



The Gamers Guild Inc.

Proudly Presents:

**A Lord of the Rings Strategy Battles
Tournament**

Saturday 18th of February 2012

Grand Prix des Arms 2012

Tournament Information

Welcome to this, the third tournament for The Gamers' Guild's annual Grand Prix des Arms.

What's in this pack?

Important Information – When & Where

The tournament occurs over the weekend of the 18th of February 2012 at the Rod Evans Senior Citizens Centre, 160 Hay Street in East Perth. Parking is available either behind the Centre or in Goderich Street (there is a path between Goderich Street and the rear of the Centre). Red CAT Stop #5 is right at our front door!

Snacks and soft drinks will be available from the Gamer's Guild shop, with more substantial fare available from a variety of shops within easy walking distance.

Be aware, the City of Perth has changed some of the signage on street parking. You have been warned.



The Schedule

The following is the schedule of times for games, breaks and award presentations over the two days of the tournament. If you have any queries, please contact the Tournament Organiser.

Saturday 18th January
Time (24hr)
08:00 – 08:30 Doors Open &Registration
08:30 – 10:00 Game One
10:20 – 11:50 Game Two
12:00 – 13:00 Lunch
13:10 – 14:40 Game Three
15:00 – 16:30 Game Four
16:40 – 17:00 Results Processing and Awards

Note there are 20 minute breaks between games. This is to allow players time to work out scoring and announce the next round. If all players and Tournament Organisers are ready before this allotment of time has passed then the next round may be called.

Lunch is 60 minutes. There is a grace period of 10 minutes to allow all players to return from lunch.

Tournament Organiser is David Cotton (GGI Warmaster) - dcotton84@gmail.com or 0409881232 (not available during work hours)

If questions arise about the facilities of the Gamers Guild you may also contact Gamers Guild in general - contact@gamersguild.org.au

What you need to bring (a checklist):

1. A valid ticket
2. Your painted army and five objective markers
3. Two copies of your army roster (available in the event thread on WestGamer)
4. This Players' Pack
5. Lord of The Rings Strategy Battles Rulebook and any other rules relevant to your army. You must be able to present all rules used for the models in your army at any point throughout the tournament.
6. Dice (including any special dice)
7. Tape measure & templates
8. Reference Sheets
9. Lunch or money to buy lunch (outlets nearby: Subway, Newroz Kebabs and Manhattans, KFC, MacDonalds {in South Perth} also 4 Corners Supermarket)

General Rules

This tournament will be played using the latest rules released prior to January 1st, 2012. For Lord of the Rings this means:

1. Army size is 800 points and 3 to 75 models subject to the Legions of Middle Earth guidelines (LOME pages 4-8).
2. Armies may be selected from any in the Consolidated Rulebook, and any expansions and White Dwarf sources. Armies not currently 'stat-ed' from Legions of Middle Earth is not available. Please also bring objective markers for your force.
3. Forces cannot include Gollum, Tom Bombadil or Goldberry, nor can any model have the One Ring (this includes models stated as having The Ring).
4. One Hero from your force must be nominated as your Champion, and this must stay the same throughout all the games
5. The hero named as Champion may not be Sauron or the Balrog, nor any model that can fly. These can be taken but not nominated as the Champion. Please note that if you select a Nazgul on Fellbeast to be your Champion he will be forced to dismount in every game, and if your Dragon is your Champion he will have his Fly upgrade removed; this is intended to ensure the scenarios are balanced.
6. Each Player will be required to keep a clear record of their Might, Will and Fate totals, readily available for an opponent or tournament organiser to scrutinise.

Your GPDA Guide to WYSIWYG

Converting models is fun, and scratch building is even more fun, and the 'oohs' and 'ahhs' of adulation are the cherry on the cake!

WYSIWYG ("What You See Is What You Get") is intended to allow hobbyists to craft models to their own taste, yet conform to a given standard; this is important in a tournament to avoid accusations of unsportsmanlike conduct.

Simply, every model in your army must be representative of the model chosen from the relevant Army Book. It must be armed, armoured and equipped with all the war gear it is described as having, as well as based and sized appropriately.

