



# ADEPTICON 2011

LORD OF THE RINGS CHAMPIONSHIPS

Last Update: 01.24.2011

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. The release of new books and/or official FAQ documents in the months leading up to the event could require changes to the following rules. No fundamental rules changes will be made after 2/1/2011.

## 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 (from Issue #344, September 2008 and later) will be used.
- Stats for any model will only be usable if they have been published at least 60 days prior to the event.
- Only army lists from the Legions of Middle-earth, appropriate supplement or White Dwarf will be allowed.
- Named characters (Gandalf, Lurtz, the Witch King, Aragorn, etc.) can only be taken once. The Spider Queen is considered a named character for AdeptiCon.
- Evil Forces cannot include Gollum.
- Good Forces cannot include Tom Bombadil or Goldberry.
- 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.
- The [LOTR: SBG Independent GT FAQ v1.1](#) (03.16.11) document will be used to supplement the officially published GW FAQ documents.
- 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 painted to a 3-color minimum standard). Unpainted models will not be allowed in the tournament.
- 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.

## ARMY BUILDING RULES

- Each player will bring a 600 point force based on the army lists from The Legions of Middle-earth supplement or the appropriate army supplement. The 600 point force must follow all the restrictions listed in the Legions supplement (i.e. 75 models maximum, no duplicates of named characters, 33% bow limit, etc). The 600 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.
- Wargear options can only be chosen from those listed in Legions of Middle-earth or the appropriate supplement.
- 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](mailto: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. We need to be able to check both the basic points of each model and its gear as well as the total for that group and the total for the army. These lists will not be used for Army 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 a 5 point penalty being applied to the players score.**
- **OPTIONAL:** Each player may bring **one objective model** based on a 40mm round base. This model might 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 three games during the tournament

## TOURNAMENT SCORING

| Category             | Possible Points | % of Total |
|----------------------|-----------------|------------|
| Battle               | 75 points       | 61%        |
| Appearance and Theme | 30 points       | 24%        |
| Sportsmanship        | 18 points       | 15%        |

| Type of Victory | Win | Loss |
|-----------------|-----|------|
| Major Victory   | 20  | 3    |
| Minor Victory   | 15  | 5    |
| Draw            | 10  | 10   |

**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.





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**Judged Appearance and Theme:** Before the start of game one and between games two and three, the tournament judges will score the Appearance and Theme of army on a scale of 1-30. Judges will be looking at items such as quality of painting, basing, attention to details, and conversions. For Theme, the judges will look at the appropriateness of 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 the force. Just being 'legal' in terms of the Legions of Middle-earth lists does not mean an army will earn a perfect score for Theme.

### Appearance and Theme (32 points are possible, but the maximum score any army can receive is 30 points)

#### Basic Painting (check one, 12 points possible)

Army is fully painted, but only to the three-color standard of basecoating. (8 points)

Army is beyond fully painted beyond the three-color standard of basecoating. (12 points)

#### Advanced Painting (Check all that apply for 1 point each, up to 8 points)

**Clean Basecoat Colors:** Base colors are painted neatly.

**Details:** Details are painted such as eyes, buckles and jewelry.

**Clean Details:** Details are painted well (clean, have highlights).

**Handpainted Details:** Details (that are well executed) have been added such as unit markings, banner artwork, dirt on clothes.

**Discernable Highlights/Shading:** Drybrushing, lining, shading, inking, etc. (not required to be clean)

**Clean Highlights:** Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy.

**Layers of Highlights:** More than one layer of highlight, which may include shading, highlights over inking, blending, etc.

**Beyond Basics:** Highlights have been blended, shaded, or layered well—beyond the basic highlighting techniques of drybrushing and inking.

#### Basing (Check all that apply, results should be cumulative up to 3 points)

**Based/Detailed:** Bases have basing materials (flock/sand/tiles) or details painted on them.

**Extra Basing:** The bases have multiple basing materials (rocks/grass), extra details painted on them. Basing is done very well.

**Special Details:** There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)

#### Conversions (Check all that apply, results should be cumulative up to 3 points)

**Minimal:** At least 33% of the army has minimal conversion work (e.g. Head and/or Weapon Swaps)

**Extensive:** At least 67% of the army has conversion work (e.g. Head and/or Weapon Swaps)

**Extra Special:** Extensive "extra" conversion efforts beyond head and weapon swaps, including (but not limited to) use of putty sculpting of parts, plastic-card parts, etc.

#### Army Display (Check all that apply, results should be cumulative up to 2 points)

**Display Base:** Basic based & highlighted or detailed display base.

**Major Display Base:** This display goes beyond the norm, with cool scenery, recessed slots for models, etc.

#### Appearance Bonus (Check all that apply, 1 point each)

**Overall Appearance:** Overall appearance for the entire army is amazing! Everything works great together to create an awesome scene.

#### Theme Scoring (Check all that apply, results should be cumulative up to 3 points)

Follows basic LOME requirements.

Hero/Warrior and/or Ally choices were logically combined.

Hero/Warrior and/or Ally Choices carefully combined based on adherence to Tolkien Mythos or well explained "what if" armies in an effort to present an exceptionally well themed army. This army has extra elements that suggest a very strong theme such as a detailed army list, background story, thematic display board, etc.



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

| Sportsmanship (check all that apply, up to 6 points total) |  |
|--|--|
| <input type="checkbox"/>                                   | My opponent's army was easy to understand and/or they were helpful in explaining how their army worked.          |
| <input type="checkbox"/>                                   | My opponent brought all their own gaming items, dice, rulebooks, etc.  |
| <input type="checkbox"/>                                   | My opponent appeared to measure movement and other distances accurately.   |
| <input type="checkbox"/>                                   | My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time. |
| <input type="checkbox"/>                                   | Rules issues that occurred during the game were handled amicably by my opponent.                                 |
| <input type="checkbox"/>                                   | I would voluntarily play this player again.  |

**Favorite Opponent & Army Bonus:** At the end of the tournament, you 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 individual Sportsmanship score for a total possible bonus of 3 points. Votes for Favorite Army will be added to your combined Appearance and Theme score for a maximum total bonus of 5 points.

## AWARDS

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

- Overall (Lord of Middle-earth): Highest total points. Battle for tiebreaker. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV).
- Best General: Highest Battle Points. Sportsmanship for tiebreaker. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV).
- Best Army: Highest combined Team Appearance and Team Theme score. Overall for tiebreaker.
- Best Sportsmanship: Highest Team Sportsmanship. Lowest Battle for tiebreaker.

## SCHEDULE

|                  |   |
|------------------|---|
| 9:00AM – 9:30AM  | Registration                            |
| 9:30AM – 12:00PM | Game #1                                 |
| 12:00PM – 1:00PM | Lunch Break and Best Appearance Judging |
| 1:00PM – 3:30PM  | Game #2                                 |
| 3:30PM – 4:00PM  | Break and Best Appearance Judging       |
| 4:00PM – 6:30PM  | Game #3                                 |
| 6:30PM – 7:00PM  | Break                                   |
| 7:00PM           | Awards                                  |