



# ADEPTICON 2011

## LORD OF THE RINGS TEAM TOURNAMENT

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.

### TEAM RULES

- Each team will consist of two players who will field an all good or all evil combined force. Each player will bring a 350 point contingent based on the army lists from The Legions of Middle-earth supplement or 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 two player's 350 point forces must be able to combine in a team force of 700 points. This 700 point Team Force 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.
- The Team must also bring along an additional 300 points that can be combined with their existing 700 point Team Force to form a 1000 point Grand Team Force during the final round. This final 300 point addition is not counted as a separate force so does NOT need to adhere to the restrictions in Legions. Only the final 1000 point Grand Team Force must adhere to the normal guidelines in Legions (i.e. 75 model limit, 33% bow limit, no duplicate characters, etc.)
- The additional 300 points can be used to either purchase new models or upgrade existing models in the force. Upgrades can include additional wargear or other upgrades to models (i.e. Wraith M/W/F characteristics, Dragon powers, Mumak upgrades, etc.). These points cannot be used to upgrade a named character to a different version (i.e. Boromir to Boromir, Captain of the White Tower). Any points spent earlier on the models will be lost if the upgrades replace the previous version of that models wargear (i.e. replacing a horse with a fell beast will mean you lose the original mount and the points that were spent on it.)
- Teams **MUST** turn in three army lists, one with each of the 350 point forces, one with the 700 point Team Force and one with the 1000 point Grand Team Force. The additional 300 points that is added to make the 1000 point list should be clearly marked on the list.
- Army lists **MUST** be submitted via email to the tournament organizer no later than 2 weeks before the day of the event ([prion2001@yahoo.com](mailto:prion2001@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 in use 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 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.
- 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.



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- Each team must bring **one messenger 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 three games during the tournament.
- During round one, players will play separately using their individual 350 point force. In round two, the two 350 point forces will join and play together as a 700 point Team Force. In the final round, the Team will add their final 300 points to their force and play with their 1000 point Grand Team Force.

### TOURNAMENT SCORING

Category	Possible Points	% of Total
Battle	100 points	62%
Appearance & Theme	36 points	23%
Sportsmanship	24 points	15%

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

**Team Battle Points:** There are a total of 20 victory points plus 5 bonus points available during each game. This means a team can receive a total of 25 Battle Points for each game (50 total points for round 1, 25 points for round 2 and 25 points for round 3).

**Judged Team Appearance and Theme Points:** Before the start of game one and between games two and three, the tournament judges will score the Appearance and Theme of each Team on a scale of 1-36. 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 (39 points are possible, but the maximum score any team can receive is 36 points)

##### Painting (check one, 25 points possible)

- Army is fully painted, but only to the three-color standard of basecoating. (5 points)
- Army is beyond fully painted, additional steps beyond the three-color standard. (10 points)

##### Check all that apply to Bulk (80%) of Army:

- Painting is Uniform:** Not a mix schemes, styles and looks. (2 points)
- Clean Basecoat Colors:** Base colors are painted neatly. (2 points)
- Details:** Details are painted such as eyes, buckles and jewelry. (2 points)
- Clean Details:** Details are painted well (clean, have highlights). (1 point)
- Hand-Painted Details:** Details (that are well executed) have been added such as unit markings, banner artwork, dirt on clothes. (1 point)
- Artistic:** Banners, markings, and details are hand painted to an incredible degree! (1 point)
- Discernable Highlights/Shading:** Drybrushing, lining, shading, inking, etc. (not required to be clean) (1 point)
- Clean Highlights:** Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy. (1 point)
- Layers of Highlights:** More than one layer of highlight, which may include shading, highlights over inking, blending, etc. (1 point)
- Beyond Basics:** Highlights have been blended, shaded, or layered well—beyond the basic highlighting techniques of drybrushing and inking. (1 point)
- Masterful Blending:** Highlights have been masterfully blended, shaded, or layered. (1 point)
- Overall Appearance:** Overall appearance is amazing! Everything works great together to create an awesome scene. (1 point)

##### Basing (check all that apply to Bulk (80%) of Army, 3 points possible)

- Based/Detailed:** Bases have basing materials (flock/sand/tiles) or details painted on them. (1 point)
- Extra Basing:** The bases have multiple basing materials (rocks/grass), extra details painted on them. Basing is done very well. (1 point)
- Special Details:** There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.) (1 point)

[Judged Team Appearance & Theme Continued on Next Page]



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### Conversions (check one for conversions that are appropriate and well executed, 2 points possible)

<input type="checkbox"/>	<b>Minor:</b> Models or units have some conversions including head and weapon swaps. This is a more than a few models such as a unit or several characters. (1 point)
<input type="checkbox"/>	<b>Major:</b> The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above). (2 points)

### Other (check all that apply, 3 points possible)

<input type="checkbox"/>	<b>Display Base:</b> Basic based & highlighted or detailed display base. (1 point)
<input type="checkbox"/>	<b>Major Display Base:</b> This display goes beyond the norm, with cool scenery, recessed slots for models, etc. (1 point)
<input type="checkbox"/>	<b>Something Special:</b> There is just something above and beyond about this army. It could be an exceptional model, conversions, displays, background, etc. (1 point)

### Theme (check all that apply, 6 points possible)

<input type="checkbox"/>	Follows basic LOME requirements. (2 points)
<input type="checkbox"/>	Hero/Warrior and/or Ally choices were logically combined. (2 points)
<input type="checkbox"/>	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. (2 points)

**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.

### Team Sportsmanship (check all that apply, up to 6 points total)

<input type="checkbox"/>	Our opponent's army was easy to understand and/or they were helpful in explaining how their army worked.
<input type="checkbox"/>	Our opponents came prepared to play and brought all required items to play (dice, rulers, rulebooks, pens, etc.).
<input type="checkbox"/>	Our opponents appeared to measure movement and other distances accurately.
<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.
<input type="checkbox"/>	Rules issues that occurred during the game were handled amicably by our opponents.
<input type="checkbox"/>	We would voluntarily play this team again.

**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 3 points. Votes for Favorite Army will be added to the teams combined Appearance and Theme score for a maximum total bonus of 5 points. These votes must be cast for a team **OTHER** than your own.

## AWARDS

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

- **Overall (Masters of Middle-earth):** Highest total points. Battle for tiebreaker. Both players 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 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. Lowest Battle for tiebreaker.

## SCHEDULE

9:00AM – 9:30AM	Registration
9:30AM – 11:00AM	Game #1
11:00AM – 12:00PM	Lunch Break and Best Appearance Judging
12:00PM – 2:30PM	Game #2
2:30PM – 3:15PM	Break
3:15PM – 6:15PM	Game #3
6:15PM – 6:45PM	Break
6:45PM	Awards