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GRAND  
TOURNAMENT



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# FINLAND 2009

HALFMOON GAMES  
Proudly presents:

Games Workshop Grand Tournament  
April 4<sup>th</sup>-5<sup>th</sup> 2009  
Helsinki, Finland

WARHAMMER



THE LORD OF THE RINGS  
STRATEGY BATTLE GAME





**Half Moon Games Presents:**

**Games Workshop Grand Tournament Finland 2009!**

**Warhammer, Lord of The Rings and Warhammer 40.000**

Event will be held at the Model Expo 2009, Messukeskus, Helsinki Finland on April 4h and 5<sup>th</sup>2009

The Grand Tournament is an event held to find the best Warhammer Fantasy, Lord of The Rings and Warhammer 40.000 Generals. Additionally we will be celebrating the skills of exceptional hobbyists, as well as rewarding those who embody great sporting behaviour.

This rules pack covers all three gaming systems. The first section of the rules will be applicable to all players, followed then by game system specific rules sections.

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## ***About the event in General***

2009 GT will be held at the Model Expo show in Messukeskus, Helsinki Finland. In addition to the tournament some 30.000 people are expected to the Model Expo. It is Scandinavians largest modelling and hobby related exhibition and is held in conjunction with Pet and Toy Exhibitions.

Your tournament tickets will also grand you entry to these other exhibitions. Furthermore we will have a fully stocked hobby store set up for your pleasure at the event and we will be previewing many new releases and games during the event.

Now or the event to be great fun and to happen successfully, there are some fundamental principles that must be adhered to by all players who attend this event.



First and foremost, the Referees are always right. They have been empowered by the Event Manager to make clear and unambiguous decisions when it comes to any issue that requires player co-operation. Even if their decision is in direct contravention of the rules, every single player at the event is obliged to accept their rulings.

Secondly, we insist on the highest standards of behaviour at all times. This applies to the event staff, to each other and towards the general public. Your games will be taking place in a public venue at a busy exhibition and we ask that you are mindful of this at all time.

Thirdly, entry into the Grand Tournament requires that you use armies which have all models in the army fully painted and based in an appropriate manner. If you have any doubts about what this means, then we suggest you seek further advice from the events team. The Grand Tournament is a chance for players to show off their hobby skills; we're not asking for "Golden Demon" standard models from everyone, but we do insist that the army is painted and based in an appropriate manner.

If you aren't prepared to accept and abide by these principles, then perhaps this event is not for you. If you are prepared to follow these principles, then good luck and read on!



## **GENERAL RULES ABOUT THE GT**

These rules are applicable to you regardless of which of the three games you are enrolling to play on the day

If you have any questions about rules, registration details, or the event itself, then please either write to [Vesa@pkp.fi](mailto:Vesa@pkp.fi) or post your queries to:

Tournament Team  
Halfmoon Games  
Rautatienkatu 16  
15110 Lahti  
Finland

In urgent matters you may try our online shop's customer service line +358 (0)3 751 51 51

However, please note that this is a line for online shop related enquiries and they might not be able to do much else for you except to pass your questions onwards.

We will publish the House Rules Document two weeks prior to the event. This will closely follow the already available UK GT house rules errata. Any rules queries that come in after this point must be directed to the Referees on the day.

All event material will be published or presented in English, and unfortunately no official interpreters or translations can be provided. Due to event location there will however be a considerable number of Finnish speakers and if need be will be able to help the natives of the land. We will also have dual language tournament organisers to help in any case there are any problems. In essence however, the game is played in English using English rulebooks and materials.

### **THINGS YOU WILL NEED TO BRING WITH YOU**

- You must make sure that any gaming materials you require to play, specifically:
- Your entry ticket
- Your fully painted miniatures
- At least two legible copies of your Army Roster (Preferably printed)
- This rules pack
- Appropriate English Language Rulebooks and Supplemental texts
- Pen and paper
- A tray to carry your models
- Dice and templates
- Reference sheets
- Tape measure
- Superglue and poly cement



## THINGS YOU NEED TO SORT OUT FOR YOURSELF

- Somewhere to sleep overnight. If you need help finding accommodation please let us know.
- Some spending money for the weekend. (we will set up a full hobby shop with some special offers for the event)
- Transport to and from the event.

