



ADEPTICON 2015

MARCH TO MOUNT DOOM MADNESS TOURNAMENT

Last Update: 01.20.15

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2015.

BASIC RULES

- The Hobbit: The Unexpected Journey Strategy Battle Game rulebook will be used. Only model profiles and stats from that rulebook and the Desolation of Smaug and Battle of Five Armies sourcebooks as well the Lord of the Rings Sourcebooks (Free Peoples, Kingdom of Men, Mordor, Fallen Realms or Moria & Angmar) will be used.
- Stats for any new model(s) 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 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.
- No model which costs 500 points or more individually may be used (Sorry, no Smaug)
- 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. This includes all weapons for which you want to use special rules (e.g Feint, Bash, Piercing Strike, etc).
- All models used must be from The Lord of the Rings or Hobbit 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.
- Remember this is a casual fun event. Bring out the models you've been dying to play with and come to have fun!!
- 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 3-colors).
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.



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ARMY BUILDING RULES

- Each player will bring a 750 point force based on the army lists from the Hobbit or one of the five Lord of the Rings Sourcebooks (as described above). Rules for warband composition does not need to be followed for this event. No single model in your army can cost 500 or more points.
- A MAXIMUM of 20 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 (toyman_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 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 paint judging.
- **Any errors found in the army lists AFTER the tournament begins will result in disqualification from the event.**

SCORING

There is no scoring used for this tournament. There will be two rounds of pool play in which the top 8 "seeds" will be finalized and those 8 players will enter a single elimination bracket until a champion is crowned.

Note: The extra tournament table space will still be available for anyone who doesn't qualify in the elite 8 bracket and want to play some consolation games.

AWARDS

The following awards will be given at the end of the tournament as determined below.

- **The Lord of Middle-earth:** Winner of Bracket.
- **Favorite Army:** Voted for by the players in the event after the Opening Round. Tiebreaker vote will be cast by the Tournament Organizer.

SCHEDULE

6:00 pm	-	6:30 pm	Registration
6:30 pm	-	7:30 pm	Pool Play, Round 1
7:30 pm	-	8:30 pm	Pool Play, Round 2
8:30 pm	-	9:30 pm	Elite 8 (Elimination Bracket)
9:30 pm	-	10:30 pm	Final 4 (Elimination Bracket)
10:30 pm	-	11:30 pm	Finals (Elimination Bracket)
11:30 pm			Awards