



ADEPTICON 2013

LORD OF THE RINGS CHAMPIONSHIPS

Last Update: 01.01.2013

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 2/1/2013.

BASIC RULES

- The Hobbit: An Unexpected Journey Strategy Battle Game rulebook will be used.
- All stats from The Hobbit SBG Rulebook and Lord of the Rings Sourcebooks including Kingdoms of Men, The Free Peoples, The Fallen Realms, Moria and Angmar, and Mordor will be used.
- The player must build their army using the lists from The Hobbit SBG Rulebook or Lord of the Rings sourcebooks.
- Stats for any model will only be usable if they are marked as "official" and have been published and available 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.
- Forces cannot include Tom Bombadil, Goldberry or Gollum.
- Unless indicated otherwise in these rules, you must follow all rules and restrictions for army building found in The Hobbit SBG rulebook or Lord of the Rings sourcebooks.
- 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 army 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.
- What You See Is What You Get (WYSIWYG): All items you wish to use must be represented on the model in some manner or be clear to all opponents in cases where this cannot be represented. **NOTE: This will be strongly enforced in the case of special rules for specific hand weapons.**
- Models used must be from The Lord of the Rings Citadel Miniatures range. Use of any other models (besides conversion work) must be approved by the tournament organizers. Please email picture of model to Tournament Organizer. (ctbalke@gmail.com).
- 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

- The player must build their army using the lists from The Hobbit SBG Rulebook or Lord of the Rings Sourcebooks. Players will bring a 600 point force based on the army list(s) chosen. This list must follow all the restrictions listed in the Sourcebook supplements and The Hobbit SBG rulebook.
- Army lists **MUST** be submitted via email to the tournament organizer no later than **April 5th, 2013** to the following email: (ctbalke@gmail.com). These should list the source and army list(s) used, the number of models of each type in each Warband, all points for base model cost + options and a total for that unit/type (see Example 1). We need to be able to check both the basic points of each model and the gear as well as the total for that group and the total for the army. Please use word or excel were you can easily indicate individual points, equipment additions and totals. These lists will not be used for Appearance judging. If players want to create a more "themed" list for display, this should be left by their army during the Appearance judging.





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Example 1: Army List Example

Player Name: Mr. Underhill
Sourcebook(s): Free Peoples
Army List(s): Durin's Folk

Warband 1: (233)

Balin: 75 + Durin's Axe: 10 = 85
8 Khazad Guard: 8 x 11 = 88
4 Iron Guard: 4 x 15 = 60

Warband 2

Warband 3

Warband 4

Total Points: 598

Total Models: 25

- 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 the chosen sourcebook for the army list.
- One hero must be nominated as the Captain of the 600 point force for the entire tournament The Captain **MUST** be clearly marked on your army lists and cannot be changed once army lists are submitted.
- There will be a total of three games during the tournament.

TOURNAMENT SCORING

Category	Possible Points	% of Total
Battle	75 points	61%
Appearance	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)	
<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. These votes must be cast for an army other than your own.

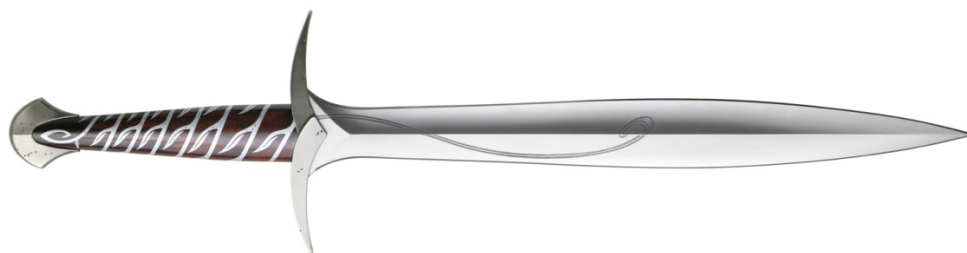


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Judged Appearance: Before the start of game one and between games two and three, the tournament judges will score the Appearance of army on a scale of 1-30. Judges will be looking at items such as quality of painting, basing, attention to details, and conversions as well as bonus items such as display bases and matching forces.

Appearance (32 points are possible, but the maximum score any army can receive is 30 points)	
Basic Painting (check one, 15 points possible)	
<input type="checkbox"/>	Army is fully painted, but only to the three-color standard of basecoating. (10 points)
<input type="checkbox"/>	Army is beyond fully painted beyond the three-color standard of basecoating. (15 points)
Advanced Painting (Check all that apply for 1 point each, up to 8 points)	
<input type="checkbox"/>	Clean Basecoat Colors: Base colors are painted neatly.
<input type="checkbox"/>	Details: Details are painted such as eyes, buckles and jewelry.
<input type="checkbox"/>	Clean Details: Details are painted well (clean, have highlights).
<input type="checkbox"/>	Handpainted Details: Details (that are well executed) have been added such as unit markings, banner artwork, dirt on clothes.
<input type="checkbox"/>	Discernible Highlights/Shading: Drybrushing, lining, shading, inking, etc. (not required to be clean)
<input type="checkbox"/>	Clean Highlights: Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy.
<input type="checkbox"/>	Layers of Highlights: More than one layer of highlight, which may include shading, highlights over inking, blending, etc.
<input type="checkbox"/>	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)	
<input type="checkbox"/>	Based/Detailed: Bases have basing materials (flock/sand/tiles) or details painted on them.
<input type="checkbox"/>	Extra Basing: The bases have multiple basing materials (rocks/grass), extra details painted on them. Basing is done very well.
<input type="checkbox"/>	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)	
<input type="checkbox"/>	Minimal: At least 33% of the army has minimal conversion work (e.g. Head and/or Weapon Swaps)
<input type="checkbox"/>	Extensive: At least 67% of the army has conversion work (e.g. Head and/or Weapon Swaps)
<input type="checkbox"/>	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)	
<input type="checkbox"/>	Display Base: Basic based & highlighted or detailed display base.
<input type="checkbox"/>	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)	
<input type="checkbox"/>	Overall Appearance: Overall appearance for the entire army is amazing! Everything works great together to create an awesome scene.





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AWARDS

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

- **Overall (The Ring-bearer):** Highest total points. Battle for tiebreaker.
- **Best General:** Highest Battle Points. Sportsmanship for tiebreaker.
- **Best Army:** Highest Appearance score. Overall for tiebreaker.
- **Best Sportsmanship:** Highest Sportsmanship score. Lowest Battle for tiebreaker.

SCHEDULE

SATURDAY 9:00AM – 5:30PM	
9:00AM – 9:30AM	Registration
9:30AM – 11:30AM	Game #1
11:30AM – 12:30PM	Lunch Break and Best Appearance Judging
12:30PM – 2:30PM	Game #2
2:30PM – 3:00PM	Break
3:00PM – 5:00PM	Game #3
5:00PM – 5:30PM	Break
5:30PM	Awards