

**THE
LORD OF THE RINGS**
STRATEGY BATTLE GAME

ADEPTICON 2010
THE LORD OF THE RINGS
SINGLES CHAMPIONSHIPS

ADEPTICON 2010 - 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, subsequent supplements (i.e. Gondor in Flames, Harad, Mordor, etc) and White Dwarf magazine will be used.
- Stats for any model will only be usable if they have been published at least 30 days prior to the event.
- Only army lists from Legions of Middle-earth, subsequent supplements or White Dwarf magazine will be allowed..
- 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. All allied contingents in the force must be able to ally with every other contingent in their force. 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 **objective** model based on a 40mm round base. This model will be used in some games and will be judged as part of the player's force for painting and theme scoring.
- There will be a total of four games during the tournament.

TOURNAMENT SCHEDULE

9:00 am - 9:30 am	Registration, Set-up and Paint Judging
9:30 am - 11:00 am	Game #1
11:00 am - 11:20 am	Break
11:20 am - 12:50 pm	Game #2
12:50 pm - 1:40 pm	Break and Paint Judging
1:40 pm - 3:10 pm	Game #3
3:10 pm - 3:30 pm	Break
3:30 pm - 5:00 pm	Game #4

FAVORITE OPPONENT / FAVORITE ARMY

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.

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		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

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

<p>Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).</p> <p><input type="checkbox"/> My opponent was prompt to report for the start of the round.</p> <p><input type="checkbox"/> My opponent appeared to measure movement and other distances accurately.</p> <p><input type="checkbox"/> My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.</p> <p><input type="checkbox"/> Rules issues that occurred during the game were handled amicably by my opponent.</p> <p><input type="checkbox"/> My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.</p> <p><input type="checkbox"/> I would voluntarily play this player again.</p> <p>TOTAL CHECKMARKS: <input style="width: 100px; height: 20px;" type="text"/></p>	<p>Theme Checklist: (Check ONE below)</p> <p><input type="checkbox"/> This is a great example of what this army should look like. This army was painted to a very high standard with good shading and highlighting plus extra touches like conversions, scenic bases, etc. The force also had a great theme that made it fit right at home in Tolkien's Middle-earth. (3 points)</p> <p><input type="checkbox"/> This is a great example of what this army should look like (see description above) BUT the theme was not as well suited to Tolkien's world as I would have liked to see.</p> <p>OR</p> <p><input type="checkbox"/> This was a good example of this army with painting above average BUT the theme was great and fit in perfectly with Tolkien's world. (2 points)</p> <p><input type="checkbox"/> This was not the best example of this army either based on theme or painting. Painting and basing were average. The theme of the armies was good but seemed to fit Tolkien's vision in a minimal way. (1 point)</p> <p><input type="checkbox"/> This was a very poor example of what this army should look like. The painting level was at the three color minimum. There was little thought given to the theme and background of this force. (0 points)</p>
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“BLOOD HAS BEEN SPILLED THIS NIGHT”

SCENARIO #4

DESCRIPTION

The time has come to finish off the enemy once and for all. Nothing will stand between you and ultimate control of Middle-earth.

LAYOUT

Terrain will be pre-set for the event.

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 their army first. Armies must deploy from 6" to 18" in from the table edge. The opposing player then does the same, but from the opposite 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 / MAJOR DEFEAT

The enemy force has been destroyed. In the event that time is called before one force is destroyed then a Major Victory is earned if the enemy force is reduced to a quarter of its original numbers and your force is NOT broken.

