

**THE  
LORD OF THE RINGS  
STRATEGY BATTLE GAME**

**ADEPTICON 2010  
THE LORD OF THE RINGS  
TEAM TOURNAMENT**

# ADEPTICON 2010 - 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, subsequent supplements (i.e. Gondor in Flames, Harad, Mordor, etc) and White Dwarf magazine will be used.
- Stats for any model will only be usable if they have been published at least 30 days prior to the event.
- Only army lists from Legions of Middle-earth, subsequent supplements or White Dwarf magazine will be allowed..
- 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 **prisoner** model based on a 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 2010 - 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 - 11:50 am	Break
11:50 am - 2:20 pm	Game #2
2:20 pm - 3:10 pm	Break and Paint Judging
3:10 pm - 5:40 pm	Game #3
5:40 pm - 6:00 pm	Break
6:00 pm - 8:30 pm	Game #4

## 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><b>Team Sportsmanship:</b> 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><b>Theme Checklist:</b> (Check ONE below)</p> <p><input type="checkbox"/> This is a great example of what these armies should look like. Both armies were painted to a very high standard with good shading and highlighting. The armies looked liked members of one force through matching bases or some other technique. The force background for this army made sense and fit perfectly in Tolkien's Middle-earth. <b>(3 points)</b></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. Some attention was paid to creating a unified look to the force. The force background was appropriate but was not the best theme I've seen <b>(2 points)</b></p> <p><input type="checkbox"/> This was not the best example of these armies with painting and basing just average. There was little to no matching of the armies in the force. The background did not make much sense in the context of Tolkien's world. <b>(1 point)</b></p> <p><input type="checkbox"/> This was a very poor example of what these armies should look like. The painting level was at the three color minimum or less. The two forces did not match and there appeared to be no attempt at an interesting theme. <b>(0 points)</b></p>
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# “THAT STILL ONLY COUNTS AS ONE!”

## SCENARIO #4

### DESCRIPTION

The war is almost won but your warriors, tired from weeks of battle, are losing their will to fight. The time has come for you to lead from the front and personally take the fight to the enemy. Victory must be achieved!

### LAYOUT

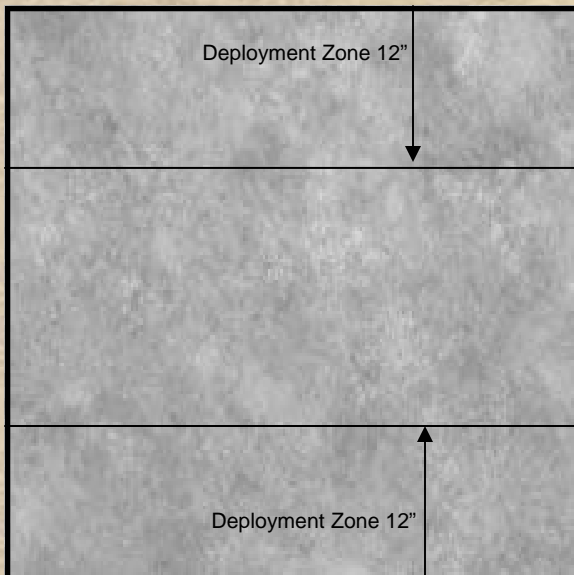
Terrain will be pre-set for the event.

### STARTING POSITIONS

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

The team that picked the table edge to deploy from chooses one of the 350 point contingents in their army and deploys them up to 12" in from their own table edge. This starting force MUST contain the Overall Commander.

The opposing team will then do this with half of their force following the direction above. The remaining models are kept to one side and will be available later in the game.



### OBJECTIVES

The game is played until one force has been completely destroyed OR time is called. Each side's Overall Commander is attempting to outdo the other. Put any models killed by the overall leader to one side, separate from other casualties.

### MAJOR VICTORY / MAJOR DEFEAT

Your overall leader has inflicted twice as many casualties as your opponent's leader or your leader has made one or more kills and your opponent's leader has made none.

### MINOR VICTORY / MINOR DEFEAT

Your overall leader has inflicted more casualties than your opponent's leader.

