

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



THE HOBBIT AND THE LORD OF THE RINGS  
MOTION PICTURE TRILOGY

THRONE OF SKULLS DOUBLES

July 27th/28th 2019



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STRATEGY BATTLE GAME

THE  
HOBBIT  
MOTION PICTURE TRILOGY

THE  
LORD OF THE RINGS

## THRONE OF SKULLS DOUBLES

Throne of Skulls Doubles is a Matched Play event for the *Middle-earth*™ Strategy Battle Game held in Warhammer World. This event is a casual gaming tournament, where sportsmanship and well presented armies go hand in hand with your ability as a general on the battlefield to crown the Throne of Skulls champions. If playing games against like-minded, enthusiastic players with fully painted armies and a friend at your side is something you aspire towards, or have always dreamed of, then come and experience a weekend like no other.

## EVENT ESSENTIALS

**Date:** 27th - 28th July 2019.

**System:** *Middle-earth*™ Strategy Battle Game Matched Play.

**Army Size:** 400 points per player for a total team army size of 800 points.

**Army Selection:** Each player selects a separate army from a single army list - see the 'Choosing Your Army' section for more details. Impossible Allies aren't permitted at this event.

**Scenarios:** Randomly determined from the 12 matched play Scenarios found on pages 138 - 151 of the *Middle-earth*™ Strategy Battle Game Rules Manual.

**Board Size:** 4ft x 4ft

**Number of games:** Five.

**Publications in use:** *Middle-earth*™ Strategy Battle Game Rules Manual, Armies of the *Lord of the Rings*™, Armies of the *Hobbit*™, *Gondor*™ at War and all up-to-date FAQs and Errata. Any future publications are in use unless their release falls on the weekend of the event.

**Meals:** Lunch is provided on both days.

**Other activities:** Painting competitions, Saturday night entertainment and free entry to the Warhammer World exhibition.





# MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience. If you would like more information on Warhammer World's model requirements then read our guide here:

<https://warhammerworld.games-workshop.com/wp-content/uploads/Model-Requirements.pdf>

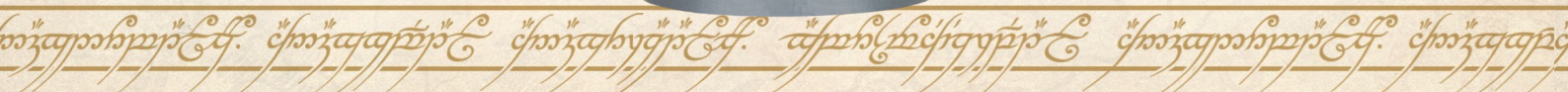
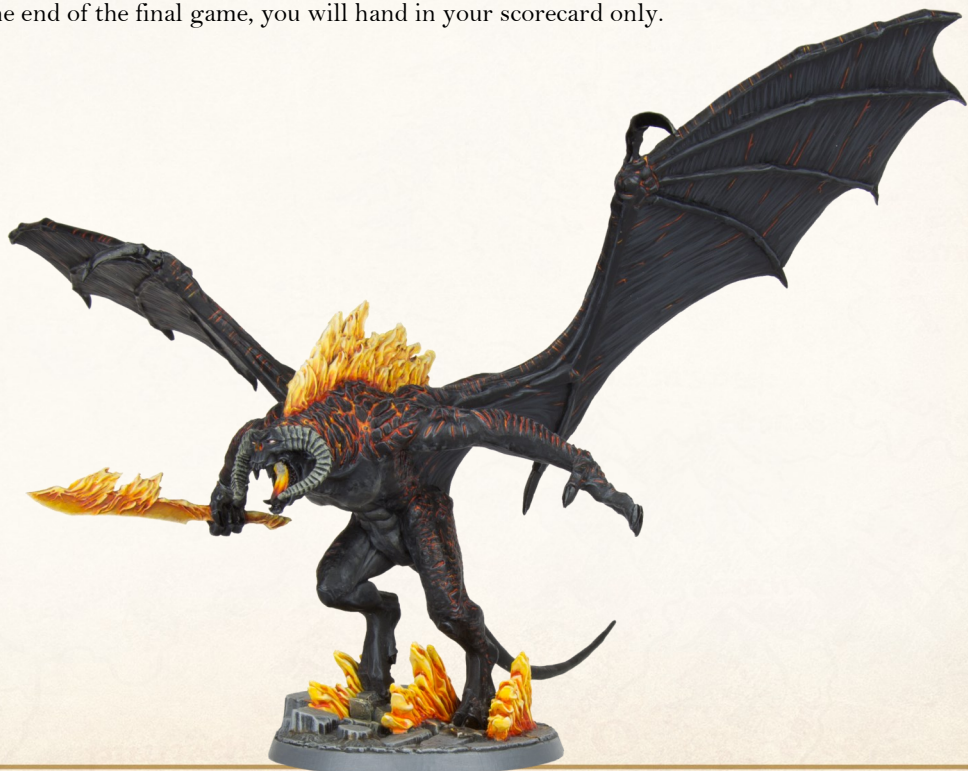
## THE GAMES

Over the weekend you will play five games of Matched Play *Middle-earth*™ Strategy Battle Game. Your opponents for the first game will be randomly determined, then from game two onwards we will use a 'Swiss' system to match you against teams of a similar rank. By playing opponents of a similar rank, you are more likely to be matched up evenly, creating enjoyable games for all. You need only play opposing teams a maximum of once, so if you get drawn against a team you have already played, feel free to swap with the table next to you, or let us know and we will find you different opponents.

