

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



WWW.ADEPTICON.ORG

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!





ADEPTICON 2011

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.

LAYOUT

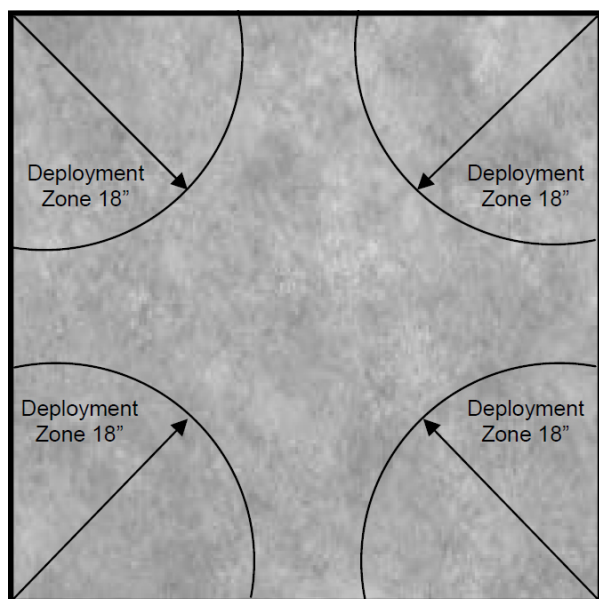
Terrain will be preset. Four objective markers will be placed, one in each quadrant. Additionally, a hill will be placed in the center of the board.

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

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!



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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.

LAYOUT

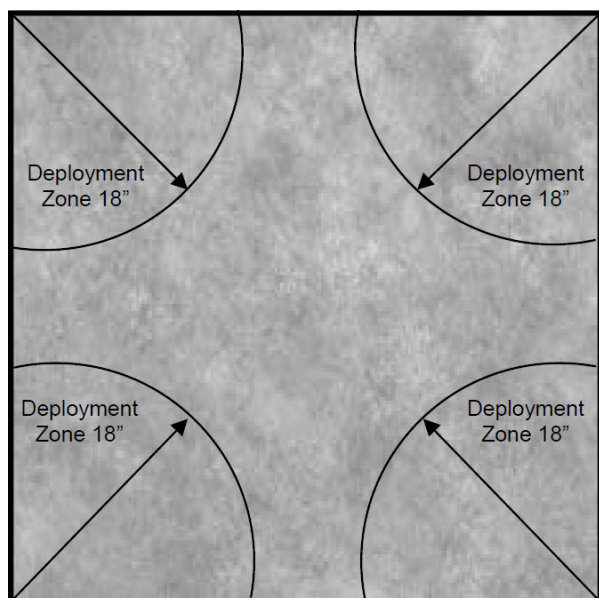
Terrain will be preset with an artifact placed on the table by the tournament organizers

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 Victory	A player has captured his opponent's camp, his own camp has not been captured, and his force is not broken
Minor Victory	A player has captured his opponent's camp, 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.



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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.

LAYOUT

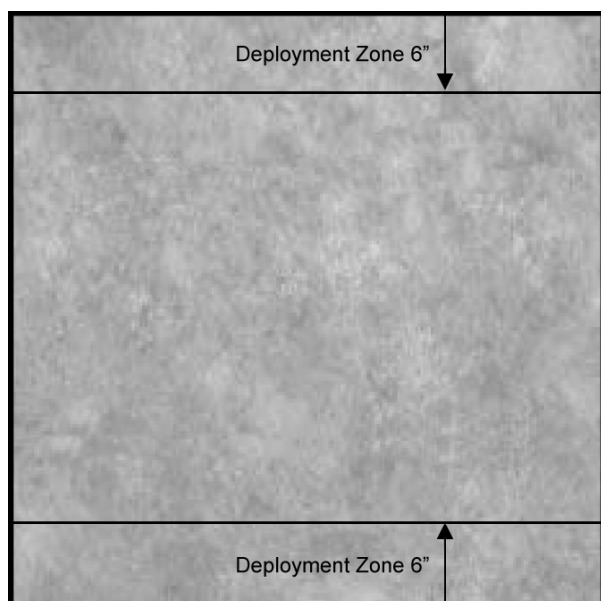
Terrain will be preset.

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

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.



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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 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

OPPONENT'S VICTORY POINTS
OPPONENT'S BONUS POINTS



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 opponents. Each check is worth 1 point (6 Points maximum).

<input type="checkbox"/>	My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
<input type="checkbox"/>	My opponent came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, etc.).
<input type="checkbox"/>	My opponent appeared to measure movement and other distances accurately.
<input type="checkbox"/>	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
<input type="checkbox"/>	Rules issues that occurred during the game were handled amicably by my opponent.
<input type="checkbox"/>	I would voluntarily play this player again.

☐

TOTAL CHECKMARKS



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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

OPPONENT'S VICTORY POINTS
OPPONENT'S BONUS POINTS



TOTAL BATTLE POINTS (VICTORY + BONUS POINTS)	
YOUR BATTLE POINTS	OPPONENT'S BATTLE POINTS

SPORTSMANSHIP

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<input type="checkbox"/>	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
<input type="checkbox"/>	Rules issues that occurred during the game were handled amicably by my opponent.
<input type="checkbox"/>	I would voluntarily play this player again.

☐

TOTAL CHECKMARKS



ADEPTICON 2011

LORD OF THE RINGS CHAMPIONSHIPS

RESULTS FOR ROUND 1: 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

OPPONENT'S VICTORY POINTS
OPPONENT'S BONUS POINTS



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 opponents. Each check is worth 1 point (6 Points maximum).

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TOTAL CHECKMARKS