## THINGS THAT WILL BE PROVIDED FOR YOU

- An exclusive T-shirt
- Three entry tickets for the Model Expo/Pet Expo and ToyExpo events. Please note that once you leave the premises you are not allowed back without your ticket. So you will need to keep two of the tickets to enter the event each day.
- Entry to the Tournament



## JUDGES DECISIONS

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Halfmoon Games staff regarding the fair adjudication of the Event rules, and in all issues of health and safety are final.

No discussions will be entered into once a decision is made. This applies to rules adjudications, the scores applied for any category of the Event and any issues that require the cooperation of the competitors.

Once the Event results are published, we cannot alter them in any way. The Senior Referee's decision will be final and any updates or clarifications to the House Rules will be published on our website: [www.halfmoongames.com](http://www.halfmoongames.com)

It is essential that all people attending the event are in possession of English Language translations of the Core Rulebook and the appropriate supplement books. This should help resolve any rules queries more quickly and efficiently, allowing minimal disruption to the games.

## SPORTSMANSHIP & PLAYER CONDUCT

*"... The main reason we're holding the tournament is not just to find a 'champion' player. Rather it is to get a whole bunch of players together and allow them to play their favourite game all weekend long! Above anything else we hope that you'll find the tournament an enjoyable and fun experience, where you get to live, eat and sleep Games Workshop for a couple of days with an assortment of other GW fanatics that want to do exactly the same thing."*

*Jervis Johnson,*



Our tournaments are not meant to be cut-throat, win-at-all costs competitions, and because of this we expect and require participants to compete in a friendly manner. Please try to go out of your way to make the game as enjoyable an experience as possible for your opponent.

Every person attending this event is entitled to enjoy their games throughout the course of the event. If you are not enjoying your game for whatever reason, then you should call over a referee to discuss the situation with them.

If you felt that your opponent acted in an unsporting manner, let a Referee know about it by ticking the 'Difficult Opponent' box on your score card. Referees will be then assigned to keep an eye on any participants with marked cards. This is to ensure that such behaviour does not continue. A participant who has their card marked may face action from the Referees.

## **PENALTIES**

As the purpose of this event is to have fun, acting in an unsporting or unfriendly way is unacceptable. If the tournament Referees become aware of anyone acting in this way then they will be asked to play in an appropriate manner, or face the consequences.

Players that have been asked to play in a sporting manner and who fail to do so will be penalised through a simple Yellow and Red Card system issued at the Event Teams' discretion.

## **YELLOW CARD**

Initially, for the most common offences, the Referee will show the offending player(s) a Yellow Card and deduct 10 points from their Tournament Points score.

A second Yellow Card will result in the Referees showing a Red Card.

## **RED CARD**

Players who continue to offend or who commit the most serious offences will be shown a Red Card by a Referee. A Red Card will cause the loss of the game being played. A further Red Card offence will lead to a player being excluded.

## **EXCLUSION**

Players that argue with a Referee, continue to offend after being shown a Red Card, or who act in an especially unpleasant or violent manner will be asked to leave the tournament. The decision of the Referee is final, and no discussion will be entered into. No refunds will be issued to players who are excluded.



## **ARMY ROSTER**

When you arrive at the event you must bring two legible, preferably typed copies of your Army Roster; one is for the Referees to refer to, while the other is for you to use during the event.

Referees will also apply the Roster Penalty for any rosters they feel are either incorrect or below the required standard for each of the games it was used in. It must be presented in English, and contain the following information:

- Player Name and Team name (where appropriate).
- The name of the models used in your army, as well as their points value.
- Any extra equipment or special items must be clearly marked along with their points cost.

Any changes made to the Roster without informing the Chief Referee may result in action taken against you.

## **ROSTER PENALTY**

Rosters will be checked during the event by Referees. If you detect an error in your opponent's army roster you must report the matter immediately.

If an error is detected in an army roster a penalty of 10 Points will be applied to that player's score for each game the army has been used, inclusive of the current game. All penalties will be applied at the end of the weekend.

