



# Tasmanian State Championships

**17 & 18 July 2010**

**Mercure Hotel, 156 Bathurst Street, Hobart**

Welcome to the third Lord of the Rings State Championships, made possible by Area 52 with the generous assistance of Games Workshop.

This event will feature 5 games over 2 days, with the overall winner being crowned the 2010 Lord of the Rings Tasmanian State Champion.

If you have any questions about anything in this rules package please contact Area 52 on 03 6234 2465 or email [info@area52.com.au](mailto:info@area52.com.au)

Good luck!

Damon Hawker  
On behalf of the organising committee



# **PART 1 – BACKGROUND INFORMATION**

## **Tickets**

Tickets go on sale at 12 noon on Tuesday 18<sup>th</sup> of May 2010.

### **Day Player Registration - \$60.00**

Includes entry to the tournament.

## **The venue**

The Mercure Hotel is a 4 ½ star hotel located at 156 Bathurst Street only a few minutes walk from the Elizabeth Street mall. Guests at the hotel have access to secure off-street parking. Visitors are advised to use the Hobart City Council car parks at Centrepoint or Melville Street. Drinks and snacks will be available from the bar all day at additional cost.

## **Programme**

The following timetable will be STRICTLY adhered to. Players who are more than 15 minutes late for the official start any round, no matter how good the reason, will forfeit that game. Their opponent will play one of the official bye-busters, and that the results of that game will contribute to their overall score. Players who forfeit two games in this manner will be disqualified from the tournament. Games that do not finish within the 2 ½ hours allowed will be stopped by the judge.

### **Saturday 17 July**

8: 00 – 9:00	Registration
9:00 – 12:00	Game 1
12:00 – 12:30	Lunch
12:30 – 15:00	Game 2
15:00 – 15:30	Afternoon tea
15:30 – 18:00	Game 3

### **Sunday 18 July**

8: 00 – 9:00	Army Display (for Player Choice Awards)
9:00 – 12:00	Game 4
12:00 – 12:30	Lunch
12:30 – 15:00	Game 5
15:00 – 15:30	Afternoon tea/Presentation
15:30 – 16:30	Prize Presentation and Close

## PART 2 – THE RULES OF ENGAGEMENT

### Army list

Your army must total no more than 1000 points. You must use one of the army lists in *War of the Ring* or from a subsequent supplement (ie *Battlehosts*) . Please also refer to the errata for this book on the Games Workshop website. Remember, you can only field one of each named hero. Additionally, the following models are banned and cannot be fielded:

- Sauron
- The Necromancer
- Gollum
- Grima Wormtongue
- Tom Bombadil
- Goldberry

You must hand in a legible copy of your army roster to Area 52 no later than 30 June 2010. Just be sure that the roster is clear and legible, includes all of the models in your army, their points value and the points value of any equipment taken. In addition you can provide up to one page on the background or theme of your army.

### What to bring

You must bring with you your army list, all the rules covering your army, the WOTR Rulebook, your dice, all the templates that you might need, a tape measure...and your army! **You must also bring three objective markers on 40mm round bases or equivalent for the Seize the Prize scenario.** You might also want to bring glue and other repair materials in case of accidents.

### Judging

The formal tournament judges will be provided by Games Workshop and Area 52. There will also be a number of 'floor judges' on the day. These are experienced players who will be able to give you a word of advice on how to interpret a particular rule. However, these floor judges will not be allowed to adjudicate on game that they are playing in, and will always defer to the formal judge. Please keep in mind that at this level of competition, it is expected of all players that they know both the rules and their armies well enough to not have to ask for adjudication. We strongly recommend the d6 rule when undecided about a particular situation.

### The draw

The draw for the first round of the tournament will be random. After that, players will be matched against players with a similar Generalship score – also known as the "Swiss

chess” system. The only exception to this rule will be to avoid two players playing each other twice.

### **Pre-game procedure**

In order to make this event as enjoyable and relaxed as possible for all players, we expect everybody to follow this procedure before each of their games.

1. Once you have found your opponent and table, exchange army lists so you are both aware of each other’s armies.
2. If at any time during the game your opponent asks to see your army list, book or army-specific rule, promptly and politely show it to them.
3. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement and line of sight.
4. When deploying each model or group of models clearly state what it is and its main attributes to ensure that there is no confusion, particularly if the model or unit is a conversion or unusual in some other way.
5. Before the game begins, shake hands and wish your opponent luck.

## **PART 3 - SCORING**

The winner of the Tournament will be the player who scores the most points in the 3 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 Gamesmanship points.

### **Overall Score Breakdown**

50% Generalship – maximum of 100 points

25% Army Appearance – maximum of 50 points

25% Gamesmanship – maximum of 50 points

Prizes will be awarded in the following categories:

- 1<sup>st</sup> Overall
- 2<sup>nd</sup> Overall
- 3<sup>rd</sup> Overall
- Best General
- Best Gamesman
- Best Painted army
- Player’s Choice of Best Army

### **Army Appearance**

Your army will be judged on its appearance by an independent and experienced judge using a number of set criteria. The things that this judge will be looking for will include:

- The whole army has been painted and based.
- There is a consistent scheme used across units and the army.
- Detail has been added.
- Characters and other army centrepieces stand out.

Although Golden Demon standard armies will obviously do very well in this category, it will be structured so that even an army that has only an average paint job should score well as long as it is completely painted and based with a consistent theme. The winner in this category will be finalised with the assistance of Games Workshop staff.

