



ADEPTICON 2013

HAIL CAESAR MATCH PLAY

Last Update: 11.30.2012

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 2/1/2013.

GENERAL RULES

- **Scale:** 25/28mm.
- **All Armies MUST BE COMPLETELY PAINTED**
- **Table and Terrain:** Size 8x4. Terrain will be randomly determined, but preset on the tables prior to the tournament start. Players will not move terrain, it will remain in place, but players will move between the tables.
- **Army Size:** Armies must be 350 points or less, including generals.
- **Objectives:** Players should bring one objective marker.
- **Games:** There will be 2 rounds. Match-ups will be in-period if possible.
- **Game Length:** 2 1/4 hours or 8 turns or Army Defeat (pg84/85) - whichever comes first.
- **Rules:** Hail Caesar Rulebook; Hail Caesar Army Lists - Biblical & Classical; Hail Caesar Army Lists – Late Antiquity to early Medieval.
- **Officiated Event:** The Hail Caesar rule set is a set of guidelines for game play. The match judge will apply rules to best represent the spirit of the game. If the judge is unavailable, ask your neighbors at the next table – they will be happy to supply an opinion in a sticky situation.
- 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).

ARMY LISTS

The two army list books do not provide an exhaustive list of history's combatants. Players are welcome to submit their own army lists using the points system provided in the Army List books. Players are reminded that points are a means of developing an army and not an end unto themselves. Regardless of source, all army lists must be submitted for approved prior to AdeptiCon.

Unless otherwise noted, army commanders are leadership 8 with 2 attacks. One commander may be nominated as the General with leadership 8, 3 attacks and a leadership re-roll. Lists with an option to upgrade a commander will replace the General with the values provided in the army list. The Commander-in-Chief rules will not be used.

A single use Command re-roll may be purchased for 5 points. Any commander may use the re-roll when testing for success after orders have been issued. A re-roll may not be re-rolled.

UNIT SIZE

Standard unit frontage of 160mm (150mm for cavalry) will be used. See page 16 of the Hail Caesar rule book. Note, Warbands and Pike Phalanx must be deployed in 4 ranks (80mm).

Players will make best efforts to field units matching these sizes & match rulings will be based on standard unit sizes. Variations are allowed to accommodate pre-existing unit stands or for cosmetic variations. For example, skirmish units can be deployed as single bases or as a unit on a tray with spacing between figures. Small units of cavalry may be deployed as a 100mm x 50mm stand or 75mm x 100 mm.

AWARDS

- **Best General:** Player with the greatest number of battle points scored in match play.

SCHEDULE

THURSDAY (5:00PM – 10:00PM)	
5:00PM – 5:15PM	Registration
5:15PM – 7:30PM	Match #1
7:30PM – 7:45PM	Break
7:45PM – 10:00PM	Match #2