The Referees will discuss the changes that are needed to correct the roster with the player concerned. Failure to comply with the Referee's decision will lead to Exclusion

## **PAINTED ARMIES**

If Referees see anything they consider to be inappropriate to the event, you will be required to follow their instructions in full. Unpainted miniatures will be removed from play by Referees. They are also empowered to apply penalties to scores where they see fit.

We do not permit the use of non-Citadel or Forge World miniatures for this event and any found will be removed from play by Referees. You may of course use your own conversions and scratch-built models.

Conversions or Scratch-built models that are considered to be unsuitable by the Referees will be removed from play.

If you are in any doubt about the validity of your conversion, scratch built models or army selection it is your responsibility to contact the Tournament organisers for clarification prior to the event. Do not worry as long as the model is representative and in right size and does not offend anyone we are unlikely to have to remove it.





## **REFEREES & RULES QUERIES**

### **THE MOST IMPORTANT RULE**

If you encounter a rules problem during one of your games and cannot find the answer in the rulebook or any other Games Workshop resource, for a quick resolution, and in order to avoid arguments, we recommend that you dice off to decide on a temporary answer and get on with your game.

### **REFEREES**

Sometimes at the tournament you will seek to resolve a rules question. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can clarify that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you want a Referee to resolve a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time.

If you ask for a rules clarification the Referees will follow the process as laid down in the Chief Referee's decision Book. The decision of the Referee is final, and no discussion will be entered into.

## **WINNING THE TOURNAMENT AND AWARDS CEREMONY**

The award ceremony will take place as soon as possible after the conclusion of all the final games.

We urge all players to stay for the awards ceremony so that they can cheer the winners and commiserate with the losers!

### **The awards given include:**

1. **'Best General'** - A Gold trophy for the player that wins the Tournament
2. **'Second Place Award'** - A Silver trophy for the player who comes second
3. **'Third Place Award'** - A Bronze trophy for the player who comes third  
(awarded within each of the gaming system separately)



4. **‘Most Sporting Opponent’** - This is a title bestowed by the Referees on the player who has demonstrated sportsmanship above and beyond the generally high expectations of all tournament-goers.
5. **‘Best Army’** award for the player that received the most votes for having the Best Painted Army. We will give the following awards
  - Best painted Warhammer Army
  - Best painted Lord of The Rings forces (both good and evil together)
  - Best painted Warhammer 40.000 Army
  - Overall Best Painted Army Finland 2009

## **BEST ARMY AND USING ‘BOUGHT’ ARMIES**

At every Tournament we give an award for the Best Army. This is awarded to the force that, in the opinion of both a panel of judges and the players, is the best in terms of painting and character.

We do want to make sure that the Best Army award goes to the best painted army, even if you did not paint it. Just to make sure there is credit where credit is due you’ll be asked to indicate on your roster whether you painted your forces yourself, or if you got someone else to do it for you. We ask all of the contestants to remain honest in their declaration. You can still win if your army was painted by somebody else but let’s honour the artist as well as the patron who commissioned the army (you).

The way the Best Army award will be given works in two steps:

The Judges pick a few forces for the Best Army vote on the first day. You will all be invited to vote for the Best Army on the second day of the Tournament. You will need to give a nomination for best army in each 40K, WH, and LOTR as well as who do you think should be the overall champion. The most votes will win the player the trophy.

The following three sections will cover the game specific rules for each of the three systems. Followed by the schedule for the day event.



# WARHAMMER

## **FINLAND WARHAMMER FANTASY GRAND TOURNAMENT 2009**

### **HOW EACH ROUND WORKS**

The Tournament consists of six two hour games or rounds, including the warm-up and roster check. In the first round, players will be matched randomly against an opposing player. In each subsequent round, players will be facing appropriate opponents according to their ranking. Should a player draw the same opponent again, a Referee will step in to sort things so that the players face suitable opponents.

You will be assigned a table for your game. Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them. If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will have been considered to have conceded the game. If you arrive late and your opponent has been assigned a new opponent then you may not play in that round.

Each battle will be fought on a 6" by 4" table with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

Once you've finished your game, you must fill in the results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings and ultimately the winner of the Tournament.

In each round onwards players will be facing appropriate opponents according to their ranking. Should a player draw the same player again, a Referee will step in and sort things out so that the players face suitable opponents.

