



# ADEPTICON 2013

## LORD OF THE RINGS TEAM TOURNAMENT

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 team 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. ([prion2001@yahoo.com](mailto:prion2001@yahoo.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.

### TEAM RULES

- Each team will consist of two players and each player will bring a 600-point force based on the army lists from The Hobbit SBG Rulebook or Lord of the Rings Sourcebook(s). One team member must bring a good force while the other team member brings an evil force. All rules and restrictions for force construction as outlined in The Hobbit SBG Rulebook and Lord of the Rings Sourcebooks will be followed ( no duplicates of named characters, 33% bow limit (unless specified as different), etc).
- Teams **MUST** turn in an army list that clearly distinguishes the two forces used by the team. They must also have a list to give their opponents during each round.
- Army lists **MUST** be submitted via email to the tournament organizer no later than **April 5th, 2013** to the following email: ([prion2001@yahoo.com](mailto:prion2001@yahoo.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 Army Appearance or Theme judging. If players want to create a more "themed" 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.**
- 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.



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- During each round, the team will split up and play individual games against the opposing team. The good force will play against the opposing team's evil force while their teammate's evil force plays against the opposing team's good force. Battle scores from the two games will be totaled to give the team battle score for each round.

### Example 1: Army List Example

**Team Name:** Kings Under the Mountain

**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

## TOURNAMENT SCORING

Category	Possible Points	% of Total
Battle	130 points	62%
Appearance & Theme	50 points	24%
Sportsmanship	30 points	14%

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

**Team Battle Points:** During each round the team will total their battle scores with a possible 40 combined points. Bonus points will also be available each round. This provides a total of 40 points for the team per round plus an additional 10 bonus points total over the course of the tournament.

**Team 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. You and your team member's Sportsmanship scores will be combined each round.

### Sportsmanship (check all that apply)

<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"/>	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 10th of points, for example, a rating of 1 = 0.1 and a rating of 10 = 1.0

**Favorite Opponent and Army Bonus:** At the end of the tournament, teams will complete a Favorite Opponent Team form and a Favorite Team Army form. Each vote for a team on these forms is worth 1 bonus point. Votes for Favorite Opponent Team 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 team's 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. You and your team member must decide together which single team receives these votes.



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**Judged Team 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 the armies on a scale of 1-30 with a maximum possible of 25 points for each team member and 50 points for the team. 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. For theme, the judges will look at 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 this force. Just being "legal" in terms of the source list doesn't mean an army will earn a perfect score for theme.

**Appearance and Theme (30 points are possible but the maximum score any army can get is 25 points. Scores are combined for team for a maximum possible of 50 points)**

### Painting (check one, 20 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. (1 point)

**Clean Basecoat Colors:** Base colors are painted neatly. (1 point)

**Details:** Details are painted such as eyes, buckles and jewelry. (1 point)

**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)

**Discernible 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)

**Overall Appearance:** Overall appearance is amazing! Everything works great together to create an awesome scene. (1 point)

### Basing (check if applicable to Bulk (80%) of Army, 1 point possible)

**Extra Basing:** The bases have multiple basing materials (rocks/grass), extra details painted on them. Basing is done very well. (1 point)

### Conversions (check conversions that are appropriate and well executed, 1 point possible)

**Major:** 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). (1 point)

### Theme (check all that apply, 5 points possible)

Follows basic balance and theme for that race/faction (1 points)

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. (2 points)

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 Coordination (check all that apply, 3 points possible)

**Display Base:** Basic based & highlighted or detailed display base. (1 Point)

**Matching Forces:** The team has appropriate good and evil forces that represent actual enemies in the Lord of the Rings Mythos (1 point)

**Something Special:** The team has unifying elements such as a common display base, matching model bases or other unifying aspects that enhance the overall appearance of the team's forces. (1 point)



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## AWARDS

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

- **Overall (Master of Middle-earth):** Highest total points. Battle for tiebreaker.
- **Best Team General:** Highest Battle Points. Sportsmanship for tiebreaker.
- **Best Team Army:** Highest combined Team Appearance and Theme score. Overall for tiebreaker.
- **Best Team Sportsmanship:** Highest Team Sportsmanship score. Lowest Battle for tiebreaker.

## SCHEDULE

FRIDAY 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

