



ADEPTICON 2015

FLAMES OF WAR

EARLY-WAR RECON IN FORCE

Last Update: 01.06.15

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 2/1/2015.

BASIC RULES

- This tournament utilizes the Flames of War rulebook (Version 3)
- All army lists from the following sources are accepted: Blitzkrieg, Burning Empires, Barbarossa, Hellfire & Back, Rising Sun; Any V3-approved Early War PDF briefing
- All players must have access to their own rule set, dice, counters, etc. Players should have ready access to the FOW rulebook and the book/briefing their army list comes from during play.
- All models **MUST** be fully painted to a 3-color minimum standard. Any model not painted to this standard will be removed from play and any points spent on it will be forfeited.
- All models must **reasonably adhere** to WYSIWYG rules. Any model not represented properly will be removed from play and any points spent on it will be forfeited. More leeway will be given to infantry models, less for AFVs under the "Gun Tanks" rule.
- Players may use 15mm miniatures from any company, provided A) they are fully assembled and painted, B) mounted on FOW-style bases (for infantry and gun teams), and C) they reasonably adhere to WYSIWYG rules.
- All Flames of War (Version 3) rules are in effect.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).

COMPANY DIAGRAMS AND LIST BUILDING

- All armies should be at or below 1000 points
- List building occurs per the army list the player selects; HOWEVER only 1 HQ Platoon and 1 Combat Platoon are required
- **Fortified Companies MAY be taken but, as this is a Combat Patrol tournament, they will always defend, will face additional restrictions, and may not be able to meet all Bonus Objectives in each scenario. You have been warned.**
- Named Warriors may NOT be taken. Their experience and rank preclude their involvement in recon actions.
- You must provide a clear, concise army list to the Judge and to each of your opponents. The list should include your name, the company diagram name, the source its from, a breakdown of platoons and the points spent on each.

DISAGREEMENTS AND SPORTSMANSHIP

- Players should conduct themselves in a good-natured, honest manner. Conduct unbecoming of an officer will not be tolerated.
- 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.
- Scenarios will have a time limit of 90 minutes (TBD).

SCENARIO POINTS & AWARDS

- 44 Points Total; divided as follows:
 - 24 Victory Points & 8 Objective Points.
 - Additionally, 3 Bonus Objective Points are available in each scenario.
- Prizes will be awarded for 1st Place, Best General (Sportsmanship), Best Painted, and Least Successful General