

# Desolation of the West

## A Hobbit Strategy Battle Game Tournament Player Pack V1.1

### **WHEN:**

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- Sunday 4<sup>th</sup> of June, 2017

### **WHERE:**

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- Quenda Games 31 Victoria St, Midland WA 6056.

It's a 2-minute walk from Midland train station and 5-minute walk from Midland Gate Shopping Centre

### **COST:**

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- \$25, prepayment required see **Payment Options**.

### **WHAT:**

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- 750pt Armies, 1v1 format
- Lender armies available so contact the TO!

### **EVENT SCHEDULE:**

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Please arrive at the event before 10am

10:00am	Registration & Day Overview
10:15-12:15am	<b>Round 1 : Race to the Prize</b>
12:15-1:00pm	Best Painted Voting and LUNCH
1:00-3:00pm	<b>Round 2: Seize and Control</b>
3:00-3:15pm	Intermission
3:15pm-5:15pm	<b>Round 3 : Supply Lines</b>
5:15pm	Awards Presentation

## PAYMENT OPTIONS

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- Entry fee is \$25.
- Payment to be made by **Sunday 28<sup>th</sup> May 2017**.
- PayPal: Send payment to [Anthonymair@hotmail.co.uk](mailto:Anthonymair@hotmail.co.uk) (**under friends and Family**) and leave your full name in payment notes.
- Other (i.e. **bank transfer**) please contact Anthony Mair.
- This is a **non-for-profit** event and your entry fee is **non-refundable** should you wish to withdraw. Please consider making suitable arrangements so you can attend (Annual Leave, baby sitters etc.).

## Scenarios:

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Refer to the Masters 2017 Scenario Pack available at:

Perth Hobbit Strategy Battle Gamers (Local Facebook Group)  
<https://www.facebook.com/groups/perthsbg/>

Under the FILES tab.

## Army Restrictions:

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- No more than **750 points** may be spent on your army list.
- All armies must be chosen from the following books
  - "The Hobbit: An Unexpected Journey" main rulebook
  - "The Hobbit Motion Picture Trilogy: Strategy Battle Game – There And Back Again" supplement
  - Lord of the Rings: Strategy Battle Game source-books "The Fallen Realms", "The Free Peoples", "Kingdoms of Men", "Mordor" and "Moria & Angmar"
- Armies built as per the war-band rules on P100 of the Hobbit rulebook.

- One Hero from your army list must be elected as your Leader for the duration of the tournament.
- Converted models permitted. A converted model is any model that has modifications made to the original such as a repose, head swaps, kit bashes.
- Unpainted armies permitted.
- All Army Lists to be emailed to [anthonymair@hotmail.co.uk](mailto:anthonymair@hotmail.co.uk) by **Sunday 28<sup>th</sup> May 2017**.

## **Proxies (Model Stand Ins):**

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A number of profiles in the books currently don't have models available or are out of production. If you wish to proxy a model please do the following:

- Advise the TO that you intend to proxy models when you submit your army list.
- At the commencement of each game advise your opponent that you are using proxies and inquire if they are aware of rules concerning the profile.
- Proxies need to be "Within reason". "Within Reason" can be defined as a model which is of approximately (or what we think it will be) the same size, shape and mounted on the same size base as the actual model. i.e. Using a Moria "Bat Swarm" as a stand in for a Azog's Legion "War Bat" (currently an unreleased miniature) or "Eomer Marshal of the Riddermark" as a stand in for "Eomer Knight of Pelannor" (out of production).

If you are unsure about what would be deemed "within reason" please contact me so that I can advise you.

## Event Awards:

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- Tournament Champion  
(Highest Overall Score)
- Best General  
(Highest Scenario Victory Points)
- Top Hobbyist  
(Highest Judged Hobby Points)
- The People's Choice – Best Painted  
(Does not count to overall score)
- The People's Choice - Best Sports person  
(Does not count to overall score)
- The One Spoon to Rule Them All  
(Lowest overall score)

Players who technically win more than one of the points based awards Event Champion, Best General, Top Hobbyist will only receive a maximum of one prize with the highest value prize possible being awarded. Players can, however, win both a points-based award AND a voted award. Best to think of it as the points-based awards are given by the TO and the Voted awards are given by you the players.

