

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

ADEPTICON 2009
THE LORD OF THE RINGS
TEAM TOURNAMENT



ADEPTICON 2009 - THE LORD OF THE RINGS TEAM TOURNAMENT

BASIC RULES

- The Lord of the Rings main rulebook will be used. All stats from the main rulebook or subsequent supplements (i.e. Gondor in Flames, Harad, Mordor, etc) will be used.
- Only army lists from the Legions of Middle-earth supplement or appropriate supplement will be allowed.
- Unless indicated otherwise, all rules and restrictions in the Legions of Middle-earth supplement will be in effect.
- 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.

TEAM TOURNAMENT RULES

- Each team will consist of two players who will field an all good or all evil combined force of 700 points. Each player will bring a 350 point contingent based on the army lists from The Legions of Middle-earth supplement. Each 350 point contingent is formed as a single force following 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 contingent 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 350 point force must be able to ally with every other contingent in their 350 point force.
- The final combined team force of 700 points must adhere to the restrictions detailed in Legions (i.e. 75 model limits for entire force, 33% bow limit, no duplicate characters, etc). In addition, all contingents in the 700 point force must be able to ally with every other contingent in the final team force.
- 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.
- One hero in the combined force must be nominated as the Overall Commander of the allied forces and this model should be listed as such on all army lists. This model will be Overall Commander for the **entire tournament** and cannot be changed once army lists are submitted. The Overall Commander may re-roll ONE dice roll he makes in EACH game. Only rolls the character himself makes can be re-rolled (i.e. cannot be used for priority).
- Both team members must bring forces of the same type (i.e. both good OR both evil). Any army lists can be used to form these forces as long as they are allowed to ally with each other as outlined in Legions or the appropriate supplement.
- Each team must bring one **messenger** model based on either a 20mm or 40mm round base. This model will be used in some games and will be judged as part of the team's force for painting and theme scoring.
- There will be a total of four games during the tournament.
- During each round, the team members will join forces and play together against the opposing team and their combined forces.



ADEPTICON 2009 - THE LORD OF THE RINGS TEAM TOURNAMENT

TEAM TOURNAMENT SCHEDULE

8:00 am - 9:00 am	Registration, Set-up and Paint Judging
9:00 am - 11:30 am	Game #1
11:30 am - 12:00 pm	Break
12:00 pm - 2:30 pm	Game #2
2:30 pm - 3:00 pm	Break
3:00 pm - 5:30 pm	Game #3
5:30 pm - 6:30 pm	Break and Paint Judging
6:30 pm - 9:00 pm	Game #4



F+M:RHX:TF:RNGM:THMA:FTT: F+M:RHX:TF:RNGM:THMA:FTT

FAVORITE TEAM / FAVORITE ARMY

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.

My Favorite Team was: _____

.....

Your Name: _____

Favorite Army

Before the start of Round #4, 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.

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 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.



RESULT SHEET #4 TABLE# _____

Your Team Name: _____ Opponent's Team Name: _____

Game Result	Winner	Loser	Your Victory Points:	Opponent's Victory Points:
Major Victory	20	3		
Minor Victory	15	5		
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>Team Sportsmanship: Place a checkmark next to each statement that applies to your opponents. Each check is worth 1 point. (7 Points maximum).</p> <p><input type="checkbox"/> Our opponents were prompt to report for the start of the round.</p> <p><input type="checkbox"/> Our opponents came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, etc.).</p> <p><input type="checkbox"/> Our opponents appeared to measure movement and other distances accurately.</p> <p><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.</p> <p><input type="checkbox"/> Rules issues that occurred during the game were handled amicably by our opponents.</p> <p><input type="checkbox"/> Our opponent's army was easy to understand and/or they were helpful in explaining how their army worked.</p> <p><input type="checkbox"/> We would voluntarily play this team again.</p> <p>TOTAL CHECKMARKS: <input style="width: 50px; height: 20px;" type="text"/></p>	<p>Theme Checklist: (Check ONE below)</p> <p><input type="checkbox"/> This is a perfect example of what these armies should look like. Both armies look great and have items that help unify the two forces. The armies make complete sense together and have a theme that supports this. (3 points)</p> <p><input type="checkbox"/> This is a very good example of these armies. Painting and basing could have been better but both armies were above average. The two armies make sense together but the theme could be better. (2 points)</p> <p><input type="checkbox"/> This was not the best example of these armies with painting and basing average or below. The theme of the two forces was not completely appropriate but the force did not seem to exploit loopholes to gain an unfair advantage. (1 point)</p> <p><input type="checkbox"/> This was a very poor example of these two armies. The painting level was below average. The two forces did not make much sense together and did not adhere to the background of Tolkein's world at all. (0 points)</p>
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BLOOD HAS BEEN SPILT 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

