

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



WWW.ADEPTICON.ORG

NOTE: 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 2011

LEGENDS OF THE OLD WEST TOURNAMENT

TOURNAMENT 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 current Errata/FAQs will also be used.
- All players are expected to abide by the AdeptiCon Conduct Policy.
- The models used in your gang must comply with the AdeptiCon Model Policy (all models **MUST** be WYSIWYG and painted to a 3-color minimum). Any model not painted to this standard or represented properly will be removed from play and any dollars spent on it are permanently lost.
- If a model has a rifle or shotgun, it **MUST** be represented by a long arm on the model.
- 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 can it be 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 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 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 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 off of 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.

SCHEDULE

11:00AM – 11:30AM	Registration
11:30AM – 12:30PM	Game #1
12:30PM – 12:45PM	Break (Display Your Posse for Paint Judging)
12:45PM – 1:45PM	Game #2
1:45PM – 2:00PM	Break (Display Your Posse for Paint Judging)
2:00PM – 3:00PM	Game #3
3:00PM – 3:15PM	Break (Display Your Posse for Paint Judging)
3:15PM – 4:15PM	Game #4
4:30PM	Awards



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SCENARIO 1: BLOOD FOR A SILVER BOLLAR (FERRONI – 1965)

The Colt Gang had been to town to rob the stage. Unfortunately, they accidentally set off the dynamite stored there and now the gold and silver bars litter the streets. It's time to pick up some free loot. . .

TERRAIN

The terrain is set. Before deployment place seven loot counters on the board. The 1st counter is placed directly in the center of the board. Roll a d6. The highest roll places the first counter anywhere within 4" of the center line. The opposing player then places one with the same restriction. Each player in turn then places a 2nd counter within 8" of the center line, and finally, each player in turn places a final counter within 12" of the center line. No counter may be placed closer than 4" to another counter. Counters may be placed inside of buildings.

Buildings may be entered but only the first floor is accessible.

GAME LENGTH

The game will last until one Posse is wiped out or heads for the hills; or all of the loot has been carried off the board.

Alternatively, the game will end after one hour.

DEPLOYMENT

Exchange lists and answer any questions about your posse.

Roll a d6 and the highest roll decides which table side to deploy on and places a model. Players then alternate deploying a model until all models are deployed.

Models must be deployed within 6" of the table edge.

THE DROP

The players roll a d6. The highest roll gets the drop for the first turn.

SPECIAL RULES

As the loot is not in tidy little bags, it is difficult to pick up and to carry. Loot may be picked up by moving into contact with the counter. This ends the model's move as they spending the remainder of the time gathering the loot. A model may not shoot in the turn they pick up loot, although they may fight. A mounted figure may dismount and gather loot, but must wait until the following turn to remount.

A killed model drops any loot they are carrying. Loot may not be voluntarily dropped; nor may it be transferred.

Carrying a loot token slows the model by $\frac{1}{2}$ (although they may shoot a half move weapon while carrying loot). A model that dives for cover while carrying loot only moves 1 $\frac{1}{2}$ ". A hero with Lightning Jack carrying loot only rolls a d3.

Each additional loot counter beyond the first slows a model by an additional 1". Models carrying more than one loot counter may not shoot.

Loot may be carried off a player's starting edge.

VICTORY CONDITIONS

The Posse that has wiped out its opponent or causes them to head for the hills is the winner.

In the event that time runs out, or all of the loot is removed from the table, the Posse with the most loot is the winner. If both Posses hold the same amount of loot, the game is a draw.

See the score sheet for Bonus Battle Points.





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SCENARIO 2: A TIME FOR KILLING (KARLSON - 1967)

Sometimes, the only way to get your way is from behind a gun. This is one of those times. . .

TERRAIN

The terrain is set.

Buildings may be entered but only the first floor is accessible.

GAME LENGTH

The game will last until one Posse is wiped out or heads for the hills.

Alternatively, the game will end after one hour.

DEPLOYMENT

Exchange lists and answer any questions about your posse.

Roll a d6 and the highest roll decides which table side to deploy on. The other player decides who will deploy a model first. Players then alternate deploying a model until all models are deployed.

Models must be deployed within 6" of the table edge.

