



ADEPTICON 2010

LORD OF THE RINGS TEAM TOURNAMENT

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.

TEAM 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.
- Teams will turn in two army lists, one for each of the 350 point forces, at the start of round 1.
- **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.



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SCORING

Points Category	Points Available	Percentage of Total Points
Battle Points	100	55%
Appearance	40	22%
Theme	12	7%
Sportsmanship	28	16%

Team Battle Points: There are a total of 20 victory points plus 5 bonus points available during each round. This means a team can receive a total of 25 Battle Points for each round.

Type of Victory	Winning Players Points	Losing Players Points
Major Victory	20	3
Minor Victory	15	5
Draw	10	10

Team Theme Points: At the end of each game, the team will rate the theme of the opposing team's force. Players should look at items such as unifying bases, display bases, quality of painting, appropriate allied forces and whether the forces 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 these armies should look like. Both armies were painted to a very high standard with good shading and highlighting. The armies looked like 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)**

Judged Team Appearance Points: Before the start of game one and between games two and three, the tournament judges will score the Appearance of each team on a scale of 1-40. Judges will be looking at items such as quality of painting, basing, attention to details, and conversions.

Team Sportsmanship: At the end of each game, the team will rate the sportsmanship of their opponent team by using a Sportsmanship checklist. Place a checkmark next to each statement that applies to your opponents. Each check is worth 1 point.

- 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.
- We had fun playing our opponents.
- One of our favorite opponents.

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



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AWARDS

- Overall (Masters of Middle-earth): Highest total points. Battle for tiebreaker.
- Best Team Generals: Highest Battle Points. Sportsmanship for tiebreaker.
- Best Team Army: Highest combined Team Appearance and Team Theme score. Overall for tiebreaker.
- Best Team Sportsmanship: Highest Team Sportsmanship. Battle for tiebreaker.

SCHEDULE

8:00AM – 9:00AM	Registration, Set-up & Paint Judging
9:00AM – 11:30AM	Game #1
11:30AM – 11:50AM	Break
11:50AM – 2:20PM	Game #2
2:20PM – 3:10PM	Break & Paint Judging
3:10PM – 5:40PM	Game #3
5:40PM – 6:00PM	Break
6:00PM – 8:30PM	Game #4