



ADEPTICON 2012

LORD OF THE RINGS CHAMPIONSHIPS

Last Update: 02.09.2011

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 2/15/2012.

BASIC RULES

- The Lord of the Rings: The One Ring rulebook will be used. All stats from that rulebook, subsequent Out of Print supplements (i.e. Gondor in Flames, Harad, Mordor, etc) and White Dwarf magazine (from Issue #344, September 2008 and later) will be used if choosing an Army List from Legions or an Out of Print Legions Supplement (referred to here as "Legions List") OR all stats from the current edition Sourcebooks including Kingdoms of Men, The Free Peoples, The Fallen Realms, Moria and Angmar, and Mordor will be used if you choose an Army List from one of those, current Sourcebooks (referred to here as "Warbands List"). Which you use will depend on which army list source you choose to use.
- You must choose which army list source you will use at AdeptiCon. You have two options: 1) You may use the army lists from the Legions of Middle-earth supplement, appropriate supplement or White Dwarf issue (a Legions List) OR 2) you may use the army lists from the current Sourcebooks including Kingdoms of Men, The Free Peoples, The Fallen Realms, Moria and Angmar, and Mordor (Warbands List). Which list source you choose to use must be clearly indicated on ALL army lists (both submitted and during the event) and cannot change during the event.
- Stats for any models will come from the appropriate source based on whether you have chosen a Legions List source OR a Warbands List.
- Stats for any model will only be usable if they have been published at least 60 days prior to the event.
- Named characters (Gandalf, Lurtz, the Witch King, Aragorn, etc) can only be taken once. The Spider Queen is considered a named character for AdeptiCon.
- Legions Only: The Spider Queen is considered a named character for AdeptiCon 2012.
- Good Forces cannot include Tom Bombadil or Goldberry.
- Unless indicated otherwise in these rules, if you choose a Legions List you must follow all rules and restrictions found in the Legions of Middle earth supplement OR if you choose a Warbands List you must follow all rules and restrictions found in the current sourcebooks.
- All forces will be limited to a maximum model count of 75 models.
- Rules and army lists marked as "trial" or "unofficial" will not be allowed.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your fleet must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard with flocked or painted bases). 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. This includes all army list books used and all model stats and/or rules.
- All judges' decisions are final.

ARMY BUILDING RULES

- Each player will bring a 600 point force based on the army lists from their chosen source, Legions or Warbands. 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 and these must follow the rules and restrictions for allies as outlined in the source used. 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 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 (jmwill288@gmail.com or tjkulinski@cox.net). 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 it's 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.



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Mandatory Army List Sample Header

Name: John Smith

Army Alignment/Race: Mordor

Army Format: Warbands/Legions

Total Points: 600

Total Models: 45

- Any errors found in the army lists AFTER the tournament begins will result in a 5 point penalty being applied to the players score.
- Each player must bring three **objective markers** based on 25mm round bases. These models will be used in some games and will be judged as part of the team's force for painting and theme scoring. Example: camp supplies, weapons, skulls, bodies, food stores, lumber, camp fires, etc
- 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 each player can receive a total of 25 Battle Points for each round.

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, rate the final question 1-10)	
<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"/>	On a scale of 1-10, with 10 being the highest, rate your game. Simply go with your gut and be honest. This score is reflected in your score in 10 th of points. For example, a rating of 1=0.1 and a rating of 10 = 1.0.

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.

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. Players using the Warbands Lists may find it useful to refer to the Legions supplement and corresponding army supplements for ideas and guides to themed forces.



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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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AWARDS

Recognition in the following categories will be granted at the conclusion of the tournament.

- **Overall (Lord of Middle-earth):** 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 Team Sportsmanship. Lowest Battle for tiebreaker.
- **Time For a New Army:** Lowest Overall score. Sportsmanship tiebreaker.

SCHEDULE

8:00AM – 8:30AM	Registration
8:35AM – 11:00AM	Game #1
11:00AM – 12:00PM	Lunch Break and Best Appearance Judging
12:00PM – 2:30PM	Game #2
2:30PM – 3:00PM	Break and Appearance Judging
3:00PM – 5:30PM	Game #3
5:30PM – 6:00PM	Break and Final Scoring
6:00PM	Awards