Middle-Earth SBG UK Open Rules Pack 2024

Location:

Element Games Ltd
1st Floor
Hallam Business Centre
Hallam Street
Stockport
SK2 6PT
United Kingdom

Parking:
There is free parking available on site and an open free car park adjacent to the grounds. Parking is limited so come early.
Bus services are very close by and the train station is within walking distance.

Lunch: Lunches are not provided. Refreshments are available in the venue and food can be purchased locally from pubs, cafes and local shops.

Armies:
Armies up to 700pts are allowed.
Army lists may be created using the following Games Workshop publications:
● The Armies of The Lord of the Rings
● The Armies of The Hobbit
● All of Middle-earth Strategy Battle Game Supplements up-to and including any publications before 15th March 2024
● All PDF documents released by Games Workshop (including Forge World) which contain
rules for newly released miniatures which have not yet been included in a published book, published before 15th March 2024

All armies must be submitted to

Dwellersinthedark@gmail.com

Before 23.59pm 25th March 2024

All armies must be submitted using the following template

Mesbg Army template.

Schedule:

Day 1:

9.00 - 9.30 Registration

9.30 – 9.45 Welcome

9.45 – 12.00 **Game 1**

12.00 – 12.45 lunch

12.45 – 3.00 **Game 2**

3.45 – 6.00 **Game 3**

Day 2:

9.15 – 9.30 Any announcements or changes

9.30 – 11.45 **Game 1**

11.45 – 12.30 lunch

12.30 – 2.45 **Game 2**

3.30 – 5.45 **Game 3**

6.15 **Awards and Presentations**

6.45 All good things come to an end. Goodbye and safe travels.

Round Timings:
With 10 minutes left on the clock **Last Turn** will be called. There will be a strict dice down policy 10 minutes after the round ends.

All scores must be entered accurately within 15 minutes past **Round End**.

(Example: Game 2, day 1, finishes at 2.45. At 2.35 last turn is called. At 2.55 Dice Down is called. At 3.00 scores are submitted)

Failure to comply will result in 0:0 score entered.

Tournament preparation

Player equipment

All players are expected to arrive at the tournament fully equipped to play their games. This
includes:
● Two copies of their army list (printed, not hand-written. Hand 1 in at registration)
● All miniatures for their army
● Dice & tape measure
● Pen & paper
● Mesbg Rules Manual
● All supplements and published materials containing the rules for their army
● Erratas & FAQs

Painting & Modelling Standards

All models used within the event must be fully painted and based. Models should also follow the WYSIWYG system, which requires each specific model used to be equipped displaying the options and war gear purchased in the army list. For example we would expect to see a Moria Goblin modelled with a spear if the army list states a Moria Goblin is wielding a Spear. **NO PROXIES ALLOWED**

The Draw

Prior to the event, After 25th March a draw will be announced for round 1. Subsequent rounds will be Swiss ranking. Efforts will be made to ensure you do not play the same person twice between round 1 – 5. Round 6 paring may have you rematched with a previous opponent.

6 Game Duration

Each round will have an allotted game time of 2 hours 15 minutes.

6.1 Deployment time limit

In rounds which use scenarios with a Deployment phase, players will have the first 15 minutes of the game allocated to Deployment. As soon as Deployment is completed, players can begin playing the game.
In scenarios which do not use a Deployment phase, no time will be allocated for Deployment, and the full time allowance for the round will be used for gameplay.
If players have not completed Deployment within the allocated time, they may be penalised for Slow Play violations.

7 Scoring

The event will be using The Longshanks app.

Scouring and tiebreakers.
1. Number of games won
2. Victory points scored
3. Margin of Victory

Conceding

Should a player concede a game, their opponent will automatically receive a 12-0 win, thereby receiving a Major Victory.
The conceding player will receive a Major Loss, and a -1 Tournament Point penalty. This latter penalty may be waived in exceptional circumstances, subject to the event team's discretion. This additional rule is to ensure that all our players who have travelled from around the world get to maximise their time playing games at the table.

Ranking & Tiebreakers

1. Most Tournament Points
2. Total Victory Points Scored

Awards and Prizes

The following awards will be given out at the end of the tournament. There may be other prizes available which will be announced closer to the time.

1st place Trophy and **£1,000 cash**
2nd place Trophy, gaming mat and scenery
3rd place Trophy and gaming mat

Rules Queries and Decisions

Referees will be using the "IGE WTC 2023 - Referee's Handbook" to adjudicate the event.
Under pressure and time constraints, it can get very frustrating for players to look up rules and clarify situations. Please understand that knowledge of

game dynamics, your own army and the scenario been played is your responsibility. Referees are there to adjudicate on aspects of the game that can not be found within the rule book or associated publications.
The referee's decision is final.

For the purpose of this event the English versions of all publications shall be used and as such all TO decisions will be based on the rules as written in English. Making sure that all attendees are playing from the same version of the game ensures that there are no discrepancies or wording changes between the publications in use, usually due to translation issues. Any rules updates, FAQs or Errata documents released by Games Workshop for tournament use on or before 25th March 2024 will be in use during this event.