ADEPTICON 2013

INFINITY LABORATORY ASSAULT

Last Update: 01.15.2013

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. The release of new codices and/or official FAQ documents in the months leading up to the event could require changes to the following rules. No fundamental rules changes will be made after 2/1/2013.

BASIC RULES

- Army lists will be 75 points and 2 SWC. No Lt. is required. Armies will consist of no more than three models (not including servants).
- Link teams are allowed (rule requiring a lieutenant order to form link teams will not apply).
- The order pool for each army will be + 1 to the current model count until last man standing comes into play (i.e. if you have 2 regular and one irregular models on the table your order pool would be a total of 3 regular and one irregular orders).
- Rules for retreat are suspended.
- 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).
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

GAMES

- **Initiative**
  - Players begin with a WIP test. The player with the Highest WIP score will activate first for active and ARO and then proceed in descending order of WIP test success. All ties go to stat and then to rerolls.
  - Players draw mission cards in ascending order (player with lowest roll draws first).

- **Deployment**
  - NPC opponent will set up first on the two short edges of the game table within 12" deployment zones.
  - Players will set up in the compound (an 18" square in the center) the Players set up second and in descending turn order. The Players have the first turn.
  - NPC player models will be limited to impetuous and irregular orders which will be combined to speed up game play.

    Note: NPC player models will dodge toward the enemy in ARO.

- **Respawn**
  - NPC player will respawn 1/2 of its accumulated "dead pile" per turn. Respawned models will re-enter play using AD: Parachutist rules on a random table edge. The respawn deployment will be out of turn and this will allow ARO from Player models.

- **Victory Points**

Wounding hits by the players	15 points
Players models removed from play	-10 points

Maximum 200 points awarded to any player per mission.

- The game will last 8 turns or until time is called. The player with the highest score wins!