

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



## TEAM CHAMPIONSHIPS

# BATTLES IN MIDDLE-EARTH™ TEAM CHAMPIONSHIPS RULES PACK

The Middle-earth™ Team Championships 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 fellowship of friends at your side is something you aspire towards, or have always dreamed of, then this is the event for you.

Jump to:

[1.0 Event Essentials](#)

[2.0 Army Construction and Painting](#)

[3.0 Tournament Policies](#)

[4.0 Tournament Format](#)

[5.0 Schedule](#)

[6.0 Painting Competitions and the Green  
Dragon Inn™ Pub Quiz](#)

[7.0 Health and Safety](#)



## 1.0 EVENT ESSENTIALS

<b>Event Date:</b>	17th & 18th May 2025
<b>System:</b>	Middle-earth™ Strategy Battle Game - Matched Play
<b>Format:</b>	Teams of Four
<b>Army Size:</b>	800 points per player
<b>Army Selection::</b>	Each player must select their army from a different army list. Each team must include two Good and Two Evil Armies
<b>Board Size:</b>	4ft x 4 ft
<b>Scenarios:</b>	Randomly determined from the six matched play Scenarios found on pages 162 - 167 of the Middle-earth™ Rules Manual
<b>Number of Rounds:</b>	Five
<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>Refreshments:</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 competition, Saturday night entertainment and free exhibition entry
<b>Tools of War:</b>	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 PAINTING

### 2.1 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.

## 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.

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.

### 3.1 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.

## 3.0 TOURNAMENT POLICIES (CONT.)

### 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.

## 4.0 TOURNAMENT FORMAT

### 4.1 Team Events

Team Events are an exciting type of event that allows you to assemble your very own group of friends and gaming partners. Instead of taking on the challenge of a tournament alone, you and your friends can stand together as a team, taking on all comers to prove that you are the mightiest heroes, or villains, in all of Middle-earth™ – much like the valiant friends in the Fellowship, the plucky Dwarves of Thorin's Company or the terrifying Nazgûl™! Being able to enjoy the experience of an event together is one of the best aspects of a Team Event, and often why Team Events are remembered so fondly by those who attend them.

Here we present the format for this event including all of the rules that players will need to put their team together, as well as how to build their army lists for the event, and how the event will be scored.

### 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, their opponent will automatically receive a 20-0 win and will count as having slain the enemy General.

### 4.2 Assembling a Team

#### 4.2.1 Team Size

This event will be for teams of four players.



## 4.0 TOURNAMENT FORMAT (CONT.)

### 4.2.2 Nominating a Team Captain

Much like how Gandalf™ guided both the Fellowship and Thorin's Company on their quests, a Team Captain helps to make sure the team has all the information they need before and during the event. The Team Captain will be responsible for things like organising list submission, collecting and handing in results at the end of each round and passing on any information from the Tournament Organiser to the rest of their team. It's usually best for the most organised or experienced person to take on this responsibility, as it will often ensure that things run nice and smoothly!

### 4.2.3 Building the Armies

Each player will need a 800 point army to play with for the duration of the event; rules for building an army list can be found in the Middle-earth™ Strategy Battle Game Rules Manual. However, as players are competing as part of a team, there are a few things they will need to take into account when building their armies.

### 4.2.4 Good and Evil

As the fight for Middle-earth is between the forces of light and darkness, each team must have the same number of Good and Evil armies. For this event your team will require two Good armies and two Evil armies, **in addition each player on a team must select a different Army List.**

### 4.2.5 Rule of One

As players are working together as a team, it makes sense that they wouldn't be able to use the same named characters or unique pieces of wargear – as much as they might like to! Thorin™, Elrond™ and Aragorn™ may be amongst the mightiest heroes in Middle-earth, but not even they can be in two places at once!

As a result, the **Unique** keyword (described on page 65 of the Middle-earth Strategy Battle Game Rules Manual) applies across the entire team, rather than to each Army. This means that teams cannot take the same named character twice across their Army, even if a character has multiple different profiles, such as Thorin Oakenshield, or even has different alignments, such as Saruman who can be taken as either a Good or Evil model.

