



# ADEPTICON 2012

## LEGENDS OF THE HIGH SEAS CAMPAIGN

Last Update: 11.21.2011

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 2/1/2012.

**Please Note:** There have been some significant changes to the Legends of the High Seas Campaign format. Please take the time to read the entire document. Questions about this event? Please email John Humphrey at [oldcoast@comcast.net](mailto:oldcoast@comcast.net).

Further Information regarding this event, as well as useful downloads, can be found at: <http://lothscampaign.blogspot.com>.

### GENERAL RULES

- Legends of the High Seas Rule Book will be used for rules, crew building and scenarios.
- 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). Unpainted models will not be allowed in the tournament. Pistols and Grenades do not have to be modeled, but Muskets and the blunderbuss must be present on the figure.
- Models may be from any miniature range, but must be pirate-themed. Fantasy style pirate models are allowed at the discretion of the event organizer, but must use standard Crew Rules.
- Standard base size for LoHS is the round 25mm base; if your models are based differently please email the event organizer at [oldcoast@comcast.net](mailto:oldcoast@comcast.net).
- All Crew Lists must be submitted in advance at the latest date 2.28.2012 for organizer approval. Send Crew Lists to: [oldcoast@comcast.net](mailto:oldcoast@comcast.net).
- You must bring all the materials you need to play including dice, measuring devices, models and any rules that you need to use.
- All judges' decisions are final.

### CREW BUILDING RULES

- Construct a crew, Pirate, Navy, or Privateer, with a starting bank of 200 coins.
- Any **ONE** hero may have **ONE** additional upgrade from the "Heroes advance table" on page 69 in the rulebook. This upgrade is free in addition to any starting stats or skills for Heroes.
- Choose an Archetype for the Captain per page 50 of the rulebook.
- Only Royal Navy Crews may choose the "Stern" Archetype.
- The "Gentleman" Archetype provides +1 Free Replacement.
- Equipment Restrictions:
  - Only one Blunderbuss per crew
  - WYSIWYG: Pistols and Grenades do not have to be modeled, but Muskets and the blunderbuss must be present on the figure.
- Hired Hands may not initially be purchased for your starting crew, but are an option for rounds 2, 3 and 4.
- An objective marker for your crew is required. This can be on a 25mm or 40mm base. The marker can be anything from a dead pirate, to your crew's flag, to a treasure chest. We will have extras if you forget but these will help your paint score... So get creative!
- Due to time and record keeping constraints, individual crew members will not be able to upgrade equipment between games. Newly purchased Heroes and Henchman bought between rounds are select by their cost. Equipment expenses must fit within the allotted cost. The three items purchasable by Heroes are: The Monkey, The Double Barreled Pistol and the Metal Cuirass (see reward system)

### SCENARIOS

- All Scenarios come from the basic rule book, however scoring and certain rules are changed to fit the object of the Event at the Organizer's discretion.
- First round pairings will be random with Swiss seating in following rounds.



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### ADVANCEMENT

- Between rounds, players will be able to replace dead crew members, add crew members and advance statistics of your Heroes. Keep track of individual kills for heroes in each game.
- Roll on the Hero Advance table on page 69 for all heroes purchasing advancement.
- All skills and upgrades on the chart available. Please roll in front of your opponent and record the upgrade on results sheet.
- Two skills are changed to better reflect this event. The Savvy Skills "Merchant" and "Gambler" are changed for the event to: "Hero gets one free personal re-roll per match". If a hero somehow manages get both skills, the character would be entitled to two personal rerolls during each game.
- Infamy points awarded in each scenario serve as the "gold" used during advancement, choosing from predetermined awards, equipment, replacements and advancement when you tally your rounds results sheet. The spent Infamy points have no effect on a player's total score. Players must keep track of the total number of Infamy points earned.

### REWARDS SYSTEM

Reinforcements for the following round are purchased using Infamy points at the end of each round when the result sheet is totaled. The spent Infamy points are not subtracted from the event's running total.

Upgrade	Infamy Points Cost
Henchman worth 11 Doubloons or less	1
Hero or Henchman worth 24 Doubloons or less	2
Hero or Henchman worth 25 Doubloons or more	3
The Monkey	2
Hired Hands	4
Hero roll on upgrade charts	3
Replace Equipment Loss (any) (Captains Only)	2
Double Barreled Pistol (Heroes Only)	2
Metal Cuirass (Heroes Only)	2

**Add a Hired Hand to the Crew:** Cost is 4 Infamy points. The Organizer will have one of each to loan out, but you can of course provide your own appropriate model.

