

Before the Event

Do the following things before attending the Adepticon 2025 Firefight Tournament event.

1. **Purchase** all applicable tickets.
 - Purchase a badge to Adepticon.
 - Purchase an Event ticket to the Firefight Nationals tournament.
2. **Build a Strikeforce** of 1250 points using the Mantic Companion (preferred).
3. **Submit your Strikeforce** army list through the Mantic Companion by March 20th.
4. **Gather materials** to bring to the tournament.
 - 5 printed copies of your list in case opponents want to see it.
 - All models, dice, and tokens needed to play the game.
 - A smart phone or other device with access to the Mantic Companion.

If you have any questions, feel free to reach out to the tournament organizer, Aaron Richardson, at AnSR3223.2@gmail.com.

Purchase Tickets

Visit <https://adepticon.org> and sign up for the Firefight Tournament by purchasing a ticket for the event.

- One ticket is required per person to play in the Tournament.
- The ticket enters a player for all the games on the day (as noted in the tournament schedule below).
- Players must be aged 14 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing) during the event.

Build a Strikeforce

Build one strikeforce that will be used for the entire tournament using the free Mantic Companion app.

- Strikeforces cannot be more than 1250 points.
- Nightstalkers Beta armies and Asterian Beta armies are allowed.
- Fan-lists are considered unofficial and may not be used.
- This Strikeforce will be used for the entire tournament. You will not be able to switch armies, units, or loadouts once the tournament starts.

Models and Miniatures

This is an official Mantic Games event. As such, all models and miniatures in your Strikeforce should adhere to the following rules.

- When possible, use models and miniatures made by Mantic Games.
- All models **must** be based on the appropriate base size and shape for their type.
- Models should be painted in at least 3 colours.
- Counts-as and proxy models should be appropriate replacements (no Commandos acting as Peacekeepers). Again, they should also be on the appropriate base size for the unit they are proxying.
- Only Strikeforces with all Mantic models can be considered for the Best Painted award.

Submit Your Strikeforce

This tournament is using the Mantic Companion software tournament to track games, match opponents, and report results. All players will be nationally ranked as a part of this event.

Once you are done creating your Strikeforce, submit your Strikeforce to the tournament through the Mantic Companion.

1. On the Mantic Companion, open your army list.
2. Select **List**.
3. Select **List options**. The List options screen appears.
4. In the **Submit to Tournament** field, enter the following Tournament code:
uJAAtFRLRfg
5. Select the **Save List Options** button. Your Army list is added to the tournament.

Submission Notes

- If possible, submit your tournament list by no later than March 20, 2025.
- Once you submit your list to the tournament, you cannot make changes to it; it is locked in.
- The Mantic Companion will only allow you to submit valid lists.
- If you cannot, for some reason, submit your list through the Mantic Companion, we will be able to add you manually to the tournament the day of the tournament. This complicates things a little bit, but is do-able. Since building a list in the Mantic Companions is free, please do everything you can to submit your list through the Companion.

Gather Materials

Before you leave for the event, be sure you have the following materials with you.

- **Models** and miniatures to represent your Strikeforce on the battlefield.
- All **tokens**, wound counters, and 8 sided **dice** that you will need to play the game. Terrain and game mats are provided.
- Some way to move or **transport** your Strikeforce from game to game. A tray, box, or other physical holder of some kind should work fine.
- 5 **printed copies** of your Strikeforce list. 1 copy is for your and possibly a TO, if they ask to see it. The other 4 copies are for your opponents who may ask for a copy of your list before or during a game.
- A **smart phone** or other device with the ability to launch and use the Mantic Companion during the event. The facility may have free wi-fi available, but a steady cell phone connection is the best bet. The reason: you will be submitting your play results using the Mantic Companion during the event.

The Day of the Event

On the day of the event, report to the event location and check in with the Tournament Organizer (TO). The TO marks you as present in the Mantic Companion, and goes over the logistics of the tournament before the event begins.

