april ist = 3rd \* westin lombard yorktown center



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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!



LORD OF THE RINGS CHAMPIONSHIPS

**ትዘኅሦዘ**ላ፣ሦጵ*ሊ*ብላተ&ለሙሦ[ኅጋዘጵ፡ጋባ[ሩጋሦሊ[ባạተርላ፡ጋሻሦ[ተ፡ዘረብ፡ዮለ፡ሷተሊኒ:ሦዘዪዘኒዘ፡ሷሦ<mark>ተ</mark>ጋጷለረብ፡<mark>ኢ</mark>ጵብ፡ሦሊላ[ባብዛሷ<mark>គ</mark>

### lord of the rings championships

It is late in the year 3017 of the Third Age. The Watchful Peace is over. Sauron has declared himself in Mordor. In just over a year he will launch his war to claim all of Middle-earth, the War of the Ring. Sauron's emissaries, the Nazgul, are riding openly through the lands, seeking allies and threatening destruction to those that refuse. Harad, Rhûn and Khand will answer his call. Saruman has also secretly begun building an army, as a supposed ally of Sauron. Goblins mass in the Misty Mountains, and from their fortress of Mt. Gundabad look to exploit the upcoming conflict to raid and pillage.

In the West, the Free Peoples see the looming danger and begin preparing for the final conflict. Gondor continues its fight to protect Ithilien and the West Bank of the Anduin. Rohan is increasingly pressed by raiding orcs and Dunlendings, unknowingly weakened by Saruman's treachery. The Elves of Lothlorien, Mirkwood, and Rivendell gather supplies for the war they know must come, even as their numbers are diminished. In the Iron Hills, Blue Mountains and elsewhere, sturdy dwarves go about their lives, but the wisest among them realize that not even the dwarves will be able to escape this tumult. Eriador seems blissfully unaware of the coming storm, but the Rangers continue their watch over the land.

You contemplate these tidings as you sit in your capitol. War is coming, and you cannot escape it – you can only prepare for it. Yet your land is vulnerable. You could protect it much better by seizing defensible, disputed land on your borders, but such a move will also bring you into conflict with a neighboring power. You decide that the battle must be risked for the protection of your land. You order your armies to mobilize.



This tournament follows the course of your campaign over three phases. First, your advance guard must seize as many key points as possible, jockeying for position with your enemy. Second, you must hinder your enemy by destroying his camp, while also searching for a key artifact. Finally, you must engage and defeat your enemy in a pitched battle which will determine who controls the valuable borderlands. Your kingdom's victory – or defeat – is in your hands. You must not fail!



LORD OF THE RINGS CHAMPIONSHIPS

#### ROUND I: OPEN SKIRMISHES (DOMINATION/HIGH GROUND)

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

The opposing armies have marched into the disputed ground between their homelands to secure it. The armies' advanced scouting parties encounter each other while attempting to gain control of key locations.

#### LAYBUT

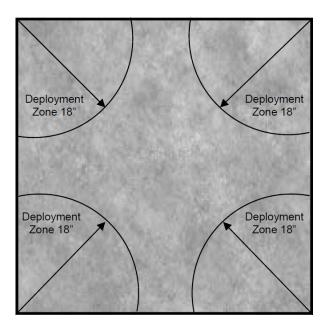
Terrain will be preset. Four objective markers will be placed, one in each quadrant. Additionally, a hill will be placed in the center of the board.

#### SETUP

Each player will roll a die. The player rolling higher will select the board corner in which he will set up. That player will then deploy his entire force anywhere within an arc 18 inches from the chosen corner. The opposing player will then set up his force within the 18 inch arc from the diagonally opposite corner.

#### GAME DURATION

The game will end when time is called or when the following conditions are met, whichever occurs first. At the end of the turn during which a side is first reduced to 50% of its starting models, the player with priority will roll a die. On a roll of 1-2, the game will last one more turn. On a roll of 3-4, the game will last two more turns. On a roll of 5-6, the game will last three more turns.



#### VICTORY CONDITIONS

Each player is attempting to gain control of as many of the four objectives as possible. When the game ends, the player who has more models within 3 inches of each objective controls it. If both players have the same number of models, neither player controls it. The outcome of the game will be decided as follows:

Major	The player controls three more objectives
Victory	than his opponent.
Minor	The player controls two more objectives
Victory	than his opponent.
Draw	Any other result.

