

MIDDLE-EARTH™

STRATEGY BATTLE GAME



THE HOBBIT AND THE LORD OF THE RINGS
MOTION PICTURE TRILOGY

GRAND TOURNAMENT

MARCH 7TH - 8TH 2020

WARHAMMER WORLD **EVENTS**

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Greetings, Master Hobbits, and welcome to the *Middle-earth*™ Strategy Battle Game Grand Tournament 2020, a matched play event held at Warhammer World. With a rich history of mixing competitive gaming with camaraderie and promising to play host to some incredible armies, The Grand Tournament is a true test of your skills of generalship, tactics, army design and strategy. The title of The Champion of *Middle-earth*™ for 2020 will be bestowed upon the winner of the Grand Tournament; have you got what it takes?



EVENT ESSENTIALS

Date: 7th - 8th March 2020.

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

Army Size: One 700 point Good army, in addition to one 700 point Evil army.

Board Size: 4ft x 4ft

Number of games: Six.

Publications in use: *Middle-earth*™ Strategy Battle Game Rules Manual, *Middle-earth*™ Strategy Battle Game Matched Play Guide, *Armies of the Lord of the Rings*™, *Armies of the Hobbit*™, all current *Middle-earth*™ Strategy Battle Games Supplements 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.



THE GAMES

Over the weekend you will play six games of Matched Play *Middle-earth*™ Strategy Battle Game. Pairings will be determined via the recommended pairing system as found in the *Middle-earth*™ Strategy Battle Game Matched Play Guide.

The events team will randomly determine which Scenario is in use before the round begins. We will use the Scenarios found on pages 11 - 29 of *Middle-earth*™ Strategy Battle Game Matched Play Guide. Once a Scenario has been used, it will not be used again, so you will play six of the eighteen Scenarios.

You will be given a scorecard when you register for the event, and be given a round result slip during each of your 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.

GOOD VS EVIL

Over the course of the weekend, each game you play will see opponents fighting Good versus Evil. At the beginning of Game one, the youngest player rolls a D6. If the result is a 1-3, the youngest player is using Evil and the older player uses Good. If the result is 4-6, the youngest player is using Good and the older player uses Evil. If you used your Good army in Game one, then you will be using your Evil army in Game two, and vice-versa.

Players will again roll off to determine which force they use in game three, using the opposite in game four. This process is again repeated for games five and six.

CHOOSING YOUR ARMIES

For this event you will need two armies, a 700 point Good army, and a 700 point Evil army, both adhering to the Matched Play rules found on pages 128 – 137 of the *Middle-earth*™ Strategy Battle Game Rules Manual. For this event there is no limit on the number of warbands your army can include, nor is there a limit on the number of army lists your force can be drawn from.

ARMY ROSTERS

Once you are happy with your armies, you must record both on army rosters. All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your rosters in at registration, and have at least one other copy to give to your opponent before each game. You must use the same army rosters 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, break point, and note who the leader of your army is.

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.

For more information, please refer to the following guide:

<https://warhammerworld.warhammer-community.com/wp-content/uploads/sites/15/2019/10/Updated-Model-Requirements.pdf>



SCORING

The Grand Tournament will follow the recommended Scoring & Tiebreakers system (excluding discretionary tiebreakers) as found in the *Middle-earth™* Strategy Battle Game Matched Play Guide.

Favourite Opponents – When submitting your final results, you will need to vote for the two opposing players you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

CODE OF CONDUCT

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 opponent, introduce yourself, 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 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.

PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from the Tournament 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™* or similar sized mount.
- **Company of Legend** Between 6 - 10 Warriors from a single warband as described on page 130 of the *Middle-earth™* 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™* 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™* 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 **both** their tournament forces. 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 an 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™* 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:

- **Champion of *Middle-earth*™ 2020** - For the player that ranks highest over the weekend.
- **Second Place** - For the player that ranks second.
- **Third Place** - For the player that ranks third.
- **Best Army** - as voted by you, for the most impressive looking army.
- **Most Sporting Player** - For the player with the most Favourite Opponents 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 7th March 2020

9.00am -10.00am Registration in Bugman's
10.00am Events hall and stores open
10.20am Event brief
10.30am - 12.30pm Game 1
12.30pm - 1.30pm Lunch and Legends painting competitions
1.30pm - 3.30pm Game 2
3.30pm - 4.00pm Break
4.00pm - 6.00pm Game 3
7.00pm Green Dragon pub quiz
8.00pm Stores and gaming hall close
10.00pm Warhammer World closes

Sunday 8th March 2020


10.00am Warhammer World opens
10.15am - 12.15pm Game 4
12.15pm - 1.15pm Lunch and the Best Army painting competition
1.15pm - 3.15pm Game 5
3.15pm - 3.45pm Break
3.45pm - 5.45pm Game 6
5.45pm - 6.45pm Break
6.45pm - Award ceremony
7.00pm 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

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

Catch up on all the latest Warhammer World news by finding us on  at Games Workshop: Warhammer World

Event privacy note: for more information regarding our event privacy note please follow the link provided

<https://warhammerworld.games-workshop.com/events-privacy-notice/>

