

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 miniatures, 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 more information regarding the policies, miniature requirements, and the painting competition rules that will be present at this event.

EVENT ESSENTIALS

System:	Middle-earth™ Strategy Battle Game
Registration:	10:00am on Wednesday 9 September 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	500 points
Board Size:	48" x 48"
Scenarios:	Randomly determined from the 24 Matched Play Scenarios found on pages 15-39 of the <i>Middle-earth Strategy Battle Game: Matched Play Guide</i> .
Number of Games:	Three
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications.

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*
- *Middle-earth Strategy Battle Game: Matched Play Guide*
- *Armies of The Lord of the Rings™*
- *Armies of The Hobbit™*
- *Armies of Middle-earth*
- All current Middle-earth Strategy Battle Game supplements
- All up-to-date FAQs and Errata.

Publications released up to one week before 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 the army list you are using, wargear, break point, the points for each selection, and the General of your army.

Any rules updates* released on or after Wednesday 2 September 2026 will not be used at this event, unless specifically communicated otherwise.

** This includes, but is not limited to, Errata, point changes, updated rules or model profiles, and any new releases.*

SCORING AND PAIRING

At the end of each game, players must 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 three Tournament Points for a win, one Tournament Point for a draw, and zero Tournament Points for a loss.

Players are ranked according to the number of Tournament Points they have. The more they have, the higher they rank.

Where players are tied on Tournament Points, there are some 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. 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 Matched Play games of the Middle-earth Strategy Battle Game. The events team will randomly determine which Scenario is in use before the round begins. These will be determined from the 24 Matched Play Scenarios found on pages 15-39 of the *Middle-earth Strategy Battle Game: Matched Play Guide*. 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 enter a single miniature with 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 before the first game. Before each game, you may adjust the terrain to allow for objective placement.

AWARDS

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

