

It Is Precious To Me

AdeptiCon 2007

Lord of the Rings Team Tournament Scenario 1

Description

A vital relic from ages past, once thought lost, has been discovered again. Unfortunately, the enemy has discovered their own item of importance located at this same site. Both forces have orders to reclaim their prize and thwart the plans of the enemy at the same time.

Layout

Roll a dice to see who places the first terrain piece. They can be placed anywhere on the table, but no closer than 6"/14cm to the center of the battlefield. Place terrain features one at a time until you have placed all the features.

After all terrain is placed and deployment zones have been chosen, each player will place their objective piece on the table. These can be placed anywhere on the table, but no closer than 12"/28cm to your own deployment zone and 6"/14cm to any table edge.

Starting Positions

The armies are set up from opposite table edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge.

The player that picked the deployment edge sets up his objective piece and army first. The objective piece is set up first and can be placed anywhere on the table, but no closer than 12"/28cm to your own deployment zone and 6"/14cm to any table edge. Next the opposing player places his objective piece following the same procedure.

Once both objective pieces have been placed the player who picked the deployment zone will place their army. Models may be placed up to 6"/14cm in from the table edge. The opposing player then does the same, but from the opposite table edge.

Objectives

Both sides are seeking to reclaim their objective piece from enemy hands. When the game ends, the player who has the most models within 2" of an objective is considered to have captured it. Once one force is broken, the battle might suddenly end. At end of each turn after this condition is met, roll a dice: on a roll of 1 or 2 the game ends.

Major Victory\Defeat

You have captured both objectives.

Minor Victory\Defeat

You have captured only your own objective and your opponent has failed to capture his objective.

Draw

Any result other than those listed above.



Battle at the Border

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Lord of the Rings Team Tournament Scenario 2

Description

For many years the forces of good and evil have vied for control of crucial border regions surrounding their strongholds. As the War of the Ring approaches, these areas become more crucial for both sides and they will stop at nothing to gain the upper hand. Controlling these regions could prove decisive in the final war to come.

Layout

Roll a dice to see who places the first terrain piece. They can be placed anywhere on the table, but no closer than 6"/14cm to the center of the battlefield. Place terrain features one at a time until you have placed all the features.

Starting Positions

The armies are set up from opposite table corners representing their side of the border. Roll a dice to see which player gets to pick a table corner first. The opposing player sets up from the opposite table corner.

The player that picked the deployment edge sets up his army first. Models may be placed up to 18"/28cm in from the table corner. The opposing player then does the same, but from the opposite corner.



Objectives

Both forces are trying to reclaim crucial border territory from enemy hands. A force can be considered to have captured the enemy territory if they have more models within their opponent's deployment zone than their opponent does. The game is played until the start of a turn in which one force has been reduced to a quarter of its starting number of models.

Major Victory\Defeat

You have captured the enemy deployment area and your force has more than a quarter of its starting number of models left on the table. The enemy force has failed to capture your deployment zone.

Minor Victory\Defeat

You have captured the enemy deployment area but your force has been reduced to a quarter of its starting number of models. The enemy force has failed to capture your deployment zone.

Draw

Any result other than those listed above.



Leave None Alive!

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Lord of the Rings Team Tournament Scenario 3

Description

The fighting has escalated as the War of the Ring approaches and the time for maneuvering has come to an end. Both sides are now focused on eliminating the enemy even at the cost of their own lives. There is no room for surrender or retreat.

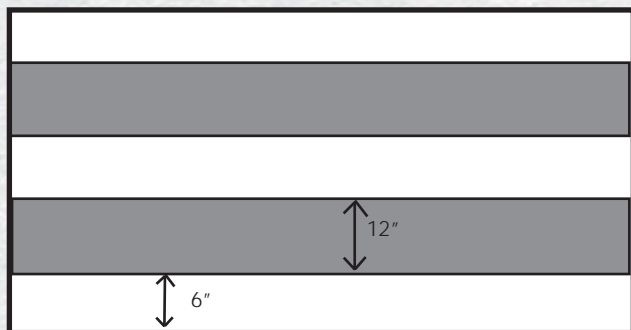
Layout

Roll a dice to see who places the first terrain piece. They can be placed anywhere on the table. Place terrain features one at a time until you have placed all the features.

Starting Positions

The armies are set up from opposite table edges. Roll a dice to see which player gets to pick a table edge first. The opposing player sets up from the opposite table edge.

The player that picked the deployment edge sets up his army first. Only half of the models in the force are deployed at the start of the game and this initial force must include at least one hero. These models must be placed between 6"/14cm and 18"/28cm in from the table edge. The opposing player then does the same, but from the opposite table edge.



Objectives

Both forces are trying to eliminate the enemy, pure and simple. The game is played until one force has been completely destroyed or time is called.

Major Victory\Defeat

The enemy force has been destroyed and your force has not been Broken.

Minor Victory\Defeat

The enemy force has been destroyed but your force has been Broken.

Draw

Any result other than those listed above.

Special Rules

Reinforcements: At the end of each player's move phase, starting with turn 2, players must roll a dice for each model not on the table (Heroes may use Might to influence their own rolls only). On a roll of 4+ the model can be moved onto the table from their own deployment zone. Models that enter this way may act normally but may not charge. Keep rolling for additional models during subsequent turns using the following table (turn 3 and 4 on a 3+, turn 5 thru 10 on a 2+). Any models that have not arrived by turn 10 will automatically enter play at the end of the player's move phase in turn 11.

