



EVENT INFO

The Other Side: The Battle Begins

- Event Date: 3/29/19
- Event Time: 8:30 p.m. – 3:00 p.m.

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible.

GENERAL RULES

1. The Other Side: The Battle Begins will be run using **ALL** of the following:
 - » The rules presented in The Other Side Core Rulebook
 - » The most recent Errata and FAQs
 - » The Other Side [Fields of Glory Tournament Packet](#) with the following changes/additions superseding rules presented in the Fields of Glory Tournament Packet.
2. All players are expected to abide by the [AdeptiCon Conduct Policy](#).
3. The models used in your army must comply with the [AdeptiCon Model Policy](#). All models must be fully painted (3 color standard) and based. Any standard gray plastic models or pre-plastic metal models that do not show at least some effort was made to conform to the 3 color standard can cause those models to be disqualified from use within the tournament. The Tournament Organizer will make the final determination if a player's models have complied with this event policy should models be called into question.
4. If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2019 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
5. AdeptiCon Tournament Judges' rulings are final. 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.
6. Players must have a copy of all game cards needed for play. However, if a player does not have the most recent copy of a game card that has been part of an Errata, they must instead have the errata document on hand and play by the Errata card text.
7. A player's Garrison is set for the Tournament and cannot change. Players must provide a list of their Garrison to their opponent at the start of each game before hiring (when picking Commanders) and to the TO at registration.

BASIC RULES

1. Number of Rounds: 3
2. Garrison Size: Standard One Commander (40 Scrip, 2 Commanders, 8 Stratagems, No Envoys)
3. Game Size: One Commander
4. Round Time Limit: 1 Hour 45 minute time limit, which includes 15 minutes for Company selection and setup. There will be a projected Time Clock for everyone to reference in the hall.
5. Operation Selection:
 - » Round 1 – Scavenge, Confrontation Deployment
 - » Round 2 – Pitched Assault, Corners Deployment
 - » Round 3 – Set Traps, Sideways Deployment
6. Additional Rules
 - » Close Objectives
 - » Decisive Victory

AWARDS

- 1st Place
- 2nd Place
- 3rd Place
- Best in Allegiance
- Best Appearance
 - » Players are only required to enter one Commander and two full Squads into the painting Competition. However, they may provide up to their entire Garrison for the Tournament.

SCHEDULE

8:30 a.m. – 8:45 a.m.	Registration
8:45 a.m. – 9:00 a.m.	Table Assignments for Round 1
9:00 a.m. – 10:45 a.m.	Round 1
10:45 a.m. – 11:00 a.m.	Table Assignments for Round 2
11:00 a.m. – 12:45 p.m.	Round 2
12:45 p.m. – 1:00 p.m.	Table Assignments for Round 3
1:00 p.m. – 2:45 p.m.	Round 3
2:45 p.m. – 3:00 p.m.	Awards