

MIDDLE-EARTH™

STRATEGY BATTLE GAME



BATTLES IN
MIDDLE-EARTH™

BATTLES IN MIDDLE EARTH™ RULES PACK

Battles in *Middle-earth*™ is a single day tournament for the *Middle-earth*™ Strategy Battle Game. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Battles in *Middle-earth*™ event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#).

EVENT ESSENTIALS

System:	<i>Middle-earth</i> ™ Strategy Battle Game
Registration:	18th June 2025 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	500 points
Board Size:	48" x 48"
Scenarios:	Randomly determined from the six matched play Scenarios found on pages 162 - 167 of the <i>Middle-earth</i> ™ Rules Manual.
No. of Games:	Three
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications and a copy of their army roster.

ARMY CONSTRUCTION

For this event you will need a 500 point army adhering to the Matched Play rules found on pages 152 – 159 of the *Middle-earth™* Strategy Battle Game Rules Manual.

When building your army, use all the most up to date rules found in the following publications:

- *Middle-earth™* Strategy Battle Game Rules Manual
- Armies of The Lord of the Rings™
- Armies of The Hobbit™
- All current *Middle-earth™* Strategy Battle Game Supplements
- All up-to-date FAQs and Errata. Publications released up to one week prior to the event may also be used at this event.

Army Rosters should be presented in an easy to read format. Remember that your roster must include things like the army list you are using, wargear, break point, the points for each selection and note who the General of your army is.

SCORING AND PAIRING

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.

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.

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

SCENARIOS

During the event you will play three games of Matched Play *Middle-earth™* Strategy Battle Game.

The events team will randomly determine which Scenario is in use before the round begins. These will be randomly determined from the six matched play Scenarios found on pages 162 - 167 of the *Middle-earth™* Rules Manual. Once a Scenario has been used, it will not be used again.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: Heroes You may submit a single model that has the Hero keyword into the competition.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:30	Game 2
14:30 - 15:00	Break
15:00 - 16:30	Game 3
16:30 - 17:00	Break
17:00	Awards Presentation
18:00	Warhammer World Closes

TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain if necessary to allow for objective placement.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

