

# THE LORD OF THE RINGS STRATEGY BATTLE GAME™

## GRAND TOURNAMENT Information and Rules Pack



NEW LINE CINEMA



GAMESWORKSHOP®



Thank you for your interest in The Lord of The Rings Grand Tournament. On the pages that follow you'll find details of how this Grand Tournament will work. Read them carefully, even if you've been to any of our other tournaments, as there are a number of differences from previous Grand Tournaments we have run. If you've any questions about the event then either write to:

**The Lord of The Rings  
Grand Tournament Questions,  
Games Workshop HQ,  
Willow Road, Lenton,  
Nottingham  
NG7 2WS.**

or e-mail: [lotrgt@games-workshop.co.uk](mailto:lotrgt@games-workshop.co.uk)

#### READ THIS FIRST!

WITH THIS RULES PACK YOU WILL HAVE RECEIVED YOUR ENTRY TICKET. PLEASE LOOK AFTER YOUR TICKET!

IN ADDITION, PLEASE RETURN THE ATTACHED REGISTRATION CARD AS SOON AS YOU CAN. ONCE WE HAVE RECEIVED THIS REGISTRATION, YOUR PLACE IN THE TOURNAMENT WILL BE SECURE. DUE TO THE NATURE OF THIS SHOW, NO REPLACEMENTS CAN BE OFFERED TO ANY COMPETITOR WHO ARRIVES AT THE SHOW WITHOUT A TICKET. YOUR TICKET IS YOUR ONLY MEANS OF ACCESS TO THE EVENT. DO NOT LOSE IT!

## ABOUT THIS RULES PACK

This pack contains the full Grand Tournament rules. All of the rules, conventions and White Dwarf references are from UK publications. All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues.

All tournament material will be published or presented in English, and unfortunately no interpreters or translations can be provided due to the variety of nationalities that now attend our events. All measurements will be in inches. The Chief Referee's decision will be final and any updates or clarifications will be published on our website:

<http://www.games-workshop.com/news/uk/events/tournaments/default.htm>

Finally, the rules pack contains a provisional schedule for the two days. See you there!

## IMPORTANT!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and 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 tournament and any issues that require the cooperation of the competitors. Once the tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the tournament.

## WEEKEND INFORMATION

To go with this pack you should also have an entry ticket. This ticket is your pass into the event on the day, so the best advice anyone can give you for this tournament is... Please look after your ticket!

The ticket has several parts, and it is worth explaining how it all works:

Games Workshop retains the left hand part of your ticket when you enter the building.

The next part needs you to fill in your name as this will form your name badge.

The other three parts are your vouchers for lunch on both days, and your Saturday evening meal. They fold behind the badge piece so you don't lose them. The restaurant will retain each of these tickets as you claim your lunch on the relevant day.

We will give you a plastic badge holder when you register. Please note that the number on the ticket is your entry number. Please use it as a reference number if you have any enquiries about the tournament.

## HOW THE GRAND TOURNAMENT WORKS

The Grand Tournament is played over one weekend each Tournament Year. The Tournament Year in the UK runs from July 1<sup>st</sup> until June 30<sup>th</sup>.

You will participate in a series of games, with two games forming a round. In each round you will play as both the Forces of Good and the Forces of Evil in a scenario. After each round you will play your next game against a different opponent.

In the first round, players will be matched randomly against an opponent. After that, in each round the two players in 1<sup>st</sup> and 2<sup>nd</sup> place (based on their points for Generalship) will play each other, the players in 3<sup>rd</sup> and 4<sup>th</sup> place will play each other, the players in 5<sup>th</sup> and 6<sup>th</sup> place will play each other, and so on. The only exception is that you can never play the same opponent twice; should this happen, a Referee will step in and sort things out so that the players face fresh opponents of a suitable calibre. This usually means moving you either up or down the tables to swap you around – it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opponent.

Once your opponent has been determined you will be assigned a table. Each game will be played on a 6' by 4' table. Each table will be a pre-designed battlefield with fixed scenery. Please try to keep the playing area clear of excess clutter.