Roll a dice to see who places the first terrain piece. They can be placed anywhere on the table, as long as it is at least 12" away from the center point of the table. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

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

The team that picked the deployment edge sets up their army first. The team must deploy one of the 350 point forces from 6" to 18" in from the table edge. The remaining 350 point force is deployed up to 6" in from the table edge. The opposing team 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. OR the enemy force is reduced to a quarter of its original number AND your force is not broken.

MINOR VICTORY / MINOR DEFEAT

You have scored more victory points than your opponent and your force has more than a quarter of its starting number. 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 POINTS

5 bonus points will be awarded to the team who's Overall Commander is still alive at the end of the game. If both of the Overall Commanders are alive then each team gets 2 points.



RESULT SHEET #3 TABLE# _____

Your Team Name: _____ Opponent's Team Name: _____

Game Result	Winner	Loser	Your Victory Points:	Opponent's Victory Points:
Major Victory	20	3		
Minor Victory	15	5		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

Total Battle Points (Victory Points + 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. (7 Points maximum).

- Our opponents were prompt to report for the start of the round.
- 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.
- Our opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
- We would voluntarily play this team again.

TOTAL CHECKMARKS:

Theme Checklist: (Check ONE below)

- This is a perfect example of what these armies should look like. Both armies look great and have items that help unify the two forces. The armies make complete sense together and have a theme that supports this. **(3 points)**
- This is a very good example of these armies. Painting and basing could have been better but both armies were above average. The two armies make sense together but the theme could be better. **(2 points)**
- This was not the best example of these armies with painting and basing average or below. The theme of the two forces was not completely appropriate but the force did not seem to exploit loopholes to gain an unfair advantage. **(1 point)**
- This was a very poor example of these two armies. The painting level was below average. The two forces did not make much sense together and did not adhere to the background of Tolkein's world at all. **(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.

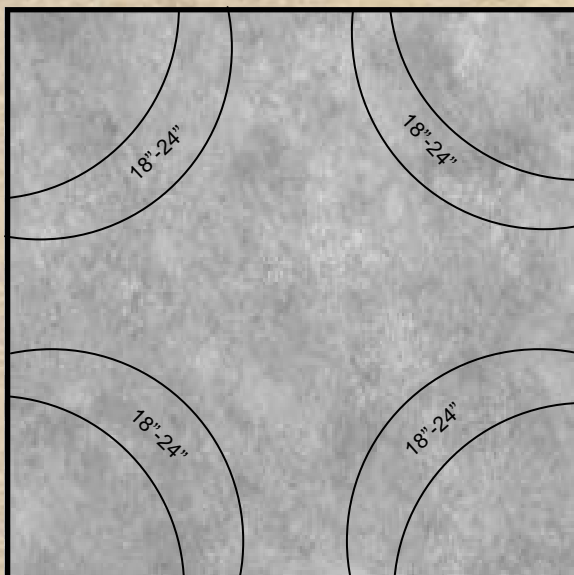
LAYOUT

Roll a dice to see who places the first terrain piece. They can be placed anywhere on the table, as long as it is at least 6" away from other terrain pieces. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

The battle begins with only half of the forces ready for battle. Each team should choose one of the 350 point forces to be held in reserve. Roll a dice to see who gets to pick the table corner they will deploy from. The other team will setup in the opposite corner.

The team that picked the corner to deploy from should set up the non-reserve 350 point force between 18" and 24" from their table corner. The other team will do the same with their non-reserve force. The remaining 350 point forces will be held to the side and will enter later in the game.



OBJECTIVES

Causing the enemy to suffer is important but not at the risk of losing your most valuable soldiers. The first side that is broken will retreat from the field at the end of the turn.

