



ADEPTICON 2014

LEGENDS OF THE HIGH SEAS - THE SACKING OF PANAMA

Updated
12.14.2013

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

- 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. Please email oldcoast@comcast.net for model approval if you would like to use something other than historical figures.
- Standard base size for LotHS is the round 25mm base; if your models are based differently please email me.
- All Crew lists must be submitted in advance by March 14th, 2014 for organizer approval. Lists go to 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

- You will construct a crew, of up to 15 models (Pirate, Navy, or Privateer) with a starting bank of 250 doubloons.
- You may give your Captain **TWO** additional upgrades from the advancement chart on page 69 in the rulebook. This upgrade is free in addition to any starting stats or skills your Captain has. These may be either statistic increases or skills, both must be unique. Two increases of the same statistic is not allowed. (i.e +2 Defense= NOT OK)
- You may also give any **ONE** of your other heroes **ONE** additional upgrade from the advancement chart on page 69 in the rulebook. This upgrade is free in addition to any starting stats or skills your Heroes have.
- Please make sure all bonus stats are clearly labeled on your crew list!
- You must choose an Archtype for your Captain per page 50 of the rulebook.
- Only Royal Navy Crews may choose the "Stern" Archtype.
- Equipment Restrictions:
 - Only one Blunderbuss per crew.
 - Only one Double Barreled Pistol per Hero model. You may ignore "rarity" on the price chart on page 74.
 - WYSIWYG: Pistols and Grenades do not have to be modeled, but all Muskets, and the blunderbuss do, if you buy "The Monkey" or "The Parrot" you must have a model.
- You will need some sort of objective marker for your Captain. I recommend something coin like that you can write your captain's name on. These will be used should your Captain be captured by a rival crew. This doesn't need to be fancy, just legible; it is not part of the Appearance Scoring.
- Be sure that you follow the proper Hero to Crew Ratio when building your Crew List. (i.e., you may not have more heroes, than henchmen, etc.)
- Hired Hands are not allowed in this event.

IMPORTANT GAME INFORMATION

- The scenario will involve fighting rival crews for the recovery of treasure tokens and controlling map checkpoints. The game is described as a 3 stage event, meaning at two pre-determined points in the game there will be a very short play stoppage when I will announce events that will alter game play, this could be anything from a new objective, to a mutiny check, if you are doing badly.
- I'd recommend a starting crew of 12-15 models; you will not start the game with your full crew on the board.
- To ensure it is properly play tested, the official scenario will not be posted until sometime later.
- Please direct all questions concerning this event to oldcoast@comcast.net.