



ADEPTICON 2014

LORD OF THE RINGS CHAMPIONSHIPS

Last Update: 02.26.2014

[Link to FAQ & Errata Document Added](#)

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 2/1/2014.

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, Mordor, and The Desolation of Smaug will be used
- The player must build their army using the lists from The Hobbit SBG Rulebook or Lord of the Rings Sourcebooks. Players will bring a 750 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.
- 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, Gollum, or the Goblin Scribe.
- 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.
- The [AdeptiCon 2014 Lord of the Rings/The Hobbit FAQ & Errata document](#) will be used.
- 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. (cmtaviation@hotmail.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

- Army lists **MUST** be submitted via email to the tournament organizer no later than **March 21st, 2014** to the following email: (cmtaviation@hotmail.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.





ADEPTICON 2014

LORD OF THE RINGS CHAMPIONSHIPS

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 750 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	56%
Appearance	40 points	30%
Sportsmanship	18 points	14%

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 was prepared for the game (books, dice, tape measure, army list, pen, etc.)
<input type="checkbox"/>	Rules issues were handled in a mature way.
<input type="checkbox"/>	My opponent played at a timely pace (no slow play, understanding of rules, bathroom breaks, etc.)
<input type="checkbox"/>	My opponent played to the spirit of the game or objectives of the game.
<input type="checkbox"/>	I would voluntarily play against my opponent again.
<input type="checkbox"/>	I would voluntarily play against my opponent's army list 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 an army on these forms is worth 1 bonus point. Votes for Favorite Opponent will be added to the player's Sportsmanship score for a total possible bonus of 3 points. Votes for Favorite Army will be added to the army Appearance score for a maximum total bonus of 5 points. These votes must be cast for an army other than your own.

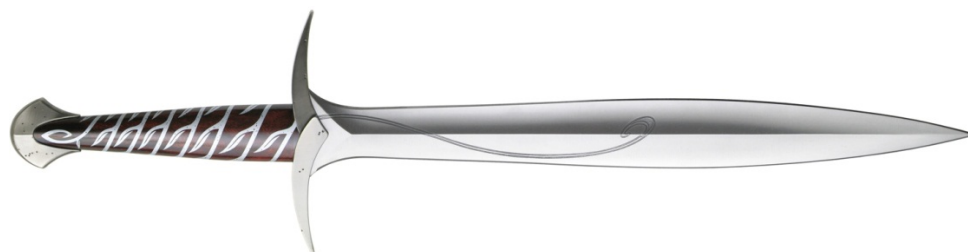


ADEPTICON 2014

LORD OF THE RINGS CHAMPIONSHIPS

Judged Appearance: Before the start of game one and between games two and three, the tournament judges will score the Appearance of the army on a scale of 1-44 with a maximum possible of 40 points. 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 (44 points are possible, but the maximum score any army can receive is 40 points)	
Painting (Check all that apply) 30 Points available	
<input type="checkbox"/> <input type="checkbox"/>	Three Color Minimum
<input type="checkbox"/>	Basecoated-All major parts of the model are painted
<input type="checkbox"/> <input type="checkbox"/>	Clean Basecoats- Base colors are painted neatly
<input type="checkbox"/>	Details- Details such as buckles, belts, and jewelry are painted
<input type="checkbox"/>	Clean Details-Details are painted neatly
<input type="checkbox"/>	Highlights-Models have been painted with either drybrushing or highlighting
<input type="checkbox"/> <input type="checkbox"/>	Clean Highlights- Lines are neat, drybrushing is appropriate
<input type="checkbox"/>	Shading/Washed- Models have been painted using shading or washes
<input type="checkbox"/> <input type="checkbox"/>	Clean Shading/Washed- Lines are neat, inking/washing has been controlled
<input type="checkbox"/> <input type="checkbox"/>	Freehand/Decals-Unit Markings, banner artwork, shield emblems that are hand-painted or decals
<input type="checkbox"/>	Clean Freehand-Freehand is painted neatly
<input type="checkbox"/>	Artistic- Banners, markings, and details are painted to an incredible degree
<input type="checkbox"/> <input type="checkbox"/>	Layering- More than 1 layer of highlight, which may include shading, highlights over inking, blending, etc.
<input type="checkbox"/> <input type="checkbox"/>	Blending- Highlights have been blended, shaded, or layered well beyond the basic highlighting techniques of drybrushing and inking/washing
<input type="checkbox"/> <input type="checkbox"/>	Masterful Blending- Highlights have been masterfully blended, shaded, or layered
<input type="checkbox"/> <input type="checkbox"/>	Uniform painting- Not a mix of schemes, styles, and looks
<input type="checkbox"/>	Special- The painting on these models stand out above and beyond the models of most peers
<input type="checkbox"/>	Weathering- Dirt, mud, or rust have been painted on the models
<input type="checkbox"/>	Color Theory-The army is visually appealing and colors are used appropriately
<input type="checkbox"/>	Originality- The army is painted in a unique color scheme
Basing (Check all that apply) 5 Points available	
<input type="checkbox"/>	Based- One common basing material, Flock/Sand/Gravel
<input type="checkbox"/>	Base Rims Painted- Painted using a common color, or logically combined
<input type="checkbox"/>	Extra Basing- Multiple basing materials rocks/grass, extra details painted on them. Basing done very well
<input type="checkbox"/>	Highlights- Basing has highlights/drybrushing
<input type="checkbox"/>	Special Details- Extra details on larger bases
Conversions (Check all that apply) 4 Points available	
<input type="checkbox"/>	Head/Weapon Swaps: 33% or more models have head or weapon swaps
<input type="checkbox"/>	Basic Conversions/Green Stuff Work: Adding/Sculpting Hair or Fur
<input type="checkbox"/>	Moderate Conversions: Sculpting Capes/Banners
<input type="checkbox"/>	Special Conversions: Scratch built models that feel cohesive with the army
Army Display (Check all that apply) 4 Points available	
<input type="checkbox"/>	Basic Board: Having a display board
<input type="checkbox"/>	Moderate Board: Basing material of the board matches the army
<input type="checkbox"/>	Advanced Board: Scenic elements are added
<input type="checkbox"/>	Special: Great representation of an appropriate environment for the army
Bonus 1 Point Available	
<input type="checkbox"/>	Overall Special: This army stands out above all others.





ADEPTICON 2014

LORD OF THE RINGS CHAMPIONSHIPS

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

FRIDAY 8:00AM – 5:30PM	
8:00AM – 8:30AM	Registration
8:30AM – 11:00AM	Game #1
11:00AM – 12:00PM	Lunch Break and Best Appearance Judging
12:00PM – 2:30PM	Game #2
2:30PM – 2:45PM	Break
2:45PM – 5:15PM	Game #3
5:15PM – 5:30PM	Break
5:30PM	Awards