

MIDDLE-EARTH™

STRATEGY BATTLE GAME



THRONE OF SKULLS

MIDDLE-EARTH™ THRONE OF SKULLS RULES PACK

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Middle-earth™ Strategy Battle Game matched play events at Warhammer World. Each player will need to demonstrate astute knowledge of the game, make sound tactical decisions and select appropriate units to win their games. In addition, our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the world of Middle-earth™.

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1.0 EVENT ESSENTIALS

Event Date:	Saturday 30th November and Sunday 1st December 2024
System:	Middle-earth™ Strategy Battle Game - Matched Play
Army Size:	1000 points
Board Size:	6ft x 4 ft
Scenarios:	Randomly determined from the 18 matched play Scenarios found on pages 11 - 29 of the Middle-earth™ Matched Play Guide
Number of Games:	Five
Scoring:	'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.
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 Game Supplements and all up-to-date FAQs and Errata. Publications released up to one week prior to the event may also be used
Meals:	Lunch will be provided both days.
Other Activities:	Painting competition, Saturday night entertainment and free exhibition entry
Tools of War:	Attendees are expected to bring their army, dice, a tape measure and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

For this event you will need a 1000 point Good or Evil army adhering to the Matched Play rules found on pages 133 – 143 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, as long as your army is composed entirely of Good or Evil models.

2.2 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 opponent 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, 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. Below are some examples of models painted to a Battle Ready standard.

Each model must accurately represent its entry on your Army Roster. Many players “scratch build” or heavily convert elements of their model collection. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or incurring score penalties.

3.0 THE PLAYERS CODE & 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 rules manual, 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 player 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
- Number of Secret Objectives achieved
- Total number of Victory Points scored
- Total number of Tournament Points

This tournament will use the Major and Minor Victories system to determine Tournament Points and the Secret Objectives rules presented on pages 44 and 45 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 players 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 player 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 players you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed an excellent sporting attitude, 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.

4.0 TOURNAMENT FORMAT (CONT.)

4.2 Pairings

Pairings will be determined via the recommended pairing system as found in the Middle-earth™ Strategy Battle Game Matched Play Guide. As pairings are determined by overall rank, there may be cases where both players 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 30th November 2024		Sunday 1st December 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 - 12:45	Round 1	10.30 - 13.00	Round 4
12:45 - 13:45	Lunch and the Legends painting competition	13.00 - 14.00	Lunch and the Best Army painting competition
13:45 - 16:15	Round 2	14.00 - 16.30	Round 5
16:15 - 16:45	Break	16.30 - 17.30	Break
16:45 - 19:15	Round 3	17.30	Award Ceremony
20:00	Stores and gaming hall close	18.00	Warhammer World closes
20.30	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 person 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.

4.0 TOURNAMENT FORMAT (CONT.)

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 players 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
- Favourite Player - For the player with the most Favourite Opponents 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 players that score highest in the 5-0, 4-1, 3-2, 2-3, 1-4 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. 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.

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

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

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