Further to this, the following points have been detailed as a guideline when considering your army selection:

1. Where a model exists in the range available, it is expected that it be of GW/FW/Citadel origin.
2. Where a model does not exist in the range, or does not fit thematically with your force, then it must be completely unmistakable to your opponent as to what the model represents, with weapons, basing and size WYSIWYG requirements met. (i.e. it can be same or larger, but not smaller). If you are in doubt, please contact David Cotton to work out a solution.
3. Conversions are intended to be artistic in representation. As such that is one of the core ideas of what this hobby is about. Conversions must be completely unmistakable to your opponent as to what it represents. It does not have to be strictly GW/FW/Citadel in part or whole, but it must meet weapons, basing and size WYSIWYG requirements. What constitutes a conversion is left to your opponent. See point 5.

4. Scratch built models must also comply with the given WYSIWYG stipulations. They must be armed, armoured, equipped, based and sized according to the unit being represented. They do not have to be wholly or partly GW/FW/Citadel in origin.
5. There are grey areas, of course, and one's army is a sensitive subject. Should a player be challenged over this issue, the Tournament Director's decision is final. This challenge must take place before either player has deployed, otherwise each player is deemed to have accepted the forces arrayed against them.
6. Objective markers must be based on 20mm bases, but otherwise are left to the player to theme them.

Army List Submission

If able to please submit your list via email before the tournament to the emails listed below for verification. Lists can be submitted on the day of the tournament instead if you are unable to send the list via an email

All submissions must be in a Microsoft Office™ 2003 compatible format. All submissions must be clearly marked with your name and ticket number.

Lists can be emailed to: dcotton84@gmail.com
contact@gamersguild.org.au

The Games

There will be four (4) games of Lord of the Rings Strategy Battles played over the course of the day

- Games will last a maximum of one and a half (1.5) hours. When time is called (“Drop Dice”), please end the game immediately, even if in the middle of a dice roll or phase and begin scoring.
- Throughout the rounds, time remaining will be announced at regular intervals.
- Scenarios will be announced prior to the commencement of each round. There will be a pool of 5 scenarios to be drawn from. Each scenario will only be played once.

Game Scoring

Each game will have a total of 30 Battle points that can be won for the Best General Trophy.

After each game consult the victory conditions of the scenario to confirm who the winner is and then be awarded with the following points for:

A Major Victory – 15 Battle points

A Minor Victory – 10 Battle points

A Draw – 7 Battle points (unsurprisingly both players receive this amount)

A Minor Defeat – 4 Battle points

A Major Defeat – 0 Battle points

Each game will also have scenario secondary objectives that will award additional points to your overall General score to a total of 15 additional Battle points. Each player may be eligible for the same secondary objective and both will receive the points for it.

Army Presentation

Your opponent after each game will award a score of 0-10 for the painting of your forces.

The guide for awarding painting is:

0	There are unpainted models in the army.
3	The player has used the basic amount of painting work (2 colours and an undercoat) on all of his models
5	All models in the army have been completely painted.
7	There is a strong theme of colours throughout the whole army which has been highlighted with the characters and banners, with some attempts at conversions
10	You have wept playing against this army as its beauty has stunned you and you will

gladly play this opponent again simply to see the army again.

If someone else other than yourself painted your army, please advise at time of roster submission.

Although you will not have any points deducted from your score, you will be ineligible for the 'Best Presentation' award, but the points will go towards your Championship score (see below). Also the person who did paint your army will be eligible for the 'Best Presentation' Award.

Sportsmanship

After each game your opponent will award a score of 0-10 for your sportsmanship for that game.

Remember that sportsmanship consists of the following:

- Respect and concern for rules and officials
- Respect and concern for social conventions
- Respect and concern for the opponent
- Avoiding poor attitudes toward participation

The guide for awarding sportsmanship is:

0	You will never play this person again even if payed to do so.
3	You will play this person again at an event or a tournament but not a friendly game.
5	You'll happily play against this person if you are able to organise a game on the weekend.
7	You plan well in advance when you can play this person so that you won't miss a game.
9	Your partner or loved ones are concerned as you have cancelled an event with them in order to play a game with this person at a moment's notice.
10	You will pay to play against this person or will go to great lengths to play against them.

If either 0 or 10 are given the Tournament organiser may investigate any concerns or excitement.

Terrain

Terrain will be set up prior to the beginning of the tournament by the tournament organiser. Please do not move the terrain, except as permitted by special rules (i.e. Wood Elves).

