



# ADEPTICON 2011

## LEGENDS OF THE OLD WEST TOURNAMENT

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

- This tournament utilizes the Legends of the Old West rulebook, as well as the following supplements: Frontier: Blood on the Plains; The Alamo: Victory or Death; and Showdown. The current [Errata/FAQs](#) will also be used.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your gang must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum). Any model not painted to this standard or represented properly will be removed from play and any dollars spent on it are permanently lost.
- If a model has a rifle or shotgun, it **MUST** be represented by a long arm on the model.
- Each player must design a legal Posse spending no more than \$225.
- The Posse **may** include a single Hired Gun at the base cost to hire (this may **not** be a Legend; nor can it be the Unknown Gunfighter or Masked Avenger from the Showdown supplement).
- If the player chooses to not include a Hired Gun, they may instead purchase up to two items from the equipment list on page 93 of the Main Rulebook for their Heroes. Any such items must be represented on the model. If an item has variable cost, they must use the higher cost. The following items may not be purchased: Snake Oil; Night on the Town; Visit to the Doc.
- The player may select one of the following skills for two of their Heroes (but **NOT** a Hired Gun); they may **NOT** select the same skill for both Heroes: Nimble; Lightning Jack; Dirty Fighter; Fury; Pistolier; Rifleman; True Grit
- All players must have access to their own rule set, models, dice, counters, posse rosters, etc.
- All players must bring five **printed** (not handwritten) copies of their Roster (one to be turned into the Judge, and one for each opponent).
- Players may use 25 - 28mm miniatures from any company, provided:
  - Models are fully assembled and painted.
  - Models are mounted on a 25-30mm round base (mounted models should be on a 40mm round base).
  - Models reasonably adhere to the WYSIWYG rules.
- Each scenario has a time limit of 60 minutes. Experience and Injuries will not be used for this tournament. Rosters will reset at the beginning of each tournament round.
- Players will be matched randomly for Round 1; and matched up based off of Battle Points for subsequent rounds.
- Players are encouraged to ask questions and solicit the Judge's opinion if there is a disagreement. Please be aware that the Judge's decisions are final.

### SCORING

**Battle/Scenarios:** Scoring for Battle Points (BPs) will be as follows:

Game Result	Battle Points
Win	10
Draw	5
Loss	0

For all Scenarios, the following bonus BPs will be available:

Bonus	Condition(s)
+1 BP	If all posse members survive (on board, in the hills, or recovered).
+1 BP	For putting more members Out of Action than your opponent.
+1 BP	For putting your opponent's Posse Leader Out of Action.

There will be other scenario-specific Battle Points available.

**Painting:** All Posses will be scored by a single paint judge on a 1-10 scale. In addition; each player will be asked to vote for the best looking Posse. Each player vote will be worth three points. You are only eligible for the painting award if you painted your own posse.



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**Sportsmanship:** At the end of each game, you will rate your opponent's sportsmanship by using a sportsmanship checklist.

1. Was your Opponent on Time and Prepared to play with all needed items? YES/NO
2. Did your Opponent Measure accurately and play at a timely pace? YES/NO
3. Did your Opponent know his/her rules and handle rules disputes reasonably? YES/NO

Circle One regarding your Opponent and **Not the Posse:**

1	2	3	4
This Opponent Was Awful	This Opponent Displayed Average Sportsmanship	This Opponent Displayed Good Sportsmanship	This Opponent Displayed Outstanding Sportsmanship

In addition, at the end of the tournament you will be asked to rate you favorite opponent (+2 points) and your second favorite opponent (+1 point).

## AWARDS

Awards will be presented for:

- Quickest Gun – Highest total Battle points (ties broken by Sports)
- Upstanding Citizen – Highest total Sportsmanship points (ties broken by favorite; second favorite; battle)
- Purdiest Posse – Highest total of Player Votes and Judge's Score

## SCHEDULE

11:00AM – 11:30AM	Registration
11:30AM – 12:30PM	Game #1
12:30PM – 12:45PM	Break
12:45PM – 1:45PM	Game #2
1:45PM – 2:00PM	Break
2:00PM – 3:00PM	Game #3
3:00PM – 3:15PM	Break
3:15PM – 4:15PM	Game #4
4:30PM	Awards