

A WEAPON THAT WILL CHANGE OUR FORTUNES

ADEPTICON 2008

LORD OF THE RINGS TEAM TOURNAMENT SCENARIO #1

DESCRIPTION

While marching towards the next battle you stumble upon the enemy unexpectedly. All tactics are forgotten as the forces surge forward to destroy their hated enemy. No quarter will be given and none is expected in return. But fate may be at work in the events of this day. For at this location there rests an ancient weapon, one that could change your fortunes in the coming war.



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" to the center of the table. Place terrain features one at a time until you have placed all the features. Once all terrain is placed, the special objective marker should be placed in the exact center of the table

STARTING POSITIONS

The armies are set up from opposite table corners. Roll a dice to see which team gets to pick a table corner first. The opposing team sets up from the opposite table corner. The team that picked the deployment area will set up first by placing their force between 6" and 24" in from their table corner. The opposing team will then deploy their force in the same manner from the opposite table corner.

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 OR the enemy force is reduced to a quarter of its original number and your force is not broken.

MINOR VICTORY/DEFEAT

You have scored more victory points than your opponent and your force is not broken. Victory points are scored for all models removed from play either through wounds, failed courage or other conditions. Victory points are determined by adding up the total points value of all models removed from play.

DRAW

Any result other than those listed above.

BONUS VICTORY POINTS

The Rings of Power. 5 bonus points will be awarded to the team that captures the special objective. To capture the objective you must have more models within 2" of the objective when the game ends. If both forces have captured the objective than the force that has scored the most victory points wins the objective piece.

The team that wins the special objective may keep the piece after the tournament and may use it in Scenario 2. See the Special Rules in Scenario 2 for details on how to use the ring.



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TAKE BACK WHAT IS OURS

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LORD OF THE RINGS TEAM TOURNAMENT SCENARIO #2

DESCRIPTION

Long years of peace have finally ended as the forces of good and evil make their moves for the final battle to come. Both sides have been ordered to reclaim lands that were once their own and to destroy all who stand in their way.

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" to the center of 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 sides of the table representing their side of the border. Roll a dice to see which team gets to pick a table edge first. The opposing team sets up from the opposite table edge.

Before deploying any models, both teams must split their forces in half. One team member must start with their entire force in reserve while the other team member will start with their force on the table. The force that starts on the table **MUST** be the force that includes the overall commander.

The team that picked the deployment area will set up first by placing the non-reserve force **AND** their team objective. Models may be placed up to 12" in from their table edge and at least 6" in from either side table edge. The team objective must be placed in that their own deployment zone, between 8" and 12" in from their table edge and at least 12" in from either side table edge. The opposing team will then deploy their non-reserve force and team objective in the same manner but from the opposite table edge.

OBJECTIVES

Both forces are trying to wrest control of territory from their enemy's 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 **AND** they have destroyed their opponent's team objective (See special rules below). 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 **OR** time is called.

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.

BONUS VICTORY POINTS

5 bonus points will be awarded to the team that scored the most victory points by the end of the game. Victory points are scored for all models removed from play either through wounds, failed courage or other conditions. Victory points are determined by adding up the total points value of all models removed from play. If the totals are equal for both sides then each team gets 2 bonus points.

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 this roll for themselves). On a roll of 4+ the model can be moved onto the table from their own table edge, measuring from the point it enters the table from. Models that enter this way may act normally but may not charge. Keep rolling for additional models during subsequent turns using the following rules: Turn 3 on 4+, turn 4 and 5 on a 3+, turn 6 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.

Reserve models that have not yet arrived on the table still count as on the table for purposes of break tests and checking for a force being reduced to a quarter.

Destroying the team objective: At the start of the fight phase, any model in base contact with the objective, who has not used a missile weapon and is not engaged in a fight may attempt to destroy the objective. Roll a D6; on a 5 or a 6 the objective is destroyed. Additional models may help destroy the objective. For each additional model helping, reduce the score needed by 1. A roll of 1 always fails.

The Rings of Power: Any team that won this special objective in Scenario 1 may use it **only** during this game. One character in that force must be chosen to carry the ring. This character may re-roll one dice roll they make each turn but must accept the results of this re-roll. The re-roll can only be used for a roll that the model itself has made (i.e. cannot be used for roll-offs, priority, etc). Each time the ring is used roll a d6 and if the result is a 1 or 2 the ring has betrayed the wearer and fails to work for the rest of the game.



