THE LORD OF THE RINGS
STRATEGY BATTLE GAME

ADEPTICON 2009

THE LORD OF THE RINGS
SINGLES CHAMPIONSHIPS

ADEPTICON
2009

ADEPTICON 2009 – THE LORD OF THE RINGS SINGLES CHAMPIONSHIPS

BASIC RULES

- The Lord of the Rings main rulebook will be used. All stats from the main rulebook or subsequent supplements (i.e. Gondor in Flames, Harad, Mordor, etc) will be used.
- Only army lists from the Legions of Middle-earth supplement or appropriate supplement will be allowed.
- Unless indicated otherwise, all rules and restrictions in the Legions of Middle-earth supplement will be in effect.
- Rules and army lists marked as "trial" or "unofficial" will not be allowed.
- All models in the force must be painted and based. This means that models should have a minimum of three colors and that bases should at least be painted or flocked. Unpainted models will not be allowed in the tournament.
- What You See Is What You Get (WYSIWYG). All items you wish to use must be represented on the model in some manner.
- All models used must be from The Lord of the Rings Citadel Miniatures range.
- You must bring all the materials you need to play including dice, measuring devices, models and any rules that you need to use.
- All judges' decisions are final.

TOURNAMENT RULES

- Each player will bring a 350 point force based on the army lists from The Legions of Middle-earth supplement or the appropriate army supplement. The 350 point force must follow all the restrictions listed in the Legions supplement (i.e. 50 models maximum, no duplicates of named characters, 33% bow limit, etc). The 350 point force may have allies as described in Legions and these must follow the rules and restrictions for allies as outlined in the Legions rulebook. Note: forces can only contain allied forces that are listed specifically in their forces allies list.
- *Any errors found in the army lists AFTER the tournament begins will result in a 5 point penalty being applied to the players score.*
- Wargear options can only be chosen from those listed in Legions or the appropriate supplement.
- Each player must bring one **casualty** model based on a 40mm round base. This model will be used in some games and will be judged as part of the team's force for painting and theme scoring.
- There will be a total of four games during the tournament.

TOURNAMENT SCHEDULE

10:00 am - 10:30 am	Registration, Set-up and Paint Judging
10:30 am - 12:00 pm	Game #1
12:00 am - 12:30 pm	Break
12:30 pm - 2:00 pm	Game #2
2:00 pm - 2:30 pm	Break
2:30 pm - 4:00 pm	Game #3
4:00 pm - 5:00 pm	Break and Paint Judging
5:00 pm - 6:30 pm	Game #4

Your Name: _____

Favorite Opponent

After your last game, please submit this sheet with the name of the player you most enjoyed playing against. You must vote for someone you actually played in the tournament.

My Favorite Opponent was: _____

Your Name: _____

Favorite Army

Before the start of Round #4, please submit this sheet with the name of the player that you think had the best looking army in the whole tournament. This vote can be for ANY player in the whole tournament, not just those you played.

My vote for Favorite Army goes to: _____

Please leave this tag by your army during the breaks and during paint judging.

This army Belongs To _____

___Check this box if you did NOT paint this army. Only armies painted by the player are eligible for Favorite Army votes and the Best Army award.

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RESULT SHEET #4   TABLE#_____

Your Name: _____   **Opponent's Name:** _____

Game Result	Winner	Loser		Your Victory Points:	Opponent's Victory Points:
Major Victory	17	3			
Minor Victory	14	6		Your Bonus Points:	Opponent's Bonus Points:
Draw	10	10			

Total Battle Points (Victory Points + Bonus Points)	
Your Battle Points:	Opponent's Battle Points:

Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).

___My opponent was prompt to report for the start of the round.

___My opponent appeared to measure movement and other distances accurately.

___My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.

___Rules issues that occurred during the game were handled amicably by my opponent.

___My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.

___I would voluntarily play this player again.

TOTAL CHECKMARKS: [   ]

Theme Checklist: (Check **ONE** below)

___This is a perfect example of what this army should look like. The force looked great, from army to display. The army composition and theme makes complete sense in Tolkien's world. **(3 points)**

___This is a very good example of this army. Painting and basing could have been better but the army was above average. The force made sense but the theme could be better. **(2 points)**

___This was not the best example of this army with painting and basing average or below. The theme of the force was not completely appropriate but it did not seem to exploit loopholes just to gain an unfair advantage.**(1 point)**

___ This was a very poor example of this type of army. The painting level was below average. The force did not have a clear theme and did not adhere to the background of Tolkien's world at all. **(0 points)**

THAT STILL ONLY COUNTS AS ONE!

SCENARIO #4

DESCRIPTION

Your troops morale has fallen and they look to you for inspiration. Leading from the front and taking the fight to the enemy is the best way to win back the trust of your warriors.