### DRAW

Both leaders inflict the same number of casualties.

### SPECIAL RULES

**Reinforcements:** At the end of each player's move phase, starting with turn 2, players must roll a dice for each model not on the table (Heroes may use Might to influence this roll for themselves). On a roll of 5+ the model can be moved onto the table from any table edge within their own deployment zone, measuring from the point it enters the table from. Models that enter this way may act normally but may not charge. Keep rolling for additional models during subsequent turns using the following rules: Turn 3 on 4+, turn 4 on 3+ and turn 5 thru 10 on a 2+. Any models that have not arrived by turn 10 will automatically enter play at the end of the player's move phase in turn 11. Reserve models that have not yet arrived on the table still count as on the table for purposes of break tests and checking for a force being reduced to a quarter.

### BONUS VICTORY POINTS

At the end of the game, 5 bonus points will be awarded to the side that completely destroys their opponents force. If both forces have models remaining on the board at the end of the game, then no one gets these 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 great example of what these armies should look like. Both armies were painted to a very high standard with good shading and highlighting. The armies looked liked members of one force through matching bases or some other technique. The force background for this army made sense and fit perfectly in Tolkien's Middle-earth. **(3 points)**
- This is a very good example of these armies. Painting and basing could have been better but both armies were above average. Some attention was paid to creating a unified look to the force. The force background was appropriate but was not the best theme I've seen **(2 points)**
- This was not the best example of these armies with painting and basing just average. There was little to no matching of the armies in the force. The background did not make much sense in the context of Tolkien's world. **(1 point)**
- This was a very poor example of what these armies should look like. The painting level was at the three color minimum or less. The two forces did not match and there appeared to be no attempt at an interesting theme. **(0 points)**



# “THE DEFENSES HAVE TO HOLD”

## SCENARIO #3

### DESCRIPTION

Both armies are attempting to exploit a weak point in the enemy's defenses and move their force into the enemy's lands. If the enemy gets through your line, there will be nothing to stand in their way.

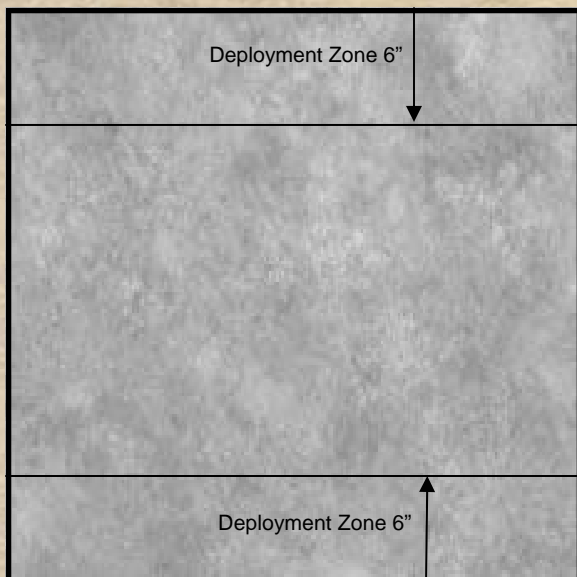
### LAYOUT

Terrain will be pre-set for the event.

### STARTING POSITIONS

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

The team that picked the deployment area will set up first, up to 6" in from their table edge. The opposing team will do the same thing but from the opposite table edge. Once armies are deployed each team should place two objective markers on the table. The team that deployed first will set up their two followed by the other team. These can be placed anywhere within 12" of the center line of the table and no closer than 6" to another objective marker. These objective markers are for bonus points as described below (see Bonus Victory Points).



### OBJECTIVES

Both sides are seeking to infiltrate behind enemy lines and prevent the enemy from achieving the same. The game ends at the end of a turn in which one force is reduced to 25% of its starting number or less OR when time is called.

### MAJOR VICTORY / MAJOR DEFEAT

One or more of your models have exited the table via your opponent's deployment edge. None of the opposing team's models have exited the board via your deployment edge.

### MINOR VICTORY / MINOR DEFEAT

You have had a greater number of successfully infiltrating models than your opponent.