### **THE SCHEDULE. IMPORTANT!**

You will need a ticket to enter the event on both days. You are given a spare ticket to use at your leisure. The gaming on Saturday will continue past the closing down of the rest of the event. During this time access to the Model Expo will be limited and exit from the event will be through a side door. Instructions will be given on the day.

You can find the schedule for all three events at the end of this rules pack.



## THE WARM-UP PERIOD

We recommend that you use a five minute ‘warm-up’ period at the start of each round where both players can ask their opponent questions about their army, the rules that apply to it, as well as to discuss the terrain’s effect upon the game. Make sure you use this time properly, if you’re not sure how a special rule your opponent’s force might have works, check now... rather than stopping play at a crucial moment of the game.

## SELECTING AN ARMY

Only the main lists from the following Warhammer Armies books may be used. In the instance of a new army book being released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event.

- Warhammer Armies: Beasts of Chaos
- Warhammer Armies: Bretonnia
- Warhammer Armies: Daemons of Chaos
- Warhammer Armies: Dark Elves
- Warhammer Armies: Dwarfs
- Warhammer Armies: Empire
- Warhammer Armies: High Elves
- Warhammer Armies: Warriors of Chaos
- Warhammer Armies: Lizardmen
- Warhammer Armies: Ogre Kingdoms
- Warhammer Armies: Orcs & Goblins
- Warhammer Armies: Skaven
- Warhammer Armies: Tomb Kings
- Warhammer Armies: Vampire Counts
- Warhammer Armies: Wood Elves
- Warhammer Armies: Lizardmen (the new book)

The official errata documents for the above armies can be found at:  
<http://uk.games-workshop.com/news/errata/3/>

## ARMY SELECTION

No more than 2,000 points may be spent on the army. Specifically:

Armies must follow all the restrictions on army selection from their own army book. Special characters from the appropriate army books may be used providing they feature in the list of permitted Warhammer Armies printed above.

Only those options listed in the relevant Warhammer Armies publication may be used; additional material from White Dwarf or others sources cannot be used unless otherwise stated.

Weapons, armour options and upgrades chosen from the army list must be shown on all models used.



## OBJECTIVE MARKERS

All players entering the Grand Tournament must supply two of their own Objective Markers in accordance with the needs of the scenarios in which they are used.

They must be modelled on a footprint not exceeding a 50mm Citadel base. They have no direct impact on the battlefield i.e. they don't block Line of Sight; they're classed as open terrain and offer no movement penalty.

## SCENARIOS

### SCENARIO 1: TOTAL ANNIHILATION

#### SET UP:

See rules for Pitched Battle, found on page 2 of the core rule book.

#### VICTORY CONDITIONS:

Each unit is worth a number of points. At the end of the game, you score points for units either completely destroyed or fleeing, nothing else. See the table below for point costs:

Unit Type	Points
Lord	3
Hero	1
Core	1
Special	2
Rare	3
<100pts	1

- Each unit is worth points, not each choice. For example, each bolt thrower in a two for one choice will generate two points.
- Characters taking up several choices, like a Lord and Hero, count points for all choices.
- Special characters give away an extra bonus point.
- If a unit is worth less than 100pts, it is only ever worth 1 game point.
- Whoever scores the most points wins the game. If it is a tie, then the game is a draw.
- Calculate victory points in the usual way and record these on your results sheet. These will be used as a sort after tournament points.

NB: If you wipe out your opponent or he concedes, you automatically win.



## SCENARIO 2: STRATEGIC POSITION

### SET UP:

See rules for Pitched Battle, found on page 2 of the core rule book. In addition:

After sides have been chosen, but before deployment, players take it in turn to place a total of four objectives (roll-off to see who places the first).

Up to one objective may be placed in each deployment zone. No objective may be placed within twelve inches of another objective or within any terrain feature that does not count as open ground for movement purposes.

The objectives take no part in the game for the purposes of movement, line of sight etc.

### VICTORY CONDITIONS:

- To win the game, a player must be in control of more objectives than their opponent.
- Control of an objective can only be achieved by a scoring unit that is at least partially within six inches and no enemy scoring unit is closer.
- A scoring unit must have unit strength of five or more and may not be a single model.
- Calculate victory points in the usual way and record these on your results sheet. These will be used as a sort after tournament points.