LAYOUT

Roll a dice to see who places the first terrain piece. Terrain 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 table edges. Roll a dice to see which team gets to pick a table edge first. The opposing player sets up from the opposite table edge.

The player that picked the table edge to deploy from chooses half of his force (including up to one Hero) and deploys them up to 12" in from their own table edge.

The opposing player will then do this with half of their force. The remaining models are kept to one side and will be available later in the game.
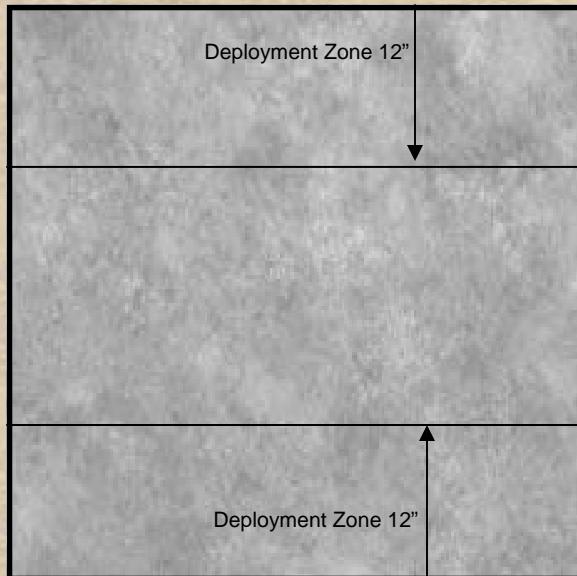
OBJECTIVES

The game is played until one force has been completely destroyed OR time is called. After initial deployment, select one hero already deployed to be your overall leader for this scenario. Each side's overall leader is attempting to outdo the other. Put any models killed by the overall leader to one side, separate from other casualties.

MAJOR VICTORY / MAJOR DEFEAT

Your overall leader has inflicted twice as many casualties as your opponent's leader or your leader has made one or more kills and your opponent's leader has made none.

MINOR VICTORY / MINOR DEFEAT

Your overall leader has inflicted more casualties than your opponent's leader.

DRAW

Both leaders inflict the same number of casualties.

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 5+ 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 and 4 on 4+, turn 5 thru 10 on a 3+. 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.

BONUS POINTS

At the end of the game, 3 bonus points will be awarded to the side that completely destroys their opponents force. If both forces have models remaining on the board at the end of the game, then no one gets these points.

Deployment Zone 12"

Deployment Zone 12"

RESULT SHEET #3   TABLE#_____

Your Name: _____   **Opponent's Name:** _____

Game Result	Winner	Loser		Your Victory Points:	Opponent's Victory Points:
Major Victory	17	3			
Minor Victory	14	6		Your Bonus Points:	Opponent's Bonus Points:
Draw	10	10			

Total Battle Points (Victory Points + Bonus Points)	
Your Battle Points:	Opponent's Battle Points:

Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).

___My opponent was prompt to report for the start of the round.

___My opponent appeared to measure movement and other distances accurately.

___My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.

___Rules issues that occurred during the game were handled amicably by my opponent.

___My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.

___I would voluntarily play this player again.

TOTAL CHECKMARKS: [   ]

Theme Checklist: (Check **ONE** below)

___This is a perfect example of what this army should look like. The force looked great, from army to display. The army composition and theme makes complete sense in Tolkien's world. **(3 points)**

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___ This was a very poor example of this type of army. The painting level was below average. The force did not have a clear theme and did not adhere to the background of Tolkien's world at all. **(0 points)**

YOUR LOVE OF THE HALFLING'S LEAF

SCENARIO #3

DESCRIPTION

After months of constant strife, even the mightiest warriors need a break. Longbottom leaf and fine ale from the Shire are just the thing a tired soldier needs.

LAYOUT

Start by placing each side's Special Objective marker in the center of opposite corners of the table exactly 12" in from the table corner. Then, roll a dice to see who places the first terrain piece. Terrain can be placed anywhere on the table, but no closer than 6" to any other terrain feature or objective marker. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

Once all terrain has been placed both players should roll a dice and the winner should pick a table corner to deploy from. The opposing player sets up from the opposite corner. The player who picked the deployment zone will place their army first. Models may be placed up to 12" in from the table corner. The opposing player then does the same, but from the opposite table corner.

OBJECTIVES

Both sides are seeking to claim the Special Objective markers. When the game ends, the player who has the most models within 2" of the marker 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.

MAJOR VICTORY / MAJOR DEFEAT

You have captured both objectives.

MINOR VICTORY / MINOR DEFEAT

You have captured only one objective and your force is not broken. Your opponents force is broken or has failed to capture an objective.

DRAW

Any result other than those listed above.

SPECIAL OBJECTIVE MARKERS

Each player that captures an objective marker can re-roll 1 courage tests or stand-fast check per marker captured. These can only be used during the next game.