THE DROP

The players roll a d6. The highest roll gets the drop for the first turn.

SPECIAL RULES

None.

VICTORY CONDITIONS

The Posse that has wiped out its opponent or causes them to head for the hills is the winner.

In the event that time runs out, and neither Posse is destroyed or has headed for the hills, the game is a draw.

See the score sheet for Bonus Battle Points.





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SCENARIO 3: A FISTFUL OF DYNAMITE (LEONE - 1971)

The old Larson Mine had just struck a rich new vein when a cave-in occurred; killing the miners and sealing off the entrance. A band of shady prospectors say they can quickly mine the vein if they had explosives to unseal the mine. Fortunately, the nearby town has lots of explosives available. . .

TERRAIN

The terrain is set. Before deployment place two Nitro and five TNT counters on the board. Roll a d6. The highest roll places the first counter (and gets to place the 7th counter). All counters must be placed within 6" of the center line of the board but not within a building or within 4" of another counter.

Buildings may be entered but only the first floor is accessible.

GAME LENGTH

The game will last until one Posse is wiped out or heads for the hills; or all of the explosives have been carried off the board (or detonated).

Alternatively, the game will end after one hour.

DEPLOYMENT

Exchange lists and answer any questions about your posse.

Roll a d6 and the highest roll decides which table side to deploy on. The player who placed the last counter must deploy a model first. Players then alternate deploying a model until all models are deployed.

Models must be deployed within 6" of the table edge.

THE DROP

The players roll a d6. The highest roll gets the drop for the first turn.



SPECIAL RULES

Each vial of Nitro is worth 3 points; while each stick of TNT is worth 1 point. The goal is to end the game with at least 4 points of explosives.

Explosives may be picked up by moving into contact with the token. This ends the model's move as they spending the remainder of the time carefully grabbing the explosive. A model may not shoot in the turn they pick up explosives, although they may fight.

A killed model drops any explosives they are carrying (treat Nitro as if it was thrown).

The Nitro Rules on p43 of the Rulebook are in effect. In addition, a player may try and detonate Nitro by shooting at it. As it is such a small target, the player is at -1 to shoot it (meaning a Fan or other 6+ cannot hit it) and must pass a 4+ in-the-way roll.

A model carrying Nitro may not initiate HTH combat. A model carrying Nitro that is forced to go prone as a result of a failed Dive for Cover test when within cover must roll a 4+ to prevent the Nitro from detonating. A Hero with Lightning Jack carrying Nitro only rolls a d3.

If players so choose, they may throw explosives per the rules on p43 of the Rulebook.

Explosives may be carried off the player's starting edge.

The Explosives Expert conveys no bonuses with regard to the scenario.

VICTORY CONDITIONS

The Posse that has wiped out its opponent or causes them to head for the hills is the winner.

In the event that time runs out, or all of the explosives have been removed from the table (or detonated), the Posse with at least four points of explosives is the winner. If neither Posse nor both Posses hold four points, the game is a draw.

See the score sheet for Bonus Battle Points.



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SCENARIO 4: 3:15 TO LOMBARD (DAVES - 1957)

You need to make that train and stop others from doing so. . .

TERRAIN

The terrain is set.

Buildings may be entered but only the first floor is accessible.

GAME LENGTH

The game will last until one Posse is wiped out or heads for the hills.

Alternatively, the game will end after one hour.

DEPLOYMENT

Exchange lists and answer any questions about your posse.

Roll a d6 and the highest roll decides which table side to deploy on. The other player decides who will deploy a model first. Players then alternate deploying a model until all models are deployed.

Models must be deployed within 6" of the table edge.

THE DROP

The players roll a d6. The highest roll gets the drop for the first turn.

SPECIAL RULES

None.

VICTORY CONDITIONS

The Posse that has wiped out its opponent or causes them to head for the hills is the winner.

In the event that time runs out, and neither Posse is destroyed or has headed for the hills, the game is a draw.

See the score sheet for Bonus Battle Points.





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FAVORITES SHEET

YOUR NAME

YOUR POSSE

FAVORITE OPPONENT

After your last game, please submit this sheet with the name of the opponent you most enjoyed playing against. You must vote for someone you actually played against in this tournament.