NB: If you wipe out your opponent or he concedes, you automatically win.

## SCENARIO 3: TRIAL OF BATTLE

### SET UP:

See rules for Pitched Battle, found on page 2 of the core rule book.

### VICTORY CONDITIONS:

Each table quarter is worth a certain number of points. To capture a table quarter, follow the rules in the Warhammer rulebook on page 102. Additionally:

- Your own table quarters are worth 1pt each.
- Your opponent's table quarters are worth 3pts each.
- The winner is the player with the most points.
- Only scoring units may contest table quarters.
- A scoring unit must have unit strength of five or more and may not be a single model.
- Calculate victory points in the usual way and record these on your results sheet. These will be used as a sort after tournament points.

NB: If you wipe out your opponent or he concedes, you automatically win.



## DECIDING WHO WINS THE WARHAMMER TOURNAMENT

After each game you must record the following information on the results card provided:

- Result of the game (Win, Lose, Draw or Concede),
- Any points from capturing Objective Markers
- The number of Victory Points both you and your opponent scored.
- Players will be ranked in order of Tournament Points. If there is a tie, then players that have scored the same number of Tournament Points will be separated by their total Cumulative Victory Point total.
- Tournament Points are awarded as follows:

Degree of Victory	Score
Win	30
Draw	10
Loss	1
Concede	0

Victory Points are used as they appear on pages 102 and 103 in the core rule book, with the following exceptions:

Please Note: The Victory Points are separate from the Tournament Points. They will be used as a decider in the event of two players having the same Tournament Points.



## **FINLAND WARHAMMER 40.000 GRAND TOURNAMENT 2009**

### **HOW EACH ROUND WORKS**

The Tournament consists of six games or rounds, each lasting 2 hours, including the warm-up and roster check. In the first round, players will be matched randomly against an opposing player. In each subsequent round, players will be facing appropriate opponents according to their ranking. Should a player draw the same opponent again, a Referee will step in to sort things so that the players face suitable opponents.

You will be assigned a table for your game. Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them. If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will have been considered to have conceded the game. If you arrive late and your opponent has been assigned a new opponent then you may not play in that round.

Each battle will be fought on a 6" by 4" table with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

The scenario used each round will be generated randomly by the event organisers.

Once you've finished your game, you must fill in the results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings and ultimately the winner of the Tournament.

In each round onwards players will be facing appropriate opponents according to their ranking. Should a player draw the same player again, a Referee will step in and sort things out so that the players face suitable opponents.

### **THE SCHEDULE. IMPORTANT!**

You will need a ticket to enter the event on both days. You are given a spare ticket to use at your leisure. The gaming on Saturday will continue past the closing down of the rest of the event. During this time access to the Model Expo will be limited and exit from the event will be through a side door. Instructions will be given on the day.

The schedule for the event can be found at the end of this rulespack





## THE WARM-UP PERIOD

We recommend that you use a five minute 'warm-up' period at the start of each round where both players can ask their opponent questions about their army, the rules that apply to it, as well as to discuss the terrain's effect upon the game. Make sure you use this time properly, if you're not sure how a special rule your opponent's force might have works, check now... rather than stopping play at a crucial moment of the game.

## SELECTING AN ARMY

Only the main lists from the following Warhammer 40,000 codexes may be used. In the instance of a new codex being released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event.

- Codex: Black Templars
- Codex: Blood Angels\*
- Codex: Chaos Daemons
- Codex: Chaos Space Marines
- Codex: Daemonhunters
- Codex: Dark Angels
- Codex: Dark Eldar
- Codex: Eldar
- Codex: Imperial Guard
- Codex: Necrons
- Codex: Orks
- Codex: Space Marines
- Codex: Space Wolves
- Codex: Tau Empire
- Codex: Tyranids
- Codex: Witch Hunters

\* PDF available as a download from: <http://warhammerworld.org>

## ARMY SELECTION

- No more than 1,500 points may be spent on the army.
- Armies must follow all the restrictions on army selection from their own army book.
- Special characters from the appropriate codexes may be used providing they feature in the list of permitted Warhammer 40,000 Codexes printed above.
- Only those options listed in the relevant Warhammer 40,000 Codexes publication may be used; additional material from White Dwarf or others sources cannot be used unless otherwise stated.
- Weapons, armour options and upgrades chosen from the army list must be shown on all models used. If you are in any doubt about the validity of your conversion, scratch built models or army selection it is your responsibility to contact the Tournament organisers for clarification.



