



ADEPTICON 2010

SPACE HULK TACTICAL TOURNAMENT

AdeptiCon reserves the right to modify, update, clarify or change event rules in the interest of making AdeptiCon the best event possible. However fundamentally, these rules are effectively final (2/27/10).

GENERAL RULES

- This tournament uses the *Space Hulk: 3rd Edition* rules.
- All materials (including rules, dice, timer, etc) and (unpainted) models needed to play will be provided, however players that have painted versions of Terminators and/or Genestealers are encouraged to bring them for use in their games.
- The tournament consists of three rounds. In each round a player will take turns playing the same scenario twice against the same opponent. Once as the Marines and a second time as the Genestealers.
- The 'winner' of the round between the two players is the one who manages to accomplish more of the mission objectives, or does so in a more timely manner (i.e. takes less turns than his opponent did). Each mission will explain exactly how this is accomplished.
- Each round will last approximately 2 hours.
- If two players are unable to finish both of their games in the time provided for the round, both players will earn a 'loss' for that round. In other words, it is up to both players to work together to play their games in a timely manner as intentionally stalling will never benefit you.
- Players, in the opinion of the tournament organizer, believed to have intentionally stalled in order to ruin the round for their opponent will be ejected from the tournament and may result in their opponent being given additional tournament points as compensation.
- Timers will be used in this tournament for both the Marine and Genestealer turns (the mission rules dictate how long each turn may last).
- If time expires on a Genestealer player's turn, it ends immediately exactly as with time expiration on a Marine turn. Any reinforcement blips off the board at an entry point at the end of a Genestealer turn are considered to be 'lurking' and may move onto the board in future Genestealer turns as usual.
- When calculating scores for mission objectives, the term 'turn' always refers to a 'game turn', which is comprised of *both* players' turns.
- Both players are responsible for keeping track of the number of turns their game has lasted in order to properly calculate their mission objectives. To this end a 'Turn Tracker' will be provided on each Mission Briefing.

DECIDING WHICH FORCE TO PLAY FIRST

In each round, players must determine which force (Marines or Genestealers) they will play with first. Playing as the 'scoring' force (i.e. the side mission objectives are geared towards) after seeing how your opponent did first can be a tremendous advantage. As such, the following system will be used to determine which player uses which force first:

- Either player has the option to declare that they would like to choose which force they will play with first. It doesn't matter which player declares first.
- If the second player also declares he would like to choose as well, then neither player gets to choose and players instead roll a die or flip a coin to randomly determine which player uses which force first.
- However, if the second player instead concedes and allows the first player the option to choose his force, then the first player will suffer a +1 turn penalty when scoring his mission objectives for that round (i.e. if he completes an objective in turn 8, for scoring purposes, he will instead count as having completed the objective in turn 9).
- If neither player wishes to declare that they would like to choose which force they will use first, then players must instead roll a die or flip a coin to randomly determine which player uses which force first.
- Mission objectives affected by this +1 turn penalty are denoted with an asterisk (*).



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TOURNAMENT SCORING & AWARDS

- Tournament Scoring is calculated entirely from the tournament points awarded from completing mission objectives each round. In other words, your game performance completely determines your tournament placement.
- The first round player pairing will be randomly chosen. Subsequent rounds will have players paired against similarly ranked opponents based on their cumulative tournament points.
- First place will receive the overall winner award and a prize.

TOURNAMENT SCHEDULE

8:00AM – 8:30AM	Registration & Mission #1 Set-up
8:30AM – 10:15AM	Mission #1
10:15AM – 11:15AM	Lunch Break
11:15AM – 1:30PM	Mission #2
1:30PM – 1:45PM	Break
1:45PM – 4:00PM	Mission #3