

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



## GRAND TOURNAMENT

# GRAND TOURNAMENT RULES PACK

Greetings, Master Hobbits, and welcome to the Middle-earth™ Strategy Battle Game Grand Tournament 2025, 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 2025 will be bestowed upon the winner of the Grand Tournament; have you got what it takes?

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## 1.0 EVENT ESSENTIALS

<b>Date:</b>	15th - 16th March 2025.
<b>System:</b>	Middle-earth™ Strategy Battle Game Matched Play
<b>Army Size:</b>	One 700 point Good army, in addition to one 700 point Evil army.
<b>Board Size:</b>	4ft x 4ft
<b>Number of games:</b>	Six.
<b>Publications in use:</b>	Middle-earth™ Strategy Battle Game Rules Manual, Armies of The Lord of the Rings™, Armies of The Hobbit™, and all up-to-date FAQs, Errata and additional PDFs. Publications released up to one week prior to the event may also be used.
<b>Meals:</b>	Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.
<b>Other activities:</b>	Painting competitions, Saturday night entertainment and free entry to the Warhammer World exhibition.
<b>Tools of War:</b>	Attendees are expected to bring their armies, objective markers, 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 two armies, a 700 point Good army, and a 700 point Evil army, both adhering to the Matched Play rules found on pages 152 – 159 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.

### 2.2 Army Rosters and List Submission

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 what each Warband contains from, wargear, break point, the points for each selection and note who the General of your army is.

Each player will need to submit their army rosters by Sunday 2nd March 2025. After this point, no changes may be made to the army rosters without the permission of the events team. To submit your army roster, please send one email to [whworlddevents@gwplc.com](mailto:whworlddevents@gwplc.com) with each roster attached. A screenshot or photo of each roster is fine, so long as it's clearly readable.

Please label the email 'Middle-earth™ Strategy Battle Game Grand Tournament 2025 rosters' in the subject line and make sure you include your name in the email. You will then need to bring multiple copies of your army rosters with you. Opponents will have a chance to look over your rosters when pairings are determined each round.



## 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](mailto: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, their opponent will automatically receive a 12-0 win and will count as having slain the enemy General.

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

At the end of each game, players will need to record the result. This includes who won, lost or drew, the Victory Points each player scored, and if either player killed the enemy General. If the players do not finish their game before time runs out, they must finish the turn they are on and then work out the winner at the end of that turn.

For tournaments, players will earn a number of Tournament Points depending on how they did in their games. Players earn 3 Tournament Points for a win, 1 Tournament Point for a draw, and 0 Tournament Points for a loss.

It is important that both players provide all of the information on their score sheet as it is all used for the Tiebreakers to work out who is where in the rankings.

#### 4.1.1 Ranking and Tiebreakers

Players are ranked according to the number of Tournament Points they have; the more Tournament Points a player has, the higher they are in the rankings.

Where players are tied on the number of Tournament Points, there are a number of Tiebreakers to be used to determine who is higher placed.

The first Tiebreaker is a player's Victory Point Difference, which is equal to the number of Victory Points scored across all of their games minus the number of Victory Points conceded across all their games.

For example, if a player has played two games and had the results 3-0 and 7-4, their Victory Point Difference would be +6.

If players are still tied, the second Tiebreaker is the total number of Victory Points scored across all of a player's games.

If players are still tied, the next Tiebreaker is the number of enemy Generals each player has killed across all of their games.

If further Tiebreakers are required, then they will start with the number of Favourite Opponent Votes a player received. If in the highly unlikely situation that more Tiebreakers are required, they will be implemented by the Event Staff's discretion.

### 4.2 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.

## 4.0 TOURNAMENT FORMAT (CONT.)

### 4.3 The Games

Over the weekend you will play six games of Matched Play Middle-earth™ Strategy Battle Game. Pairings for Round 1 will be done at random.

For Rounds 2, 4 and 6, players will be ranked according to the steps outlined above, and then split into those who used Good and those who used Evil. The highest ranked player who used Good will then play the highest ranked player who used Evil, as explained in point 4.4, and so on until everyone has been paired.

For Rounds 3 and 5, players will be ranked again though will not be split. Instead, the highest ranked player will play the second highest ranked player, and so on. Players will then determine who is playing Good and Evil as described in point 4.4.

If a player is supposed to play an opponent they have already played, the lowest ranked of the two will swap places with the highest ranked player on the table below them.

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. There may also be an option for recording your results digitally during the event.

### 4.4 Good Versus 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.



## 4.5 Schedule

Saturday 15th March 2025		Sunday 16th March 2025	
9.00-10.00	Registration in Bugman's	10.00	Warhammer World opens
10.00	Events hall and stores open	10.15 - 12.15	Game 4
10.10	Event brief	12.15 - 13.15	Lunch and the Best Army painting competition
10.15-12.15	Game 1	13.15 - 15.15	Game 5
12.15-13.30	Lunch and Legends painting competitions	15.15 - 15.45	Break
13.30-15.30	Game 2	15.45 - 15.45	Game 6
15.30-16.00	Break	17.45 - 18.45	Break
16.00-18.00	Game 3	18.45	Award ceremony
19.00	Green Dragon Inn™ pub quiz	19.00	Warhammer World closes
20.00	Stores and gaming hall close		
22.00	Warhammer World 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.

## 4.6 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:

- **Champion of Middle-earth™ 2025** - For the player who ranks highest overall (see 4.1 Scoring)
- **Second Place** - For the player that ranks second.
- **Third Place** - For the player that ranks third.
- **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.

## 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 in 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 days victories amongst friends, before teaming up to take on the Green Dragon Pub Quiz.

## 6.0 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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