## MARKER LIGHTS AND LINE OF SIGHT

Warhammer 40,000 uses a true Line of Sight system to establish what units can be targeted during a game.

Referees will be equipped with Marker Lights to assist in any rules queries where Line of Sight is involved.

## SCENARIOS

We will be following the scenarios as shown on page 90 of the Warhammer 40,000 rule book. They all use the standard force organisation chart. They will be rolled for randomly by the Events team before each round begins.

Mission
Seize Ground
Capture and Control
Annihilation

In addition, we will be using the Deployment rules on page 92 of the Warhammer 40,000 Rule book. These will be determined randomly by the Events Team before each round.

Deployment
Pitched Battle
Spearhead
Dawn of War

## OBJECTIVE COUNTERS

For some scenarios you will be required to supply objective markers or counters on the battlefield. These should be modelled on a footprint no larger than a 30mm round base. They have no effects on the terrain whatsoever other than to mark a point on the battlefield.



## DECIDING WHO WINS THE TOURNAMENT

After each game you must record the following information on the results card provided:

- Result of the game (Win, Lose, Draw or Concede), which will generate your Tournament Point score.
- The number of Victory Points both you and your opponent have scored – this will be used as a tie break in the event of a tie in your Tournament Points
- The number of kill points scored or objectives held where appropriate.

Players will be ranked in order of Tournament Points. If there is a tie, then players that have scored the same number of Tournament Points will be separated by their total Cumulative Kill Point total.

Tournament Points are awarded as follows:

Degree of Victory	Score
Win	30
Draw	10
Loss	1
Concede	0

Please Note: The Kill Points generated in Annihilation scenarios are used to determine the result of the game and are separate from the Generalship score.



## THE LORD OF THE RINGS STRATEGY BATTLE GAME

### ***Games Workshop Lord of The Rings Grand Tournament Finland 2009***

#### **HOW EACH ROUND WORKS**

The Tournament consists of eight games or rounds, each lasting between 1 and 2 hours dependent upon the scenario used. This includes the warm-up and roster check (see below).

In the first round, players will be matched randomly against an opposing player. One of you must then roll to see whether you get to use your Good or Evil Army; On a roll of a D6, 1 – 3 the person who rolled must use their Evil Force, 4 – 6 they must use their Good Army.

In Rounds 3, 5, and 7 you must follow this process again in order to see which of your two armies you will be using for each of the new scenarios.

Each round you will play a scenario using either your Good or Evil Army; you will be playing the scenario twice across the weekend so that you get to use both of your armies in the same scenario. You will play against a different opponent each time.

Once you've finished your game, you must fill in the results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings used to generate pairings for the new rounds, and ultimately the winner of the Tournament.

In each subsequent round, players will be facing appropriate opponents according to their ranking and which Army, either Good or Evil they used.

The first place Good player will be drawn against the first place Evil player and so on until we have a ranked list of opponents for players to follow for the next round. Should a player draw the same opponent again, ask a Referee to step in to sort things so that the players face suitable opponents.

You will be assigned a table for your game. Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them.

If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will be considered to be late, and may face suitable action from the Referees as a result.



Each battle will be fought on a 4 x 4 table with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table “as is”.

## **THE WARM-UP PERIOD**

We recommend that you use a five minute ‘warm-up’ period at the start of each round where both players can ask their opponent questions about their army, the rules that apply to it, as well as to discuss the terrain’s effect upon the game. Make sure you use this time properly, if you’re not sure how “A Fell Light is in Them”, “Pall of Darkness” or any other special rule your opponent’s force might have works, check now... rather than stopping play at a crucial moment of the game.

## **THE SCHEDULE. IMPORTANT!**

You will need a ticket to enter the event on both days. You are given a spare ticket to use at your leisure. The gaming on Saturday will continue past the closing down of the rest of the event. During this time access to the Model Expo will be limited and exit from the event will be through a side door. Instructions will be given on the day.