*For example: Keith wants to use Gandalf the Grey™ in his army but Becky, who is on the same team as Keith, wants to use Gandalf the White™ in her force. Only one of them will be able to use Gandalf™, because of the Rule of One, so the pair will have to come to an amicable agreement as to who gets to take the Wizard in their force..*

*Likewise, Jay wants to take Saruman the White™ in his Good army but Gavin, who is on the same team, wants to use Saruman™ in his Evil army. As there is only one Saruman™ in Middle-earth™, only one of them will be able to take the powerful Istari – either Good or Evil.*

## 4.0 TOURNAMENT FORMAT (CONT.)

Following the same principle, the same **Unique** piece of Wargear cannot be taken twice across your team, even if it's being wielded by different models.

*For example: Luke is intending to take the mighty Thorin Oakenshield™ wielding Orcrist in his force; however, Lewis is on the same team as Luke and wishes to arm his Legolas Greenleaf, Prince of Mirkwood™, with the deadly blade. As they both cannot take Orcrist in their army, the two will have to come to a decision about who gets to arm their Hero with the Elven-made weapon.*

A team may include multiple models who can carry The One Ring, but as The One Ring is one of a kind (the clue is in the name!), follow the hierarchy table found in the Middle-earth Strategy Battle Game Rules Manual to determine who carries it.

*For example: Rob has chosen to take Sauron™ in his army for the event and Dan, who is on the same team as Rob, wants to take Bilbo Baggins, Master Burglar™, in his army. As Sauron™ is higher on The One Ring hierarchy table than Bilbo™, it is the Dark Lord who will wield the power of the Ring for the event, not the plucky Hobbit – though Dan is still more than welcome to take Bilbo™; he just won't have the One Ring as part of his wargear.*

Finally, each Team may only include a maximum of nine Ringwraiths, including the Witch-King of Angmar™. If your team is ever in doubt as to whether a Profile or piece of Wargear would need to adhere to the Rule of One, please contact us at [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

### 4.2.6 Army Rosters and List Submission

Once you are happy with your armies, you must record them 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.

Each team will need to submit their army rosters by Monday 12th May 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 [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) with each players' rosters attached.

Please label the email 'Middle-earth™ Strategy Battle Game Team Event 2025 Rosters' in the subject line and make sure you include each player's name and a team name in the email. Team rosters should be submitted as a text file in the body of 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

## 4.0 TOURNAMENT FORMAT (CONT.)

### 4.3 Scoring & Tiebreakers

Scoring at a Team Event is very similar to a regular Matched Play event, with a few small differences. The event will use a Major and Minor Victory system (see 4.3.1) to determine the number of Tournament Points awarded for each game. A team's Tournament Points (TPs) are used to determine a team's ranking.

- Major Win – 4 Tournament Points
- Minor Win – 3 Tournament Points
- Draw – 2 Tournament Points
- Minor Loss – 1 Tournament Point
- Major Loss – 0 Tournament Points.

Teams will score Tournament Points for each game their team plays every round, with a maximum of 16 Tournament Points available per round at events with 4 players per team.

*For example: Jay, Keith, Becky and Gavin have joined forces for a team event. During round 1, Jay, Keith and Becky all dominated in their games and achieved Major Victories, whilst Gavin earned a hard fought Draw. As a team they will score 14 Tournament Points: 4 points for each Major Victory and 2 for the Draw – an excellent start to the event!*

At the end of each game, players will need to record their result (This includes Tournament Points earned, Victory Points scored, and if they killed the enemy General) and provide this information to their Team Captain, who will then hand in all of their team's results at once when all of their team's games have been completed.

If any players do not finish their game before time runs out for a given round, they must finish the turn they are on and then work out the winner at the end of that turn.