The event organisers will provide no other games equipment and the players must provide all other materials. You must bring along a copy of the latest edition of The Lord of The Rings rules, as well as copies of any material you will be using from UK editions of White Dwarf magazine or any other publications, so that your opponent can check any characteristics and special rules that apply to your troops.

Set-up, game length and victory conditions are described in the Tournament Scenario rules, while the attached schedule shows how long each gaming session lasts. This time includes a five minute 'Warm-up' period. To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time-wasting please!

Each player has a special Results Card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. Your results will then be entered into the tournament database.

## THINGS YOU NEED TO BRING WITH YOU

You will need to bring with you any gaming material you require to play The Lord of The Rings, including:

- Your entry ticket
- Your painted Good and Evil miniatures
- Two copies of your Force Roster
- This rules pack
- Rulebooks and supplemental texts
- Pen and paper
- Dice
- Reference sheets
- Tape measure
- Superglue (for emergency repairs)

## THINGS YOU NEED TO SORT OUT FOR YOURSELF:

- Somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330)
- Some spending money for the bar and evening.
- Transport to and from the event.



# SCHEDULE

## SATURDAY

Please note that there is no point queuing up until 8.00am (especially if it's raining). Please enter via Warhammer World ONLY.

|                   |                                 |
|-------------------|---------------------------------|
| 8.00am – 9.00am   | Earliest entry and registration |
| 8.45am – 9.00am   | Tournament briefing             |
| 9.00am – 10.30am  | <b>ROUND 1: First game</b>      |
| 10.30am – 11.00am | Morning break                   |
| 11.00am – 12.30pm | <b>ROUND 1: Second game</b>     |

Following this game everyone must vacate the Hall whilst Judges pick the forces for the Best Battle Force award.

|                  |                                    |
|------------------|------------------------------------|
| 12.30pm – 1.30pm | Lunch in the restaurant            |
| 1.30pm – 3.30pm  | <b>ROUND 2: Third game</b>         |
| 3.30pm – 4.00pm  | Afternoon break                    |
| 4.00pm – 6.00pm  | <b>ROUND 2: Fourth game</b>        |
| 7.00pm – 8.30pm  | Food available in Bugman's Bar     |
| 8.30pm           | Boisterous mirth begins!           |
| 11.00pm          | Bar closes – end of the first day! |

## SUNDAY

Again, please note that there is no point queuing up until 9.00am (especially if it's raining). Again, please enter via Warhammer World ONLY.

|                   |  |
|-------------------|--|
| 8.30am            | Earliest entry                         |
| 9.15am – 9.30am   | Tournament Briefing and Knowledge Test |
| 9.30am – 10.30am  | <b>ROUND 3: Fifth game</b>             |
| 10.30am – 11.00am | Morning break                          |
| 11.00am – 12.00pm | <b>ROUND 3: Sixth game</b>             |

During lunch the Best Battle Force voting will take place in the Hall.

|                  |                                     |
|------------------|-------------------------------------|
| 12.00pm – 1.00pm | Lunch in the restaurant             |
| 1.00pm – 3.00pm  | <b>ROUND 4: Seventh game</b>        |
| 3.00pm – 3.30pm  | Afternoon break                     |
| 3.30pm – 5.30pm  | <b>ROUND 4: Eighth game</b>         |
| 5.30pm – 6.00pm  | Final Reckoning and Awards Ceremony |
| 6.00pm           | End of tournament                   |

**IMPORTANT! ENTRY TO THE EVENT ON BOTH DAYS WILL BE VIA THE WARHAMMER WORLD ENTRANCE. THIS IS THE ONLY ACCESS POINT, SO PLEASE REPORT THERE UPON ARRIVAL.**



# RULES OF ENGAGEMENT

## FORCE ROSTER

When you arrive at the tournament you must bring a copy of your Force Roster for the Referees to refer to. You will require a second copy of the roster, which you should keep with you when you are playing. The best of your rosters should be the one that you keep with your miniatures – do not hand it in!

The roster must include all of the models in your force, their points value, the points value of any equipment, and must specify which models are carrying any extra equipment or special items. Please put your name and entry number on all copies of the roster you'll be using.