### DRAW

An equal number of models have successfully infiltrated on both sides.

### BONUS VICTORY POINTS

Both forces have valuable supplies that could prove important in the battles to come. 1 bonus point will be awarded for each objective marker successfully moved off the table by infiltrating models via the opponents deployment edge. If a team moves all 4 objective markers off they get an extra +1 bonus point on top of the 4 points for the objectives. The objective markers count as light objects and can be carried as such as described in the One Ring rulebook (pg 72).

### SCENARIO SPECIFIC RULES

The following scenario-specific rules will be in effect for this game: Loose Mounts, Leaving the Table, and Carrying Light Objects. (One Ring Rulebook pg. 72)





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:

<p><b>Team Sportsmanship:</b> 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><b>Theme Checklist:</b> (Check ONE below)</p> <p><input type="checkbox"/> This is a great example of what these armies should look like. Both armies were painted to a very high standard with good shading and highlighting. The armies looked liked members of one force through matching bases or some other technique. The force background for this army made sense and fit perfectly in Tolkien's Middle-earth. <b>(3 points)</b></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. Some attention was paid to creating a unified look to the force. The force background was appropriate but was not the best theme I've seen <b>(2 points)</b></p> <p><input type="checkbox"/> This was not the best example of these armies with painting and basing just average. There was little to no matching of the armies in the force. The background did not make much sense in the context of Tolkien's world. <b>(1 point)</b></p> <p><input type="checkbox"/> This was a very poor example of what these armies should look like. The painting level was at the three color minimum or less. The two forces did not match and there appeared to be no attempt at an interesting theme. <b>(0 points)</b></p>
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## “RELEASE THE PRISONERS”

### SCENARIO #2

#### DESCRIPTION

An enemy spy has been captured by your scouts but the enemy is moving quickly to free him. Much could be gained from this prisoner and your force must stop at nothing to return him to your leaders.

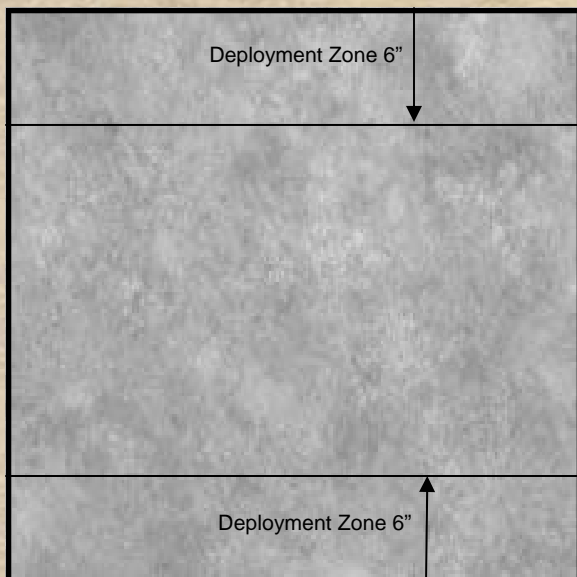
#### LAYOUT

Terrain will be pre-set for the event.

#### STARTING POSITIONS

Both teams should roll a dice and the winner should pick a table edge to deploy from. The opposing team sets up from the opposite table edge. The team that picked the deployment zone sets up their prisoner model first. This must be placed exactly 24" in from their table edge and no closer than 6" to any side table edge or another prisoner model. Next, the opposing team places their prisoner following the same procedure.

Once prisoner models have been placed, the team that picked the deployment zone will place their army. Models may be placed up to 6" in from the table edge. The opposing team then does the same, but from the opposite table edge.



#### OBJECTIVES

Both sides are seeking to secure their prisoner and move it off the board via their own table edge. 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

You have moved your prisoner model off your own board edge and your opponent's prisoner model is still on the board.

#### MINOR VICTORY / MINOR DEFEAT

Both prisoner models have exited the board. Your force is not Broken but your opponent is Broken.

#### DRAW

Any result other than those listed above.

