



ADEPTICON 2012

LORD OF THE RINGS TEAM TOURNAMENT

SCENARIO I: IT IS PRECIOUS TO ME

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

A vital relic from ages past has been discovered again. Unfortunately for you, the enemy has discovered their own item of importance. Both forces have orders to reclaim their prize and thwart the plans of the enemy at the same time.

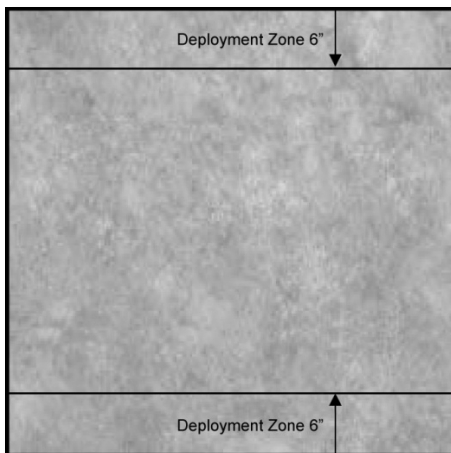
LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

Both players should roll a dice and the winner should pick a table edge to deploy from. The opposing player sets up from the opposite edge. The player who picked the deployment zone will first place their objective on the table. The objective can be placed anywhere on the table except in areas of difficult terrain and the objective must be no closer than 12" to your own deployment zone and 6" to any table edge. The other player will then place their objective model following the same directions.

Once the two objectives are placed the player who picked the table edge will deploy their army. Models may be placed up to 12" in from the table edge. The opposing player then does the same, but from the opposite table edge.



OBJECTIVES

Both sides are seeking to reclaim the objective pieces. When the game ends, the player who has the most models within 2" of an objective 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/Defeat	You have captured both objectives.
Minor Victory/Defeat	You have captured one objective and your opponent has captured none OR each side has captured an objective but your force is unbroken and your opponent is broken.
Draw	Both forces have failed to capture any objectives OR both forces have captured the same number of objectives but both forces are broken.

BONUS VICTORY POINTS

5 bonus points will be awarded to the player that scores the most kills during the game. Kills are scored for any model slain by taking enough wounds to be removed from play (combat, missile fire, magical damage, etc.). Models that fail courage and flee **DO NOT** count as a kill. If the totals are equal then each player gets 1 point.

SPECIAL OBJECTIVE MARKER

If a player captures their own objective model **AND** prevents the enemy from capturing theirs, then the player who captured their objective can re-roll 1 dice roll in their next game. This can **ONLY** be used during the next game (place your objective on your board edge to remind you).



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SCENARIO 2: WE WILL CAMP HERE FOR THE NIGHT

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

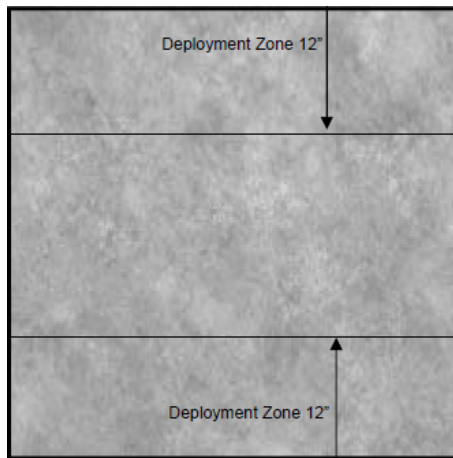
After many long days of battle your force finds a moment to rest only to have the enemy stumble upon them in their sleep. Dazed and confused, the armies prepare to do battle once more.

LAYOUT

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 12" in from their table edge. The opposing team will do the same thing but from the opposite table edge.



OBJECTIVES

Causing the enemy to suffer is important but not at the risk of losing your most valuable soldiers. The game ends at the end of a turn in which a force has been broken OR when time is called.

Major Victory/Defeat	The enemy force has been Broken and three-quarters or more of your force remains.
Minor Victory/Defeat	The enemy force has been Broken and less than three-quarters of your force remains but you are NOT broken. OR If time is called, the player who scores the most victory points wins a minor victory. 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 VICTORY POINTS

5 bonus points will be awarded to the Team whose Overall Commander is still alive at the end of the game. If both sides' commanders are alive then the team who scored more unsaved wounds on the Commander gets 3 points. If both sides' commanders are alive and not wounded, no one gets the bonus points.



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SCENARIO 3: THAT STILL ONLY COUNTS AS ONE!

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

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 as close to 700 points (but not more) worth of models 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 up to 700 points of their force following the directions above. The remaining models are kept to one side and will be available later in the game.

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 their own table edge, 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.

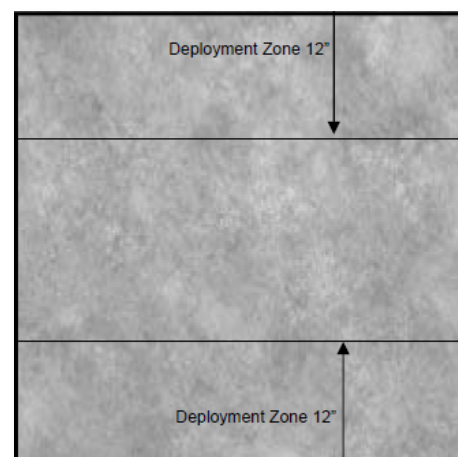
OBJECTIVES

The game is played until the end of a turn in which one force has been reduced to 1/4 of their starting number of models **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/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/Defeat	Your overall leader has inflicted more casualties than your opponent's leader.
Draw	Both leaders inflict the same number of casualties.

BONUS VICTORY POINTS

At the end of the game, 5 bonus points will be awarded to the side that completely destroys their opponent's heroes. If both forces have heroes remaining on the board at the end of the game, then no one gets these points.





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FAVORITES & APPEARANCE ID SHEET

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.

Our Favorite Team Was: _____

Tear Here

YOUR TEAM NAME

FAVORITE ARMY

Before the start of Round #3, 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. You may **NOT** vote for your own army.

Our 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 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.