Twenty randomly selected rosters during Round 1 and the rosters of the top ten players in Rounds 2 and 3 will be checked by the Referees during the tournament. If any mistakes are found, the results of all the games in which the player has used the illegal list will immediately be changed to 0-20 in favour of his opponents. This will apply even if the mistake was a totally honest one, so please do double-check your force's list before the tournament!

## THE FORCES

Players will enter the tournament with two forces: one Good and one Evil.

They have a total of 1,000 points to divide between both of their forces.

First of all, players must decide what proportion of their points to allocate to each force (for example: 470 Good and 530 Evil), but a minimum of 250 points must be spent on each force.

For each force the following limits apply:

- The models included in the forces must come from The Return of The King rules manual and/or the Shadow & Flame supplement.

- Each force can include a maximum of fifty models.
- Each force must include at least one Hero to lead it into battle. There is no limit on the points that can be spent on Heroes, so each force can be entirely made up of Heroes if the player wishes.
- Evil Forces cannot include Gollum or Grima Wormtongue. Good forces cannot include Tom Bombadil or Goldberry.
- No more than a third (33%) of each force's models can be armed with bows/crossbows. (IMPORTANT: during the tournament **only** the Riders of Rohan models that are actually firing a bow count as armed with bows. All the Riders that are carrying a bow on their back do not count as armed with a bow. Note that their points cost remain the same).
- Heroes, such as Galadriel, that have special rules related to a specific location always count as 'beyond the borders of their realm' if fielded.
- Remember that named Heroes (Gandalf, Lurtz, the Witch-king and the other eight Ringwraiths, etc.) can only be taken once.
- Whenever any rule is repeated in several publications, the most recent version always takes precedence. For example, Saruman and the Men of Gondor appear in The Fellowship of The Ring manual, in The Two Towers manual, and in The Return of The King manual, but the points value and rules from The Return of The King will be used in the tournament.

## SCENARIOS

The tournament consists of an even number of games (eight in this case).

- On these pages are the four Tournament Scenarios used at the event.

- In the first game of Round 1, half the players will use their Good force and the other half will use their Evil force. The first game will be played using Tournament Scenario 1.
- In the second game of Round 1 players will play the same scenario against the same opponent, but players that used their Good force will now use their Evil force and vice versa. Note that the players must swap sides of the table, so that the Good and Evil forces play from the same table edge as in the first game.
- The following two games (Round 2) will use Tournament Scenario 2. Once more players will use alternately their Good force and their Evil force in the two games.
- In the third pair of games (Round 3) Tournament Scenario 3 will be used.
- In the final two games (Round 4) Tournament Scenario 4 will be used.
- The time limit for each game is the recommended duration printed at the end of the scenarios.

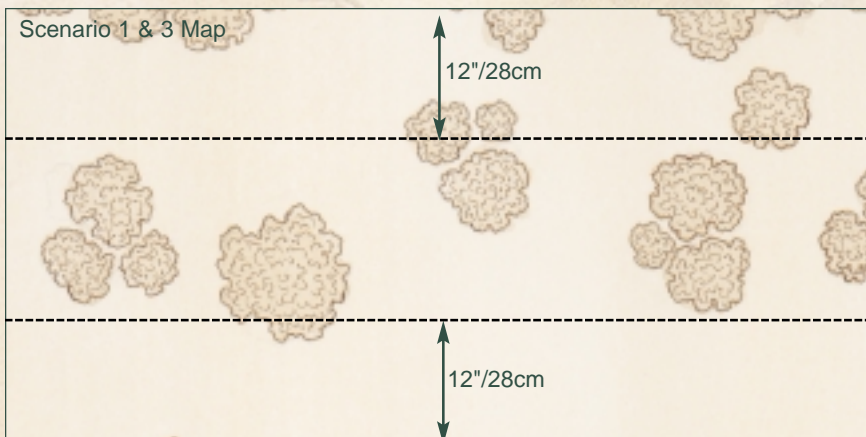
## SPECIAL RULES

- Models are always assumed to carry all equipment that is given as default in their Wargear. Any additional wargear that is taken from their options has to be shown on the model.
- In all scenarios, unless otherwise specified, Heroes are not allowed to pick up weapons or any other piece of equipment from slain friends or enemies.
- The Passengers special rule for Cavalry will not be used.
- When a rider is killed, thrown or dismounts his mount is always immediately removed.
- Scenery for the battle will have been set up by the Referees and may not be moved or changed.