Event Schedule

The event takes place over 1 day and consists of 4 rounds and a meal break.

9:00 am - 9:30 am	Register with the TO. Listen to Event logistics (9:15 am)
9:30 am - 11:30 am	Round 1 Game
11:30 am - 12:30 pm	Meal break
12:30 pm - 2:30 pm	Round 2 Game
2:30 pm - 2:45 pm	Break
2:45 pm - 4:45 pm	Round 3 Game
4:45 pm - 5:00 pm	Break
5:00 pm - 7:00 pm	Round 4 Game
7:00 pm - 7:15 pm	Break
7:15 pm - 7:30 pm	Awards ceremony

Event Logistics

The tournament consists of four games over the course of the day. Game duration is one hundred and twenty (120) minutes for each game, including deployment. If a game cannot be completed in the allotted time, players may be asked to stop the game at the end of the allotted time, and record the results as they stand.

Rounds

The match-ups of the first round (Game 1) are random. In the following rounds (Game 2 onwards) players are paired using Tournament Points (most points vs most points) and the tie-breaker tree as listed below.

After Each Game

After you and your opponent finish a game, go into the Mantic Companion, and report your results using Tournament software.

- If you have questions about reporting, ask the TO for help.
- If you or your opponent could not submit your Strikeforce list through the Mantic Companion prior to the event, report your results to the TO. They will manually enter your game results into the Mantic Companion for you.
- Report if you won or lost, the amount of VP earned in the scenario (up to a max of 30 VP) and the total point value of your opponent's units that you killed during the game.

Tournament Points (scoring)

Tournament Points are awarded as follows:

- Players earn +5 Tournament Points for Winning the battle
- Players earn +2 Tournament Points in the case of a Draw.
- Players earn +1 Tournament Points for a Loss.

The player with the most Tournament Points at the end of the last game in the tournament wins.

Tie-breaker Tree

In the event of a tie (at any level) the following tie-breaker tree is used.

- Win/Loss Record
- Number of Victory Points (VPs) scored in all previous games.
- Routed attrition (the number of points killed during the game.)
- Dice-off.

These amounts are cumulative, so getting as many points in a game and wiping out as many of your opponents units is beneficial.

During the tournament, if a player is paired against someone that they have already played, the TO may swap players to play against a new opponent even if they are not as evenly matched. The TO will do their best to keep matches against players with the same record or as close they can in the event of a swap.

Prizes

Prizes are awarded for 1st, 2nd and 3rd places in the tournament. In addition, prizes are awarded for the Best Sportsman (Pizza Jesus) and the best painted Mantic Strikeforce. Only armies that are 100% Mantic models are eligible for the best painted award.

Sportsmanship

We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

At the end of the tournament, players vote for the Best Sportsman award. Everyone should strive to be worthy of this award.

Rules Questions

All rules for the game are taken from the Firefight Command Protocols book, any official FAQ rulings or errata from Mantic Games, and the latest rules as presented in the Mantic Companion.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organisers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

Crowds at the Table

If one player feels discomfort with the amount of spectators present at his table, he may request them to step aside. When this happens, the tournament organizer or judge will ask everyone around to step away from the table.

Issues and Punishments

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

Illegal Armies

If a player's Strikeforce list is found to not be valid or if a player fields units that are not what they submitted to the tournament, the TO reserves the right to mark all games that player played as a loss with only 6 scenario points per game. Their opponents would be marked as a win with an additional 5 scenario points per game played.

Reporting Results Late

Each round of the event is 120 minutes for deployment, play, and reporting final results. If players do not report their final results within the allotted time, the TO reserves the right to call the game or deduct 2 TPs from each player for holding up the other players.

Thank You

In case you don't hear us say it during the event, Thank You. Thank you for participating in this event. Thank you for being a kind and generous opponent. Thank you for sharing in the love of the game that brings so many of us together in friendly competition.

