 5 or more, is not engaged in combat and is not fleeing, the baggage is destroyed and removed from the battlefield.

Victory Points
- For each baggage train a player controls at the end of the battle, that player wins a bonus of 100 VP. If a player destroys their opponent's baggage train, they win a bonus of 250 VP.

SPECIAL FEATURES

A Special Feature is a terrain feature measuring no more than 6" at its widest point. All special features are impassable terrain over which no line of sight can be drawn.

Placing a Special Feature
- Special Features are placed when setting up the battlefield. A special feature must be placed in the center of the battlefield. Once placed, a special feature does not scatter.

Controlling a Special Feature
- During each Start of Turn sub-phase, a special feature can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a special feature, that closest unit controls it. If two or more eligible units are equally closest to a special feature that unit with the higher Unit Strength controls it. However, if two or more eligible

enemy units are equally close to a special feature and both have the same Unit Strength, the special feature is 'contested' and neither unit controls it.

Victory Points
- Controlling an important landmark is a significant achievement. To represent this, if either player controls a special feature at the end of the battle, they win a bonus of 200 VP.

DOMINATION

Controlling a Quarter
- Control of each quarter of the battlefield is determined at the end of the game. To do this, the players add together the Unit Strength of each of their models that is completely within each quarter, not counting fleeing models. The player that has the highest Unit Strength within a quarter controls it.

Victory Points
- For each quarter of the battlefield a player controls, they win a bonus of 100 VP.
- If the Unit Strength of the models controlling a quarter is more than twice that of the enemy, the controlling player wins an additional 50 VP.
- If a player controls a quarter uncontested (i.e. if their opponent has a Unit Strength of zero within that quarter), the controlling player wins an additional 100 VP.

Strategic Locations (X)
- Objective markers should be represented by a miniature diorama occupying a 40mm round base. Objective markers are a type of battlefield decoration, as described on page 271 of the Warhammer: the Old World rulebook, and they can represent many things, from wells offering fresh water to thirsty warriors, to treasure troves promising wealth to victorious commanders, from messengers carrying vital information to spies hoping to escape with precious secrets.

Placing Objective Markers
- Objective markers are placed after the battlefield has been set up but before deployment begins, but may never be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the objective marker to be placed.

Controlling Objective Markers
- At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of an objective, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

Victory Points
- For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points

FREQUENTLY ASKED QUESTIONS / RULINGS / MODIFIED RULES

GENERIC ARMY CHANGES:

- For the purposes of calculating the number of wounds restored to a unit via either the "Arise!" or "Invocation of Nehek" special rules both lvl 1 and lvl 2 wizards count as a lvl 1 wizard and both lvl 3 and lvl 4 wizards count as a lvl 2 wizard. I.E. a lvl 4 Master Necromancer using "Invocation of Nehek" on a unit of Skelton Warriors would restore 2+d3 wounds.

Wild Herd:

- -Dark Coven, change the 2nd Sentence to read "To do so, once per turn, when a [Bray-Shaman] or [Great Bray-Shaman] makes a [Casting] or [Dispel roll], they may apply a +1 modifier to the roll if one or more friendly Wizards that are not fleeing and have not succumbed to Stupidity are within their Command range.

LEGACY ARMY SPECIFIC CHANGES

- Uniform Legacy Rule Change: "All Legacy Armies get access to Mercenaries: Badland Ogres & Bonegrinder Giant."

CHAOS DWAFS

- Great Taurus Base Size: Change to 50x100 mm min to 60x100 mm max

DAEMONS OF CHAOS

- Daemonic Instability Bullet Point #3: Add "Enemy units that were engaged in combat may attempt to restrain and reform or 'overrun'."
- Demonic Rule: Delete the words "Non-magical"
- Skull Cannon of Khorne - Add the following to the weapon 'Notes': "This weapon's line of sight is the model's front arc and it can only shoot in the Skull Cannon of Khorne's front arc."
- Palanquin of Nurgle Base size: Change to 50x50mm min to 60x60mm max

DARK ELVES

- Cauldron of Blood Base Size: Change to 60x100mm min to 75x100mm max

LIZARDMEN

- Slaan Mage-Priests Base Size: Change to 50mm min to 60mm max

OGRE KINGDOMS

- Add FAQ rules changes for "Press of Battle and Massed Infantry to all Ogre units in an Ogre Kingdom Army.
- Add the Rule Ogre Charge (Empire of Man Page 40) to all units of Ogres.
- Ogre Charge: The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule is improved by the current Rank Bonus of its unit.
- IronBlaster Weapon Profile: Cannon of the Sky-Titans
- Add the following to the weapon 'Notes': "This weapon's line of sight is the model's front arc and it can only shoot in the IronBlaster's front arc."

- Numbing Chill: Change the text to "Whilst in base contact with one or more models with this rule, enemy models suffer a -1 modifier to their Weapon Skill and Initiative characteristics, to a minimum of 1.

SKAVEN

- Screaming Bell and Plague Furnace Base Size: Change to 50x100mm min to 60x100mm Max
- Warp Lightning cannon Weapon Profile Special Rules: Add Multiple Wounds (2)

VAMPIRE COUNTS

- Black Coach Base Size: Change to 50x100mm min to 60x100mm max
- Drakenhoff Banner: Add "To A Maximum of 5+." to the end.

