



ADEPTICON 2010

LORD OF THE RINGS CHAMPIONSHIPS

Last Update: 01.19.2010

Updates in Green

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 2/1/2010.

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.**
- Unless indicated otherwise, all rules and restrictions in the Legions of Middle-earth supplement will be in effect.
- 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.

TOURNAMENT RULES

- Each player will bring a 350 point force based on the army lists from The Legions of Middle-earth supplement or the appropriate army supplement. The 350 point force must follow 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 force 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 force must be able to ally with every other contingent in their force. Note: forces can only contain allied forces that are listed specifically in their forces allies list.
- **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.
- **Each player must bring one objective model based on a 40mm round base. This model will be used in some games and will be judged as part of the player's force for painting and theme scoring.**
- There will be a total of four games during the tournament.

SCORING

Points Category	Points Available	Percentage of Total Points
Battle Points	80	55%
Appearance	30	21%
Player Theme/Appearance	12	8%
Sportsmanship	24	16%

Battle Points: There are a total of 17 victory points and 3 bonus point available for each game. Players can earn a total of 20 Battle Points during each round.

Type of Victory	Winning Players Points	Losing Players Points
Major Victory	17	3
Minor Victory	14	6
Draw	10	10



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Judged Appearance: Between games two and three, the tournament judges will score the Appearance of each army on a scale of 1-30. Judges will be looking at items such as quality of painting, basing, display boards, attention to details, and conversions.

Sportsmanship: At the end of each game, the player will rate the sportsmanship of their opponent by using a Sportsmanship checklist. Place a checkmark next to each statement that applies to your opponent. Each check is worth 1 point (Maximum of 6 points per round).

- My opponent was prompt to report for the start of the round.
- 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 had fun playing my opponent.
- One of my favorite opponents.

Theme Points: At the start of each game, you will rate the theme and appearance of your opponents force. Players should look at items such as unifying bases, display bases, quality of painting, allied forces that adhere to the spirit of Tolkien's works. Feel free to develop a unique force but be prepared to explain the background and history of this force. Just because the force is "legal" in terms of the Legions of Middle-earth lists doesn't mean it has to earn a perfect score for theme.

Theme Checklist: (Choose one below)

- This is a great example of what this army should look like. This army was painted to a very high standard with good shading and highlighting plus extra touches like conversions, scenic bases, etc. The force also had a great theme that made it fit right at home in Tolkien's Middle-earth. **(3 points)**
- This is a great example of what this army should look like (see description above) BUT the theme was not as well fitted to Tolkien's world as I would have liked to see. **OR** This was a good example of this army with painting above average BUT the theme was great and fit in perfectly with Tolkien's world. **(2 points)**
- This was not the best example of this army either based on theme or painting. Painting and basing were average. The theme of the armies was good but seemed to fit Tolkien's vision in a minimal way. **(1 point)**
- This was a very poor example of what this army should look like. The painting level was at the three color minimum. There was little thought given to the theme and background of this force. **(0 points)**

Favorite Opponent and Army Bonus: At the end of the tournament, players will complete a Favorite Opponent form and a Favorite Army form. Each vote for a player on these forms is worth 1 bonus point. Votes for Favorite Opponent will be added to the player's Sportsmanship score for a total possible bonus of 4 points. Votes for Favorite Army will be added to the player's combined Appearance and Theme score for a maximum total bonus of 5 points.

AWARDS

- Overall Champion: Highest total points. Battle for tiebreaker.
- Best General: Highest Battle Points. Sportsmanship for tiebreaker.
- Best Army: Highest combined Appearance and Theme score. Overall for tiebreaker.
- Best Sportsmanship: Highest Sportsmanship. Battle for tiebreaker.

SCHEDULE

9:00AM – 9:30AM	Registration & Set-up
9:30AM – 11:00AM	Game #1
11:00AM – 11:20AM	Break
11:20AM – 12:50PM	Game #2
12:50PM – 1:40PM	Break & Paint Judging
1:40PM – 3:10PM	Game #3
3:10PM – 3:30PM	Break
3:30PM – 5:00PM	Game #4