

THURSDAY
APRIL 18

5:00 PM
10:00 PM

Adeptus



HAIL CAESAR MATCH PLAY

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



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



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TAKE THE HIGH GROUND

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

While a battle may look like a disorganized fist fight, generals always have a greater goal in mind. Objectives range from the tangible, such as the body of King Leonidas or the Royal tent of Guy at Hattin; to the ethereal, such as the Greek tendency to lead with their right flank and guard with their left.

Difficulty Level: Standard

Deployment: Play on a 4'x8' table. Deployment zone is 6 inches on the long table edge. Players roll a die, high die chooses table side and places objective marker. Player 2 then places their objective marker – each *objective must be 12 inches from a table edge and 12 inches from the other objective*. Players roll a die – player with low roll places 1st division, player with high roll then places their 1st division. Repeat for dice roll process for remaining divisions.

Objective: Claim the objective by having the only unshaken standard or large sized Light/Medium unit, or any sized heavy unit, (partially) within 6 inches of the objective center at end of game.

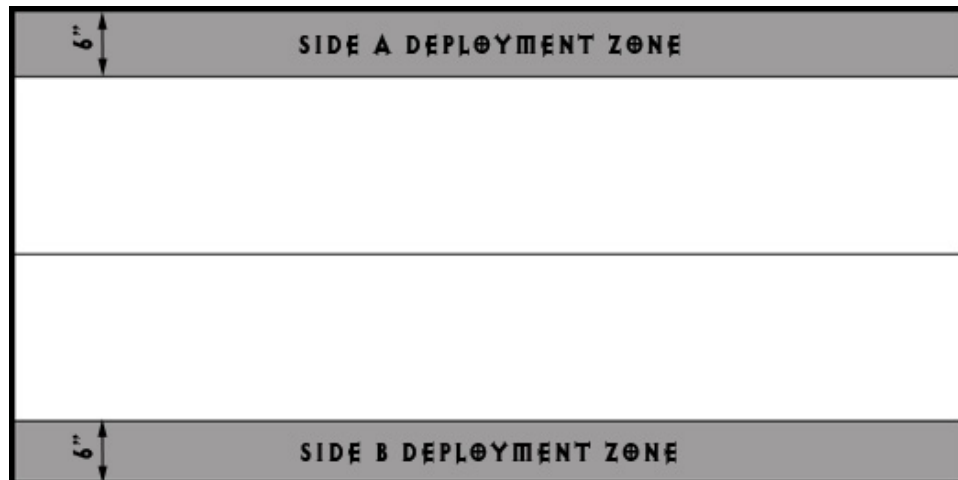
Game Length: 8 turns

Scoring

- Own Objective: 2 points
- Opponent's Objective: 6 points
- Standard Unit Scoring: -1 for small, +1 for large. Score battle points for broken units:

Light Unit	2 points
Medium Unit	4 points
Heavy Unit	6 points

Commander	1 point
General	2 points





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CAMP RAID

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Ancient armies frequently took to the field within sight of the enemy camp. Looting the camp baggage was a frequent temptation for victorious units.

Difficulty Level: Moderate

Deployment: Play on a 4'x8' table. Roll a die, player with high roll selects one corner of the table to be their camp, the other player sets up camp in opposite corner – each camp being 2x2 ft square. Deploy 2 divisions around the camp, no closer than 18 inches to the middle of the table. Players roll a die – player with low roll places 1st division, player with high roll then places their 1st division. Repeat for dice roll process for remaining divisions.

Reserve: One division starts off the board. Starting on turn 3, roll 4+ on 1 die to allow division to enter. Add one die per turn until division is allowed to enter. Units must be ordered onto the table top. Units require 2 orders to charge on their first turn on the table; unless enemy units are within 6 inches of the table edge, then initiative orders can be used to charge.

Reserve Deployment: The off board division enters from the opposite side of the opponents camp, along 18 inches of the long table edge.

Camp Guard: One unit may be detached from one of the two deployed divisions. This unit must stay in the camp and is self-commanded at leadership 7.

