

# 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 2026 – 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 Champion of Middle-earth for 2026 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>System:</b>	Middle-earth Strategy Battle Game – Matched Play
<b>Registration:</b>	09:00am on Saturday 28 March 2026
<b>Location:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>Army Size:</b>	One 700 point Good army, and one 700 point Evil army
<b>Board Size:</b>	4ft x 4ft
<b>Number of games:</b>	Six
<b>Scenarios:</b>	Randomly determined from the 24 Matched Play Scenarios found on pages 16-39 of the <i>Middle-earth Strategy Battle Game: Matched Play Guide</i> .
<b>Publications in use:</b>	<i>The Middle-earth Strategy Battle Game Rules Manual</i> , <i>Middle-earth Strategy Battle Game: Matched Play Guide</i> , <i>Armies of The Lord of the Rings™</i> , <i>Armies of The Hobbit™</i> , <i>Armies of Middle-earth</i> , all up-to-date FAQs, Errata, and additional PDFs. Publications released up to one week before the event may also be used.
<b>Refreshments:</b>	Lunch is included both days of the event. A water refill station is available in the Gaming Hall. Drinks, snacks, and 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. Electronic devices in use to reference official rules must be charged and available at all times.



## 2.0 ARMY CONSTRUCTION AND PAINTING

### 2.1 Army Construction

For this event, you will need a 700 point Good army, and a 700 point Evil army. Both must adhere to the Matched Play rules found on pages 152–159 of the *Middle-earth Strategy Battle Game Rules Manual*.

### 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, and you must use the same rosters for each game. Every choice available to you must be noted down, and rosters must include the Army List you are using, what each Warband contains, wargear, break point, the points for each selection, and the General of each army.

Each player will need to submit their rosters by Sunday 15 March 2026. After this point, no changes may be made without the permission of the events team. To submit your roster, please send an 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 2026 rosters' in the subject line, and make sure you include your name in the email. You will 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 you bring to the event 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 miniatures 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 our friendly staff can help you find the paints you need and answer your questions.

Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your Army Roster.

Many players scratch build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most recent version of the miniature it represents. Players may not gain a benefit from converted miniatures, but may incur penalties.

You must seek permission from [whworlddevents@gwplc.com](mailto:whworlddevents@gwplc.com) for any converted or scratchbuilt miniatures, including photos of the miniatures in question, where possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.



## 3.0 POLICIES AND PLAYER CONDUCT

At Warhammer World, the home of Games Workshop, we place great emphasis on playing excellent games with like-minded people. We expect players to treat each other positively and demonstrate good sportsmanship to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your Army Roster, and start the game promptly.

### 3.1 Judges

Event staff will be visible in the Gaming Hall throughout the event, and will have the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent – it's a game, not a court of law. Rulings will always be based on correct rule interpretations, rather than adhering to previous precedent. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance. If players do require us to make a ruling, the judge's decision is final.

### 3.2 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 encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

On rare occasions, players may intentionally or unintentionally make rule or sportsmanship mistakes during a heated or challenging battle. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before an opponent has the chance to see the results, lying to judges or opponents, or any other form of inappropriate conduct, can result in substantial in-game penalties. Players may also receive an automatic loss, permanent removal of parts of their army for the duration of the event, or removal from the event itself.

### 3.3 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 20-0 win and will count as having slain the enemy General. If you cannot proceed due to an emergency, let the events team 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.

Players will earn 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.

Both players must provide all relevant information on their score sheet, as it is used for the tiebreakers to determine 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 will rank.

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

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. In the unlikely situation that players are still tied, further tiebreakers will be decided by the event team.

### 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 Matched Play games of Middle-earth Strategy Battle Game.

Pairings for the first game will be done at random.

For games two, four, and six, players will be ranked according to the steps outlined above (see 4.1.1 Ranking and Tiebreakers), 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 every player has been paired.

For games three and five, players will be ranked again. 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 paired with 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 a round result slip during each of your games. At the end of each game, hand 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

Each game will see opponents fighting Good versus Evil. At the beginning of the first game, the youngest player rolls a D6. If the result is 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 the first game, then you will be using your Evil army in the second game, 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 28 March 2026		Sunday 29 March 2026	
09:00 - 10:00	Bugman's Bar opens. Registration in the Gaming Hall	09:00 - 10:00	Bugman's Bar and Warhammer World opens
10:00 - 10:15	Briefing	10:15 - 12:15	Game 4
10:15 - 12:15	Game 1	12:15 - 13:15	Lunch and the Best Army painting competition
12:15 - 13:30	Lunch and Legends painting competition	13:15 - 15:15	Game 5
13:30 - 15:30	Game 2	15:15 - 15:45	Break
15:30 - 16:00	Break	15:45 - 17:45	Game 6
16:00 - 18:00	Game 3	17:45 - 18:45	Break
18:00 - 18:00	Game 3	18:45	Award ceremony
19:00 - 20:00	Green Dragon Inn™ pub quiz	19:00	Warhammer World closes
20:00	Store and Gaming Hall closes		
22:00	Warhammer World closes		

### Arriving Late

Should you arrive late to the first round 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 and must complete your game in the original round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on the second day of the event, you may incur a penalty.

### Sunday Morning Registration

On Sunday morning, all players will need to re-register with the events team to be checked back into the event. This is based on feedback from previous events, to ensure round four pairings only take into account players who are present. Round four pairings will be determined at 09:55am. Any players who arrive after 09:55am will receive a score of 0 for round four.

## 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 2026 – for the player who ranks highest overall (see 4.1 Scoring)
- Second Place - for the player who ranks second
- Third Place - for the player who ranks third
- Favourite Army first, second, and third – peer-voted, for the most impressive looking army
- Best Painted Army – judge voted
- Favourite Player – for the player with the most Favourite Opponents votes, with the highest overall ranking as the tiebreaker
- Hero of Legend – peer-voted, for the winners of the Legend 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 and 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 miniatures 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 miniatures in your army that you are most proud of. It's an open entry so that you may enter a miniature of your choice from one of your armies into the following category for peer judging. The winning miniature will win a Legend award.

- Hero of Legend - includes any single model with the Hero keyword

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 both their tournament forces. Peer judging will take place, with the winners earning Best Army awards.

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. To win any of our painting competitions, players must have built and painted the miniatures themselves.

#### 5.1.1 Display Boards

An integral part of the hobby for many, display boards are a great way to showcase your armies and display them within a wider narrative setting. That being said, Warhammer World is a busy public environment, with limited space available for larger display boards to be practically stored during events.

We'd recommend keeping display boards to the following size to allow them to be easily stored during the course of the event.

Height: 1ft

Width / Length: 2ft x 2ft

### 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. Tell tales of the day's victories among friends before teaming up to take on the Green Dragon Inn Pub Quiz.

## 6.0 HEALTH AND 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 important to us. When you attend one of our events, you can rest assured that we are doing everything within our power 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.

## 7.0 CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, 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](#).