BONUS POINTS

3 bonus points will be awarded to the team that finishes that game unbroken. If both teams are broken at the end of the game no one receives these points
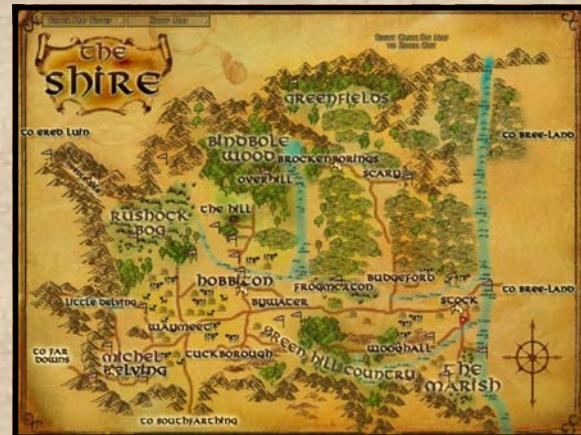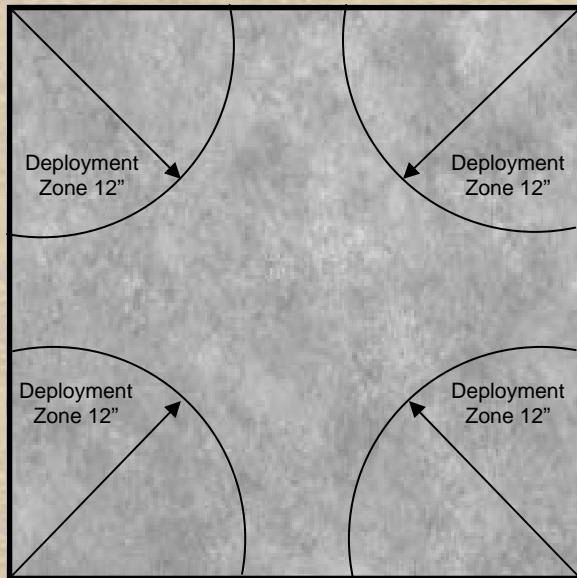
RESULT SHEET #2   TABLE#_____

Your Name: _____   **Opponent's Name:** _____

Game Result	Winner	Loser		Your Victory Points:	Opponent's Victory Points:
Major Victory	17	3			
Minor Victory	14	6		Your Bonus Points:	Opponent's Bonus Points:
Draw	10	10			

Total Battle Points (Victory Points + Bonus Points)	
Your Battle Points:	Opponent's Battle Points:

Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).

___My opponent was prompt to report for the start of the round.

___My opponent appeared to measure movement and other distances accurately.

___My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.

___Rules issues that occurred during the game were handled amicably by my opponent.

___My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.

___I would voluntarily play this player again.

TOTAL CHECKMARKS: [   ]

Theme Checklist: (Check **ONE** below)

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___This was not the best example of this army with painting and basing average or below. The theme of the force was not completely appropriate but it did not seem to exploit loopholes just to gain an unfair advantage.**(1 point)**

___ This was a very poor example of this type of army. The painting level was below average. The force did not have a clear theme and did not adhere to the background of Tolkien's world at all. **(0 points)**

HE IS NOT GOING TO LAST

SCENARIO #2

DESCRIPTION
One of your trusted captains has fallen on the battlefield and lies near death. The loss of such a great hero is too terrible to imagine and every effort must be made to avoid this at all cost.

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 players should roll a dice and the winner should pick a table edge to deploy from. The opposing player sets up from the opposite table edge. The player that picked the deployment zone sets up their casualty model first. This must be placed exactly 24" in from their table edge and no closer than 6" to any table edge or another casualty model. Next, the opposing team places their objective following the same procedure.

Once casualty models have been placed, the player that picked the deployment zone will place his army. Models may be placed up to 6" in from the table edge.
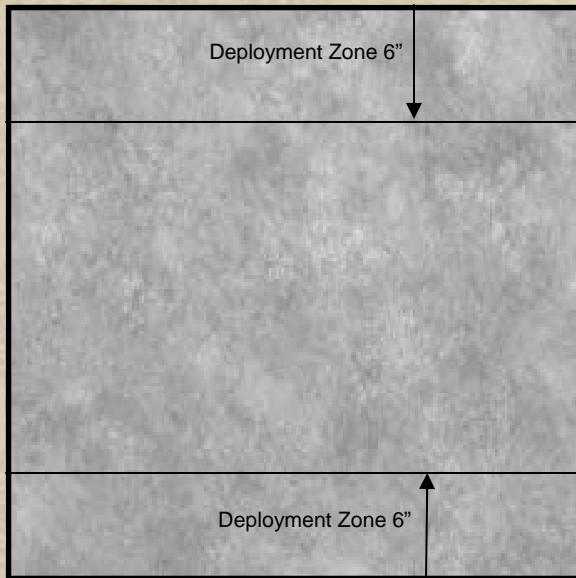
OBJECTIVES
Both sides are seeking to rescue their injured comrade and help him move off the board via their own table edge. The game ends when one force is reduced to a quarter of its starting number of models or time is called.