## Scenario 1 THE RELIEF FORCE

### DESCRIPTION

A group of noble heroes is leading a detachment of warriors of the Free Peoples to reinforce a garrison besieged by the forces of the Dark Lord, and to reach their beleaguered friends they have to cut their way through the enemy lines. This could happen around a small fort on the borders of Gondor or it could even be a minor episode during the great siege of Minas Tirith. Will the forces of Good make it across the enemy defences or will the servants of the Enemy manage to stop them?





## Scenario 1 THE RELIEF FORCE

### DESCRIPTION

A group of noble heroes is leading a detachment of warriors of the Free Peoples to reinforce a garrison besieged by the forces of the Dark Lord, and to reach their beleaguered friends they have to cut their way through the enemy lines. This could happen around a small fort on the borders of Gondor or it could even be a minor episode during the great siege of Minas Tirith. Will the forces of Good make it across the enemy defences or will the servants of the Enemy manage to stop them?

### STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table in which to deploy and consequently play from. The Evil side deploys half of his force (round fractions up) no more than 12"/28cm from his own edge of the table. The Good side then deploys half of his force no more than 12"/28cm from his edge of the table. After these initial deployments the Evil side will then deploy the rest of his force using the same restrictions as before. Finally the Good side deploys the remainder of their force adhering to the deployment restrictions.

### OBJECTIVES

The Good side must attempt to break through, by reaching the opposite side of the board and moving off the table with as many models as possible, including at least one Hero. The Evil side must try to slay as many of their enemies as possible before they can escape.

The game is played until the end of the turn in which all of the Good force has been destroyed/has broken through, or the time available for the game expires. At this point, check the victory conditions. Remember that models that retreat off the table because of a failed Courage test, count as slain.

## SCENARIO 2 TAKE AND HOLD

### DESCRIPTION

At the height of battle, a strategic opportunity presents itself, and suddenly an otherwise unremarkable area becomes vitally important to the cause of the war. One force pounces on the objective and attempts to secure it, leaving their adversaries with an uphill battle to reclaim it.

### STARTING POSITIONS

At the start of the game place a marker in the centre of the table. This is the objective and can represent a strategic hill, the resting place of an important artefact, or even the hiding place of a critically wounded hero.

The players then roll off to decide which table edge they will play from.

No models are deployed at the beginning of the game. They will enter the table following the Reinforcements special rule (see below).

### OBJECTIVES

Once a force has been reduced to half its original numbers, the game might suddenly end. At the end of each turn after this condition is met, roll a dice: on a result of 1-2 the game ends (Might cannot be used to influence this dice roll). When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of the table's centre and refer to the victory conditions.

**Major Victory/Defeat:** Only one side has models in the area.

**Minor Victory/Defeat:** A side has double or more models in the area than the enemy has.

**Draw:** Time expires in any other situation.

### SPECIAL RULES

**Reinforcements.** At the end of each player's Move phase, after finishing to move their models, players must roll a dice for each model not yet on the gaming table and consult the chart below (Might cannot be used to influence this dice roll):

**1-2:** The model is delayed and doesn't move onto the table yet. These delayed models count as being on the table for the purpose of determining when the game might end and the entire force needs to start taking Courage tests.

**3:** The model moves on the table from any point of either short table edge (both the edge and the entering point are chosen by the opponent).

**4:** The model moves on the table from any point of either short table edge (chosen by the controlling player).

**5-6:** The model moves on the table from the controlling player's table edge.

The newly arrived models can act normally but may not charge. Roll for each model separately, deploy the model and then roll for the next model. Do this each turn until all the models have arrived.

### RECOMMENDED DURATION

2 hours.



