

THURSDAY
APRIL 18

5:00PM
9:15PM

ADEPTICON



LORD OF THE RINGS MARCH TO MOUNT DOOM

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

MARCH TO MOUNT DOOM MADNESS

BASIC RULES

- The Hobbit: The Unexpected Journey Strategy Battle Game rulebook will be used. Only stats from that rulebook and the Free Peoples, Kingdom of Men, Mordor, Fallen Realms or Moria & Angmar sourcebooks will be used.
- Stats for any model will only be usable if they have been published at least 60 days prior to the event.
- Only army lists from The Hobbit and the above Lord of the Rings sourcebooks will be allowed.
- Named characters (Gandalf, Lurtz, the Witch King, Aragorn, etc) can only be taken once.
- Evil Forces cannot include Gollum
- Good Forces cannot include Tom Bombadil or Goldberry.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard with flocked or painted bases). 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 or be clear to all opponents in cases where this cannot be represented. This includes all weapons for which you want to use special rules (e.g., Feint, Bash, Piercing Strike, etc).
- 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. This includes all army list books used and all model stats and/or rules.
- All judges' decisions are final.

ARMY BUILDING RULES

- Each player will bring a 500 point force based on the army lists from the Hobbit or one of the five Lord of the Rings Sourcebooks. All rules for force composition described in these rules must be followed (including warband sizes, bow limits, allies, etc).
- A **MAXIMUM** of 15 models can be used in your army.
- Wargear options can only be chosen from those listed in the models profiles
- Army lists **MUST** be submitted via email to the tournament organizer no later than 2 weeks before the day of the event (toymen_1971@yahoo.com). These lists should list the number of that model, all points for base model cost, options and total for that unit/type. These lists will not be used for Army Appearance or Theme judging. If players want to create a more "theme" list for display this should be left by their army during the tournament judging.
- **Any errors found in the army lists AFTER the tournament begins will result in disqualification from the event.**

TOURNAMENT SCORING

There is no scoring used for this tournament. It is a simple single elimination bracket. Win your scenario and advance!

AWARDS

Recognition in the following categories will be granted at the conclusion of the tournament.

- **The Ring-bearer:** Winner of Bracket.
- **Best Appearance/Theme:** Voted for by the players in the event after the Opening Round. Tiebreaker vote will be cast by the Tournament Organizer.

SCHEDULE

THURSDAY 5:00PM – 9:15PM

5:00PM – 5:15PM	Registration
5:15PM – 6:05PM	Round 1: Call to Arms (50-minute game, 16 players reduced to 8 players)
6:15PM – 7:05PM	Round 2: Call to Arms (50-minute game, 8 players reduced to 4 players)
7:15PM – 8:05PM	Round 3: The One Ring (50-minute game, 4 players reduced to 2 players)
8:15PM – 9:05PM	Round 4: Mount Doom (50-minute game, 2 players reduced to Champion)
9:15PM	Awards



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MARCH TO MOUNT DOOM MADNESS

CALL TO ARMS!

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

Rumors of an object of great power fall to the ears of even the humblest warrior. The stakes are high and as the fighting grows more intense, so does the determination of the combatants. The path forward to this object shall go to the most able general!

AYOUT

The tables will use preset terrain features that should not be moved during the set up and game play.

STARTING POSITIONS

Roll a dice to see who picks a table edge for deployment. The player with the higher roll picks a table edge and deploys their first warband between 12" and 18" from the board edge. The opposing player then deploys their first warband between 12" and 18" from the opposite board edge. The players take turns placing warbands using the same criteria until all warbands have been deployed.

OBJECTIVES

The game is played until the end of the turn in which one army is reduced to a quarter of its original number of models. In the event that both armies are brought to a quarter of their initial strength on the same turn or if time is called, add the number points of each army that are left on the table. The general with the most points left on the table is the victor for these conditions.





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MARCH TO MOUNT DOOM MADNESS

THE ONE RING

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

The One Ring, a weapon mighty enough to swing tide of war, has been discovered in the wilds of Middle Earth. Within hours of its discovery, two armies redirect their march to its location, seeking to claim it for their cause.

AYOUT

The tables will use preset terrain features that should not be moved during the set up and game play. A marker representing the One Ring will be placed in the center of the battlefield.