Scenarios

The Grand Prix des Arms will be an open scenario tournament, with the scenarios published before the event but will played in no particular order.

Awards & Prizes

For this tournament there are various prizes awarded at the end of the tournament. The awards that will be presented will include:

Lord of War Trophy (presented on the final day of The Grand Prix des Arms)

Lord of the Ring Champion Trophy (Conqueror of Middle Earth)

Lord of the Ring Best General Trophy

Lord of the Ring Best Presentation Trophy

Lord of the Ring Sportsman Trophy

Excluding the Lord of War Trophy, entrants may only be awarded the highest ranked Trophy for that tournament leg. The Lord of War Trophy may be awarded to a player who also placed in any tournament leg and played in at least two of The Grand Prix des Arms tournaments.

Example 1: Player A is eligible for the Lord of the Ring Champion Trophy and Best Presentation. In this instance the player will be awarded the Lord of the Ring Champion Trophy.

Example 2: Player B is eligible for the Warhammer Best Sportsman Trophy and The Lord of War Trophy. In this instance, the player will be awarded both Trophies.

Lord of the Ring Best General Trophy

Points are calculated based upon game scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Lord of the Ring Presentation Trophy

Points are calculated based upon presentation scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Lord of the Ring Sportsman Trophy

Points are calculated based upon sportsmanship scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Lord of the Ring Champion Trophy

The tournament champion will be the player who has the highest weighted score according to the following formula:

Generalship 50%

Presentation 25%

Sportsmanship 25%

Total 100%

Lord of War Trophy

The "Lord of War" Trophy is awarded to the hobbyist who has entered at least two of the four tournaments.

The Championship score of each event is added together. The total points earned across all The Grand Prix des Arms Tournaments will determine the Lord of War for 2012.

Battle A : Let none stand before us

The enemy must be wiped from the field completely or shattered beyond hope.

Deployment Details:

Players both roll a D6. The highest roller chooses a board edge and then deploys half his force (based on model count, round up) up to 12 inches from it. His opponent does likewise from the opposite board edge. Then the first player may deploy the rest of his forces up to 18 inches away. Once done his opponents does likewise for the remaining forces from his board edge.

Battle details:

There are no special rules for the playing of this battle.

Game Length:

The game will last until one force is reduced to 25% of its number (model count, round up) or until game time has been called

Victory Conditions:

Major Victory/Defeat

There is only 25% of the enemy force left

Minor Victory/Defeat

Have more models than the enemy at the end of the game

Draw

Both forces are reduced to 25% at the end of the same turn

Secondary Objectives:

Our lords will lead us to glorious victory and we will hold this land

Gain +2 Battle point for having 2 models that aren't Heroes, in each table quarter at the end of the game.

Gain +2 Battle points if an opposing Hero model was killed (can include their Champion). This can be won 2 times

Gain +2 Battle points for a Hero who is not your champion who is alive at the end of the Battle. This can be won up to 2 times

Gain +2 Battle points if your Champion killed more models than the opposing champion.

Gain +3 Battle points if your Champion is alive at the end of the Battle

Battle B : Burn their camp

Our enemy thinks his camp is secure. We shall show him it is not!

Deployment Details:

Roll a dice, the winner chooses a table corner (his camp) and deploys his forces within 18 inches of the corner. His opponent deploys his forces within 18 inches of the opposite table corner (opponents camp).

Battle details:

There are no special rules for the playing of this battle.

Game Length:

The game will last until one camp is burned or until time is called. A camp is burned if you have more models in the opposing camp than the opposing force

Victory Conditions:

Major Victory/Defeat

The opponents camp is burnt and there are no opposing models in your camp.

Minor Victory/Defeat

The opponents camp is burnt and there are opposing models in your camp.

Draw

Both camps are burnt on the same turn

Secondary Objectives:

We came, we saw, we conquered. They did not.

Gain +2 Battle point if you had no enemy forces in your camp for the whole game

Gain +3 Battle points if your force isn't Broken at the end of the game

Gain +3 Battle points if you killed an opposing Hero. (can include their champion)

Gain +5 Battle points if your Champion entered the opposing camp.

Gain +2 Battle points if your Champion is alive at the end of the Battle

Battle C : Control the Field

We must secure critical points and show our army's colours flying high.