## Tournament Scoring

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### Overall Tournament Scoring:

Your final score for the day is determined by how well you do in the following categories.

<u>Category</u>	<u>Maximum Awarded Points</u>	<u>Percentile Worth</u>
Battle Points	60 - Points	36%
Hobby Points	50 - Points	31%
Sportsmanship	45 - Points	27%
Registration	10 - Points	6%
<b>Total:</b>	165 - Points	100%

## Scenario Victory Points(VPs) & Battle Points(BPs):

- Players score Victory Points as per the scenarios victory conditions.
- Victory Points are used to determine how many Battle Points you are awarded at the end of a round which contribute to your overall score.
- The Player with the highest number of Victory Points at the end of the event will be awarded Best General.
- **Ties:**  
Battle Points will be used to settle ties across all categories however Victory Points will also be tracked across the event and will be used as a secondary tie breaker.

<u>Win/Loss Margin</u>	<u>Win/Loss Type</u>	<u>Awarded Battle Points</u>
Win by more than four Victory Points	Major Victory	20 - Battle Points
Win by one to four Victory Points	Minor Victory	15 - Battle Points
Equal Victory Points	Draw	10 - Battle Points
Lose by one to four Victory Points	Minor Loss	5 - Battle Points
Lose by more than four Victory Points	Major Loss	0 - Battle Points

## Hobby Points (0-50)pts:

During the lunch break while armies are on display each players army will be judged for its painting and presentation standard and they will be marked against the following criteria.

### Painting & Modelling (0-25pts):

Basic Level:

- No broken models.  
1-pt
- No visible mould lines.  
1-pt
- All models painted(no exposed primer) with three distinct colours visible.  
5-pts

Intermediate Level:

- All models feature at least one level of shading and highlighting.  
2-pt
- Cohesive paint scheme.  
2-pt
- Any models feature any basic freehand ? (symbols, patterns etc.)  
1-pt
- Does the army feature basic conversions with at least 1 model with an altered pose or appearance?(changing a sword for an axe does not count)  
1-pt
- All models feature multiple shading/highlighting?  
3-pts

#### Higher Level:

- Master-class Painting – Painting is well above good tabletop standard and features complex painting techniques ( i.e. Non-Metallic Metals). Score is given according to what portion of the army is painted this way and quality of the techniques.  
5-pts
- Do any models feature detailed (multiple highlights, complex symbols) freehand work?  
1-pt
- Does the army feature conversions across multiple models such as altered poses or appearances?  
1-pt
- Does the army feature any models with complex conversions as in models that appear to be almost complete reconstructions?  
2-pt

#### **Basing (0-10pts):**

##### Basic Level:

- Are all models based with at least a single texture and paint(no visible primer)?  
1-pts
- Does the army feature FIVE objective markers?  
1-pt
- Does the basing feature at least a single highlighting and flocking?  
1-pts

##### Intermediate Level:

- Is the basing scheme cohesive across the army in terms of colours and flocking effects etc. ?

2-pts

- Are all FIVE objective markers cohesive with the armies basing scheme.

1-pts

- Is the choice of base trim colour cohesive across the army?

1-pt

Higher Level:

- Highly detailed bases with elements such as small environmental effects like water or mud, cast bases (such as resin or plastic), multiple flocks or elements such as weathering effects that correspond to weathering effects on the model.

3-pts

### **Display Board (0-10pts):**

Basic Level:

- Is the display textured and painted( no primer visible)?

1-pt

- Does the display feature at least one type of flocking?

1-pt

Intermediate Level:

- The board features multiple flocks and textures on its base.

1-pt

- The board features basic large terrain elements such as trees, walls, ruins. These can be loose or fixed.

1-pt

- The board colour, terrain and flocking have a sense of cohesion with the theme of the army.

1-pt

Higher Level:

- The board is mounted on a framed board and/or features a named plaque.