#	QUESTION	ANSWER
1	On subsequent rounds of combat, or even if your unit got charged, are units still susceptible to the Overrun rule?	Yes
2	Overrun states "directly forward, without pivoting. Which way does it move when an enemy is in its flank or rear?	The Unit turns to face the enemy and then moves directly forward
3	Is damage from a miscast magical?	Yes
4	How many screams does a Mortis Engine get?	1
5	Can a unit march if Arcane Urgency is cast on it?	Yes
6	Front/Flank/Rear are determined when a charge is declared.	Yes
█	███████████████████████████	██████████
8	Can you declare a Counter Charge or Fire & Flee after being redirected into?	Yes
9	Can a war machine pivot after it has shot during the shooting phase.	No
10	Can you fly over the Column of Crystal Vortex spell?	No
11	Does the Battle Magic Spell Arcane Urgency affect a unit with the random movement rule move?	No
12	When do you choose the type of armor for a character with the option to choose mundane or magical armor?	The defending player gets to choose which armor save to utilize when the save is taken before rolling any dice.
13	When Skirmishers charge, do you automatically move the command group to the front per the GW FAQ, potentially displacing character(s) in the unit.	Yes

14	Do Universal Special Rules of the caster apply to Magic Missiles and Vortexes that they cast? Do special rules from the model apply to stomps and impact hits?	No, except Armourbane does apply to stomps
■	███████████████████	■
16	Is the dangerous/difficult terrain produced by a magical vortex magical for the purpose of damaging ethereal units.	Yes
17	Can you give ground into/through magical terrain like a vortex?	No because you cannot give ground through terrain
18	Where can you shoot a cannon concerning a forest or hill?	At any point within the forest or hill. However remember that the ground behind a forest or hill cannot be seen and therefore is not an eligible target to direct a shot at. You can shoot the very back of the forest or hill and it is possible for the shot to bounce, but you cannot choose a point you cannot see.
19	Can a cannonball bounce through a forest?	Yes
20	Can too many characters be applied to multiple fighting ranks (i.e. in flanks and rears)?	No
21	What happens when a character cannot retire into a non-fighting rank?	The character cannot decline a challenge.
22	**Can a unit affected by Miasmic Mirage declare a Counter-Charge Reaction, Pursuit, Overrun?**	No, Yes, Yes
■	███████████████████	■
24	Earthen Ramparts: Once cast and in combat, are you in base to base contact with the enemy?	No, though you are still engaged with the enemy
25	**For effects like goblin fanatics, should the controlling player choose the direction before or after seeing the roll for how far it goes?**	After the roll
26	For items like the Sceptre of Noirot, can a player roll to see if they get a "1" first and then decide to use the item (suffering a wound) or not and ignoring the wound.	Choice is made before the roll.

#	Question	Answer
27	Give Ground says you stop when you hit a unit or terrain. Do hills count as terrain for this purpose?	No they count as Open
28	Multi wound weapons in combat vs a war machine crew. Do you get multiwound or are the crew 1 W models? Crew is listed as Crew 3W on most machines.	Yes, you do.
29	Challenges: Can you accept a challenge from any fighting rank not touching the character who issued it (you are fighting on a front and flank).	Any
30	Do multiwounds work vs champions in a challenge?	Yes
31	Does a skirmishing unit have to charge both units if they are lined up flat with one another? Say, two chariots flat against one another, and the skirmishing unit would normally need to maximize (but that would cause the unit to touch the second chariot)?	Yes
32	Does Regeneration work for Crumble?	No
33	Can I have 3 Cathay Sky Lanterns?	Restrictions are tournament specific
34	If any model of a skirmishing unit moves, do all the models count as having moved for shooting?	Yes
35	What is the M value of a Branchwraith in the Wood Elf Army?	M6
36	Is a unit restriction modified by army rules dictating it moves categories? For example in "Warhammer The Old World Championships": Does taking a Wight King/Lord which allows you to take a unit of Grave Guard as Core instead of Special, allow you to take a 4th unit of Grave Guard instead of the 3 listed in that specific pack's army restrictions?	No, you are still restricted to 3 per army build rules.
37	How does the Cathay Ogre loader modify the stats of Cathay War Machines?	No modification to shooting. In Close Combat, use the Ogre's T value. Wounds taken remove crew attacks first. This means that in Close Combat, the unit starts with 3 Wounds Total at Toughness 4. It has 3 Strength 3 attacks, 3 Strength 4 attacks, and upon taking the first 2 wounds in close combat, would reduce Strength 3 attacks appropriately. If firing gunpowder bombs, the war machine makes only 1 attack.
38	Is the Baggage train impassable or dangerous terrain?	Dangerous Terrain
39	If both players have a unit which could control an objective, touching the objective - who controls the objective?	The player with the higher unit strength.
40	When resurrecting the fallen, can I place a model within 1" of an enemy unit.	Only if you started the turn engaged in combat.
41	Do multiple instances of the effects of the Mortis Engine's Accursed Reliquary and Blasphemous Tome stack?	No

42	What is the starting unit size of a unit of Risen Zombies and can they be increased above this with Invocation of Nehek?	The unit size of a unit of Risen Zombies is determined when they are placed by the 2d3 roll. This becomes the unit's starting unit size and it may not be increased above this.
43	Can The Icon of Rakaph be used to reform during an overrun or pursuit move?	No.
44	If I cast Battle Lust on a unit of cavalry, do the mounts gain +1 attack from Frenzy?	No. Unless specifically stated by a special rule the mount part of a cavalry model, the beasts that pull a chariot, and the rider of a monster cannot gain +1 attack from frenzy, regardless of the origin of frenzy.
45	Can a herdstone be placed on top of other terrain?	No.

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