





Would you like me to get you a box?

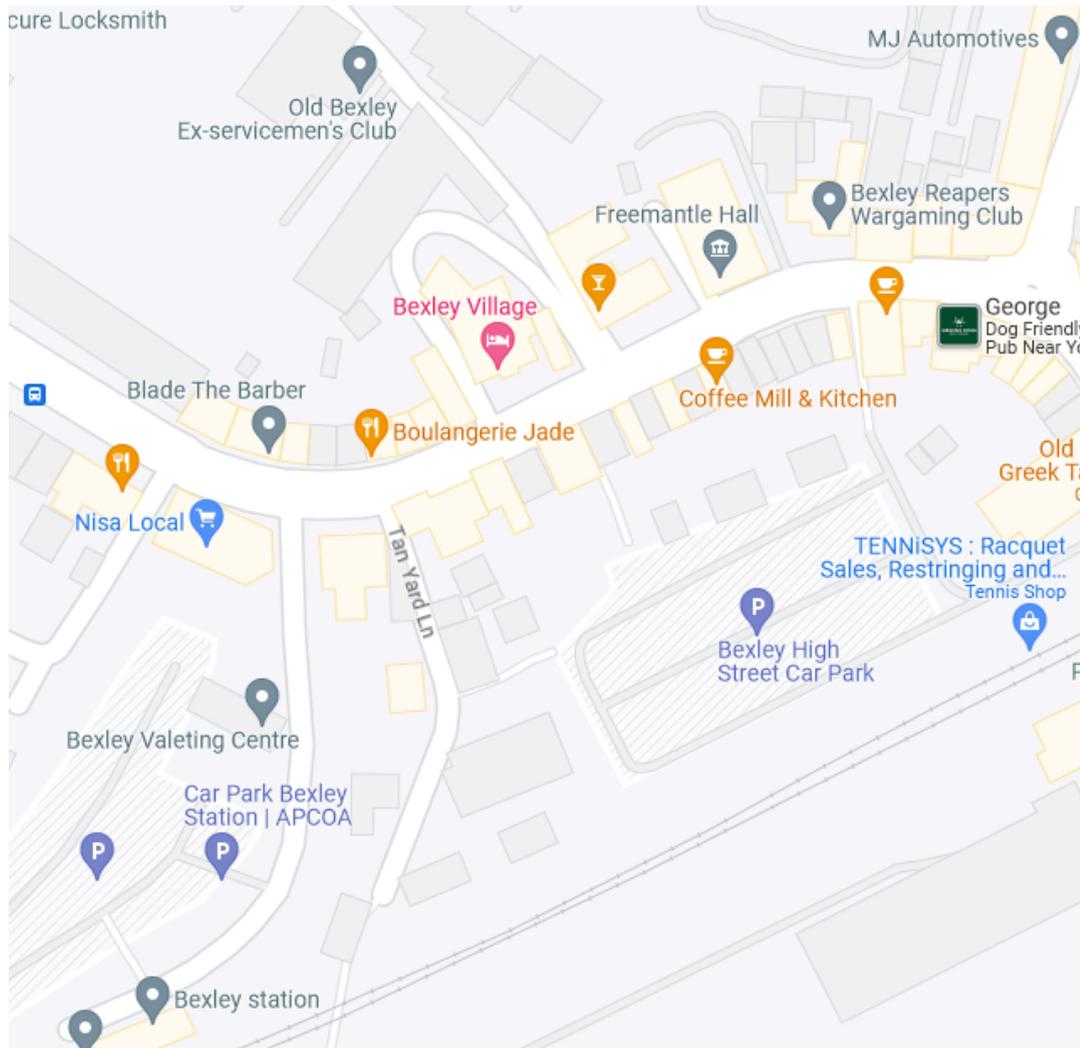
Sunday 12th April 2026

“Shall I describe it to you, or would you like me to get you a box”

This is a 1000point **GBHL 80** doubles event, comprising of 3 games using scenarios rolled randomly on the day. There will be 24 team tickets available, but if demand is sufficient additional tickets may be added.

Details of the Venue and Travel

The Tournament is being held at Freemantle Hall in Bexley 51-75 Bexley High St, Bexley DA5 1AA



There is no underground line to Bexley, but the overground comes into Bexley Station which is a short walk to the hall. Bexley station is on the Southeastern Sidcup line with trains departing from Charing Cross, Cannon Street and London Bridge

If you are driving there is a small car park at the front of the hall, which has space for a few cars, additional parking is available in both the station car park and the Thanet Road car park (which has a cut-through to the hall via the Kings Head pub car park).