MAJOR VICTORY / MAJOR DEFEAT
Your casualty model has exited the board and your opponent's casualty model is still on the board.

MINOR VICTORY / MINOR DEFEAT
Both casualty models have exited the board. Your force is not Broken but your opponent is Broken.

DRAW
Any result other than those listed above.

SPECIAL RULES
Casualty Marker: The casualty marker can be moved as if it were a heavy object as described in the main rules (pg 65-"moving the charge") with the following additional rules. The marker can ONLY be moved by friendly models on foot and acts as a piece of impassable terrain for purposes of movement and line of sight. This marker does not count as part of your force, has no control zone and cannot be harmed in any way or targeted with spells of any kind. Models that move the casualty off the board are removed from play along with the casualty marker and these models will count as being removed for purposes of break tests and victory conditions.

BONUS POINTS
3 points will be awarded to the player that finishes the game with the highest number of points in models remaining on the table. If both players have the same number of points worth of models left then no one receives these points.

Deployment Zone 6"

Deployment Zone 6"

RESULT SHEET #1   TABLE#_____

Your Name: _____   **Opponent's Name:** _____

Game Result	Winner	Loser		Your Victory Points:	Opponent's Victory Points:
Major Victory	17	3			
Minor Victory	14	6		Your Bonus Points:	Opponent's Bonus Points:
Draw	10	10			

Total Battle Points (Victory Points + Bonus Points)	
Your Battle Points:	Opponent's Battle Points:

Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).

___My opponent was prompt to report for the start of the round.

___My opponent appeared to measure movement and other distances accurately.

___My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.

___Rules issues that occurred during the game were handled amicably by my opponent.

___My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.

___I would voluntarily play this player again.

TOTAL CHECKMARKS: [   ]

Theme Checklist: (Check **ONE** below)

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ADEPTICON 2009

THIS WAS THE GREAT WATCH TOWER OF AMON SUL

SCENARIO #1

DESCRIPTION

Middle-earth is home to many ancient and powerful places. The ruined watchtower of Amon Sul is one such place and those who control these mighty defenses of old will often find them of use in the growing darkness of war.

LAYOUT

One hill – the larger the better – is placed in the center of the battlefield. Roll a dice to see who places the next terrain piece. Place terrain features one at a time until you have placed all the features. None of the additional terrain features may be closer than 6" to the center of the board.

STARTING POSITIONS

The armies enter play on the first turn from opposite table edges. Roll a dice to see which player gets to pick a table edge. The opposing player enters from the opposite table edge. Models must enter play by moving onto the table from any position on their table edge. Simply measure the model's first move from the point where they enter play.
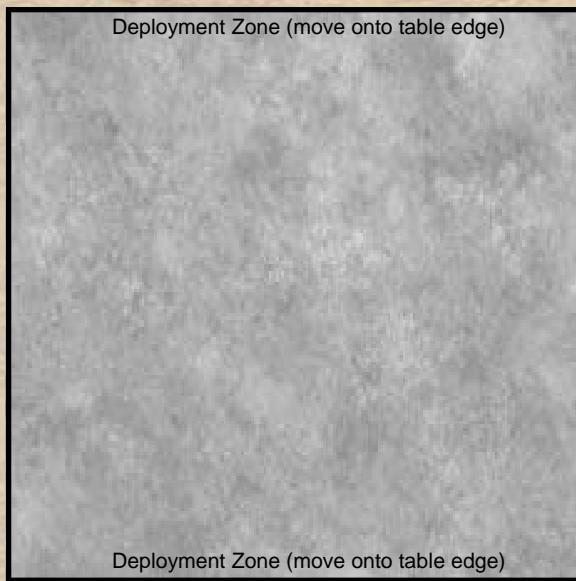
OBJECTIVES

Whichever side captures the hill at the end of turn 10 wins the game. The same conditions apply if time is called before reaching the end of turn 10.

MAJOR VICTORY / MAJOR DEFEAT

At the end of the tenth turn, you have three times as many models on or touching the hill than your opponent does.

MINOR VICTORY / MINOR DEFEAT

At the end of the tenth turn, you have more models on or touching the hill than the opposing player does but you **do not** have three times as many models as your opponent.

DRAW

Both players have an equal number of models on or touching the hill at the end of the tenth turn.

BONUS POINTS

3 points will be awarded to the player that kills the enemy general. The enemy general is the hero with the highest number of wounds. If both sides kill the other's general than no one receives these points.

Deployment Zone (move onto table edge)

Deployment Zone (move onto table edge)