As pairings are determined by overall rank, there may be cases where both teams are playing as either Good or Evil. In these instances, refer to the Good vs Good and Evil vs Evil rule on page 137 of the *Middle-earth*™ Strategy Battle Game Rules Manual for guidance on these situations.

The events team will randomly determine which Scenario is in use before the round begins. We will use the Scenarios found on pages 138 - 151 of *Middle-earth*™ Strategy Battle Game Rules Manual. Once a Scenario has been used, it will not be used again, so you will play five of the twelve Scenarios.

You will be given a scorecard when you register for the event, and be given a round result slip during each of the first four games. At the end of each game, hand in the round result slip to an event staff member, then record your result and score on your own scorecard. At the end of the final game, you will hand in your scorecard only.





# CHOOSING YOUR ARMY

The Throne of Skulls Doubles event for the *Middle-earth™* Strategy Battle Game focuses on great sportsmanship, beautiful armies and embracing the narrative of *Middle-earth™*. When choosing your armies follow the matched play rules found on pages 128 – 137 of the *Middle-earth™* Strategy Battle Game Rules Manual, however, when choosing armies for this doubles event there are a few key points that apply:

- Each **TEAM** must adhere to one alignment - Good or Evil
- Each player chooses a 400 point force, selected from a **single army list**.
- Players cannot 'share' when building an army, For example, each player must form their own warbands, and cannot use the other players points
- The Rule of One applies across the **TEAM**
- Each player indicates which **Hero** is the leader of their individual force.

Both players forces then combine to create an army of 800 points. We will call this combined army a **TEAM**. When playing your games, rules that relate to a force or player will relate to your **TEAM**. Here a few common examples and additional requirements:

- When working out your Break Point, use the number of models in the **TEAM** army.
- Once player armies are combined to create the **TEAM** army, you'll need to work out the overall Leader. To do this, compare the Heroic Tier of the leaders from each players army, the highest becomes the Leader. If both players have a **Hero** of equal Heroic Tier, roll off to determine which **Hero** becomes the leader.
- As each players army is chosen from a single army list, when combined to form the **TEAM** army they will interact via the alliance matrix - note that to embrace the narrative of the *Middle-earth™* Strategy Battle Game and Throne of Skulls, **Impossible Allies aren't permitted at this event**.

## Legendary Legions

If you wish then your team may elect to participate using a Legendary Legion. In this situation both players must bring a separate 400 point list from the same Legendary Legion, following all the usual restrictions. If, however, a Legendary Legion requires certain **Hero** models to be taken as part of the list, then only one of you will be able to bring that **Hero** (there is only one of them after all!). Restrictions for a Legendary Legion are applied the **TEAM** force, however, each half of the army must contain its own separate warbands.

*For example. Jay and Chris have decided to use the Return of the King Legendary Legion. Jay chooses to have Aragorn in his list, whilst Chris takes the King of the Dead. This way, as a team they have fulfilled the criteria for the Legendary Legion (having to take Aragorn and the King of the Dead) even though each individual force may not.*

If a Legendary Legion states that a specific **Hero** is always the army leader, then that model will be the leader of the **TEAM** force for each game.

## ARMY ROSTERS

Once you are happy with your army, you must record it on an army roster. All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like the army list each warband is chosen from, wargear, and note who the leader of your army is.





# SCORING

Throne of Skulls ranks teams overall by a Throne of Skulls score. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of thirty points here for winning all five games. You can then achieve a maximum of thirty points for sportsmanship and army presentation scores. These scores combined create your Throne of Skulls score.

## Gaming Scores

At the end of each game, you and your opposing team will need to record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in each Scenario. Once you know the result, you will record it on your event card using the following system:

- Win the game – 6 points
- Draw the game – 2 points
- Lose the game – 0 points

For each game you will also need to record on your event card the following secondary objective, which will be used as a tiebreaker should the need arise:

- Total Number of Victory Points scored - this is the total number of Victory Points scored in each scenario

### Throne of Skulls score example

At the end of the event, James and Sarah have won four games and lost one game earning a Throne of Skulls score so far of 24. They then receive three Favourite Game votes and two Favourite Army votes, which are added to the 24 points scored from the games for a total Throne of Skulls score of 39.

## Sportsmanship and Army Presentation Scores

Sportsmanship and army presentation scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes as a team in each category, and you must vote only for the teams and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for! Each vote you receive counts as three points towards your Throne of Skulls score – this means you can receive a maximum of 15 points for Favourite Game and 15 points for Favourite Army. Every team must use their four votes, as they are integral to the event. If you don't vote, then you don't rank!