1-pt

- Terrain elements are more elaborate with complex fixed custom made terrain elements such as walls, streams, buildings, bridges, cliffs and feature weathering or other effects to seamlessly tie together models, bases and board into a display.

4-pt

### **Theme Scoring (0-5pts)**

Awarded to players for choosing to recreate armies featured in the

books/films or those of their own narrative creation.

- The more closely your army follows a theme the higher points you will receive.
- A theme army would be an army entirely from a single army list and/or all from the same period in time (that would mean no Eorl the Young and Eomer in the same list) or an allied army such as Numenor and High Elves as the “Last Alliance”.
- Furthermore, any armies presented with a back-story or explanation of why they are together and depending on the quality of said explanation may have a chance to receive a higher theme score.

### **Voted Best Painted:**

- During the lunch break, each player will vote for their favourite five armies ranking them 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup>. Players may not vote for their own army.
- These placings are tallied with 1<sup>st</sup> = 5pts, 2<sup>nd</sup> = 4pts, 3<sup>rd</sup> = 3pts, 4<sup>th</sup> = 2pts and 5<sup>th</sup> = 1pts.
- The player with highest tallied score will be awarded “The People's Choice – Best Painted”.
- In the event of a tie, the player with the highest base judged painted score will receive the award.
- If the players are still tied, the player with the highest Battle points will receive the award.

### **Sportsmanship (0-45pts):**

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#### **Round to Round Sportsmanship(0-15pts):**

At the end of each round players will be given a score card to mark their opponents Sportsmanship. Players will score their opponent by the criteria listed below and points awarded accordingly.

#### **Army list:**

- Demonstrated and explained their army list and answered any rule queries.

1-Pt

#### **Proxies/Conversions:**

- If they have any proxies or converted models that you couldn't identify did they clearly explain what those models represent before the game started? (Ie. Eomer Marshal of the Riddermark” as a stand in for “Eomer



Knight of Pelannor"). Players using models that are unaltered in anyway/exactly represent what they are in the rulebook are immediately given this point.

1-Pt

### **Terrain:**

- Quickly and amicably came to a conclusion regarding types of terrain on the board at the start of play.

1-Pt

### **Measurements:**

- Check all distances and measurements in a way that was clear for both players particularly in situations of importance (such as a hero charges, spell cast etc.).

1-Pt

### **Dice Rolls:**

- Perform all dice rolls in clear view and clearly demonstrated which dice are being modified (i.e. Might, Will, re-rolls). If they use custom/symbol dice they clearly demonstrated what the symbol corresponds to what (i.e. a symbol = a Six).
- Did they jump the gun or wait for you to be ready before moving onto the next stage or dice rolling? (i.e. Banners to be resolved before rushing to a Wound roll, special Fate saves like Fury before moving to another combat etc.)

2-Pt

### **Might, Will, Fate & Wounds**

- Record Might, Will, Fate expenditure, lost wounds on heroes accurately using pen/pencil and paper and not tokens. For multi-wound troops (Monsters, half-trolls etc.) either tokens at the base of the model or pen and paper recording is fine.

1-Pt

### **Rules Queries:**

- Politely and rationally discuss rules queries that arise?
- Politely asking people to stop and help demonstrate a rule in a book or requesting clarification from the TO does not constitute bad sportsmanship. Bad sportsmanship is refusing to take the time to demonstrate a rule in the book on request or continuing to argue the point without anything to back it up.

1-Pt

### **Player Speed (how fast they played)**

- Did your opponent play at a brisk pace and in an organised fashion, not stalling for time?
- Big horde armies are difficult to move around but repeatedly stopping mid game to perform irrelevant tasks such as make conversation with randoms, phone calls, wondering off for extended periods are things to be considered time wasting.

1-Pt

### **General Attitude:**

- Did they remain positive if they were losing, and/or did not hassle you out if they were winning?
- Did they spend the next 10 turns of the game lamenting the loss of their one hero or did they just get on with the game?
- Did they swear or curse excessively?
- Did they complain/rant/rave about thing X in your army being overpowered repeatedly over the course of the game?

