AdeptiCon

LORD OF THE RINGS
CHAMPIONSHIPS

SCENARIO 1: RECONNOITRE

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

ARMIES

Each player chooses his force, as described on pages 4-9, to be 600 points or less.

LAYOUT

Terrain will be preset for the event.

STARTING POSITIONS

At the start of the game 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 the table edge. His opponent has the opposite edge.

INITIAL PRIORITY

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

SPECIAL RULES

At the end of your movement 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 modify the roll). Models can't charge the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband and then roll for the next. Warbands yet to arrive count as being on the battle field for the purposes of being broken.

D6	Result
1-3	The warband doesn't arrive yet, but receives +1 to this die roll next turn.
4-6	The controlling player chooses a point on his board edge at least 6 inches for the corner—all models in the warband move onto the battlefield from this point.
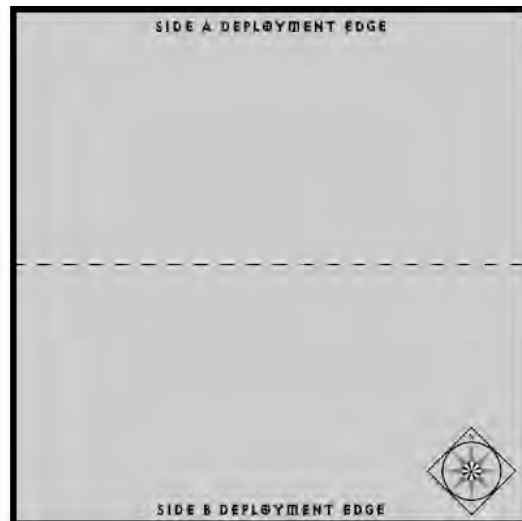
[Board diagram]

SIDE A DEPLOYMENT EDGE

SIDE B DEPLOYMENT EDGE

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 **2 Victory Points** for every model that has exited the battlefield via you opponent's table edge.
- You score **4 Victory Points** for every leader and or hero that has exited the battlefield via your opponent's table edge.
- You score **1 Victory Point** for causing one or more wounds on the enemy leader.
- You score **3 Victory Points** for killing the enemy leader.
- You score **1 Victory Point** if the enemy force is broken at the end of the battle.
- You score **3 Victory Points** if the enemy force is broken and yours is not.

BONUS VICTORY POINTS

Up to 5 bonus points will be available in each scenario. These will be given to each player prior to the start of each battle and will be kept secret.

SCENARIO 2: TO HIGH GROUND

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

ARMIES

Each player chooses his force, as described on pages 4- 9, to be 600 points or less.

LAYOUT

Terrain will be preset for the event, including a large hill in the middle of the battlefield.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. This player than 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 a 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 a 1-2 the game ends. Otherwise the game continues for another turn. Continue to do this until the game ends.

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 **1 Victory Point** for every model you have on or touching the central hill.
- You score **1 Victory Point** f for causing one or more wound on the enemy leader.
- You score **3 Victory Points** for killing the enemy leader.
- You score **1 Victory Point** if the enemy force is broken at the end of the battle.
- You score **3 Victory Points** if the enemy force is broken and yours is not.

BONUS VICTORY POINTS

Up to 5 bonus points will be available in each scenario. These will be given to each player prior to the start of each battle and will be kept secret.
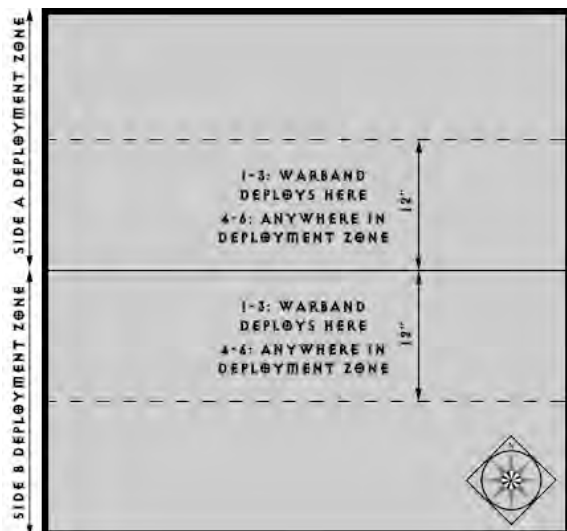
SCENARIO 3: TO THE DEATH

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

ARMIES

Each player chooses his force, as described on pages 4- 9, to be 600 points or less.