## SCENARIO 3 CORNERED!

### DESCRIPTION

A marauding band of Evil creatures has been rampaging through the land, burning, pillaging and murdering innocent civilians. A detachment has finally managed to corner them and bring them to battle, with the intention of killing the leader of the raiding party, eliminating the cunning monster responsible for this horror.

### STARTING POSITIONS

Before the start of the game the Evil player divides his/her force into two groups. The Good player then picks one of the two groups to be the Evil force used for this scenario. The other group is put aside and is not used at all. The most expensive model in the Evil force is the one that the Good side is trying to kill. If two or more models cost the same amount of points and are the most expensive in the force, then the Good player must declare which model he is going after.

The Evil player deploys his entire force first, within 6" of the table's centre point.

The Good player can then deploy his force anywhere on the table more than 12" away from any Evil model.

### OBJECTIVES

The Good force is trying to kill the designated model and the Evil force is trying to protect it until it escapes by moving off the table edge.

**Major Good Victory/Evil Defeat:** The designated model is killed.

**Minor Good Victory/Evil Defeat:** The designated model escapes by leaving the table (voluntarily or as a result of failed Courage test), but has suffered two or more wounds.



**Minor Evil Victory/Good Defeat:** The designated model escapes (voluntarily or as a result of failed Courage test), but has suffered one wound.

**Major Evil Victory/Good Defeat:** The designated model escapes (voluntarily or as a result of failed Courage test) without suffering any wounds.

**Draw:** Time expires in any other situation.

## SPECIAL RULES

**It's a trap!** Differently from normal, the Evil side has priority in the first turn of the game.

**Desperate!** Because they know full well that the vengeful enemy will give them no quarter, the Evil force does not need to take Courage tests when reduced to half its initial numbers.

## RECOMMENDED DURATION

1 hour.



## SCENARIO 4 PITCHED BATTLE

### DESCRIPTION

Once more Good and Evil face each other on the field of battle. Only the Valar know who will win the day!

### STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table to play from. The side with the most models in his force starts deploying. If the forces are equal, roll a dice, the highest scoring player can decide who starts to deploy.

When deploying, the first player chooses half of his force (rounding up), and rolls a dice. On a 1-3, the models can be deployed no

more than 12"/28cm from his edge of the table. On a 4-6, the models can be deployed no more than 18"/42cm from his edge of the table.

Then the other player does the same with half of his force.

The first player then deploys the remaining half of his force as described above, followed by the other player.

### OBJECTIVES

The game is played until the end of the turn in which one force is reduced to a quarter of its original number or the time expires.

**Major Victory/Defeat:** There is only a quarter of the enemy force left and there is at least one surviving Hero on the winning side.

**Minor Victory/Defeat:** There is only a quarter of the enemy force left, but there are no surviving Heroes on the winning side.

**Draw:** Both forces are brought to a quarter of their initial strength at the end of the same turn, or the time expires before the victory condition is achieved.

### SPECIAL RULES

In this game, the first turn's priority does not go automatically to the Good side, but is determined by rolling a dice: the player that rolls highest gets priority for the first turn (re-roll any ties).

## RECOMMENDED DURATION

2 hours.

## THE WARM-UP PERIOD

Before battle commences there will be a five minute 'Warm-up' period. During this period players must first show their opponent all the models in their forces and their roster. Players must then openly fill the forces selection and painting form for the game. Players are allowed to ask their opponent questions about the forces and the rules that apply to the warriors and heroes in it. After inspecting the forces and marking them, both players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle. Finally, both players must shake hands and then battle can commence.

## DECIDING WHO WINS THE TOURNAMENT

The winner of The Lord of The Rings Grand Tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most

points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Sportsmanship points. In addition to the overall winner we will also give out a number of other awards, which will be announced at the end ceremony.

### Generalship (0-20 points)

We've decided to use a simple procedure for working out the Tournament points scored for Generalship. What's more, we're expecting you to work out the points for each battle and record them on your Results Card.