Understand that not everyone is a glowing beacon of positivity but that doesn't mean people's attitude and conduct should be so sour as to degrade the experience for other players. At the end of the day, everyone is here to play a game of toy soldiers.

3-pt

### **Did you and your opponent finish the game at or before the round was scheduled to end?**

3-pts

### **Voted Best Sportsman:**

- At the end of the tournament, each player will rank their opponents 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. Players may only vote for players that they played against during the tournament.
- These placings are tallied with 1<sup>st</sup> = 3pts, 2<sup>nd</sup> = 2pts, 3<sup>rd</sup> = 1pt. The player with highest tallied score will be awarded the Best Sports person award.
- In the event of a tie, the player with the highest base sportsmanship score will receive the award.
- If the players are still tied, the player with the highest Battle points will receive the award.

# Registration Scoring (0-10pts)

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## Submission Format:

- Army lists are to be submitted to [anthonymair@hotmail.co.uk](mailto:anthonymair@hotmail.co.uk). Army lists sent by any other channel (Facebook etc) will not be scored.

## Submission Deadline:

- 5-Points are awarded to players that submitted their army list to ([anthonymair@hotmail.co.uk](mailto:anthonymair@hotmail.co.uk)) by **Sunday 28<sup>th</sup> May 2017**.

## Correct/Legal Army Lists:

Up to 5-Points are awarded to players that write correct army lists marked against the following.

- List is legible (A simple typed email is the easiest to read)
- Costed correctly.
- Which army list each warband is from.
- Which hero is leading which warband.
- Which hero in your army is your army's Leader.
- Demonstrates all wargear/upgrades purchased and they're legal.
- Clearly states your army's Break Point.
- Clearly states your army's quarter mark (25%)
- Bow limit is correct.

## Resubmitted Army List & Army List Scoring

Players may resubmit their army list on/before **Sunday 28<sup>th</sup> May 2017** without penalty however checking of army lists will commence the following Monday onward. Army list scoring is based on the final army list submitted by each player on/before **Sunday 28<sup>th</sup> May 2017**.

## Tournament Rulings:

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### Games Workshop's Official FAQs and Erratas:

The latest versions of these will be used at the event. These files are accessible from <https://www.games-workshop.com/en-AU/Rules-Errata>

### Australian Middle-Earth Masters Rules Interpretations, Terrain and Disputes Guide:

This event will be using “Australian Middle-Earth Masters Rules Interpretations, Terrain and Disputes” guide to pre-empt a number of rules queries as well as create a close as possible gaming environment for those wishing to the Australian Middle-Earth Masters.

This can be found on the FILES section of:

Perth Hobbit Strategy Battle Gamers (Local Facebook Group)  
<https://www.facebook.com/groups/perthsbg/>

## Tournament Check-list:

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- ( ) Your 750pt army of choice
- ( ) The Hobbit Strategy Battle Game: An Unexpected Journey Rulebook
- ( ) Source-book/s relevant to all miniatures included in your Army List and their FAQ sheets
- ( ) Army List
- ( ) Wounds, Might, Will and Fate tracking sheet for your heroes
- ( ) Copy of the Players Pack
- ( ) A tray of sorts to move your army from table to table be it awesome display board or plastic food tray, anything is better than carrying minis in your hands
- ( ) Tape Measure
- ( ) Dice and of different colours also
- ( ) 5x 40mm Objective Markers
- ( ) Tokens to represent special rules of sorts such as a painted One Ring for a Bilbo, wound markers if you have half-troll spam, spell effects and so forth
- ( ) Extra models for dismounted heroes, warriors and/or beasts
- ( ) Some scrap paper for any other do-dad things
- ( ) Pencils/erasers/sharpener/pens/white out
- ( ) Super-glue/plastic glue for repairs
- ( ) Extra money for food and drink or bring your own food along

And most importantly a **positive attitude**.

## For more info visit/contact:

Facebook:

<https://www.facebook.com/groups/perthsbg/>

Email:

Anthony Mair:

anthonymair@hotmail.co.uk