



ADEPTICON 2013

LORD OF THE RINGS MARCH TO MOUNT DOOM

Last Update: 02.13.2013

Schedule Adjusted

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: The Unexpected Journey Strategy Battle Game rulebook will be used. Only stats from that rulebook and the Free Peoples, Kingdom of Men, Mordor, Fallen Realms or Moria & Angmar sourcebooks 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 Hobbit and the above Lord of the Rings sourcebooks will be allowed.
- Named characters (Gandalf, Lurtz, the Witch King, Aragorn, etc) can only be taken once.
- Evil Forces cannot include Gollum
- Good Forces cannot include Tom Bombadil or Goldberry.
- 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. This includes all weapons for which you want to use special rules (e.g., Feint, Bash, Piercing Strike, etc).
- 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 500 point force based on the army lists from the Hobbit or one of the five Lord of the Rings Sourcebooks. All rules for force composition described in these rules must be followed (including warband sizes, bow limits, allies, etc).
- A **MAXIMUM** of 15 models can be used in your army.
- Wargear options can only be chosen from those listed in the models profiles
- 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). These lists should list the number of that model, all points for base model cost, options and total for that unit/type. 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 judging.
- **Any errors found in the army lists AFTER the tournament begins will result in disqualification from the event.**



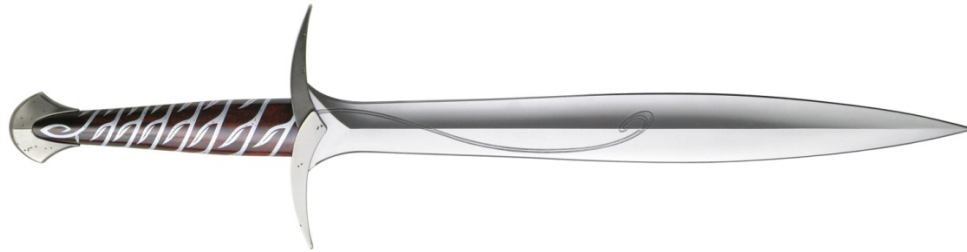


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TOURNAMENT SCORING

There is no scoring used for this tournament. It is a simple single elimination bracket. Win your scenario and advance!



AWARDS

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

- **The Ring-bearer:** Winner of Bracket.
- **Best Appearance/Theme:** Voted for by the players in the event after the Opening Round. Tiebreaker vote will be cast by the Tournament Organizer.

SCHEDULE

THURSDAY 5:00PM – 9:15PM	
5:00PM – 5:15PM	Registration
5:15PM – 6:05PM	Game 1 (50-minute game, 16 players reduced to 8 players)
6:15PM – 7:05PM	Game 2 (50-minute game, 8 players reduced to 4 players)
7:15PM – 8:05PM	Game 3 (50-minute game, 4 players reduced to 2 players)
8:15PM – 9:05PM	Game 4 (50-minute game, 2 players reduced to Champion)
9:15PM	Awards