



ADEPTICON 2025

v1.0
12.30.2024

GASLANDS REFUELLED: WHITE LINE NIGHTMARE

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 to the event after 3/1/2025.

Ladies and gentlemen, boys and girls, drivin time is here! Welcome to da White Line Nightmare, where only da most road-ragin of crews even stand a chance of survivin. Da most famous course in New Chicago, da WLN is a war-rally dat'll challenge yer skill, stamina, and luck! A veritable gauntlet of fire, steel, and bullets dat'll grind da unfortunates into yesterday's Kielbasa. Da winner gets a one-ways ticket to da Red Planet and'll be remembered as a wasteland legend. Da losers all get to die a horrific death for da amusement of da audience. Premierin on Channel 1138, yer home fer New Chicago Gaslands!

Join us for the 4th Annual Gaslands AdeptiCon Death Race. Using the **Gaslands: Refueled** rulebook, put together your best 30 can land vehicle (**NO Helicopters or Gyrocopters**) and participate in another glorious and epic murder-race. This three-round event pits 6 drivers racing in four simultaneous qualifiers. The top three drivers from each preliminary race will compete in two gear-grinding semi-finals, and then the final 6 cars meet in the Grand Championship! Awards for the WLN Winner, Runner Up, and Best Painted vehicle. Come and see if you've got what it takes to ride historic through the White Line Nightmare!

RULES

- **Rules:** We will be using rules from **Gaslands: Refueled ONLY**. Be sure that if you are using a web-based car creator, that the perks, points, etc. are correct according to the **Gaslands: Refueled** rulebook. There are several out of date websites that will build an illegal car for you.
 - All sponsors and sponsor-supported perks are allowed, and **ONLY** sponsor-supported perks are allowed, so you **MUST** choose a sponsor if you want to use perks or restricted weapons.
 - Audience votes **WILL** be used, including respawn rules.
 - You must submit a **COPY** of your car info sheet to the judges prior to the start of the race. So, please bring two copies of your car's info sheet, including detailed can breakdown of the cost (show your work, please.) Once you turn your car's info sheet in, you may **NOT** modify your car. If it is determined that you have a perk or weapon that is not allowed during play, it is removed, and you will not be able to replace it. So **PLEASE** double check your build, and ask a judge any questions **BEFORE** you turn your car in. We will start shortly after the posted event time and will be available to answer questions and clarify any rules / build issues that may arise.
 - While the Maximum Carnage and Rule of Cool rules will always be applied, Wheaton's Law also applies. If you have a rule dispute, please raise your hand and/or find a judge to clarify. If another player is being disruptive or abusive, **PLEASE** bring it to a judge's attention **IMMEDIATELY!** The priority for this event is to have fun and remember that your fellow players have also come to have fun and play an awesome game with toy cars. 😊
- **WYSIWYG:** What you see is what you got. Models need to be **CLEARLY REPRESENTATIVE** of car type and what weapons they have. You do **NOT** need to use crew figures, but a pick-up truck is not an ice cream truck, etc. You don't need to have an award-winning paint job or car conversion, but if your car has a front firing minigun and a ram, please have that clearly represented on your model.
- **Painting and Modeling:** All players must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors). This means that an honest attempt to paint all models **MUST** be exhibited and



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that 3 colors have not been simply applied to circumvent this policy. Judges have the final say in what constitutes the spirit of this policy.

- **No Toys!** While in years past we have allowed cars to be played *as is* from their factory state (no painting or modifications from the original Matchbox/Hot Wheels OOTB) this is **NO LONGER THE CASE**. The cars used for Gaslands must meet the same criteria as other tabletop wargames and should be painted and modified to match the theme of your car's chosen sponsor.
- **Tokens, Templates, and Dice:** Each player will need to supply their own templates, dice, and any tokens they deem necessary for their car (hazard tokens, ammo tokens, audience votes or counter devices to record same, skid check dice, attack dice, etc.) Example: If you equip a mine dropper, smoke screens, or oil slicks, please bring enough templates to deploy those weapons. There may be some extras on-hand, and organizers will be bringing some additional equipment aside from the terrain, but do not count on someone else bringing something you may need.
- **Touch it, Use it:** At the start of your car's movement phase, if you pick up a movement template, you **MUST** use that move template. If it's determined that you cannot use that template (wrong gear) the player to your right (counterclockwise) will choose your template for that phase.
- **Time Management:** There will be a play clock running and players will need to complete their turns in a timely fashion. If it is determined that gameplay is not on pace to complete the race in the time allotted, a timer will be used to speed up play and penalize players who are taking too much time during their turns.
- **Scenarios:** The scenarios will be released the day of the event. While it will be generally based on the Death Race scenario in the **Gaslands: Refueled**, there will be some event specific rules that will be (traps, mines, etc.) that will be explained at gametime.
- **Second/Third Round:** Since only ½ the players will advance from each round; the other players are free to play a second (or third) round on the other two tracks while the tournament is going.
- **Goodies:** There will be some small gifts and goodies from the organizers. If you feel like bringing gifts for the other players, there are 24 players in total, and you are more than welcome to do so.
- **Conduct:** All players are expected to abide by the [AdeptiCon Conduct Policy](#). AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.