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 team'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 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, at least 6" from the corner.
5-6	The model moves onto the table from any point on the controlling player's deployment edge, chosen by the controlling player.

BONUS POINTS

5 bonus points will be awarded to the team 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.



RESULT SHEET #2 TABLE# _____

Your Team Name: _____ Opponent's Team Name: _____

Game Result	Winner	Loser	Your Victory Points:	Opponent's Victory Points:
Major Victory	20	3		
Minor Victory	15	5		
Draw	10	10		
			Your Bonus Points:	Opponent's Bonus Points:

Total Battle Points (Victory Points + 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. (7 Points maximum).

Our opponents were prompt to report for the start of the round.

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.

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

We would voluntarily play this team again.

TOTAL CHECKMARKS:

Theme Checklist: (Check ONE below)

This is a perfect example of what these armies should look like. Both armies look great and have items that help unify the two forces. The armies make complete sense together and have a theme that supports this. **(3 points)**

This is a very good example of these armies. Painting and basing could have been better but both armies were above average. The two armies make sense together but the theme could be better. **(2 points)**

This was not the best example of these armies with painting and basing average or below. The theme of the two forces was not completely appropriate but the force did not seem to exploit loopholes to gain an unfair advantage. **(1 point)**

This was a very poor example of these two armies. The painting level was below average. The two forces did not make much sense together and did not adhere to the background of Tolkein's world at all. **(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 banner. This will certainly take the heart out of your opponents in the battles to come.

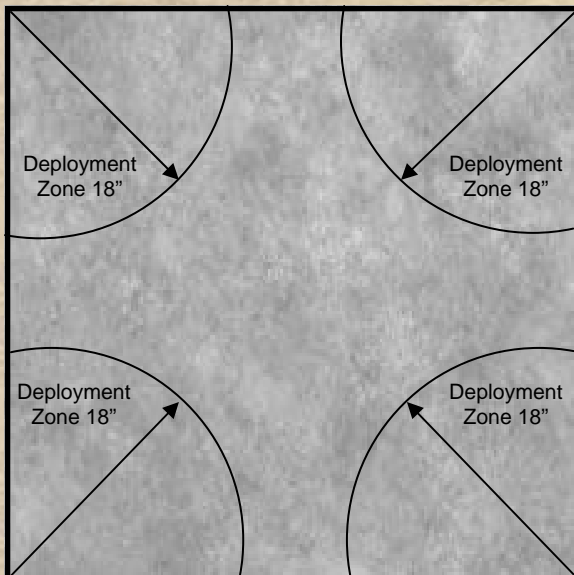
LAYOUT

Roll a dice to see who places the first terrain piece. The first four terrain features to be placed must be set up within 6" of one of each of the four corners of the table. These terrain pieces **cannot** be impassable. Any remaining terrain features can be placed anywhere on the table. No terrain pieces can be placed closer than 4" to any other terrain feature.

STARTING POSITIONS

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

The team that picked the deployment zone sets up their army first. Models may be placed up to 18" in from the table corner. One of the Special Objective markers must be placed exactly 18" in from the corner of their deployment zone. The opposing team then does the same with their army and the other Special Objective marker, but from the opposite corner.



OBJECTIVES

Both forces are trying to eliminate the enemy's Special Objective marker. The game is played until one 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.

SPECIAL RULES

Destroying the team objective: 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.

Teams that destroy their opponent's Objective marker in this scenario will receive the following bonus in Game #3: This team will be able to re-roll one dice roll to win a fight as if they had a banner within 3" of that fight.

BONUS POINTS

5 bonus points will be awarded to the team 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.