Available Hired Hands	
The Swashbuckler	Buccaneer
Bounty Hunter	The Surgeon
Wanton Wench	

Hired Hands require no retainer and are available to the crew for the remaining games in the event as long as they are not removed as a casualty during play (routing is ok). A crew may have a maximum of **TWO** hired hands at any time. If any hired hand is falls in battle, They must be re-purchased at the standard costs for the next game.

Hired hands do not gain experience in this event. The following skills and stats are changed to better reflect their cost and veteran experience for the purposes of this event. Hired hand benefits to the crew are self-explanatory in the book entries and have the following bonuses:

Hired Hand	Bonus
The Swashbuckler	add Skill "Lighting Quick"
Bounty Hunter	replace "found this man" with +1 Attack and "Handy with Pistols"
Wanton Wench	add Skill "Dodge"
Buccaneer	add + 1 Strength
The Surgeon	add +1 Defense, also Minor Heroes may reroll a death result
The Cook	add +1 Strength
Island Native	add +1 Attack



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- **Mutiny Rules:** If any other hero has the same courage value as the Captain (gained as an advancement during the event) and you lose the game, a Mutiny Check must be made. If you fail, the Captain is removed from play and the challenging Hero is the new Captain. To replace the lost Captain, either add a basic crew member or take a roll on the hero advancement table for the new Captain. Please make the mutiny check at the end of the game, in front of your opponent.
- **Captain Deaths:** This year the Captain is no longer immortal. Should the Captain fall in battle, he will NOT lose any gained advancements from the previous battles although he must roll on the modified "Heroes with serious injuries chart" located in the game packet. The Captain will begin the next game as the chart indicates.
- **Henchmen Deaths:** Dead Henchman are replaced for free at beginning of the next round. Up to a total of seven Henchmen are replaced for free, additional Henchman must be replaced using Infamy points. Privateer Crews may replenish 8 Henchmen instead of 7 to reflect the crew's lower mortality rate.
- **Minor Hero Deaths:** Minor Heroes that fall in battle must roll after the game. On a "1" or "2" they are killed must be repurchased from the rounds potential rewards. On a 3 through 6 result they recover and are available for the next game. Note: Privateer minor heroes are only killed on "1".
- Hired Hands added to the crew do not increase the crew's infamy rating per the book.
- The monkey will be available as a reward. Please bring a monkey figure with you if you want to use the monkey.

### CREW LIMITS AND UNDERDOG RULES

The maximum number of models per crew per game:

Game	Crew Size
Game 1 Max Crew Size	12
Game 2 Max Crew Size	15
Game 3 Max Crew Size	18
Game 4 Max Crew Size	20

**Underdog Rules:** Numbers in Legends of the High Seas are often the deciding factor in many matches. In order to create parity in the playing field and to offset, the "ye with most models wins" effect, Crew Limits as well as Underdog rules are in place for this event. The Crew Size is the metric used to determine the Infamy (battle points) bonus awarded for playing against a larger crew. These points are in addition to the standard scoring.

Crew Difference	Bonus Infamy Points
2 to 3 Crew Difference	+1 Infamy Points
4 to 5 Crew Difference	+2 Infamy Points
6 to 7 Crew Difference	+3 Infamy Points
8 or more Crew Difference	+4 Infamy Points

These points are awarded to the Underdog player **WIN** or **LOSE**.

### SCORING

**Battle Points or "Infamy" (40 total):** 10 per scenario

**Bonus Points (10 total):** Awarded over 4 scenarios

**Favorite Opponent Votes (8 total):** You will get 2 points for each favorite opponent vote you receive

**Painting Score (12 total):** Scored by the Judge's review:

Painting Category	Criteria and Points
Basic Painting	3 points - the army meets the 3 color standard of the event
Basing	up to 3 points for creative and well done basing
Conversions	up to 3 points for flags, an object marker...you name it
Advanced Painting	up to 6 points, based on techniques



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## AWARDS

- Scourge of the Spanish Main (Highest Overall Score: Infamy, plus favorite opponent votes, plus paint scores)
- The Butcher of the Spanish Main (Highest Infamy points)
- Gentleman of the Spanish Main (Player chosen Favorite Opponent)
- Toasts from Bartholomew Roberts (Best Painted Crew)

## SCHEDULE

5:30PM – 6:00PM	Registration, Check-in and Table Assignments
6:30PM – 7:50PM	Game #1
7:50PM – 8:10PM	Break
8:10PM – 9:30PM	Game #2
9:30PM – 9:50PM	Break
9:50PM – 11:10PM	Game #3
11:10PM – 11:30PM	Break
11:30PM – 12:50AM	Game #4
1:00AM	Awards