

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



BATTLES IN MIDDLE-EARTH™

## DOUBLES



# BATTLES IN MIDDLE-EARTH™ DOUBLES RULES PACK

Battles in Middle-earth™ 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 abilities as generals on the battlefield to crown the Battles in Middle-earth™ 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 this is the event for you.

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## I.O EVENT ESSENTIALS

<b>Event Date:</b>	25th - 26th May 2024
<b>System:</b>	Middle-earth™ Strategy Battle Game - Matched Play
<b>Army Size:</b>	400 points per player for a total team army size of 800 points
<b>Army Selection:</b>	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.
<b>Scenarios:</b>	Randomly determined from the six doubles event Scenarios found on pages 32 - 37 of the Middle-earth™ Strategy Battle Game Matched Play Guide.
<b>Board Size:</b>	4ft x 4ft
<b>Number of games:</b>	Five.
<b>Scoring:</b>	'Throne of Skulls' - Final Rank determined by 50% Tournament Points, 25% Favourite Game votes received, 25% Favourite Army votes received. See Section 4.1 Scoring for more details.
<b>Publications in use:</b>	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 Game Supplements and all up-to-date FAQs and Errata. Publications released up to one week prior to the event may also be used.
<b>Meals:</b>	Lunch is provided on both days.
<b>Other activities:</b>	Painting competitions, Saturday night entertainment and free entry to the Warhammer World exhibition.



## 2.0 ARMY CONSTRUCTION AND PAINTING

### 2.1 Army Construction

For this event each player within a team will need a 400 point army that adheres to the Matched Play rules found on pages 133 – 141 of the Middle-earth™ Strategy Battle Game Rules Manual whilst also taking into account the extra rules presented for constructing a doubles army, as found on page 31 of the Middle-earth™ Strategy Battle Game Matched Play Guide. Remember when building your army the Rule of One applies across the TEAM.

For this event there is no limit on the number of warbands your army can include, but each Team must adhere to one alignment - Good or Evil. Furthermore, to embrace the narrative spirit of the Middle-earth™ Strategy Battle Game, impossible allies aren't permitted at this event.

### 2.2 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 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 army is chosen from, wargear, break point, and note who the leader of your army is.

### 2.3 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or head to your local Warhammer store where the friendly staff can help you find the paints you need and answer your questions.

Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG).





## 3.0 TOURNAMENT POLICIES

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.

### 3.1 Judges

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.

### A Note on Active Judging.

At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

### 3.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a team does concede before the game has reached its natural conclusion, then the players should follow the rules presented under 'conceding' on page 6 of the Middle-earth™ Strategy Battle Game Matched Play Guide.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.





## 4.0 TOURNAMENT FORMAT

### 4.1 Scoring

We will adjust the recommended Scoring & Tiebreakers system as found in the Middle-earth™ Strategy Battle Game Matched Play Guide by using a number of discretionary tiebreakers.

Therefore, overall rankings will be decided based on the following, in order of priority:

- Total number of Tournament Points plus total Sportsmanship and Army Presentation Score
- Total number of Victory Points scored
- Total number of Tournament Points
- Total number of Favourite Game Votes
- Total number of Favourite Army Votes

In addition, this tournament will use the Major and Minor Victories system to determine Tournament Points as found on page 44 of the Middle-earth™ Strategy Battle Game Matched Play Guide.

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.

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 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 – 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!

**4.1.1 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.

**4.1.2 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.



## 4.2 Pairings

Pairings will be determined via the recommended pairing system as found in the Middle-earth™ Strategy Battle Game Matched Play Guide, though for this event only Tournament Points and Total number of Victory Points scored will be used for pairings.

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 143 of the Middle-earth™ Strategy Battle Game Rules Manual for guidance on these situations.

## 4.3 Event Schedule

Saturday 25th May 2024		Sunday 26th May 2024	
09:00 - 10:00	Registration in Bugman's Bar	09:00	Bugman's Bar opens
10:00 - 10:15	Events hall and store open and event briefing.	10:00	Events hall and stores open
10:15 - 12:30	Round 1	10:15 - 12:30	Round 4
12:30 - 13:30	Lunch and the Legends painting competition	12:30 - 13:30	Lunch and the Best Army painting competition
13:30 - 15:45	Round 2	13:30 - 15:45	Round 5
15:45 - 16:15	Break	15:45 - 16:45	Break
16:15 - 18:30	Round 3	17:00	Award Ceremony
20:00	Stores and gaming hall close & Green Dragon Inn™ Pub Quiz		
22:00	Bugman's closes		

**A Note on Lateness:** Should you arrive late to Round 1 of the event, you may lose your spot to a team on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties.



## 4.4 Event Awards

The Middle-earth™ Strategy Battle Game hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- 1st, 2nd, 3rd - For the teams who rank highest overall (see 4.1 Scoring)
- Favourite Army 1st, 2nd, 3rd - As voted by you, for the most impressive looking army.
- Best Painted Army - Judges decision
- Most Sporting Team - For the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Hero of Legend, Company of Legend and Icon of Legend - As voted by you, for the winners of the Legends painting competition categories, as described below.
- Best in Brackets - Based on gaming scores only, for the teams that score highest in the 5-0, 4-1, 3-2, 2-3, 1-0 results brackets.





## 5.0 PAINTING COMPETITIONS AND THE GREEN DRAGON INN™ PUB QUIZ

### 5.1 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.

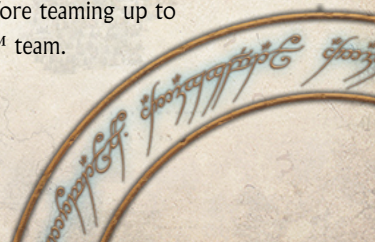
The first competition is the Legends painting competition. This is perfect for any particular models in your army you are most proud of. It's an open entry, so each player may enter model(s) of their choice from their army into each of the categories for peer judging. The winning model from each category 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 - A single warband as described on page 134 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 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.

### 5.2 The Green Dragon Inn™ 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 day's victories amongst friends, before teaming up to take on the Green Dragon Inn™ Pub Quiz run by the Middle-earth™ team.





## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us via email at: [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

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

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