#### BONUS CONDITIONS

The players are also attempting to control the hill. At the end of the game, count the number of models from each player that are "on" the hill (including models in contact with the hill or any part of the hill's base). Award bonus points as follows:

5	The player has at least twice as many models on
points	the hill as his opponent.
3	The player has more models on the hill than his
points	opponent, but not twice as many
1	Both players have at least one model on the hill
point	and have the same number on the hill (both
	players receive this).
0	Neither player has a model on the hill.
points	

#### TACTICAL ADVANTAGE

Each player will keep the marker for each objective he controls at the end of the game (not including the hill). During the next game, the player will receive 1 special reroll per marker, which may be used to reroll any failed fate test, as well as special rule saves such as fury saves, Malbeth's saves or Durin's Crown, etc. Only one reroll may be made per fate point used or per special save attempt. Players use these rerolls by "spending" objective markers during the next game. The markers are your proof of the rerolls to your new opponent – do not forget them or lose them!



LORD OF THE RINGS CHAMPIONSHIPS

#### ROUND 2: DAWN RAIDERS (STORM THE CAMP/SEIZE THE PRIZE)

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

During their scouting, the armies have discovered that a powerful magical artifact is buried in the area. Reinforced during the night, both armies set out at dawn to recover the artifact. The commanders also realize that they have a golden opportunity to destroy the enemy's camp, clearing a path to ultimate clear victory.

#### LAYBUT

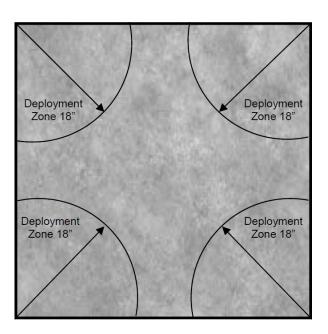
Terrain will be preset with an artifact placed on the table by the tournament organizers

#### SETUP

Each player will roll a die. The player rolling higher will select the board corner in which he will set up. That player will deploy his entire force within an arc 18 inches from the chosen corner. The opposing player will then set up his force within 18 inches from the diagonally opposite corner. Each army will also have a camp in its deployment corner which is the area within 12 inches of the chosen corner.

#### GAME DURATION

The game ends when either player has captured his opponent's camp, as described in the victory conditions, or when time is called.



#### VICTORY CONDITIONS

Each player is attempting to gain control of the enemy's camp. If at the end of any game turn, a player has more models in his opponent's camp than the opposing player does, the player has captured his opponent's camp and the game ends. The outcome of the game is as follows:

Major	A player has captured his opponent's camp,	
Victory	his own camp has not been captured, and his force is not broken	
Minor		
Victory	his own camp has not been captured, but his	
	force is broken.	
Draw	Both players' camps are captured on the	
	same turn, or time is called and neither	
	camp has been captured.	

#### BONUS CONDITIONS

The artifact marker reveals the location of a powerful, buried relic. At the end of any turn, each player with a man-sized model touching the marker may make a single attempt to dig it up, beginning with the player with priority. On a roll of 4-6, the attempt is successful and the artifact is unearthed. Might may be used to affect this roll. Once uncovered, the artifact may be picked up in a following movement phase by any model and is treated as a light object (page 72 of the main rulebook). The players are attempting to return the artifact to their camp for study, and may benefit from doing so even if their opponent does also. The artifact cannot be moved off the board.

5 points	The player has possession of the artifact in his camp at the end of the game.
3 points	The player had possession of the artifact in his camp at some point during the game, but did not at the end. (Both players may receive this, or one may receive this while the other receives the 5 or 1 point bonus)
1 point	The player has possession of the artifact when the game ends, but has never had it in his camp.
0 points	Neither player has had possession of the artifact in his camp at any time, and neither has possession when the game ends.

#### TACTICAL ADVANTAGE

A player who has possession of the artifact in his camp when the game ends has gained possession of a lost palantir which may be used in the following game.



LORD OF THE RINGS CHAMPIONSHIPS

#### ROUND 3: THE GREAT BATTLE (MEETING ENGAGEMENT/CONTEST OF CHAMPIONS)

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

The two opposing armies, having survived the opening fights, now prepare for one last battle to determine who will win the disputed realm. Mighty deeds will be done, no less by the armies' commanders than any other.

#### LAYBUT

Terrain will be preset.