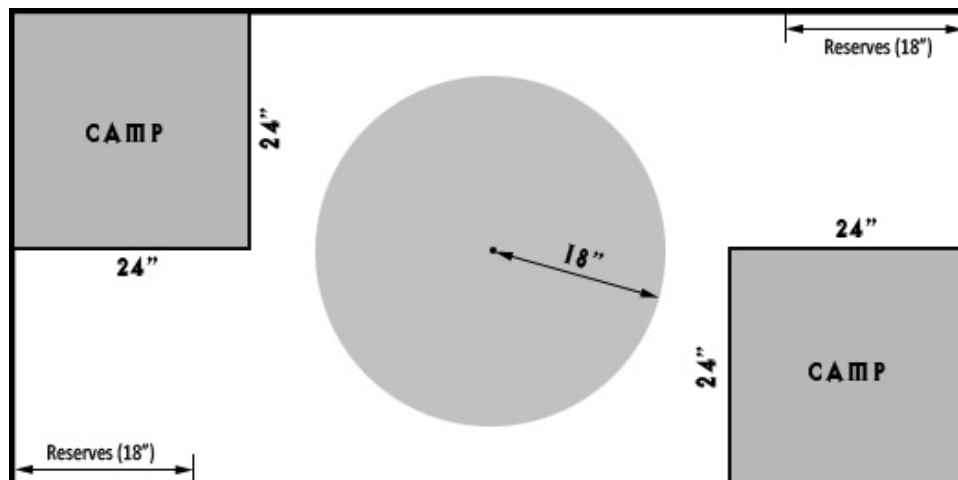
Game Length: 8 turns

Scoring: Loot Camp: If unit is in opponents camp after turn 6 and there are no opponents units also in the camp, score 5 objective points. **OR** If unit is in camp for 2 consecutive turns without being placed in proximity, score 5 objective points.

- Mission Bonus: Each player receives 3 battles points for playing this mission.
- Standard Unit Scoring: -1 for small, +1 for large. Score battle points for broken units:

Light Unit	2 points
Medium Unit	4 points
Heavy Unit	6 points

Commander	1 point
General	2 points





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RIVER AMBUSH

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Your enemy has blundered into a trap. Caught while marching along the river, the victims must fight their way through the vanguard and to their freedom.

Difficulty Level: Difficult

Deployment: Play on a 4'x6' table with the river along one table edge and a row of hills on the opposite table edge. Players roll a dice – high die may choose to be Attacker or Defender. Defender deploys all divisions into the Defender Zone. All units, with the ability to do so, are deployed in column formation. Attacker then deploys 1 division in Attacker Zone 1. All other divisions deploy in reserve.

Reserve: All reserve divisions start off board. Starting on turn 2, roll 1 die for each division. If 4+ is rolled, the division may enter via Attacker Zone 2. Add one die per turn to the reserve roll until the division is allowed to enter. Units must be ordered onto the table top following standard command rules.

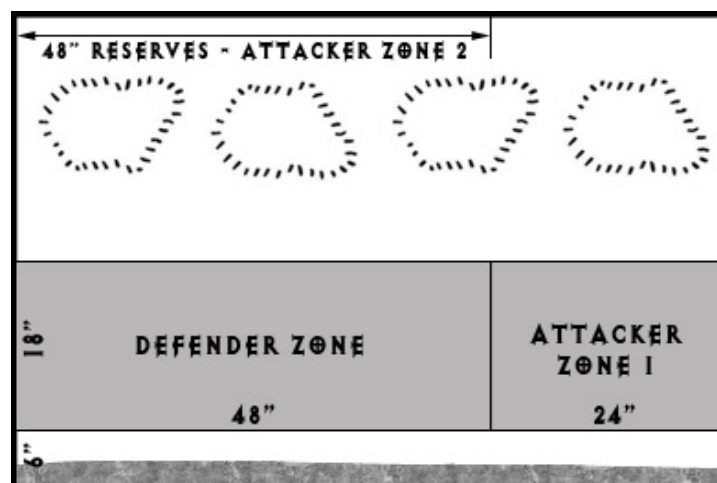
First Turn: Attacker has first turn.

Scoring: Defending units which voluntarily exit the board via attacker zone 1 score own points for the Defender. Defending units which retreat off of any other board edge are destroyed and may not return to the table.

- Mission Bonus: Each player receives 5 battles points for playing this mission.
- Standard Unit Scoring: -1 for small, +1 for large. Score battle points for broken units:

Light Unit	2 points
Medium Unit	4 points
Heavy Unit	6 points

Commander	1 point
General	2 points





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HAIL CAESAR MATCH PLAY

RESULTS FOR ROUND 2

YOUR NAME

OPPONENT'S NAME

TOTAL POINTS

TOTAL POINTS



Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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HAIL CAESAR MATCH PLAY

RESULTS FOR ROUND 1

YOUR NAME

OPPONENT'S NAME

TOTAL POINTS

TOTAL POINTS



Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.