My Favorite Opponent Was: _____

SECOND FAVORITE OPPONENT

After your last game, please submit this sheet with the name of your second favorite opponent. You must vote for someone you actually played against in this tournament.

My Second Favorite Opponent Was: _____

BEST LOOKING POSSE

After your last game, please submit this sheet with the name of the player that you think had the best looking posse in the whole tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own posse.

My Vote for Best Looking Posse goes to: _____



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RESULTS FOR SCENARIO 4: 3:15 TO LOMBARD

YOUR NAME	YOUR POSSE	TABLE

RESULT (CIRCLE ONE)

Win	+10
Draw	+5
Lose	+0

BONUS BATTLE POINTS (CIRCLE ALL THAT APPLY)

All Posse Members Survived (including successful Recovery test if taken Out of Action)	+1
Put More Members Out of Action than Opponent	+2
Put Opponent's Leader Out of Action	+3
Your Leader Taken Out of Action	-2

TOTAL BATTLE POINTS EARNED:

SPORTSMANSHIP

YES / No	Was your Opponent on Time and Prepared to play with all needed items?
YES / No	Did your Opponent Measure accurately and play at a timely pace?
YES / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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

TOTAL SPORTSMANSHIP POINTS EARNED
[ONE FOR EACH YES PLUS 1-4]



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RESULTS FOR SCENARIO 3: A FISTFUL OF DYNAMITE

YOUR NAME	YOUR POSSE	TABLE

RESULT (CIRCLE ONE)

Win	+10
Draw	+5
Lose	+0

BONUS BATTLE POINTS (CIRCLE ALL THAT APPLY)

All Posse Members Survived (including successful Recovery test if taken Out of Action)	+1
Put More Members Out of Action than Opponent	+1
Put Opponent's Leader Out of Action	+1
Most Explosives	+1
Opponent Destroyed/Headed for Hills but you did NOT have 4 points of Explosives (in your possession or still on the table)	-2

TOTAL BATTLE POINTS EARNED:

SPORTSMANSHIP

YES / No	Was your Opponent on Time and Prepared to play with all needed items?
YES / No	Did your Opponent Measure accurately and play at a timely pace?
YES / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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

TOTAL SPORTSMANSHIP POINTS EARNED
[ONE FOR EACH YES PLUS 1-4]



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RESULTS FOR SCENARIO 2: A TIME FOR KILLING

YOUR NAME	YOUR POSSE	TABLE

RESULT (CIRCLE ONE)

Win	+10
Draw	+5
Lose	+0

BONUS BATTLE POINTS (CIRCLE ALL THAT APPLY)

All Posse Members Survived (including successful Recovery test if taken Out of Action)	+1
Put More Members Out of Action than Opponent	+2
Put Opponent's Leader Out of Action	+3
Your Leader Taken Out of Action	-2

TOTAL BATTLE POINTS EARNED:

SPORTSMANSHIP

YES / No	Was your Opponent on Time and Prepared to play with all needed items?
YES / No	Did your Opponent Measure accurately and play at a timely pace?
YES / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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

TOTAL SPORTSMANSHIP POINTS EARNED
[ONE FOR EACH YES PLUS 1-4]



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RESULTS FOR SCENARIO I: BLOOD FOR A SILVER DOLLAR

YOUR NAME	YOUR POSSE	TABLE

RESULT (CIRCLE ONE)

Win	+10
Draw	+5
Lose	+0

BONUS BATTLE POINTS (CIRCLE ALL THAT APPLY)

All Posse Members Survived (including successful Recovery test if taken Out of Action)	+1
Put More Members Out of Action than Opponent	+1
Put Opponent's Leader Out of Action	+1
Most Loot	+1
Opponent had no Loot in Possession at End of Game (do not get if opponent had loot in possession when failed HFH)	+2

TOTAL BATTLE POINTS EARNED:

SPORTSMANSHIP

YES / No	Was your Opponent on Time and Prepared to play with all needed items?
YES / No	Did your Opponent Measure accurately and play at a timely pace?
YES / No	Did your Opponent know his/her rules and handle rules disputes reasonably?

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

TOTAL SPORTSMANSHIP POINTS EARNED
[ONE FOR EACH YES PLUS 1-4]