#### SPECIAL RULES

**The Prisoner:** The prisoner marker can be moved as if it were a heavy object as described in the main rules (pg 65-“moving the charge”) with the following additional rules. Your marker can ONLY be moved by models on foot from your own team (i.e. the other team cannot move your prisoner marker) and the model does not block line of sight or movement. This marker does not count as part of your force, has no control zone and cannot be harmed in any way or targeted with spells of any kind. Models that move the prisoner off the board are removed from play along with the prisoner marker and these models will count as being removed for purposes of break tests and victory conditions.

#### BONUS VICTORY POINTS

5 points will be awarded to the team that finishes the game with the highest number of points in models remaining on the table. If both teams have the same number of points worth of models left then no one receives these points.

#### SPECIAL OBJECTIVE

Any team that manages to move their prisoner off the table will get to re-roll one dice roll during their next game. This re-roll can ONLY be used in the next game.

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:

**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 great example of what these armies should look like. Both armies were painted to a very high standard with good shading and highlighting. The armies looked liked members of one force through matching bases or some other technique. The force background for this army made sense and fit perfectly in Tolkien's Middle-earth. **(3 points)**
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- This was not the best example of these armies with painting and basing just average. There was little to no matching of the armies in the force. The background did not make much sense in the context of Tolkien's world. **(1 point)**
- This was a very poor example of what these armies should look like. The painting level was at the three color minimum or less. The two forces did not match and there appeared to be no attempt at an interesting theme. **(0 points)**



# “FIND THE HALFLINGS!”

## SCENARIO #1

### DESCRIPTION

Your leaders have given you the vital task of capturing an enemy of some importance. Only the wise can tell why this person holds such significance but much seems to rest on their capture.

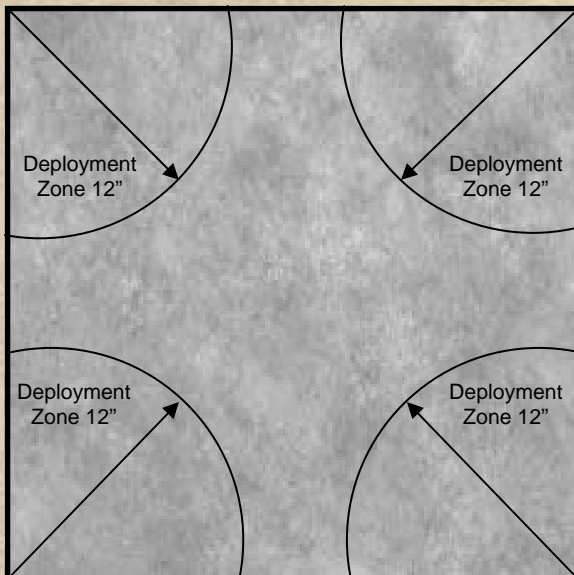
### LAYOUT

Terrain will be pre-set for the event.

### STARTING POSITIONS

The armies set up from opposite table corners. Both teams should roll a dice and the winner should pick a corner to deploy from. The opposing team sets up from the opposite corner. The team that picked the deployment zone sets up their prisoner model first. This can be placed in either of the unoccupied table corners (i.e. not in the deployment zone corners) exactly 18” in from the table corner and no closer than 6” from the table edges. Next, the opposing team places their objective following the same procedure but in the opposite table corner from the other prisoner model.

Finally, the team that picked the deployment zone will place their army. Models may be placed up to 12” in from the table corner. The opposing team then does the same, but from the opposite table corner.



### OBJECTIVES

Both sides are seeking to claim the prisoner models. When the game ends, the team who has the most models within 2” of the marker is considered to have captured it. Once one force is broken, the battle might suddenly end. At the end of the turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends immediately, on a 3 or 4 the game continues for 2 more rounds and then ends, on a 5 or 6 the game continues for 4 more rounds and then ends. The game also ends if time is called.

### MAJOR VICTORY / MAJOR DEFEAT

You have captured your prisoner model and your force is not broken. Your opponent has failed to capture their prisoner

### MINOR VICTORY / MINOR DEFEAT

You have captured your prisoner model but your force is broken. Your opponent has failed to capture their prisoner.

### DRAW

Any result other than those listed above.

### BONUS VICTORY 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 team 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.

