



# ADEPTICON 2014

## LEGENDS OF THE OLD WEST TOURNAMENT

Last Update: 02.01.2014

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 2/1/2014.

### 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 last set of **Errata/FAQs** will also be used.
- 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 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 a 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 up to 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 models **MUST** be fully painted to a 3-color minimum standard. Any model not painted to this standard will be removed from play and any dollars spent on it are permanently lost.
- All models must reasonably adhere to WYSIWYG rules; especially as it relates to long arms (e.g. if a model has a rifle or shotgun, it **MUST** be represented by a long arm on the model). Any model not represented properly will be removed from play and any dollars spent on it are permanently lost. If there is any question as to whether a model is reasonably WYSIWYG, please e-mail your question to [info@adepticon.org](mailto:info@adepticon.org) with LotOW in the subject line.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- 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 on 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

*\*Although Rosters re-set; recovery rolls should be made to determine if this bonus applies.*

There will be other scenario-specific Battle Points available.



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**Painting:** All Poses 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. **If you did not paint your Posse, you are not eligible to win the painting award. Please notify the organizer if you did not paint your Posse.**

*Please make sure to display your posse between each round for paint judging (by both the Judge and the other players). Place your Player Tag next to your Posse.*

**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 win-loss, then head to head)
- Upstanding Citizen – Highest total Sportsmanship points (ties broken by favorite; second favorite; battle points)
- Purdiest Posse – Highest total of Player Votes and Judge's Score (ties broken by Players Votes)

## SCHEDULE

THURSDAY (APRIL 3 <sup>RD</sup> , 2014)	
6:00PM – 6:30PM	Registration
6:30PM – 7:30PM	Game #1
7:30PM – 7:45PM	Break
7:45PM – 8:45PM	Game #2
8:45PM – 9:00PM	Break
9:00PM – 10:00PM	Game #3
10:00PM – 10:15PM	Break
10:15PM – 11:15PM	Game #4
11:30PM	Awards