Some players use armies that have been painted by other people. There is no penalty for this, but any such army is ineligible for the best painted army award, even if it scores the most points. We are relying on you to be honest about whether or not you painted your own army, and hope that you will not let us or the system down.

A note on “What you see is what you get” – WYSIWYG – which all models are expected to comply with. It is meant to ensure that models on the table top are as close as possible to what is on the army list and that there is as little opportunity for confusion as possible. This is far more likely to be an issue with common equipment than exotic items. For example, if a model is listed as having a shield, then that model should clearly have a shield.

## **Generalship**

Generalship is the total of the Victory Points (VPs) that you get for each game. A player can score a maximum of 20 VPs in any game. There are two ways to score VPs:

### **1. Objectives**

If you fulfil the **Major Objective** for the scenario, you will get 10 VPs. If you fulfil the **Minor Objective**, you will get 5 VPs. Note that you can only ever get one of these, never both. If a player is eligible for both, he/she gets the Major Objective.

### **2. Destroying enemy models**

At the end of the game, each player calculates how many points he/she has lost. Each player then gets VPs according to how much of the enemy force has been destroyed, using the following table.

<b>Total enemy losses</b>	<b>VPs scored</b>
0 – 100	1
101 – 200	2
201 - 300	3
301 - 400	4
401 - 500	5
501 – 600	6
601 – 700	7
701 – 800	8
801 - 900	9
901 - 1000	10

## **Gamesmanship**

Gamesmanship is where you get to rate each of your opponents on their conduct and their army – and each of your opponents will also get to rate you! There are 2 components to Gamesmanship – sportsmanship and army balance and character.

### **Sportsmanship scoring**

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 will be asked to rate the opponent in the following manner, recording the result on your Results Card:

#### 5 - Top Sport

We had the best fun and it didn't matter in the end who won. This person was outstanding to play. I'd pick them as the best sportsman here.

#### 4- Great Sport

This game was really enjoyable. We worked through everything as far as rules and I would play them again any time.

#### 3- Good sport

This was a good person to play against. We had a few disagreements but they didn't let the roll of the dice not always going their way upset them too much. I'd play them again.

#### 2- Poor sport

This person wasn't the most sporting player. They argued over little things and wanted every rule to be to their advantage. I would hesitate to play this person again.

#### 1- Bad sport

This person was no fun to play at all. They were too competitive and where here to win not have fun. Or, they bent the rules to their advantage. I wouldn't want to play this person again.

This is not an opportunity to downgrade the opposition. Try and judge each of your opponent's fairly and honestly, and hopefully they will do the same to you. Players who consistently mark down their opponent will risk a penalty.

### **Army Balance scoring**

You will also be asked to rate the character and balance of your opponent's army. Did it have a believable background? Was it balanced? Was there a theme? Was there a reason for the presence of powerful characters and units? (besides the fact that they are powerful!). Was it unusual in any way? Try not to let the result of the game or your personal likes or dislikes overly influence your score.

#### 5- A fantastic army

This was one of the most interesting, characterful and balanced armies that I have ever encountered.

#### 4- A good army

This was a really good army, quite balanced and quirky.

#### 3 – an average army

This army was a good example of its type, but nothing out of the ordinary.

#### 2 – an ordinary army

This army was somewhat unbalanced and bland.

#### 1 – a poor army

This army seemed to have no real character, it was just a bunch of powerful models.

## **PART 4 - SCENARIOS**

The following rules will be used in ALL scenarios.

- All distances will be measured in centimetres.
- Roll a dice to see which player gets priority for every turn, including the first.
- Whilst deployment zones differ, the following routine will be used for deploying models:
  1. Both players roll a dice.
  2. The winner selects a table edge/corner (according to the scenario). This is his deployment zone.
  3. The other player gets the opposite table edge/quarter as a deployment zone.
- All games last for 10 turns or until time runs out – whichever comes first.
- A player can concede a game at any time. If a player concedes, the game ends, they score zero points and their opponent scores 20, regardless of objectives or casualties.

### **Round 1 – Shieldwalls/High Ground**

Both armies are attempting to seize the advantage before the main bodies of their forces meet in open battle.

Deployment as Shieldwall (WOTR, pg 79). Scenario is High Ground (WOTR, pg 77).

### **Round 2 – Shieldwalls/Seize the Prize**

The armies have met and attempting to cause maximum casualties whilst minimising losses.

Deployment as Shieldwall (WOTR, pg 79). Scenario is Seize the Prize (WOTR, pg 78).

**You must also bring three objective markers on 40mm round bases or equivalent for the Seize the Prize scenario.**

### **Round 3 – Battle for the Pass/Field of Swords**

Both armies are attempting to control the battlefield.

Deployment as Battle for the Pass (WOTR, pg 80). Scenario is Field of Swords (WOTR, pg 78).

### **Round 4 – Shieldwalls/Field of Swords**

Both armies are attempting to control the field of battle

Deployment as Shieldwalls (WOTR, pg 79). Scenario is Field of Swords (WOTR, pg 78).

### **Round 5 – Maelstrom/Field of Swords**

It's been a long weekend – time to get personal.

Deployment as Maelstrom (WOTR, pg 80). Scenario is Field of Swords (WOTR, pg 78).

## **FINALLY - THINGS TO REMEMBER**

- 1. Army lists must be submitted to Area 52 by 30 June. Penalties will apply to late lists!**
- 2. Make sure to bring this rules pack with you on the day.**
- 3. It is only a game of toy soldiers. Don't forget to relax and have fun!**