



ADEPTICON 2012

LORD OF THE RINGS CHAMPIONSHIPS

ROUND 1: THE WAR FOR MIDDLE-EARTH HAS JUST BEGUN...

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

The war has just begun and neither side is willing to risk devastation in one confrontation, caution is needed.

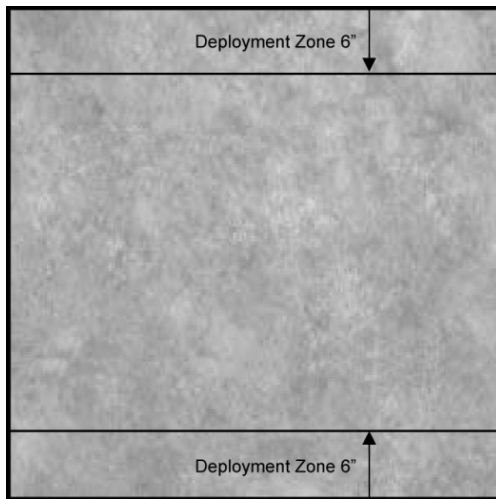
LAYOUT

Terrain will be pre-set with five predetermined objective locations placed on the table by the tournament organizers.

STARTING POSITIONS

Armies start from the board edges. Roll dice to see which player picks their board edge. The opposing player sets up on the opposite edge.

Models must set-up 6 inches within their edge. The player that picked their edge must setup their army first.



OBJECTIVES

Your goal is to capture more of the 5 objectives than your opponent. Having more models within 3 inches of an objective are in control. Equal models are a push and no one is considered in control.

At the end of a turn in which one side is reduced below 50%, the battle stands on the edge of a knife. Each side selects a hero, or warrior if no heroes remain. Both sides roll 1 D6, subtract the difference. That is how many turns the game will continue. Ties = 1 turn. Might left on the chosen heroes may be used to raise or lower this value via secret ballot. Players write down their chosen might amounts and show at the same time. Add all the negative or positive numbers to the difference - this is the remaining turns, any value zero or below ends the game immediately. Turn value **cannot** exceed 6.

Example: Player 1 rolls a 5, player 2 rolls a 2. The game will continue 3 turns. Player 1 writes down to spend 1 might to lower, player 2 chooses none. Player 1 adjusts the turns from 3 to 2.

Major Victory/Defeat	You Control 2 objectives more than your opponent. 3-1, 2-0 etc.
Minor Victory	You Control more objectives than your opponent. 3-2, 2-1 etc.
Draw	Any other outcome not listed above.

BONUS VICTORY POINTS

Hero Longevity and Health: At the end of the game each player checks their heroes' statuses. Each remaining Wound, Might, Will, and Fate is worth 0.25 points. A maximum of 5 points possible.

END OF GAME SPECIAL

Advanced Tactician: A Winning Result allows the player to reroll their army deployment location D6 in the next scenario, if unused, this **DOES NOT** carry over to the 3rd round.



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ROUND 2: A WAR OF ATTRITION

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

The land has been bled dry and few supplies remain for standing armies. Both sides risk a desperate strike into the unknown for vital provisions.

LAYOUT

Terrain will be pre-set with the supply cache placed on the table by the tournament organizers.

STARTING POSITIONS

Both players roll a D6 to choose which corner to begin in. The player that chose the corner sets up their army within 18 inches of that corner. The other player in the opposite corner.

OBJECTIVES

Each army is trying to secure more supplies than the opponent and stash them in their camp, 12 inches from their starting corner. At the end of the turn in which one side is broken, roll a D6, the game will continue that many turns.

Supply Cache

The supply cache is considered difficult terrain. 6 total objectives are placed on the pile, placement does not matter. The supplies are considered light objects per the One Ring rule book. Only Non mounted models may attempt to secure a supply, but it can be handed off to mounted models once secured.

Securing: At the end of a turn in which models are in base contact with the supply cache terrain, the side with priority rolls first to unearth, with alternating rolls following. If a model was in combat, spear supporting, or shot it may not attempt. Might may be used to modify a roll. A Roll of 4+ is needed to successfully secure a supply.

Example: Player 1 has 2 models in base contact with the cache. Player 2 has 3 models in base contact. None were in action that turn. Player 1 had priority and rolls first for one of their models, a 5 is rolled and that model secures a supply. Player 2 then rolls for their 1st model, this continues until each of the 5 total models in base contact have rolled once.

Army Camps are 12 inches from their starting corners. Supplies inside that are considered controlled. Nothing prevents enemy models from entering and stealing supplies from their opponent's camp.

Major Victory/Defeat	You have secured the most supplies in your camp and you are not broken.
Minor Victory	You have the most supplies in your possession, but NOT in your camp; OR You have the most supplies secured in your camp but you are broken.
Draw	Any other outcome not listed above.

