

FRIDAY
APRIL 19

9:00 AM
6:00 PM

Adept 100



LORD OF THE RINGS TEAM TOURNAMENT

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 2013

LORD OF THE RINGS TEAM TOURNAMENT

SCENARIO I: DOMINATION

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

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points – failure is not an option.

LAYOUT

Terrain will be preset for the event. The battlefield is dominated by 4 objectives that must be captured and held against the enemy. Objective markers should be placed in the center of each table quarter.

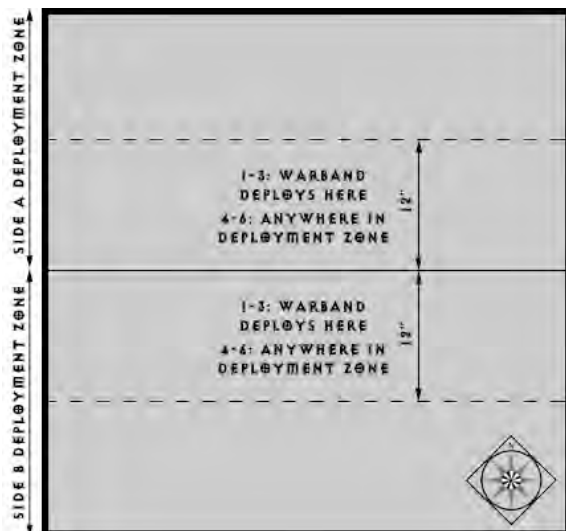
STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. This player then selects a warband in their force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the center line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has priority in the first turn.



OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) or more of its starting number of models, at which point, the force that has scored the most Victory Points wins a Minor Victory. If one player has double or more Victory Points than the other it is a Major Victory. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** for each objective marker that has at least one of your models and no enemy models within 3".
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models within 3".
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

BONUS VICTORY POINTS

The player that slays the most enemy heroes scores **+1 Bonus Point**. If both team members from the same team achieve this condition then each team member receives **+2 Bonus Points** instead.





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SCENARIO 2: HOLD GROUND!

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

At the height of battle, a strange opportunity arises – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages, one force pounces on the objective and attempts to secure it.

LAYOUT

Terrain will be preset for the event. Place an objective marker in the center of the table. **The players should then decide which table edge is north (this is important later in the game).**

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6 – the player with the highest result chooses a table corner and its adjacent table edges as their deployment edges. The opposing player receives the opposite table corner and its adjacent table edges as their deployment edges.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has priority in the first turn.

SPECIAL RULES

Maelstrom of Battle: At the end of your move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warbands captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately; deploy the models in the warband, then roll for the next.

D6	Result
1	The warband does not arrive yet. They count as on the board for the purpose of determining when the game ends or the force being broken.
2-3	The warband enters from the north or south board edge that YOU have claimed as a deployment edge. Choose a point at least 6" from the corners. All models in the warband enter from this point.
4-5	The warband enters from the east or west board edge that YOU have claimed as a deployment edge. Choose a point at least 6" from the corners. All models in the warband enter from this point.
6	The warband enters from any of YOUR deployment edges that you choose. Choose a point at least 6" from the corners. All models in the warband enter from this point.

OBJECTIVES

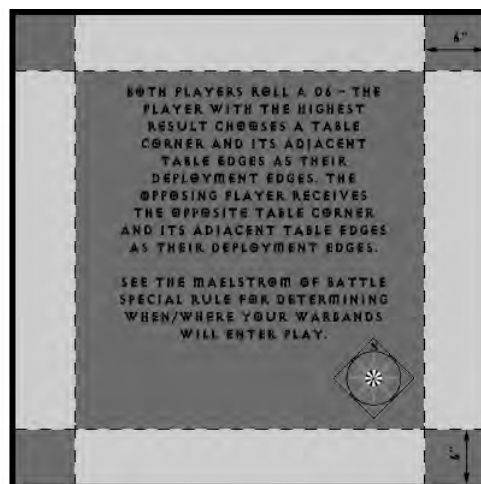
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins a minor victory. If one player has double or more Victory Points than the other force it is a Major Victory. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models within 6" of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

BONUS VICTORY POINTS

The player who slays the most enemy heroes with their own heroes receives **+1 Bonus Point**. If both team members from the same team achieve this bonus then the team members each receive **one free re-roll** of any dice (except priority) during round 3 of the tournament.





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SCENARIO 3: LORDS OF BATTLE

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

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field, now is the time for the Heroes to show their quality.

LAYOUT

Terrain will be preset for the event.

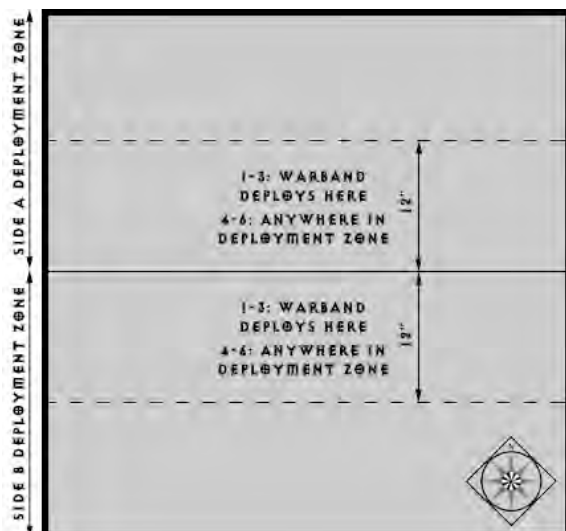
STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. This player then selects a warband in their force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the center line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has priority in the first turn.



OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins a minor victory. If one player has double or more Victory Points than the other force it is a Major Victory. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score **1 Victory Point** (a model that fails a Fate roll will therefore award **2 Victory Points**, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score **1 Victory Point** for each such Fate point.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

BONUS VICTORY POINTS

The player that has more models within 12" of the enemies' board edge scores **+1 Bonus Point**. If both team members from the same team achieve this condition then each team member receives **+2 Bonus Points** instead.





RESULTS FOR ROUND 3: LORDS OF BATTLE



SPORTSMANSHIP

Place a checkmark next to each statement that applies to your opponents. Each check is worth 1 point (5 Points maximum).

11/11/2019

TOTAL CHECKMARKS

On a scale of 1-10, with 10 being the highest, rate your game. Simply go with your gut and be honest. This score is reflected in your score in 10th of points, for example, a rating of 1 = 0.1 and a rating of 10 = 1.0. Circle the appropriate value below.

1 WORST	2	3	4	5	6	7	8	9	10 BEST
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RESULTS FOR ROUND 2: HOLD GROUND!

[illegible]



RESULTS FOR ROUND 1: DOMINATION



1 WORST	2	3	4	5	6	7	8	9	10 BEST
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