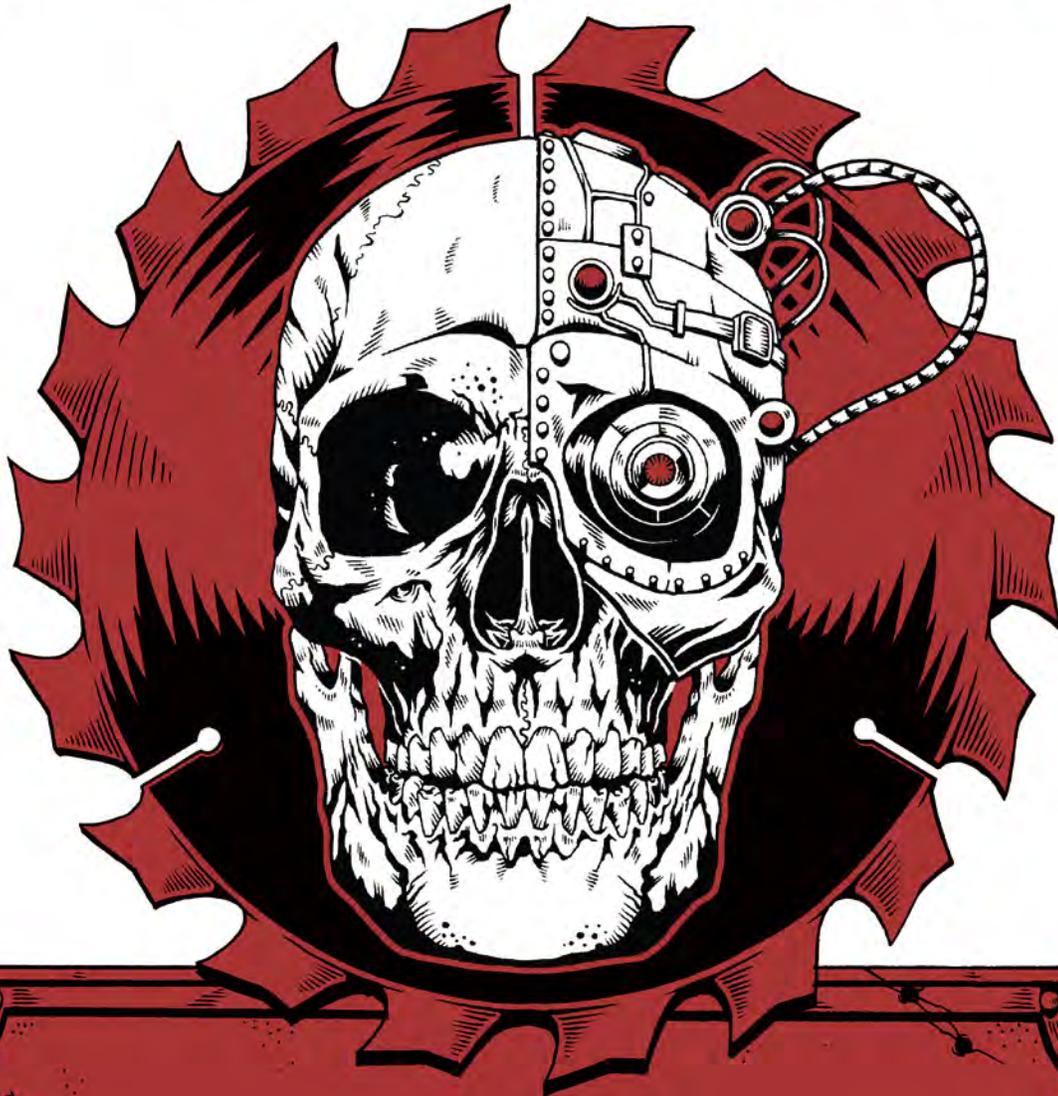


ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



LORD OF THE RINGS TEAM TOURNAMENT

SATURDAY (9:00AM - 7:00PM)

WWW.ADEPTICON.ORG

NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



ADEPTICON 2011

LORD OF THE RINGS TEAM TOURNAMENT

SCENARIO I: IT IS PRECIOUS TO ME

***** READ THE ENTIRE SCENARIO BEFORE SETTING UP *****

Two relics of ancient power have been uncovered and your force has been tasked with securing them. Unfortunately for you, the enemy has discovered your plans and now both forces have orders to reclaim these prizes and thwart the plans of the enemy at the same time.

ROUND NOTE

For this scenario only, your team will split up and play separately. One team member on the even table and one on the odd table as instructed by the event coordinator. Each team member must fill in a separate result sheet for Round 1.