Please see the end of this rules pack for complete event schedule

## **SELECTING AN ARMY**

Only the main lists from the following The Lord of the Rings Supplement books may be used. In the instance of a new book being released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event.

### **Title Product Code**

- The Lord of the Rings: Legions of Middle Earth
- The Lord of the Rings: A Shadow in the East
- The Lord of the Rings: The Ruin of Arnor
- The Lord of the Rings: Khazad Dum
- The Lord of the Rings: Fall of the Necromancer
- The Lord of the Rings: Gondor in Flames
- The Lord of the Rings: The Return of the King
- The Lord of the Rings: The Two Towers
- The Lord of the Rings: The Fellowship of the Ring
- The Lord of the Rings: Mordor
- The Lord of the Rings: Harad
- The Council of Elrond White Dwarf 345\*

The official errata documents for the above armies can be found at:  
<http://uk.games-workshop.com/news/errata/3/>

\*this can be found at the following link:  
[http://warhammerworld.typepad.com/warhammer\\_world\\_news/events.html](http://warhammerworld.typepad.com/warhammer_world_news/events.html)



### **Additional errata:**

- Grima Wormtongue cannot be targeted by a “friendly” Sorcerous Blast. He can be targeted by other magic though. If he is compelled into a fight, he does not count as charging.
- Friendly figures cannot be compelled.
- No figures’ stats may surpass any of its starting value during a game. This means that (for example), the Undying cannot surpass his starting Will stat of 20 during the game. Or an Ourider will not get might from Gamblings banner.

### **ARMY SELECTION**

You must provide a Good Army and an Evil Army. No more than 500 points may be spent on each, with no more than 50 miniatures in each army. There is a minimum of 3 figures per army. Specifically:

- *You must base your armies on the lists found in Legions of Middle-Earth or the Source Books listed previously.* All allies within an allied contingent must be able to ally with each other.
- Armies must follow all the restrictions on army selection from their own Supplement book.
- Only those options listed in the relevant The Lord of the Rings publication may be used; additional material from White Dwarf or others sources cannot be used unless otherwise stated.
- Weapons, armour options and upgrades chosen from the army list must be shown on all models used (If you’ve added optional wargear to your model, it absolutely must be represented on the model).

### **Additionally:**

- Tom Bombadil, Goldberry or Gollum may not be used.
- You may only take named heroes once per Army. This includes The Spider Queen and variants of the same character.
- Where there is a difference in points values the relevant supplement book takes precedence over entries found in Legions of Middle Earth.

### **SCENARIOS**

- **Round One and Two CONTEST OF CHAMPIONS**
- **Round Three and Four DOMINATION**
- **Round Five and Six THE HIGH GROUND**
- **Round Seven and Eight MEETING ENGAGEMENT**



## DECIDING WHO WINS THE TOURNAMENT

After each round the result of the game will tell you how many Tournament Points you have earned. These are earned either for a Win, a Loss or a Draw. These points will be used to rank and order the players during the subsequent rounds.

After each game you must record the result on the results card provided. These should then be handed in promptly to the referees.

Tournament Points are awarded as follows:

- Major victory 35
- Minor Victory 30
- Draw 10
- Minor loss 5
- Major loss 1
- Concede 0 (winner gets 35)

The winner of the tournament will be declared on the basis of Tournament Points. In a case of the scores are tied the following method is used to resolve the winner:

- In case the players have played a game against each other the winner is the winner of that game.
- If the game was a draw or the players did not play then the player who has scored the most major victories will win.
- In case these are tied the player with most minor victories will win.
- If this is tied as well is the tournament split and we will celebrate two champions.