The system is as follows:

Work out the game result as indicated in the Objectives paragraph of the rules for the scenario played – Generalship points are awarded depending on the result:

| Level of Victory | Victor Scores | Defeated Scores |
|------------------|---------------|-----------------|
| Major Victory    | 20            | 0               |
| Minor Victory    | 15            | 5               |
| Draw             | 10            | 10              |

### Knowledge (0-20 points)

At some point over the weekend you will be given a test paper and five minutes to complete it. The paper will have 20 multiple choice questions, which must be answered before the time limit is up. The paper will contain questions related to the rules of The Lord of The Rings battle game, The Lord of The Rings movies, and The Lord of The Rings and The Hobbit books. Each correct answer is worth 1 point. The test is a 'closed books' affair, which means that you may not refer to any publication. No communication is allowed between players during the test.

### Force Painting & Character (0-40 points)

Painting standards and overall composition of your forces are rated by your opponents. The system used is described below. In a nutshell, a player who brings along two forces that are painted, based and characterful will pick up a lot of points in this category, while one who brings hardly painted and non-themed forces will not!



- All miniatures in the Grand Tournament must be painted (and no, just being undercoated doesn't count!). Players must call a Referee if their opponent is trying to use unpainted miniatures.
- Forces are given marks for painting and character. Each category has its own set of criteria for determining the mark awarded. The system allows players to mark the armies that they see by following a set of guidelines. This should make their job easier and faster, and also allows players to gauge how well their forces should do in advance.
- Your army selection and painting are rated by each opponent before the game commences. The criteria are listed in the guidelines below.
- We believe that the measure of a person's painting of a force (all subjective opinions aside) is whether they are painted, based, and what degree of detail has been added to the overall effect of those forces.
- When judging a force, all of the models must fulfil the criteria. The presence of a single model that doesn't will compromise the score, even if everything else does conform to the standards requested. For example, a single model with an unfinished base would cancel the 'Based' points for the entire army.
- Regarding selection, we seek to reward the player who carefully constructs forces that conform to the rules of the tournament and which also retain their own unique flavour and character. We hope the guidelines below will help you to gauge the score your own army can expect.

## Forces Character (0-20)

Mark your opponent's force openly at the start of each game, during the Warm-up period. You will give a mark for both the Good and Evil forces over the course of the tournament for each opponent you face. At the end of the tournament each player's marks will be averaged, rounding as usual, to give a final mark. If your opponent disagrees with your scoring, a Referee will judge the matter.

For instance, a player scores Good force 20, 20, 20, 20; he also scores Evil force 14, 14, 14, 14. The final score will therefore be 17.

|                   |   |
|-------------------|---|
| <b>+7 Roster</b>  | The player has left a full and clearly readable forces roster with his force, including player name and entry number.   |
| <b>+7 WYSIWYG</b> | "What you see is what you get" – All the models in the force correspond exactly to those included in the roster, including any extra equipment that has been bought for them.   |
| <b>+6 Themed</b>  | The player has themed the force, adding a piece of background text to the force roster which is clearly representative of the force itself and the particular theme the player is presenting. The background text is legible and between 200 and 600 words in length. |

## Forces Painting (0-20)

Mark your opponent's force openly at the start of each game, during the Warm-up period. You will give a mark for both the Good and Evil forces over the course of the tournament for each opponent you face. At the end of the tournament each player's marks will be averaged, rounding as usual, to give a final mark. If your opponent disagrees with your scoring, a Referee will be at hand to judge the matter.

For instance, a player scores Good force 13, 13, 20, 13; he also scores Evil force 20, 20, 20, 20. The final score will therefore be 17.

|                    |   |
|--------------------|---|
| <b>+7 Painted</b>  | The forces are painted. This means that all the models have at least three colours painted onto them.   |
| <b>+7 Based</b>    | All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.   |
| <b>+6 Detailed</b> | All of the models have had the details of the models painted in a variety of colours and with noticeable effects. This discriminates between the merely painted forces and the forces that have had attention paid to them. |