Deployment Details:

Deployment: Players both roll a D6. The highest scorer chooses a board edge and deploys his force within 9" of it. His opponent then places his own force within 9" of the opposite side.

Battle details:

There are five objectives. An objective should be placed in the centre of the board and then after a roll off to see who goes first, taking turns the players should place the other four objectives (two each) at least 9' from each other and 9' from the edges of the board. You control an objective if there is at least one of your models not in combat is within 3' of its centre and there is no enemy models within 3' of the objective's centre.

Game Length:

The game will last until time is called or there is a chance when one force is Broken the game will end. At the start of a turn when one force is Broken roll a D6, on a 1 or a 2 the game ends.

Victory Conditions:

Major Victory/Defeat

Control more than 3 objectives at the end of the game

Minor Victory/Defeat

Control more objectives than the opponent at the end of the game

Draw

Both forces control the same number of objectives

Secondary Objectives:

Being in the crucial battlefield positions allows for dominance for our campaign.

Gain +1 Battle point for having 5 models that aren't Heroes, in each table quarter and not in combat at the end of the game. This can be won for each quarter
Gain +2 Battle points if you have a Hero model controlling an objective your opponent placed at the end of game. This can be won twice, and does not include the center objective

Gain +3 Battle points if your Champion is alive and is within 6 inches of the center objective marker. (measure from the center of the marker)

Gain +4 Battle points if all opposing Hero models (including their Champion) is dead at the end of game

Battle D: Cut off their retreat

We must break through their battle line to ensure they can not retreat

Deployment Details:

Players both roll a D6. The highest roller chooses a board edge and then deploys his force up to 6 inches from it. His opponent does likewise from the opposite board edge.

Battle details:

Both forces are seeking to burst through their opponents deployment. Models may move off the board via the opponents board edge. These models do not count towards being Broken but do count for the purpose of determining when the game ends
For example a force with 50 models at the start have 20 models moved off their opponents board edge, and additional 17 models removed as casualties, has been reduced to 25% but not been Broken.

Game Length:

The game will last until one force is reduced to 25% (round up) models remaining on the board or when game time is called

Victory Conditions:

Major Victory/Defeat

Models you have controlled have left the battlefield via your opponents deployment zone, while no opposing models have left via yours.

Minor Victory/Defeat

You have more models leaving the battlefield via your opponents deployment zone then he has from yours.

Draw

An equal number of models have left the battlefield via their opponents deployment

Secondary Objectives:

FOR VICTORY, CHARGE!!!!

Gain +2 Battle points if a Hero model (including your champion) has moved off the board via the opponents deployment for more than 1 turn before end of game. This can be won up to 3 times

Gain +3 Battle points if killed an enemy Hero model (including their Champion). This can be won twice

Gain +3 Battle points if your force is not Broken at the end of game.

Battle E : Swirling Fog

Heavy fog has fallen during the march and now enemies are found on all sides with no sight of allies but perhaps you can see a light in the distance

Deployment Details:

At the start of the game no models are placed on the board. Place an objective marker in the center of the board.

Battle details:

At the end of player's Move phase after moving all their models, roll a dice for each model not yet on the table and consult the chart below (Heroes may use their Might to influence the roll)

D6

1-2 The model is not placed on the board and isn't included in calculating if your force is Broken

3-4 The model moves onto the table from any point, on any edge, chosen by the opposing player at least 6 inches from any corner

5-6 The model moves onto the table from any point on any edge, chosen by the controlling player.

Game Length:

The game will last until time is called or there is a chance when one force is Broken the game will end. At the start of a turn when one force is Broken roll a D6, on a 1 or a 2 the game ends.

Victory Conditions:

Major Victory/Defeat

Have one or more models within 3 inches of the objective marker and your oppoent has none

Minor Victory/Defeat

Have more models within 3 inches of the objective marker than your oppoent

Draw

An equal number of models controlled by both sides are within 3 inches of the objective marker.

Secondary Objectives:

Come to my voice companions, and take heart!

Gain +3 Battle points if you have 5 models within 6 inches of each other in a table quarter at the end of the game. This can be won 4 times once for each table quarter

Gain +1 Battle points if you have your Champion within 6 inches of the objective marker at the end of the game

Gain +1 Battle points if a Hero model (not including your Champion) is alive at the end of the game.

Gain +1 Battle points if killed an opposing Hero (can include their Champion)