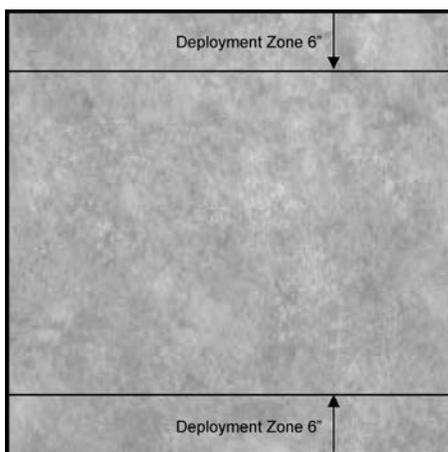
LAYOUT

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 except in areas of difficult terrain and the objective must be 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 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 reclaim the objective pieces. 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	You have captured both objectives.
Minor Victory	You have captured one objective and your opponent has captured none OR each side has captured an objective but your force is unbroken and your opponent is broken.
Draw	Any result other than those listed above.

BONUS VICTORY POINTS

5 bonus points will be awarded to the player that has control of more table quarters than 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 than their opponent. If both sides have the same number of models in a table quarter then it is contested and does not count.

SPECIAL OBJECTIVE MARKER

If a player captures both objective markers their team can re-roll 1 dice roll in their next game. This can **ONLY** be used during the next game. If both players from a team get this special bonus the team will have **TWO** re-rolls available in their next game.





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LORD OF THE RINGS TEAM TOURNAMENT

SCENARIO 2: THE DEFENSES MUST HOLD

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Both armies are attempting to exploit a weak point in the enemy's defenses and move their force into the enemy's lands. If the enemy gets through your line, there will be nothing to stand in their way.

LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

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

The team that picked the deployment area will set up first, up to 6" in from their table edge. The opposing team will do the same thing but from the opposite table edge. Once armies are deployed each team should place their messenger model on the table. The team that deployed first will set up their messenger followed by the other team. These can be placed anywhere within 12" of the center line of the table and no closer than 6" to another messenger marker. These messengers models are for bonus points as described below (see Bonus Victory Points).

SCENARIO SPECIFIC RULES

The following scenario-specific rules will be in effect for this game: Loose Mounts, Leaving the Table, and Carrying Light Objects.

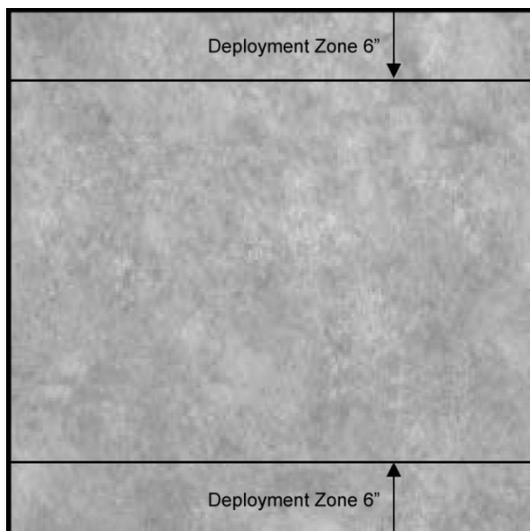
OBJECTIVES

Both sides are seeking to infiltrate behind enemy lines and prevent the enemy from achieving the same. The game ends at the end of a turn in which one force is reduced to 25% of its starting number or less **OR** when time is called.

Major Victory	One or more of your models have exited the table via your opponent's deployment edge. None of the opposing team's models have exited the board via your deployment edge.
Minor Victory	You have had a greater number of successfully infiltrating models than your opponent.
Draw	An equal number of models have successfully infiltrated on both sides.

BONUS VICTORY POINTS

Both forces have valuable information that could prove important in the battles to come. 3 bonus points will be awarded to a team who successfully moves their own messenger model off the table with one of their infiltrating models. If a team moves the enemy's messenger model off the table with one of their infiltrating models then they will receive an additional 2 bonus points. The messengers count as light objects and can be carried as such as described in the One Ring rulebook (pg 72).





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LORD OF THE RINGS TEAM TOURNAMENT

SCENARIO 3: WE WILL CAMP HERE FOR THE NIGHT

***** READ THE ENTIRE SCENARIO BEFORE SETTING UP *****

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.

ROUND NOTE

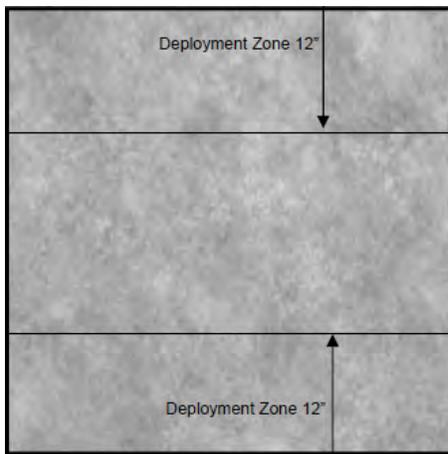
For this scenario your team may use the additional 300 point upgrades you brought for your Team force.

LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

The armies are set up from opposite edges of the table. Roll a dice to see which team gets to pick a table edge first. The opposing team sets up from the opposite table edge. The team that picked the deployment area will set up first, up to 12" in from their table edge. The opposing team will do the same thing but from the opposite table edge.



OBJECTIVES

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

Major Victory	The enemy force has been Broken and three-quarters or more of your force remains.
Minor Victory	The enemy force has been Broken and less than three-quarters of your force remains but you are NOT broken. OR If time is called, the player who scores the most victory points wins a minor victory. 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

5 bonus points will be awarded to the Team whose Overall Commander scores the most kills.





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LORD OF THE RINGS TEAM TOURNAMENT

FAVORITES & APPEARANCE ID SHEET

YOUR TEAM NAME

FAVORITE TEAM

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

Our Favorite Team Was: _____

Tear Here

YOUR TEAM NAME

FAVORITE ARMY

Before the start of Round #3, please submit this sheet with the name of the team that you think had the best looking army in the whole tournament. This vote can be for any team in the whole tournament, not just those you played. You may NOT vote for your own army.

Our Vote for Favorite Army goes to: _____

Tear Here

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

This army Belongs To _____

Check this box if the team members did **NOT** paint this army. Only armies painted by the team members are eligible for Favorite Army votes and the Best Army award.



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LORD OF THE RINGS TEAM TOURNAMENT

RESULTS FOR SCENARIO 3: WE WILL CAMP HERE FOR THE NIGHT

YOUR TEAM NAME

ROUND

3

OPPONENT'S TEAM NAME

TABLE NO.

Game Result	Winner	Loser
Major Victory	20	3
Minor Victory	15	5
Draw	10	10

Bonus Victory Points

5 bonus points will be awarded to the Team whose Overall Commander scores the most kills.

YOUR VICTORY POINTS

OPPONENT'S VICTORY POINTS

YOUR BONUS POINTS

OPPONENT'S BONUS POINTS

TOTAL BATTLE POINTS (VICTORY + BONUS POINTS)

YOUR BATTLE POINTS

OPPONENT'S BATTLE POINTS

TEAM SPORTSMANSHIP

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

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

Our opponents came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, etc.).

Our opponents appeared to measure movement and other distances accurately.

Our opponents 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 our opponents.

We would voluntarily play this team again.

TOTAL CHECKMARKS



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LORD OF THE RINGS TEAM TOURNAMENT

RESULTS FOR SCENARIO 2: THE DEFENSES MUST HOLD

YOUR TEAM NAME
OPPONENT'S TEAM NAME

ROUND
2
TABLE NO.

Game Result	Winner	Loser
Major Victory	20	3
Minor Victory	15	5
Draw	10	10

YOUR VICTORY POINTS
YOUR BONUS POINTS

OPPONENT'S VICTORY POINTS
OPPONENT'S BONUS POINTS

Bonus Victory Points
 Both forces have valuable information that could prove important in the battles to come. 3 bonus points will be awarded to a team who successfully moves their own messenger model off the table with one of their infiltrating models. If a team moves the enemy's messenger model off the table with one of their infiltrating models then they will receive an additional 2 bonus points. The messengers count as light objects and can be carried as such as described in the One Ring rulebook (pg 72).

TOTAL BATTLE POINTS (VICTORY + BONUS POINTS)	
YOUR BATTLE POINTS	OPPONENT'S BATTLE POINTS

TEAM SPORTSMANSHIP

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

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<input type="checkbox"/>	Our opponents appeared to measure movement and other distances accurately.
<input type="checkbox"/>	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
<input type="checkbox"/>	Rules issues that occurred during the game were handled amicably by our opponents.
<input type="checkbox"/>	We would voluntarily play this team again.

<input type="checkbox"/>	TOTAL CHECKMARKS
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ADEPTICON 2011

LORD OF THE RINGS TEAM TOURNAMENT

RESULTS FOR SCENARIO I: IT IS PRECIOUS TO ME

YOUR TEAM NAME
OPPONENT'S TEAM NAME

ROUND
1
TABLE NO.

Game Result	Winner	Loser
Major Victory	20	3
Minor Victory	15	5
Draw	10	10

YOUR VICTORY POINTS
YOUR BONUS POINTS

OPPONENT'S VICTORY POINTS
OPPONENT'S BONUS POINTS

Bonus Victory Points
 5 bonus points will be awarded to the player that has control of more table quarters than 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 than their opponent. If both sides have the same number of models in a table quarter then it is contested and does not count.

TOTAL BATTLE POINTS (VICTORY + BONUS POINTS)	
YOUR BATTLE POINTS	OPPONENT'S BATTLE POINTS

TEAM SPORTSMANSHIP

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

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<input type="checkbox"/>	Rules issues that occurred during the game were handled amicably by our opponents.
<input type="checkbox"/>	We would voluntarily play this team again.

<input type="checkbox"/>	TOTAL CHECKMARKS
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