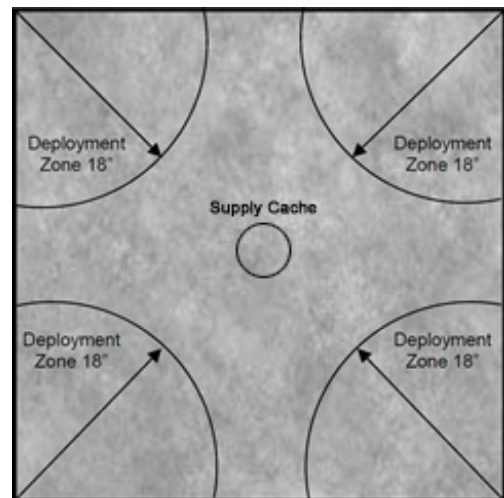
BONUS VICTORY POINTS

Controlling table quarters by having more models than your opponent in each of the 24x24 sections. Equal models are a push and no control is granted.

5 points	4 Table Quarters
4 points	3 Table Quarters
2 points	2 Table Quarters
1 point	1 Table Quarter

END OF GAME SPECIAL

Any victorious result of this scenario allows that player to reroll one courage check in their next game.





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ROUND 3: WHAT DO YOUR ELF EYES SEE?

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Resupplied and refreshed both sides now seek a crippling blow to the enemy. Scout forces have discovered the enemy and pitched battle is inevitable.

LAYOUT

Terrain will be pre-set for the event.

STARTING POSITIONS

Roll to determine which player chooses a table edge to deploy in. Armies must deploy within 6 inches of the edge.

Legions: Separate 10 models from your army; up to 1 hero maybe included in this force. This is your Scout Force.

Warbands: Separate 1 Warband from your army. This is your Scout Force.

Your Scout Force cannot be changed after setting it aside.

Players take turns deploying their Main Force first and their Scout Force second in the order established in the set up phase.

Example:

- Player A: Main Force
- Player B: Main Force
- Player A: Scout Force
- Player B: Scout Force

Scout Force: Your scout force **MUST** be deployed anywhere on your opponent's half of the table. They cannot be deployed closer than the models movement value + 1 inch to enemy models.

For example; Gondor Infantry cannot be deployed closer than 7 inches to enemy models. Riders of Rohan cannot be deployed closer than 13 inches, etc. Do not factor in movement bonuses such as drums when calculating. If a mixed movement value force, use the highest movement value when calculating.

OBJECTIVES

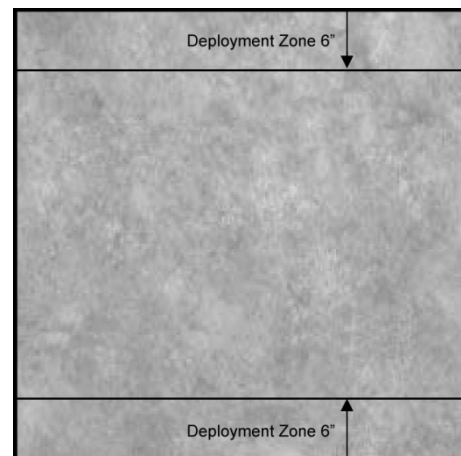
The game ends when one side is reduced below 25%.

Major Victory/Defeat	There is only a quarter of the enemy left and there is at least 1 surviving hero on the winning side.
Minor Victory/Defeat	There is only a quarter of the enemy left and there are no surviving heroes on the winning side.
Draw	Any other outcome not listed above.

BONUS VICTORY POINTS

No Retreat: Have more models within your opponent's main army deployment zone (6 inches in from their table edge). Non-cumulative.

5 points	You have double (or more) the number of models in your opponent's deployment zone than your opponent has in yours.
3 points	You have more models in your opponent's deployment zone than your opponent has in yours.





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FAVORITES & APPEARANCE ID SHEET

YOUR NAME

FAVORITE OPPONENT

After your last game, please submit this sheet with the name of the opponent you most enjoyed playing against. You must vote for someone you actually played in the tournament.

My Favorite Opponent Was: _____

Tear Here

YOUR NAME

FAVORITE ARMY

Before the start of Round #3, please submit this sheet with the name of the player that you think had the best looking army in the whole tournament. This vote can be for any player in the whole tournament, not just those you played. You may NOT vote for your own army.

My Vote for Favorite Army goes to: _____

Tear Here

Please leave this tag by your army during the breaks and during paint judging.

This army Belongs To _____

Check this box if you did **NOT** paint this army. Only armies you painted are eligible for Favorite Army votes and the Best Army award.