MINOR VICTORY / MINOR DEFEAT

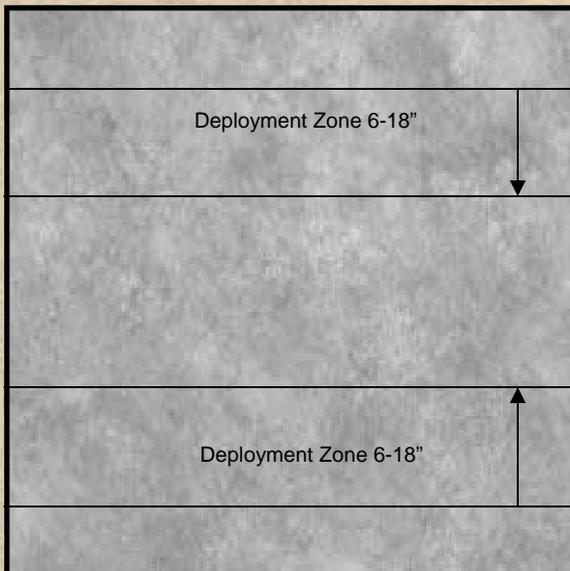
The enemy force is reduced to a quarter of its starting number and your force is broken but still has more than quarter of its starting number of models.

DRAW

Any result other than those listed above.

BONUS VICTORY POINTS

3 bonus points will be awarded to the player with their highest point value hero still alive at the end of the game. If both sides have their highest point value hero still alive then each player gets 1 point.



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		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

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 great example of what this army should look like. This army was painted to a very high standard with good shading and highlighting plus extra touches like conversions, scenic bases, etc. The force also had a great theme that made it fit right at home in Tolkien's Middle-earth. **(3 points)**

This is a great example of what this army should look like (see description above) BUT the theme was not as well suited to Tolkien's world as I would have liked to see.

OR

This was a good example of this army with painting above average BUT the theme was great and fit in perfectly with Tolkien's world. **(2 points)**

This was not the best example of this army either based on theme or painting. Painting and basing were average. The theme of the armies was good but seemed to fit Tolkien's vision in a minimal way. **(1 point)**

This was a very poor example of what this army should look like. The painting level was at the three color minimum. There was little thought given to the theme and background of this force. **(0 points)**



“WE WILL CAMP HERE FOR THE NIGHT”

SCENARIO #3

DESCRIPTION

After many long days of battle your force finds a moment to rest only to have the enemy stumble upon them in their sleep. Dazed and confused, the armies prepare to do battle once more.

LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

The battle begins with only half of the forces ready for battle. Each player should divide their force by designating half of the models as a relief force. The initial force on the table must have at least one hero. Roll a dice to see who gets to pick the table edge they will deploy from. The other player will setup from the opposite table edge.

The player that picked the table edge to deploy from should set up half of their force between 6” and 12” in from their table edge. The other player will do the same with half of their force. The remaining half of the forces will be held to the side and will enter play later in the game.

OBJECTIVES

Causing the enemy to suffer is important but not at the risk of losing valuable soldiers. The game ends at the end of a turn in which one force is broken OR time is called.

MAJOR VICTORY / MAJOR DEFEAT

The enemy force has been Broken and three-quarters or more of your force remains.

MINOR VICTORY / MINOR DEFEAT

The enemy force has been Broken and less than three-quarters of your force remains.

DRAW

Any result other than those listed above.

SPECIAL RULES

Reinforcements: At the end of each player’s move phase, players must roll a dice for each model not yet on the table and consult the chart below (Heroes can use might to influence their roll). Newly arrived models count as moving and may act normally but may not charge.

D6 RESULT

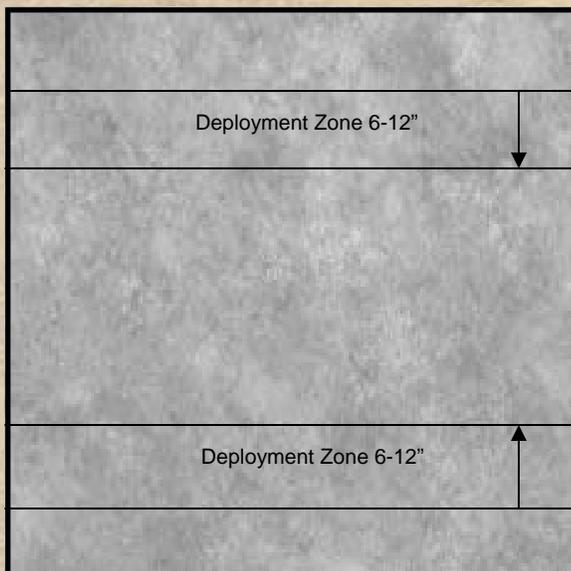
1-2 The model does not move onto the table yet. They count as being on the table for the purpose of determining when the game ends and whether the force is Broken.