#### 4.3.1 Major and Minor Victories

If a player achieves double or more Victory Points than their opponent, and scores at least 6 Victory Points, they will achieve a Major Victory whilst their opponent will receive a Major Loss. If a player wins their game, but doesn't score double or more Victory Points than their opponent, or does not score more than 6 Victory Points, they will earn a Minor Victory whilst their opponent will receive a Minor Loss.

*For example: In a tournament, Jay beats Rob by 12 Victory Points to 4. As Jay has scored at least double the number of Victory Points as Rob and at least 6 Victory Points, Jay achieves a Major Victory whilst Rob receives a Major Loss.*

*On the next table, Keith beats Becky by 2 Victory Points to 1. Even though Keith has scored double Becky's Victory Points, he has not scored the minimum of 6 Victory Points required for a Major Victory and therefore earns a Minor Victory.*



## 4.0 TOURNAMENT FORMAT (CONT.)

*On the last table, Dan beats Gavin by 6 Victory Points to 5, and so Dan earns a Minor Victory as he didn't score double or more Victory Points than Gavin, who therefore receives a Minor Loss.*

### 4.4 Ranking

As players are working as teams to achieve victory, the ranking system works a little differently to a regular Matched Play event. Instead of players being ranked on their individual performances they are instead ranked as a team. Teams are ranked using Tournament Points just like a regular event. This means that each team will get matched up against another team, rather than against individual opponents.

Where teams are tied on the number of Tournament Points, there are a number of Tiebreakers to be used to determine who is higher placed, which are very similar to the standard ones, just cumulative.

The first Tiebreaker is a team's Victory Point Difference, which is equal to the number of Victory Points scored by all players across all of their games, minus the number of Victory Points conceded by each team member across all their games. Please note that your Victory Point difference may be a negative number.

*For example: at the end of round 1, Rob's team will have played four games and had the following results; 3-0, 7-4, 12-0 and 3-8, making their Victory Point Difference +13.*

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

*For example: at the end of round 2, Jay has scored a total of 20 Victory Points, Becky has scored a total of 18, Keith has scored 16 and Gavin has scored 8 – giving the team a total of 62 Victory Points scored.*

If teams are still tied, the next Tiebreaker is the number of **General** models killed by each player on the team across all of their games. Further Tiebreakers are then used at the Tournament Organiser's discretion.

### 4.5 Round 1

For the first round, teams will be randomly paired against each other to determine the match ups, as this is the best way to ensure an unbiased draw.

### 4.6 Subsequent rounds

After the first round, teams will be paired based on their ranking in the event.

## 4.0 TOURNAMENT FORMAT (CONT.)

### 4.7 Team Pairing System

Once the teams have been matched up, it's time to decide who plays who from each team – this is done using the Team Pairing System. Each team will have fifteen minutes for this to take place. Teams will review the army lists from the other team, and be told clearly which player is using which army list. Then, follow this step-by-step guide to determine which players will face off:

**Step 1.** Both teams secretly nominate one player on their team to put forwards – this person will be the Vanguard Player. Once both teams are happy with their Vanguard Player selection, they reveal their choice simultaneously.

**Step 2.** Each team then secretly nominates two of their players to put forward against the opposing team's Vanguard Player – these are the team's Battleline Players. The remaining person on the team becomes the Reserve Player. Once both teams are happy with their chosen Battleline Players, they reveal their choices simultaneously.

**Step 3.** The Vanguard Player from each team will then choose which of two opposing Battleline Players they wish to play against. This will establish the first two match ups.

**Step 4.** Finally, the Reserve player will match up against the Battleline player on the opposing team who was not chosen by their team's Vanguard Player.

*For example: team 1 is composed of Keith, Jay, Gavin and Becky. Team 2 is composed of Dan, Rob, Luke and Lewis.*

JAY

BECKY

KEITH

GAVIN

ROB

DAN

LUKE

LEWIS

## 4.0 TOURNAMENT FORMAT (CONT.)

Both secretly nominate their Vanguard Player, revealing their choice simultaneously. Team 1 puts forward Jay and team 2 puts forward Rob.