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 than 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.
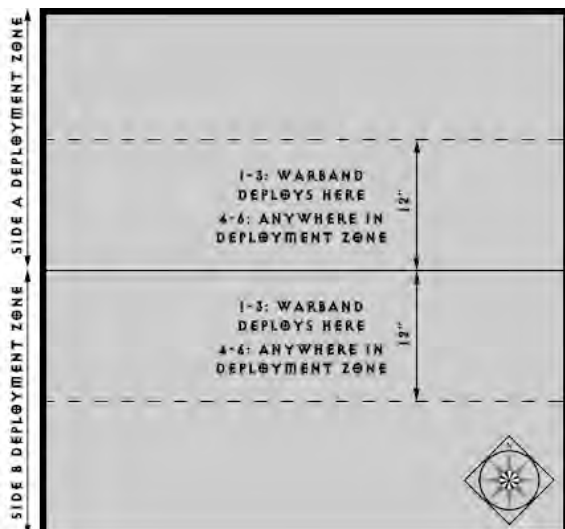
OBJECTIVES

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** if the enemy force is broken at the end of the battle.
- You score **5 Victory Points** if the enemy force is broken and yours is not.
- You score **1 Victory Point** for causing one or more wounds on the enemy leader.
- You score **3 Victory Points** for killing the enemy leader.
- You score **1 Victory Point** for every captain killed.
- You score **3 Victory Points** if you have more captains and leaders than the enemy at the end of the battle.

BONUS VICTORY POINTS

Up to 5 bonus points will be available in each scenario. These will be given to each player prior to the start of each battle and will be kept secret.

SIDE A DEPLOYMENT ZONE

1-3: WARBAND DEPLOYS HERE
4-6: ANYWHERE IN DEPLOYMENT ZONE
12"

1-3: WARBAND DEPLOYS HERE
4-6: ANYWHERE IN DEPLOYMENT ZONE
12"

SIDE B DEPLOYMENT ZONE

ADEPTICON 2013

LORD OF THE RINGS CHAMPIONSHIPS

FAVORITES & APPEARANCE ID SHEET

YOUR NAME	

FAVORITE OPPONENT

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

My Favorite Opponent Was: _____

Tear Here

YOUR NAME	

FAVORITE ARMY

Before the start of Round #3, 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. You may NOT vote for your own army.

My 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 you did **NOT** paint this army. Only armies you painted are eligible for Favorite Army votes and the Best Army award.

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LORD OF THE RINGS CHAMPIONSHIPS

RESULTS FOR SCENARIO 3: TO THE DEATH

YOUR NAME		ROUND
		3

OPPONENT'S NAME		TABLE NO.

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

YOUR VICTORY POINTS	OPPONENT'S VICTORY POINTS
FROM LEFT	FROM LEFT

YOUR BONUS POINTS	OPPONENT'S BONUS POINTS
SEE CARD	SEE CARD

TOTAL BATTLE POINTS (VICTORY + 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 (5 Points maximum).

☐	My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
☐	My opponent brought all their own gaming items, dice, rulebooks, etc.
☐	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.
☐	I would voluntarily play this player again.

☐ **TOTAL CHECKMARKS**

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.

RESULTS FOR SCENARIO 2: TO HIGH GROUND

YOUR NAME

OPPONENT'S NAME

ROUND
2

TABLE NO.

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

YOUR VICTORY POINTS
FROM LEFT

OPPONENT'S VICTORY POINTS
FROM LEFT

YOUR BONUS POINTS
SEE CARD

OPPONENT'S BONUS POINTS
SEE CARD

TOTAL BATTLE POINTS (VICTORY + 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 (5 Points maximum).

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☐	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.
☐	I would voluntarily play this player again.

☐ **TOTAL CHECKMARKS**

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.

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LORD OF THE RINGS CHAMPIONSHIPS

RESULTS FOR SCENARIO 1: RECONNOITRE

YOUR NAME		ROUND
		1

OPPONENT'S NAME		TABLE NO.

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

YOUR VICTORY POINTS	OPPONENT'S VICTORY POINTS
FROM LEFT	FROM LEFT

YOUR BONUS POINTS	OPPONENT'S BONUS POINTS
SEE CARD	SEE CARD

TOTAL BATTLE POINTS (VICTORY + 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 (5 Points maximum).

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	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.
	I would voluntarily play this player again.

	TOTAL CHECKMARKS

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