



ADEPTICON 2011

EX ILLIS ADEPTICON CHAMPIONSHIPS

Last Update: 11.03.2010

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 after 2/1/2011.

BASIC RULES

- The tournament will use the most updated version of the rules keeper software.
- All models must be from Bastion's Ex illis line. Converted models must be recognizable as Ex illis models.
- All models in the muster must be based and painted. This means the models should have a minimum of three colors and the bases should be at least flocked or painted. Unpainted models will not be allowed in the tournament.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- All judge's decisions are final.

TOURNAMENT RULES

- Each player will bring a 1000 (total points), "Common" muster.
- Each player's final muster must be registered on his player page as "Survival of the Illest" by 11:59 PM 4/2/11.
- Games will be played on a standard 5 x 4 grid.
- Named characters and oversized units are legal for this event.
- The tournament will be pitched battle.
- Games will conclude when: the time limit is reached, a player's units have been completely destroyed, or a player's units have all been routed.
- 4 pieces of terrain will be assigned to each table.
- Terrain pieces will be alternately placed, one at a time by the players prior to deployment.
- The Tournament will consist of 4 rounds.
- Rounds will be scored based on the points cost of enemy units killed, plus friendly surviving units.
- Players will be paired randomly during Round 1, then on the basis of total score for each subsequent round.
- Games will be timed using the Blitz system, which is similar to a chess clock system. Players will be allotted 25 minutes per game to complete their actions. Any player who surpasses the 25 minute time limit will be disqualified. (Player time will be managed by the Rule-Keeper software and visible to players during their turn).
- Any Muster discrepancies will result in automatic disqualification.
- The winner will be determined by the highest score at the end of round four.

SCHEDULE

8:30AM – 9:00AM	Registration
9:00AM – 10:00AM	Game #1
10:00AM – 10:30AM	Break
10:30AM – 11:30PM	Game #2
11:30PM – 12:30PM	Lunch Break
12:30PM – 1:30PM	Game #3
1:30PM – 2:00PM	Break
2:00PM – 3:00PM	Game #4