Both teams then secretly nominate their two Battleline Players to put forward against the Vanguard Players. Team 1 puts Becky and Gavin forward, and team 2 puts Dan and Luke forward.



The Vanguard Players now get to choose which of the opposing two Battleline Players they wish to play against, revealing their choices simultaneously. Jay decides that he wants to play against Luke, and Rob chooses to play against Becky.



The Reserve Players then match up against the opposing Battleline player who does not yet have an opponent. This means that Gavin would match up against Lewis, and Dan would play against Keith, meaning all eight players are now matched up.

## 5.0 EVENT SCHEDULE

Saturday	Sunday		
09:00 - 09:30	Registration in Bugman's Bar	09.00	Bugman's Bar opens
09.40 - 09.45	Event Brief	09:45 - 10:00	Round 4 Pairings
09.45 - 10.00	Round 1 Pairings	10:00 - 12:15	Round 4
10:00 - 12:15	Round 1	12.15 - 13.15	Lunch and the Favourite Army painting competition
12:15 - 13:15	Lunch and the Best Team painting competition	13:15 - 13:30	Round 5 Pairings
13:15 - 13:30	Round 2 Pairings	13:30 - 15:45	Round 5
13:30 - 15:45	Round 2	15:45 - 16:30	Break
15:45 - 16:15	Break	16:30	Award Ceremony
16:15 - 16:30	Round 3 Pairings	18.00	Warhammer World closes
16:30 - 18:45	Round 3		
19.45	Green Dragon Inn™ Pub Quiz		
20:00	Stores and gaming hall close		
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.

### 5.1 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
- Favourite Army 1st, 2nd, 3rd - As voted by you, for the most impressive looking army.
- Best Painted Team Army - As voted by you, for the most impressive team army.
- Most Sporting Team - For the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.

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

### 6.1 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 to celebrate both hobbyists and teams who have gone the extra mile with their modelling and painting to create something truly remarkable. To enter, players must have done the building and painting themselves and the models must be from the army being used at the event.

The first competition is the Best Team painting competition. This is perfect for any teams who want to group together and create a collection of armies that look fantastic together, whether through narrative theming, cohesive display boards or technical modelling skills!

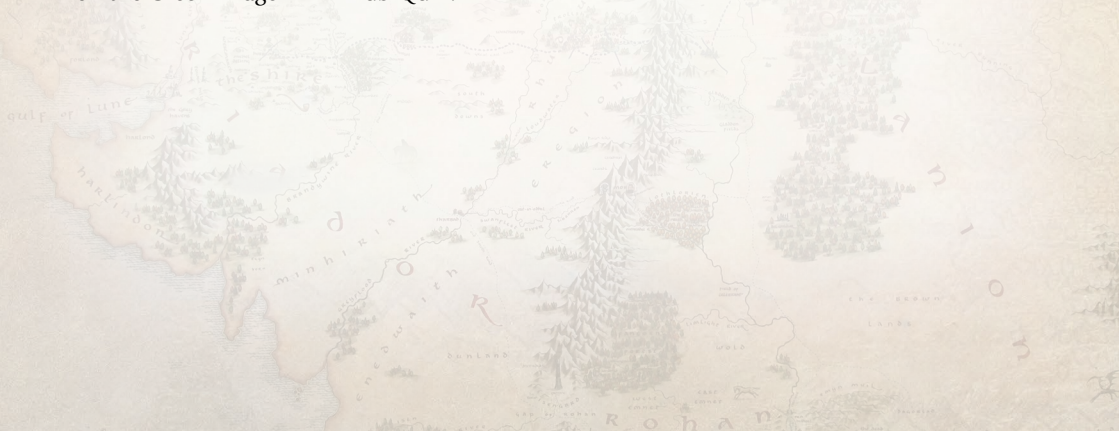
It's an open entry competition, so each Team can display their armies over the Saturday lunchtime for peer judging.

The Events Team will nominate a shortlist of individual players for the Favourite 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 Favourite 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.

### 6.2 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.



## 7.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

## 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

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