STARTING POSITIONS

Roll a dice to see who picks a table edge for deployment. The player with the higher roll picks a table edge and deploys their first warband between 6" and 12" from the board edge. The opposing player then deploys their first warband between 6" and 12" from the opposite board edge. The players take turns placing warbands using the same criteria until all warbands have been deployed.



*Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie.*

OBJECTIVES

Both sides are seeking to seize the Ring and carry it off the board via the opposite table edge. Whichever army accomplishes this feat is considered the Victor. In the event that time is called before the One Ring can be carried off the table, the player who controls the One Ring will be considered the Victor. If neither side controls the One Ring, add the number points of each army that are left on the table. The general with the most points left on the table is the victor for these conditions.

SPECIAL RULES

The One Ring: The Ring must be dug out of the soil before it can be carried anywhere. A model on foot in base contact with the counter at the end of the Fight phase may attempt to free it - roll a D6. On a 4 or more, the artifact has been freed from the soil. Might may be used to modify this roll if a Hero attempts to dig up the One Ring.

I'll Take the Ring to Mordor: If the One Ring has been dug from the ground (or dropped), any model on foot can stoop to pick it up and carry it at the end of any Fight Phase. If models from each army are in base contact with the One Ring than neither can attempt to pick it up.

My Precious: A model picking up the One Ring (i.e. the Ringbearer) cannot pass it on to any other friendly model. The One Ring can only be passed when the Ringbearer is killed in close combat. If the Ringbearer is killed in a shooting attack (or by throwing weapon), the One Ring is dropped to the ground.

Loose Mounts: The Loose Mounts optional rule is NOT in effect for this scenario.



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MARCH TO MOUNT DOOM MADNESS

MOUNT DOOM!

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

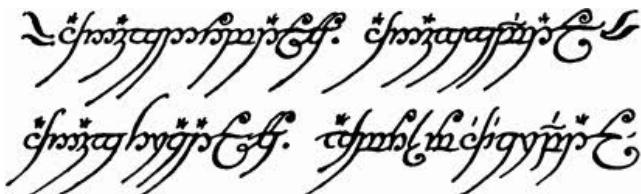
Two armies battle for the control to the entrance of Mount Doom. The table is distinguished by a large hill in the center of the table. The winner will be able cast the One Ring into the Fires of Mount Doom or succumb to Will of Sauron thereby determining the fate of all Middle-earth.

AYOUT

The tables will use preset terrain features that should not be moved during the set up and game play. One hill will be placed in the center of the battlefield. The hill will have clear defined boundaries but the sides leading up to the pinnacle of the hill will be treated as rolling terrain (no climb tests needed).

STARTING POSITIONS

Roll a dice to see who picks a table edge for deployment. The player with the higher roll picks a table edge and deploys their first warband between 6" and 12" from the board edge. The opposing player then deploys their first warband between 6" and 12" from the opposite board edge. The players take turns placing warbands using the same criteria until all warbands have been deployed.



BJECTIVES

Whichever side captures the hill at the end of turn 12 wins the game. The Hill is considered captured by the army that has the most number of models on the top of the hill at the end of Turn 12. In the event that both armies have equal number of models left on the hill, the Victor will be determined by the general that has the largest number of "points" from their army atop the hill.

SPECIAL RULES

The Fires of Mount Doom: The top of the hill is exposed to the extremes conditions of Mount Doom, making it a perilous place to fight. If the roll for priority is ever a draw, each model may suffer the effects of fighting on such treacherous ground. Roll a D6 for each model on the hill:

D6 Result

1-2	The model takes a Strength 4 hit.
3-4	The model is knocked to the ground.
5-6	The model is unaffected.

Note: Might can be used to affect the die roll for a hero when testing for the effects.





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FAVORITE VOTING SHEET

YOUR NAME

FAVORITE ARMY/THEME

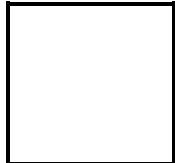
Please indicate your vote for your favorite army/theme.
Your vote can be based on appearance, conversions or favorite thematic army.

My Favorite Army/Theme Is: _____

Tear Here

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 you painted are eligible for Favorite Army/Theme votes.

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