RESULT SHEET #1 TABLE# _____

Your Team Name: _____ Opponent's Team Name: _____

Game Result	Winner	Loser	Your Victory Points:	Opponent's Victory Points:
Major Victory	20	3		
Minor Victory	15	5		
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>Team Sportsmanship: Place a checkmark next to each statement that applies to your opponents. Each check is worth 1 point. (7 Points maximum).</p> <p><input type="checkbox"/> Our opponents were prompt to report for the start of the round.</p> <p><input type="checkbox"/> Our opponents came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, etc.).</p> <p><input type="checkbox"/> Our opponents appeared to measure movement and other distances accurately.</p> <p><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.</p> <p><input type="checkbox"/> Rules issues that occurred during the game were handled amicably by our opponents.</p> <p><input type="checkbox"/> Our opponent's army was easy to understand and/or they were helpful in explaining how their army worked.</p> <p><input type="checkbox"/> We would voluntarily play this team again.</p> <p>TOTAL CHECKMARKS: <input style="width: 50px; height: 20px;" type="text"/></p>	<p>Theme Checklist: (Check ONE below)</p> <p><input type="checkbox"/> This is a perfect example of what these armies should look like. Both armies look great and have items that help unify the two forces. The armies make complete sense together and have a theme that supports this. (3 points)</p> <p><input type="checkbox"/> This is a very good example of these armies. Painting and basing could have been better but both armies were above average. The two armies make sense together but the theme could be better. (2 points)</p> <p><input type="checkbox"/> This was not the best example of these armies with painting and basing average or below. The theme of the two forces was not completely appropriate but the force did not seem to exploit loopholes to gain an unfair advantage. (1 point)</p> <p><input type="checkbox"/> This was a very poor example of these two armies. The painting level was below average. The two forces did not make much sense together and did not adhere to the background of Tolkein's world at all. (0 points)</p>
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WE MUST CALL FOR AID!

SCENARIO #1

DESCRIPTION

The battle has ground to a standstill and both sides need to call in reinforcements to help turn the tide. Everything hinges on these messengers getting through the enemy blockade. Failure is not an option.

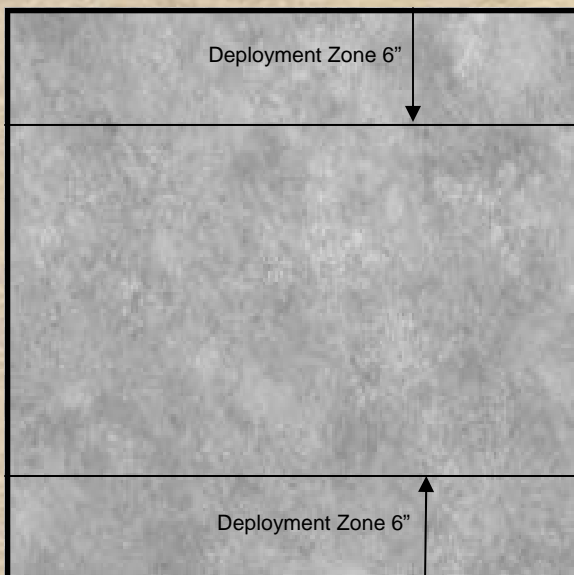
LAYOUT

Roll a dice to see who places the first terrain piece. It must be placed in the center of the table. Subsequent terrain features must be placed within 3" of another feature that was placed previously. Place terrain features one at a time until you have placed all the features.

STARTING POSITIONS

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

The team that picked the deployment edge sets up their army and messenger model first. Models may be deployed up to 6" in from the table edge. The opposing team then does the same, but from the opposite edge.



OBJECTIVES

Both sides are trying to send a message to their allies behind enemy lines and prevent enemy messengers from achieving the same. The game ends when one force is reduced to a quarter of its starting number of models or time is called.

MAJOR VICTORY / MAJOR DEFEAT

Your messenger model has exited the board via your opponent's deployment edge and your opponent's messenger has failed to exit the board.

MINOR VICTORY / MINOR DEFEAT

Both messenger models have exited the board but your opponent's force had been reduced to a quarter and your army has not.

DRAW

Any result other than those listed above.

SPECIAL RULES

Messenger Model: The messenger model counts as a normal man sized warrior on foot with the following profile: Move=10", FV=4, S=4, D=6, W=2, A=2 C=6 Might=0, Will=0, Fate=1. The model is assumed to be armed with a hand weapon and shield (reflected in defense value above) and can be engaged in combat as normal. Since the information carried by the messenger could be useful if he is captured alive, the model cannot be targeted with missile fire or spells that cause damage. The messenger will pass all break tests taken once his force is broken. This model does not count towards the total number of models in your force.

BONUS POINTS

5 bonus points will be awarded to the team that moves 3 non-messenger models off their opponent's board edge regardless of whether they have moved their messenger model off or not. If both sides move 3 or more non-messenger models off the board then no one receives these points.