## Sportsmanship (0-20 points)

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. After each game you must secretly rate the opponent in the following manner, recording the result on your Results Card:

| Score | Description  |
|-------|--|
| 20    | One of the best games I've ever played! My opponent was great fun, an example of sportsmanship, and I'd like to play him again. Rules problems? What rules problems?   |
| 15    | A good, fun and/or interesting game. The opponent was friendly and cheerful. There was no need to call the Referee, as we solved any rule problem or unusual situation by looking it up in the manuals or rolling a dice for it. |
| 10    | The game was all right. The opponent was polite enough. We had to call the Referee just once because of a minor disagreement.  |
| 5     | A nervous, tense game. The opponent was quite argumentative or did not know the rules that well. We had to call the Referee several times.   |
| 0     | What a nightmare! I don't want to play this person again if at all possible!   |

At the end of the tournament the scores given will be averaged (discarding the best and worst score, and then rounding as normal) to give a final Sportsmanship score. It is worth pointing out that we expect most results to be between 5 and 15, and any exceptional scores (both 0s and 20s) might attract the attention of the Referees.

For instance, a player is awarded 20, 15, 20, 15, 0, 5, 15, 10. The 0 and one of the 20 are eliminated and the remaining scores are averaged, giving a result of 13.33. The final round score will therefore be 13.

## BEST BATTLE FORCE AWARD AND USING 'BOUGHT' ARMIES

At every tournament we give out an award for the Best Battle Force. This is awarded to the forces that, in the opinion of a panel of Judges, are the best in terms of painting and character. In many ways, winning this award can be as prestigious as winning the actual tournament itself. In addition, a large portion of the Championship points are based upon forces selection and painting. We do this because our hobby is not just about playing games, but also collecting and painting armies. It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Battle Force award goes to the player who painted their forces themselves – the reward for the extra personal effort required to create and win with gorgeous forces. For this reason you'll be asked to indicate on the form that comes with this pack whether you painted your forces yourself, or if you got someone else to do it for you.

The way in which we have decided to address this is to instruct the Judges that they may not select the player's forces for Best Battle Force voting if a player has declared that they did not personally paint their entire forces. It has no affect on your tournament scores. This means that we can issue the accolade to the people who actually painted their forces. We ask all of the contestants to remain honest in their declaration.

The way the Best Battle Force award will be decided works in two steps:

1. The Judges pick a few forces for the Best Battle Force vote. These forces are chosen for purely aesthetic and subjective reasons.
2. You will all be invited to vote for the Best Battle Force on the second day of the tournament. The most votes will win the player the award.



## SPORTSMANSHIP AND RULES QUESTIONS

The primary purpose of our tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games of The Lord of The Rings, both because the huge number of variables involved in the game make it just about impossible for the rules manual to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rules manual as soon as a

question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

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 check for yourself 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 really want a Referee to arbitrate a rules question or help you out with a situation neither player understands, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above.

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. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

**YELLOW:** A Yellow Card will be shown to the player(s) and their player number and name logged. This card is a warning.

**RED:** A Red Card will be shown to the player(s) and their player number and name logged. Five points per Red Card will be taken from a booked player's Generalship totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence.



Games Workshop Ltd is registered as a Data Controller in the United Kingdom under the Data Protection Act 1998. The data given on your registration ticket will be held and processed under the terms of the Data Protection Act in accordance with our notification to the Data Protection Commissioner. We may use your details for internal marketing and security reasons, for the purposes of the tournament and to occasionally e-mail you with details of special promotions and similar tournaments. Please note that we will only send material to people who have opted to receive it. We will not sell, share or give the above information to anyone outside the Games Workshop group of companies without your explicit consent or unless the law permits or requires us to do so.

Games Workshop and the Games Workshop logo are either , TM and/or © Games Workshop Ltd 2000-2003, variably registered in the UK and other countries around the world. All rights reserved. The Lord of The Rings and the characters, names and places therein, are trademarks of the Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Limited. All Rights Reserved. © Copyright all materials pertaining to the New Line theatrical productions, The Fellowship of the Ring, The Two Towers and The Return of the King, New Line Productions, Inc. 2001-2003. All Rights Reserved. © Copyright original specific games rules and games strategy Games Workshop 2001-2003. All Rights Reserved. © Copyright all other materials Tolkien Enterprises, Inc. 2001-2003. All Rights Reserved.

Product Code: 60441499009