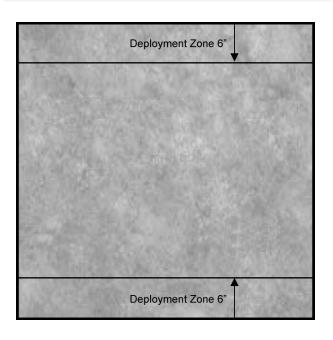
#### SETUP

Each player will roll a die. The player rolling higher will select the board edge on which he will deploy. That player will then set up his entire force anywhere within 6 inches of the board edge. The other player will then deploy his force within 6 inches of his board edge.

#### GAME DURATION

The game ends on the turn when one or both armies have been reduced to 25% of their starting numbers or when time is called.





#### VICTORY CONDITIONS

Each player is attempting to reduce the opposing army while suffering as few casualties as possible.

Major Victory	The player has reduced his opponent to 25% or less of its starting numbers and the player's army is not broken.
Minor Victory	The player has reduced his opponent to 25% or less of its starting numbers but the player's army is broken.
Draw	Both armies are reduced to 25% on the same turn.

Alternate Minor Victory Condition: If neither army has been reduced to 25% or less when time is called, then each player will calculate the total value of enemy casualties (including models who were removed due to failed courage or similar checks). If either player has inflicted at least 100 points in casualties more than his opponent, he receives a minor victory. Otherwise, the game is a draw.

#### BONUS CONDITIONS

The fighting prowess of the commanders will help their armies to victory. During the game, keep track of each enemy slain by your army commander. Award bonus points as follows:

5	The player's commander has at least twice as
points	many kills as his opponent's commander.
3	The player's commander has more kills than his
points	opponent's commander, but not twice as many.
1	The players' commanders have each slain at least
point	one enemy, and have the same number of kills
	(both players receive this).
0	Neither commander has slain a foe.
points	

#### THE PALANTIR

During this game, any player that obtained a palantir during the prior game may use his palantir once to change priority. This skill may be used on any turn after priority has been decided. The player who lost the priority roll may immediately declare he is using his palantir and will for the rest of that turn be treated as the player with priority. If both players have a palantir, both may use it during the next game, but it may only be used by a player on any turn that he lost the priority roll.



## PTICON 2011

LORD OF THE RINGS CHAMPIONSHIPS

	FAVURITES & APPEARA	NCE ID SHEET
YOUR NA	ΑME	
	EAVARITE ARRA	NENT
	FAVORITE OPPE	PNENI
After your last game, please	submit this sheet with the name of the opportunity for someone you actually played in	onent you most enjoyed playing against. You must vote the tournament.
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YOUR NA	AME	
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		the player that you think had the best looking army in rnament, not just those you played. You may NOT vote v.
My Vote	e for Favorite Army goes to:	
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Plea	se leave this tag by your army during the br	eaks and during paint judging.
This army	Belongs To	
	ed are eligible for Favorite A	nt this army. Only armies you army votes and the Best Army



LORD OF THE RINGS CHAMPIONSHIPS

#### RESULTS FOR ROUND 3: THE GREAT BATTLE

YOUR NAME

**OPPONENT'S NAME** 

ROUND

3

TABLE NO.

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

YOUR VICTORY POINTS
YOUR BONUS POINTS

#PP#NENT'S VICT#RY P#INTS

#PP#NENT'S B#NUS P#INTS



TOTAL BATTLE POINTS (VICTORY + BONUS POINTS)

YOUR BATTLE POINTS

OPPONENT'S BATTLE POINTS

#### SPERTSMANSHIP

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

My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
My opponent came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, 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



LORD OF THE RINGS CHAMPIONSHIPS

#### RESULTS FOR ROUND 2: DAWN RAIDERS

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
YOUR BONUS POINTS

#PP#NENT'S VICT#RY P#INTS

#PP#NENT'S B#NUS P#INTS



TOTAL BATTLE POINTS	V	ICTORY + BONUS POINTS)
YOUR BATTLE POINTS		⊕PP⊕NENT'S BATTLE P⊕INTS

#### SPERTSMANSHIP

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

	My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
	My opponent came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, 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.
<u>'</u>	

TOTAL CHECKMARKS



LORD OF THE RINGS CHAMPIONSHIPS

#### RESULTS FOR ROUND I: OPEN SKIRMISHES

YOUR NAME

**OPPONENT'S 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

#PP#NENT'S VICT#RY P#INTS

#PP#NENT'S B#NUS P#INTS



TOTAL BATTLE POINTS	<b>(V</b>	ICTORY + BONUS POINTS)
YOUR BATTLE POINTS		⊕PP⊕NENT'S BATTLE P⊕INTS

#### **SP#RTSMANSHIP**

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

My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
My opponent came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, 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