

“There is only one Lord of the Ring, only one who can bend it to his will. And he does not share power.”

– Gandalf

Lord of the Rings Mahwah Event-
5.8.2021

Entry Fee: \$10.00 for all players, even members. 100% of entry fees will go into the prize pool.

Number of Players: Maximum of 20, so please register as soon as possible!

Army Size: 700 points

Painting Requirements: There will be no painting requirements, although a fully painted and based army is encouraged and there will be prize support for best fully painted and based Good and Evil armies!

Time Limit: 2 hours will be given for each match. Players will be given a 20 minute notice before the end of the match. Please do not start another round if BOTH players can not satisfactorily finish their turns. When in doubt, call over a tournament organizer.

Rounds: 3 rounds

Registration: 9:30

Round 1: 10:00am - 12:00pm

Lunch Break: 12:00pm

Round 2: 12:30pm - 2:30pm

Round 3: 2:30pm - 4:30pm

Prizes Announcements: 4:45pm

Awards: Prizes provided by Mythicos Studios based on attendance. We greatly value the hobby, and building a force that is thematic to the world of Middle-Earth prizes and trophies reflects that.

1.0 List Building

Lists must be 700 points (or less).

No impossible alliances permitted. In addition, the Desolator of the North army list may not be used.

There are no further restrictions aside from those found under “Matched Play” on pages 128-137 of the *Middle-earth Strategy Battle Game Rules Manual*.

All lists must follow the current rules using the Middle Earth SBG Rulebook. Any current edition publication produced by GW containing profiles for Middle Earth SBG are allowed in the event. (Gondor at war, Scourging of the Shire, ect).

1.1 Models that will not be allowed at this event:

While they may be allowed at future events and other models may be added to the disallowed list, the following models are not allowed for this event.

- ❖ Tom Bombadil
- ❖ Goldberry
- ❖ Smaug, The Deselator of the North

1.2 Painting Requirements:

There is no enforced painting requirement since we are encouraging new players to join in the fun. However fully painted and based armies are encouraged! You will earn 3 tournament points for having a fully painted and based army at this event.

1.3 Event Mission List:

Missions will be selected from the Matched Play Guide.

We will be selecting from the following pools on page 9 of the matched play guide.

Each round will have 3 possible missions, one will be randomly selected for everyone to play the day of the event. The random pools are below.

- Round One possible missions: Seize the Prize, Destroy the Supplies or Retrieval.
- Round Two possible missions: Lords of Battle, Contest of Champions, To the Death.
- Round Three possible missions: Heirlooms of Ages past, Hold Ground, or Command the Battle Field.

1.4 Timed Rounds:

Rounds will be 2 hours. You will be given a notice at 20 minutes remaining in each round. If you do not have enough time remaining for BOTH players to play their turns please do not start another round.

1.5 Scoring:

Each round players will use the scoring as listed in the mission they are playing. Keep track of these results to report to the TO, also mark down the number of enemy LEADERS you have killed during the game. (leaders that flee the table, kill themselves, or successfully return from the dead do not count.) Also note down the secret objectives you have completed and used every match with the TO.

Tournament points are earned as followed.

- 6 Tournament Points for a Major Victory.
- 5 Tournament points for a Minor Victory.
- 3 Tournament Points for a Fully Painted and Based army. (Scored only once)
- 2 Tournament points for a Draw.
- 1 Tournament points for a Minor Loss.
- 0 Tournament Points for a Major Loss.

Scoring secondary objectives.

Every round you will secretly select 3 of 12 possible secret objectives, (seen on pages 46 and 47 of the matched play guide. They will also be printed out and handed out before the event starts) mark it down on your score sheet which secret objectives you have selected and put it to one side. If you complete any of the objectives you will mark down which you have completed on your score sheet, and have your opponent sign the card(s) you have completed and hand them into the TO. Once an objective has been selected, even if you did not complete it, you will no longer be able to select it in future games. These objectives will determine who wins the prize “Keep it secret, Keep it safe” at the end of the event.

1.6 Ranking:

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 Evan has played two games and had the results 3-0 and 7-4, their Victory Point Difference would be +6. If Andrew has played two games and had the results of 10-4 and 12-4, their Victory Point Difference would be 14. Andrew would be in the lead going into round 3.

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 STILLED TIED, the third Tiebreaker is the total number of enemy leaders each player has killed across all of their games.

Prizes will be based on attendance and awarded for the following achievements.

- Best Painted Good
- Best Painted Evil
- Runner up painted Good
- Runner up painted Evil
- Best General- most tournament points (Good or Evil).
- “Hero of the West” - Favorite opponent (voted on by players each round they play. scores assigned 1-10)
- “Keep it secret, Keep it safe” - Person with most secret objectives completed.