There are multiple shops and restaurants and pubs to get food or drink a few minutes' walk from the hall. Food can be eaten in the hall but please dispose of any rubbish.

Tickets and Pricing

Tickets will cost £30.00 per team and will go on sale at 20:00 Friday 6th March 2026

Payment for tickets should be sent via PayPal (Friends & Family) to:
bexleyreaperswargaming@gmail.com

Tickets (excluding fees) are refundable up to 2 weeks before the event.

Gaming Schedule

Would you like me to get you a box will be a 1000point event, consisting of three games, each of which will be 2 hours long. The team with the highest amount of tournament points will be crowned champions.

Doors will open for registration from 09:15 and we aim to run through housekeeping etc at 9:45. The start of round 1 will be announced and begin at 10:00

09:15 – 10:00	Registration
10:00 – 12:00	Game 1
12:00 – 13:00	Lunch
13:00 – 15:00	Game 2
15:10 – 15:15	Break
15:15 – 17:15	Game 3
17:15 – 18:00	Winners announced

Gameplay

Matchups will be drawn randomly for the first round, a 'Swiss system' will then be used to determine matchups for the following rounds. We will try to make sure nobody plays the same opponents twice

Players will be warned when there is 45 minutes remaining and when there are 15 mins remaining, last turn will be called when there are 5 mins remaining of the gaming round. Once time is up and if the game has not come to a natural conclusion, you must finish the turn you are on and confirm victory points at this point. The Tournament Organiser (TO) should then be informed of the result, Team Victory Points and kills for each leader(See Special Rule for the Event).

Army Composition

Each team will need to bring a 1000point army split into two 500point forces as per the rules found in the Matched play guide and selected from any of the current Armies books or the legacy PDF*. Each player will need to note down which Hero is General of their force. **ONLY ONE** player in a team may select a Monster Hero as their general.

***There is one exception “Assault of Lothlorien” will not be a permitted list for this event.**

Please submit your army list to bexleyreaperswargaming@gmail.com no later than 29/03/2026 this will allow them to be checked prior to the event.

Conversions, proxies, and WYSIWYG – All models must be painted with some form of basing treatment. Conversions are a fun and encouraged element of the hobby and therefore very welcome at the event. However, all conversions (and proxies) should bear some logical resemblance to the original model.

All war gear should be modelled on your miniatures. If you are unsure about any of your conversions/proxies, please submit these for approval.

Special Rule for the Event

As we are celebrating teamwork and the friendly competition between Legolas and Gimli we are adding a special rule for the event.

During each game team members will need to keep track of the amount of kills the General of their 500point force has killed. Whichever General on a team has the fewer kills gains a bonus of +1 to wound when making strikes, kill counts roll over to subsequent games at the tournament. Kill counts will also need to be submitted to the TO along with game outcome.

GBHL Conduct and Complaints Procedure

By attending this event you are agreeing to the GBHL conduct and complaints procedure: [Conduct and Complaints | Great British Hobbit \(thegebhl.wixsite.com\)](https://thegebhl.wixsite.com/great-british-hobbit)

Sportsmanship – All games should be played in a friendly manner. Any player not acting accordingly will be penalised. In the unlikely event that you have grievances with another player’s behaviour, please raise this with the TO.

If you suspect your opponent of cheating intentionally, please notify the TO. Any player found to be playing outside the boundaries of the rules will be notified. Where cheating is intentional the player will be asked to leave with no refund.

Should there be a rules dispute, both players should first consult the main rules manual (or relevant FAQ). If the dispute cannot be settled this way, players are encouraged to roll off. However, if players do not wish to roll-off, you may call the TO over. Any ruling made by the TO at this point will be final.

Scoring

Teams will earn a number of Tournament points(TP) based on how they did in their games. Teams earn 3 TP for a win, 1 TP for a draw and 0 TP for a loss.

Total tournament points will be used to determine the event champions with Total victory points being used as the first tie-break and a team's total kills by their 2 Generals as a second tie break

What to Bring

- A painted 1000point army
- A copy of your army list
- Dice, tape measure
- Rulebooks for your armies/models
- Objective markers/tokens etc.

Prizes

Awards will be presented for the following:

- 1st Place – Champions
- 2nd Place – Runners-up
- 3rd Place
- Wooden Spoon
- Best Painted – player voted
- Most Sporting – player voted