



# ADEPTICON 2011

FLAMES OF WAR: TAKE THE MONKEYS AND RUN!

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 DETAILS

- Period: Mid-War
- Points: 600
- # of Rounds: 5
- # of Players: 30. Open to all players.

## TOURNAMENT DETAILS

This unique challenge promises to be a barrel full of fun! You and your small force of grunts will have your work cut out for you as you scurry around the unique boards picking up as many monkeys as you can, while keeping your head down so it's not shot off by your opponent! Your goal? Capture and hold (for at least 1 turn) as many monkeys... I mean Objectives... as you can within the allotted time. Along the way, you may want to kill a few enemy platoons for some extra points!

- Lists from any current book and official briefings are allowed.
- Scoring is based on the number of objectives captured and the number of enemy platoons killed. Additional points will be awarded for killing the enemy army commander!
- Army lists are due no later than 11:59pm, Sunday, March 27, 2011. Army histories ARE NOT necessary and will not be judged. Please send lists to Dean Rapp at [histdean@hotmail.com](mailto:histdean@hotmail.com). Lists/histories must include:
  - Player's full name
  - Player's email address
  - Army list being used (For example: Udarny Strelkovy Batalon)
  - Book or website reference (For example: Stalin's Onslaught)
  - Format of army lists should either be .pdf, .doc, .ppt or .xls.
  - Due to the time involved in checking and confirming lists, **ALL LISTS MUST BE TURNED IN BY THE ABOVE DUE DATE.**
- **More Again Lessons from the Front** is in effect. Located on the Forums under Rules Questions.
- Armies do not need to be fully painted. Painting will not be scored.
- Rounds will be determined by game play results (number of points earned in each game) and each player will be seeded with an opponent of his caliber.
- We will also attempt to match up Axis vs. Allies whenever possible but do not expect every game to work out historically.
- This tournament **WILL NOT** be a qualifier.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).

## AWARDS

- 1<sup>st</sup> Place Overall
- 2<sup>nd</sup> Place Overall
- 3<sup>rd</sup> Place Overall

Prizes will be awarded for first, second and third places based solely on overall points earned. More prizes may be added before the event starts and players will be informed prior to round one kickoff.

## SCHEDULE

8:00AM – 9:00AM	Registration
9:00AM – 10:15AM	Mission 1: Free for All
10:30AM – 11:45AM	Mission 2: Free for All
12:00PM – 1:15PM	Mission 3: Free for All
1:30PM – 2:45PM	Mission 4: Free for All
3:00PM – 4:15PM	Mission 5: Free for All
4:30PM	Awards