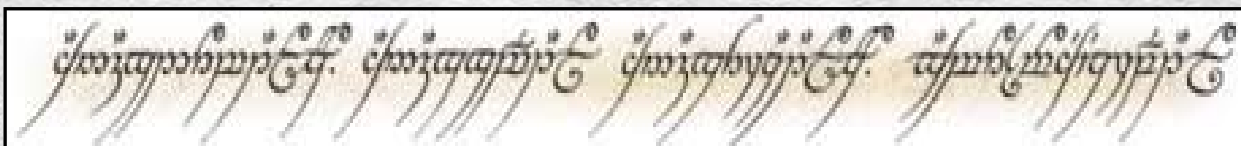
THEY STOLE IT FROM US!

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LORD OF THE RINGS TEAM TOURNAMENT SCENARIO #3

DESCRIPTION

The enemy has an item of some importance and your force has been commanded to retrieve it. Only the wise can tell why this item holds such significance but much seems to rest on its capture.



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" to the center of the table. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

Once all terrain has been placed both teams should roll a dice and the winner should pick a table edge to deploy from. The opposing team sets up from the opposite table edge. The team that picked the deployment zone sets up their team objective first. This can be placed anywhere on the table but no closer than 12" to your own deployment zone and 6" from any table edge. Next, the opposing team places their objective following the same procedure.

Once both team objective pieces have been placed, the team that picked the deployment zone will place the special objective piece. This special objective must be placed within 12" of the center of the table and no closer than 6" from any other objective piece.

Finally, the player that picked the deployment zone will place his army. Models may be placed up to 6" in from the table edge. The opposing player then does the same, but from the opposite table edge.

OBJECTIVES

Both sides are seeking to capture their opponent's objective piece. When the game ends, the team 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 the end of each turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends. The game will also end if time is called.

MAJOR VICTORY/DEFEAT

You have captured your opponent's objective and your force is not broken. Your opponent has failed to capture your objective.

MINOR VICTORY/DEFEAT

You have captured your opponent's objective but your force is broken. Your opponent has failed to capture your objective.

DRAW

Any result other than those listed above.

BONUS VICTORY POINTS

The Enemies Plans: 5 bonus points will be awarded to the team that captures the special objective by having the most models within 2" of the objective when the game ends. If both forces have the same number of models within 2", the force that is unbroken wins the piece. If both armies have the same number of models within 2" but are broken or time is called and both armies are unbroken then the winner is the side with the highest number of points worth of models still remaining on the field at the end of the game.

The winning force may keep the objective piece after the tournament and may use it in Scenario 4 as described in that scenarios special rules.



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FALL BACK TO THE CITADEL!

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LORD OF THE RINGS TEAM TOURNAMENT SCENARIO #4

DESCRIPTION

The enemy is on the run and is trying to retreat to the safety of their stronghold. The attackers must break through the enemy's defenses and get their commander to safety. The defenders must keep the enemy from making it out of their trap alive. Failure is not an option.

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" to the center of the table. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

Before deployment, both forces should roll a dice to see who will be the attacker and who will be the defender in this scenario. The team that rolls the highest may choose which they would like to be AND which table side they wish to deploy on. If your team won the special objective from the last game then see the special rules below before making this roll.

The team which chose to be attacker or defender must deploy first. Models may be placed up to 6" in from their table edge. The opposing player then does the same, but from the opposite table edge.

OBJECTIVES

The attackers are trying to break through the enemy lines and exit the table. The defenders must stop this from happening. Once one force is broken, the battle might suddenly end. At the end of each turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends. The game will also end if time is called.

MAJOR VICTORY/DEFEAT

Attackers: Your Overall Commander AND at least 5 other models have exited the table via the defender's board edge.

Defenders: No enemy models have exited the board via your table edge.

MINOR VICTORY/DEFEAT

Attackers: Your Overall Commander exited the table via the defender's board edge.

Defenders: Two enemy models or less have exited the board via your table edge but the Overall Commander did not exit.

DRAW

Attacker/Defender: Any result other than those listed above.

BONUS VICTORY POINTS

5 bonus points will be awarded to the team that finishes the game unbroken. If both teams are unbroken at the end of the game then no one receives these points.

SCENARIO-SPECIFIC RULES

The following scenario-specific rules from the One Ring rulebook will be used in this scenario: Loose Mounts, Leaving the Table and Passengers.

SPECIAL RULES

The Enemies Plans: If only your team won the special objective in Scenario 3 than you may pick which side you want to be (attacker or defender) and which table side to deploy on without rolling.

If both teams won the special objective in Scenario 3 then roll off as normal but after deployment is completed, each team may make a special redeployment move. Both teams should roll a dice and the team with the highest score can choose to redeploy first or second. When it is your teams turn to redeploy, you may move up to 5 models to any location within your own deployment zone. This is a free move that happens before turn 1 so it has no effect on that models movement or shooting in the first turn.



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