



ADEPTICON 2011

LEGENDS OF THE HIGH SEAS CAMPAIGN

Last Update: 12.20.2010

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.

GENERAL RULES

- Legends of the High Seas Rule Book will be used for rules, crew building and scenarios.
- 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 painted to a 3-color minimum standard). Unpainted models will not be allowed in the tournament. Pistols and Grenades do not need to be modeled, but muskets and the blunderbuss must be appropriately represented.
- Models may be from any miniature range, but must be pirate-themed. Fantasy style pirate models are allowed at the discretion of the event organizer, but must use standard Crew Rules.
- All Scenarios will come from the basic rulebook; however scoring and certain rules have been changed to fit the theme of the event.
- All Crew Lists must be submitted to the event organizer for approval no later than 02.15.2011. Send Crew Lists to: oldcoast@comcast.net.
- You must bring all the materials you need to play including dice, measuring devices, models and any rules that you need to use.
- All judges' decisions are final.

CREW BUILDING RULES

- You will construct a crew (Pirate, Navy, or Privateer) with a starting bank of 200 coins. You may also give any one of your Heroes **ONE** additional upgrade from the advancement chart on page 69 in the rulebook. This upgrade is free in addition to any starting stats or skills your Heroes may have.
- You must choose an Archetype for your Captain per page 50 of the rulebook.
- Equipment Restrictions: Only one Blunderbuss per crew.
- Only Royal Navy Crews may choose the "Stern" archetype.
- Hired Hands: May not initially be purchased for your starting crew, but will be a reward option for use in later rounds.
- You will not be able to upgrade equipment on crew members individually between games. This due to time and record keeping restraints. Newly purchased Heroes and Henchman bought in-between rounds will come with a list of pre-selected common equipment.

ADVANCEMENT

- Between rounds, depending on your success or failure in the previous game, you will be able to replace dead crew members, add crew members and advance the statistics of your Heroes. You will need to keep track of individual kills for each of your Heroes in each game.
- Mutiny Rules: There will be no mutiny checks between rounds.
- You will use points awarded in each scenario as the "gold" for advancement. You will pick from a list of pre-determined awards, equipment, replacements and advancement when you tally your rounds results sheet.
- Captain Deaths: For event purposes, your Captain is immortal. Should your Captain fall in battle, he loses any gained advancements from all previous battles and begins the next game as you created him at the beginning of the event.
- Henchmen Deaths: Up to a total of seven dead Henchmen are replaced for free at the beginning of the next round. Henchmen over seven must be purchased from the following rounds rewards in order to participate in the next scenario.
- Privateer Crews: In order to offset having to start making Rout Checks at 1/3 instead of 1/2, they may automatically replenish their crews up to 8 models for free at the beginning of each round.
- Minor Hero Deaths: Minor Heroes killed in battle, must be purchased again.
- There will be several Hired Hands available to join your crew as rewards, they will not add to your infamy rating per the book.
- The monkey will be available as a reward. Please bring a monkey figure with you if you want to use the monkey.



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SCORING

This is not a traditional tournament. All slots/seeding will be pre-determined prior to the start of the Campaign. Winning or losing does not affect who your next opponent is, however winning or losing certain scenarios may. Your score is determined by how many objective points you earn (win or lose) in each scenario and how much infamy your crew has earned by the end of the event.

Infamy will equal numbers of models in a crew + Objective Points + Bonus Points (note this is different than the standard calculation).

AWARDS

- Scourge of the Spanish Main (Highest Objective Points and Infamy, highest Infamy is the tie breaker)
- The Butcher of the Spanish Main (The Single Hero of any crew whose amassed the most kills and survives the most games)
- Gentleman of the Spanish Main (Favorite Opponent; Player Chosen)
- Toasts from Bartholomew Roberts (Best Painted Crew, Organizer Judged)

SCHEDULE

4:00PM – 5:00PM	Registration, Check-in and Table Assignments
5:00PM – 6:15PM	Game #1
6:15PM – 6:30PM	Break
6:30PM – 7:45PM	Game #2
7:45PM – 8:00PM	Break
8:00PM – 9:15PM	Game #3
9:15PM – 9:30PM	Break
9:30PM – 10:45PM	Game #4
11:15PM	Awards

Questions about this event? Please email John Humphrey at oldcoast@comcast.net.

Further Information regarding this event, as well as useful downloads, can be found at: <http://lothscampaign.blogspot.com>.