3-4 The model moves onto the table from any point on the controlling player’s deployment edge, chosen by the **opposing** team.

5-6 The model moves onto the table from any point on the controlling player’s deployment edge, chosen by the **controlling** player.

BONUS VICTORY POINTS

3 bonus points will be awarded to the player that has control of more table quarters then their opponent at the end of the game. A player controls a table quarter if they have more models in that quarter of the board then their opponent. If both sides have the same number of models in a table quarter then it is contested and does not count.



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		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

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 great example of what this army should look like. This army was painted to a very high standard with good shading and highlighting plus extra touches like conversions, scenic bases, etc. The force also had a great theme that made it fit right at home in Tolkien's Middle-earth. **(3 points)**
- This is a great example of what this army should look like (see description above) BUT the theme was not as well suited to Tolkien's world as I would have liked to see.
OR
This was a good example of this army with painting above average BUT the theme was great and fit in perfectly with Tolkien's world. **(2 points)**
- This was not the best example of this army either based on theme or painting. Painting and basing were average. The theme of the armies was good but seemed to fit Tolkien's vision in a minimal way. **(1 point)**
- This was a very poor example of what this army should look like. The painting level was at the three color minimum. There was little thought given to the theme and background of this force. **(0 points)**



“ONE DOES NOT SIMPLY WALK INTO MORDOR”

SCENARIO #2

DESCRIPTION

Seeking to demoralize the enemy, your leader has called for a daring gambit. Your force must enter the enemy camp and destroy their precious supplies. This will certainly take the heart out of your opponents in the battles to come.

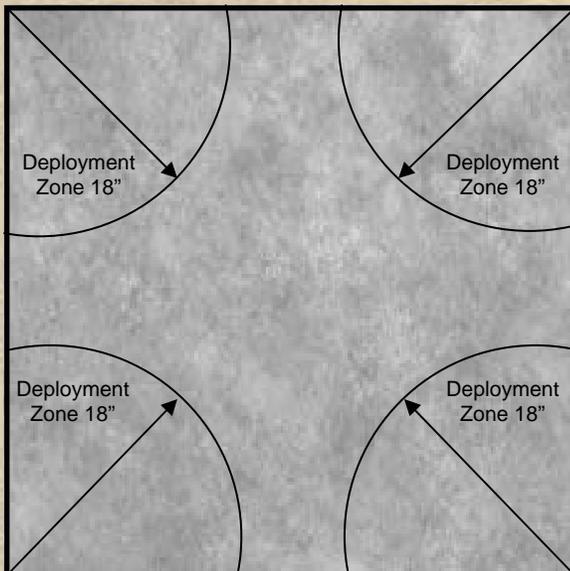
LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

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

The player that picked the deployment zone sets up their army first. Models may be placed up to 18" in from the table corner. The player's Objective Model must be placed exactly 18" in from the corner of their deployment zone. The opposing player then does the same with their army and Objective Model, but from the opposite corner.



OBJECTIVES

Both forces are trying to eliminate the enemy's Objective Model. The game is played until the end of a round in which a force has been reduced to a quarter of its starting number of models OR time is called.

MAJOR VICTORY / MAJOR DEFEAT

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

MINOR VICTORY / MINOR DEFEAT

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

DRAW

Any result other than those listed above.

BONUS VICTORY POINTS

3 bonus points will be awarded to the player that has the most models in their enemy's deployment zone when the game ends. If both forces have the same number of models in their enemy's deployment zones then no one receives these points.

SPECIAL RULES

Destroying the objective model: 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 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.