**Favourite Game** – You can vote for the two opposing teams you enjoyed playing against the most (note that you can't vote for the same team twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

**Favourite Army** – You can vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!) Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind.

## Tiebreakers

If teams earn the same Throne of Skulls score by the end of the weekend we will use the following tiebreakers to establish the final rankings in order of priority:

- Total number of Victory Points scored
- Total Gaming Score
- Total number of Favourite Game votes
- Total number of Favourite Army votes

### Tiebreakers Example

Two teams both achieve a score of 24, so we go to the tiebreakers to establish who has the higher rank. They each have the same number of Victory Points and an equal Total Gaming Score, however we find one team has 4 Favourite Game votes, whilst the other has 3. The former team would therefore finish above the latter in the final rankings



# CODE OF CONDUCT AND SUDDEN DEATH

At Warhammer World events we place great emphasis on playing excellent games with like-minded people at the home of Games Workshop. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponents, introduce yourselves, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.

If you disagree on the interpretation of a rule in the game, we will have staff members on hand to help as referees. Feel free to get one of us to help solve the problem. The first place we will look is the rulebook, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

With regards to conceding, we expect all teams to see the game through to the very end and not concede, as doing so can impact tie breakers and ultimately, the final rankings. In the unlikely event that a team does concede before the game has reached its natural conclusion, then the conceding team earns a loss and records zero for Victory Points scored. The winning team records a victory and 12 Victory Points scored.

In the event of Sudden Death the winning team records a victory and any Victory Points they have scored, whilst the losing team records a loss and any Victory Points they have scored. This may result in a team winning a game even though they have less Victory points.

## PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from the Throne of Skulls score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter you must have done the building and painting yourself and the models must be from the army you are using at the event.

The first competition is the **Legends painting competition**. This is perfect for any particular models in your army you are most proud of. It's open entry, so each **player** may enter model(s) of their choice from their army into each of the categories for peer judging. The winning model from each category will win a Legend award for that player. The categories are as follows:

- **Hero of Legend** includes any one model on foot or mounted on horse/ camel / *Warg*<sup>TM</sup> or similar sized mount.
- **Company of Legend** Between 6 - 10 Warriors from a single warband as described on page 130 of the *Middle-earth*<sup>TM</sup> Strategy Battle Game Rules Manual. You may include the warband captain if you wish.
- **Icon of Legend** For all monsters such as Trolls, Eagles, and *Ents*<sup>TM</sup> in addition to war machines and chariots. This category is also for heroes mounted on a monster or war machine such as *Ringwraith on Fell Beast* or *Radagast*<sup>TM</sup> the Brown on his sleigh.

The Events Team will nominate a shortlist for the **Best Army competition**. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award, **both players must have done the building and/or painting**. Doubles events are unique in that some teams go to great efforts to create a cohesive force between them. This might be a common theme, complimentary colour choice or even just consistent basing. Peer judging will take place with the winner earning the Best Army award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our painting competitions, each player must have built and painted the models themselves.

## GREEN DRAGON PUB QUIZ

Once the games have come to a end on Saturday, take some time to relax with a drink in Bugman's Bar, telling tales of the days victories amongst friends, before teaming up to take on the Green Dragon Pub Quiz run by the *Middle-earth*<sup>TM</sup> team.





# AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- **Throne of Skulls Champions** - For the team that ranks highest over the weekend.
- **Second Place** - For the team that ranks second.
- **Third Place** - For the team that ranks third.
- **Best Army** - as voted by you, for the most impressive looking army.
- **Most Sporting Team** - For the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- **Hero Of Legend** - as voted by you, for the winner of the Hero category as detailed above.
- **Company Of Legend** - as voted by you, for the winner of the Company category as detailed above.
- **Icon Of Legend** - as voted by you, for the winner of the Icon category as detailed above.

# SCHEDULE

## Saturday 27th July 2019

**9.00am -10.00am** Registration in Bugman's  
**10.00am** Events hall and stores open  
**10.20am** Event brief  
**10.30am - 1.00pm** Game 1  
**1.00pm - 2.00pm** Lunch and Legends painting competitions  
**2.00pm - 4.30pm** Game 2  
**4.30pm - 5.00pm** Break  
**5.00pm - 7.30pm** Game 3  
**8.00pm** Stores and gaming hall close  
**8.30pm** Green Dragon pub quiz  
**10.00pm** Warhammer World closes

## Sunday 28th July 2019


**10.00am** Warhammer World opens  
**10.30am - 1.00pm** Game 4  
**1.00pm - 2.00pm** Lunch and the Best Army painting competition  
**2.00pm - 4.30pm** Game 5  
**4.30pm - 5.30pm** Break  
**5.30pm** Award ceremony  
**6.00pm** Warhammer World closes

## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

**Phone:** 0115 9004994 **Email:** [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

**Write:** Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS

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