## TOURNAMENT SCHEDULE SATURDAY

		SATURDAY 4th APRIL				
		LOTR	WARHAMMER	WH 40.000		
900	915	Earliest Entry				
915	930					
930	945	Tournament briefing				
945	1000	<b>Round 1</b> Contest of Champions (1.5h)	Tournament briefing	Tournament briefing		
1000	1015		<b>Round 1</b> (2h)	<b>Round 1</b> (2h)		
1015	1030					
1030	1045					
1045	1100					
1100	1115	break				
1115	1130	break				
1130	1145	<b>Round 2</b> Contest of Champions (1.5h)	<b>Round 2</b> (2h)	<b>Round 2</b> (2h)		
1145	1200					
1200	1215				break	Break
1215	1230				break	Break
1230	1245					
1245	1300	Lunch	<b>Round 3</b> (2h)	<b>Round 3</b> (2h)		
1300	1315					
1315	1330					
1330	1345					
1345	1400	<b>Round 3</b> Domination (2h)	<b>Round 3</b> (2h)	<b>Round 3</b> (2h)		
1400	1415				Lunch	Lunch
1415	1430				Lunch	Lunch
1430	1445				Lunch	Lunch
1445	1500				Lunch	Lunch
1500	1515	Lunch	<b>Round 4</b> Domination (2h)	<b>Round 4</b> (2h)		
1515	1530					
1530	1545					
1545	1600					
1600	1615	break				
1615	1630	break				
1630	1645	<b>Round 4</b> Domination (2h)	<b>Round 4</b> (2h)	<b>Round 4</b> (2h)		
1645	1700					
1700	1715					
1715	1730					
1730	1745					
1745	1800					
1800	1815					
1815	1830					
1830	1845					
1845	1900					
1900	1915	VENUE CLOSES				





## TOURNAMENT SCHEDULE SUNDAY

		SUNDAY 5th APRIL		
		LOTR	WARHAMMER	WH 40.000
900	915	Earliest Entry		
915	930	Tournament Briefing		
930	945	<b>Round 5</b> Take The High Ground (1h)	<b>Round 4</b> (2h)	<b>Round 4</b> (2h)
945	1000			
1000	1015			
1015	1030			
1030	1045	break		
1045	1100	break		
1100	1115	<b>Round 6</b> Take The High Ground (1h)	<b>Round 4</b> (2h)	<b>Round 4</b> (2h)
1115	1130			
1130	1145			
1145	1200	Break		
1200	1215	Break		
1215	1230	<b>Round 7</b> Meeting Engagement (2h)	<b>Round 5</b> (2h)	<b>Round 5</b> (2h)
1230	1245			
1245	1300			
1300	1315			
1315	1330			
1330	1345			
1345	1400			
1400	1415	Lunch		
1415	1430	Lunch		
1430	1445	Lunch		
1445	1500	Best army Voting!!!		
1500	1515	Break		
1515	1530	<b>Round 8</b> Meeting Engagement (2h)	<b>Round 6</b> (2h)	<b>Round 6</b> (2h)
1530	1545			
1545	1600			
1600	1615			
1615	1630			
1630	1645			
1645	1700			
1700	1715			
1715	1730	Results calculated		
1730	1745	Award Ceremony		
1745	1800			
1800	1815	EVENT CLOSES		
1815	1830	VENUE CLOSES		

Please note that the time schedule might change. We therefore ask that you keep an eye on our website for updates.



## **About the organisers**



### **Halfmoon Games**

Halfmoon Games or Puolenkuun Pelit as most Finns would know it is an independent retail chain specialising in all your gaming needs.

The chain has been operating in its current form of retail outlets and online stores for well over 12 years now and has run many fantastic tournaments for several hundreds of players.

Halfmoon Games also enjoys the covered Games Workshop elite store status and has a strong reputation amongst hobbyist everywhere.

To celebrate the launch of the companies UK webstore and soon to come retail expansion we will be offering special promotions throughout the event as well as through our online sites. [www.halfmoongames.com](http://www.halfmoongames.com) and [www.puolenkuunpelit.com](http://www.puolenkuunpelit.com)

The specials available during the show will be announced later as we are teaming with Fantasiapelit of Finland to run a perfect event stand. From us you will be able to get everything from your miniatures to collectable card games and latest computer and console releases.

If you have any comments or would like to know more about our businesses or how to order goods online please visit [www.halfmoongames.com](http://www.halfmoongames.com) or email [vesa@pkp.fi](mailto:vesa@pkp.fi)

### **Also at The Event**

We will be delighted to bring newest miniature games and other attractions to you at the event.

Among others Games Workshop will be launching its newest gaming system War of the Ring and Battlefront will be bringing out its new starter set for Flames of War.

There will also be lot of other activities organised by other parties at the model expo including “robot wars” “modelling competitions” etc.

We hope to see you there!

Halfmoon Games Tournament Team