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		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

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

<p>Sportsmanship: Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point. (6 Points maximum).</p> <p><input type="checkbox"/> My opponent was prompt to report for the start of the round.</p> <p><input type="checkbox"/> My opponent appeared to measure movement and other distances accurately.</p> <p><input type="checkbox"/> My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.</p> <p><input type="checkbox"/> Rules issues that occurred during the game were handled amicably by my opponent.</p> <p><input type="checkbox"/> My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.</p> <p><input type="checkbox"/> I would voluntarily play this player again.</p> <p>TOTAL CHECKMARKS: <input style="width: 100px; height: 20px;" type="text"/></p>	<p>Theme Checklist: (Check ONE below)</p> <p><input type="checkbox"/> This is a great example of what this army should look like. This army was painted to a very high standard with good shading and highlighting plus extra touches like conversions, scenic bases, etc. The force also had a great theme that made it fit right at home in Tolkien's Middle-earth. (3 points)</p> <p><input type="checkbox"/> This is a great example of what this army should look like (see description above) BUT the theme was not as well suited to Tolkien's world as I would have liked to see.</p> <p>OR</p> <p><input type="checkbox"/> This was a good example of this army with painting above average BUT the theme was great and fit in perfectly with Tolkien's world. (2 points)</p> <p><input type="checkbox"/> This was not the best example of this army either based on theme or painting. Painting and basing were average. The theme of the armies was good but seemed to fit Tolkien's vision in a minimal way. (1 point)</p> <p><input type="checkbox"/> This was a very poor example of what this army should look like. The painting level was at the three color minimum. There was little thought given to the theme and background of this force. (0 points)</p>
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“IT IS PRECIOUS TO ME”

SCENARIO #1

DESCRIPTION

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

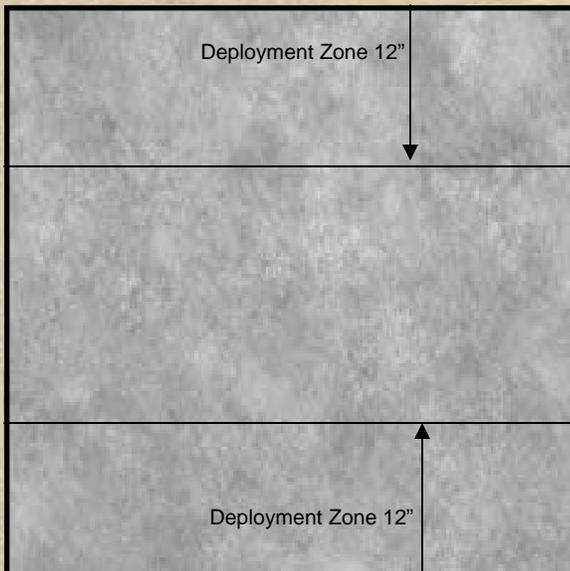
LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

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 edge. The player who picked the deployment zone will first place their objective marker on the table. The objective can be placed anywhere on the table, but no closer than 12” to your own deployment zone and 6” to any table edge. The other player will then place their objective model following the same directions.

Once the two objectives are placed the player who picked the table edge will deploy their army. Models may be placed up to 12” 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 and stop the enemy from capturing their own. 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 the end of the turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends immediately, on a 3 or 4 the game continues for 2 more rounds and then ends, on a 5 or 6 the game continues for 4 more rounds and then ends. The game also ends if time is called.

MAJOR VICTORY / MAJOR DEFEAT

You have captured both objectives.

MINOR VICTORY / MINOR DEFEAT

You have captured only your objective and your opponent has failed to capture theirs OR Each side has captured their objective but your force is unbroken and your opponent is broken.

DRAW

Any result other than those listed above.

BONUS VICTORY POINTS

3 bonus points will be awarded to the player that scores the most victory points. 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 then each player gets 1 point.

SPECIAL OBJECTIVE MARKERS

If a player captures both objective markers they can re-roll 1 dice roll in their next game. This can **only** be used during the next game.

