



THE ROAD TO ADEPTICON

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ARTICLE TEN: BUILDING FOR SUCCESS [ARTICLE 2 OF 6] ADEPTICON 2007 LORD OF THE RINGS TEAM TOURNAMENT BY JOE KRONE & CHRIS RUBRIGHT



Joe: It has been a while since our return from The Lord of the Rings Team Tournament Primer that the Adepticon staff and the Chicago Battle Bunker hosted and it has given me a lot to think about. Although, I won all three games I played I was heavily critiquing my list and the role my heroes and warriors play. Since the revision of The Lord of the Rings rules my Uruk-hai scouts that I love playing with lost a point of defense and I will admit it was a learning curve but I have never been disappointed with their performance. Ugluk is great and I always keep one or two Orcs close by just in case I have to make a Stand Fast role. OFF WITH HIS HEAD! My Orcs on the other hand are very good at one thing and that is dying in droves. Their defense is the same as my Uruk-hai but since they are cheaper points wise and they don't fight as well they make a great pin cushion for all those arrows that coming my way. I

ended up playing two Rider of Rohan lists both predominantly mounted and I also played a Warriors of Minas Tirith army which was a nice change. The games were great and the opponents were fun. I even found myself talking thru tactics with my opponents on several occasions.

Since my army is designed with a theme I am reluctant to make any broad sweeping changes because if I was unhindered I would probably add some feral Uruk-hai and more than likely some Warg riders. But I don't have that luxury so the only change I am contemplating is swapping around some weapon options. I am real happy with my model count (40) and my percentage of Uruk-hai to Orcs (50% each) but I am considering dropping all of my two-handed weapons and picking up spears for my Orcs. This way I can use my Orcs with shields as my protection from bow fire (hey life is cheap when you're evil) and my Orcs with spears can support my Uruk-hai giving them essentially two attacks in combat. This should aid in my defense when attempting to push back a nasty cavalry charge or give me an edge against pesky free people infantry.

So, all in all I am real happy with my army and I look forward to seeing them in action at Adepticon. My big worry is facing any Elves due to their higher fight skill and now that the Ruin of Arnor has been released I am not looking forward to facing any Grey Company hosts with their unlimited bow fire. Yikes!!!

You do not know pain. You do not know fear. You will taste man flesh.

Chris: Well we're back from the primer and what a weekend it was. There were a lot of great games and a lot of learning of my army. Every game I played was against an Uruk-Hai army of some sort. Be it Isengard Raiders or The Legions of the White Hand.

My first game was against the heavily armored Uruk-Hai of the White Hand. I found out that they are some tough opponents. Walls of pikes and the terrain bottle necks that I had to traverse my way down were the beginning of the down fall for me. I also underestimated the Uruk-hai berserkers getting into combat with me. All and all a great



game and lots of learning of both my army and what the Uruk-Hai are capable of doing. The second game was against an Uruk-Hai scout party. I did a lot better in this game but I ended up losing just barely. If I had went for the objective instead of killing as much as possible, I might have tied. The third game was another Uruk-Hai scouting party but around half of his army was made up of the lesser Orc's. This was by far the best tactics and luck I had out of the three games. Even out numbered almost two to one I nearly dropped him below half of his army. I took out nearly all of the Orc's and a hand full of the Uruk-Hai. In the end though it was another loss due to being below 25% of my starting army.

Through all of the games I found out that I couldn't hit with my throwing spears because of bad dice luck. On the car ride home I talked to Joe about dropping them to

bolster my ranks and we both came to the conclusion that it would be in my best interest to keep them so that I would have a greater threat range of my army and you never know I might actually kill somebody with one or two. I am also thinking of maybe dropping one of my banner bearers and swapping to get two more riders to help bolster the troops. I am also thinking of dropping down to two or three outriders and picking up all riders instead. It is cool to have a lot of outriders but I think the extra defense will help me more in the long run than the fate will. I have a few more tactics to try and lots more play testing before I make either of those decisions.

To those that were there, I hoped you had as much fun and learned as much as I did and to those that couldn't make it, we'll see you at AdeptiCon. Well, till next time, back to painting.

:: ISENGARD RAIDERS ::



:: RIDERS OF ROHAN ::

