



GBHL 80 - Gondor in 60 Seconds: 2026 Team Championship – Sunday 18 OCT 26.

1. **Introduction.** Gondor in 60 Seconds: 2026 Team Championship is held on Sunday 18th October 25, it is a 500 point four person team event. The tournament consists of three games held over a single day using the scenarios in the Matched play guide. This event is by the gamers, for the gamers.
2. **Game editions.** This event will be played using the new edition (War of the Rohirrim) of MESBG.
3. **Timings.** The event will take place over one day on Sunday 18th October 26.
4. **Team composition.** Each team must consist of four players.
 - a. **Team Captain.** The Team Captain will be responsible for things like organising list submission, collecting and handing in results at the end of each round and passing on any information from the Tournament Organiser to the rest of their team.
 - b. **Army lists.** Each player must select their army from a different army list.
 - c. **Good / Evil.** Each team must include two Good and Two Evil Armies.
 - d. **Rule of One.** The Unique keyword (described on page 65 of the Middle-earth Strategy Battle Game Rules Manual) applies across the entire team, rather than to each Army. This means that teams cannot take the same named character twice across their Army, even if a character has multiple different profiles, such as Thorin Oakenshield, or even has different alignments, such as Saruman who can be taken as either a Good or Evil model.
 - i. The same Unique piece of Wargear cannot be taken twice across your team, even if it's being wielded by different models.
 - ii. A team may include multiple models who can carry The One Ring, but as The One Ring is one of a kind (the clue is in the name!), follow the

hierarchy table found in the Middle-earth Strategy Battle Game Rules Manual to determine who carries it.

- iii. Each Team may only include a maximum of nine Ringwraiths, including the WitchKing of Angmar

5. Army Composition. For this tournament you will need a 500 point army.

- a. Please indicate on your army lists who is your leader and which army list they are from.
- b. **Army list.** Please bring a copy of your army list with you. We are all good intentioned players and lists will not be scrutinised, but your opponent should have a right to view your list if requested and the TO's will check a list if asked to do so by an opposing player. In the event of an illegal list, the TO will make a judgement taking into account the circumstances and player opinions.
 - i. Army lists are to be submitted no later than the Thursday before the event on Longshanks.
- c. **Army Restrictions.** Armies are to be chosen from the Armies of the Lord of the Rings, The Hobbit, Armies of Middle earth, or GW PDFs released to cover the new edition.
 - i. Tom Bambadil and Goldberry are not permitted to be played.
 - ii. The Eagles Army list is banned - This is due to popular requests to avoid negative play experiences. The tournament is aimed at enjoyment over competitiveness.
 - iii. Elliot Jyoce cannot use Legolas.
 - iv. If Jack Thurlbeck uses any models that aren't Goblin Mercenary Captains or Goblin Mercenaries he starts the game at -10 VPs.
 - v. An army must include at least 3 models.

6. Tournament structure and scoring structure.

- a. The first-round team pairings for the tournament will be randomly drawn. Team Captains will then match players off.
- b. Teams will score as a Team. Team Captains will add together the combined Victory Points from each of their players into one total and submit on Longshanks.

- c. The tournament will use Longshanks Margin of Victory as primary, Victory Points scored as secondary and then Strength of Schedule if a third determiner is needed.
 - d. In the unlikely event that you are drawn against an opponent you have already played please inform the TO's and we will switch you around to find a new opponent.
 - e. Ties will be determined by which player holds the best sporting and or best theme votes.
 - f. The event will use the adjacent pairings format.
 - g. Uneven team numbers. In the event of uneven team numbers the team will be awarded a draw. That team can then play amongst themselves or have a break.
7. **Team format.** At the start of each round teams have 15 minutes to determine pairings, submit pairings to the TOs and set their games up. We recommend using cards with player names / armies on and placing them face up / down. Pairings are determined as per the matched play guide.
8. Teams will determine tables as follows. In addition to the table row number, each table in the row will have a letter. Table A is the one closest to the stage and table D is the furthest away. The first paired players will go on table A, the second on table B, Third in table C and last on table D. Players will roll off to decide who chooses first for the first vanguard pairings then alternate.
9. **Terrain.** Terrain will be provided and should not be moved unless both players agree. In the case of an accidental move during gameplay, try to agree a resolution with your opponent, or call a TO over if you need a decision.
- a. Hills will be classed as rolling terrain, obstacles will follow the rules in the rulebook exactly as intended, anything like ploughed fields, long grass, ponds, and water will also follow the rules as written in the latest MESBG rulebook.
 - b. We are happy for players to have conversations over any terrain pieces and what they represent if it is not immediately clear with each other before a game starts so an agreement can be made before movement. A TO can also be called over to clarify and agree this with the players if it is still unclear.
10. **Tables.** Tables will be in columns of four 4x4s, with paired teams being paired on the same column.
11. **Army painting and modelling.** All models used should be fully painted miniatures of the appropriate type for the warriors and heroes they represent. 3D prints, Third Party models, Conversions and Kitbashes are actively encouraged, as long as they clearly represent the unit intended. If you are in doubt, please contact Dave or Luke (details at the bottom of this pack). It is customary for a player to explain to their opponent who is

who and what is what if they are not using official GW models, though as stated, we do expect for those to be appropriate for the model they're representing.

- a. **Basing.** Models must be based on appropriate round/oval bases. Anything based inappropriately will be deemed unusable in the Tournament.
- b. **Best themed army.** Keep in mind there will be a prize for 'Best Army' and a vote will take place with the TO's. This will be announced with the Podium prizes at the end of the day.

12. What you'll need to bring on the day:

- a. Fully painted and based 500 point army. (There will be some leeway for partially painted miniatures but please try to make the experience better for everyone and have your awesome looking, painted and based army on the table, ready to go to war).
- b. Any sourcebooks with rules for your models. (The TO's will try to have source books on hand in the event of a mishap or forgetfulness, but please bring what you have).
- c. FAQ's.
- d. A copy of The Middle-earth Strategy Battle Game Rulebook.
- e. A copy (paper or digital) of this rules pack.
- f. A copy of your 500 point list (paper or digital).
- g. Measuring tape, dice, and any markers to mark things like prone, spells or wounds.
- h. Writing implements and paper.
- i. Objective markers that you'll need to play.
- j. A tray (Handy to save you packing and unpacking models all day).

13. **Longshanks.** This tournament will be a **GBHL 80** and will be recorded on Longshanks. The three Podium players will receive a unique LOTR themed trophy, and the winner will receive a prize. Best army will also receive a LOTR themed Trophy.

- a. You will need to register online at the Longshanks site. Search for the event and register. You will also need to upload your list or lists on Longshanks at least a week before the event. Please indicate on your army lists; who is your leader and which army list your warbands are from.
- b. Please make sure you register on Longshanks for the event.

- c. Game results will be recorded by the players in Longshanks during the day.
- d. <https://mesbg.longshanks.org/event/31084/>

14. **Most sporting.** The most supporting award will be conducted by paper slip vote. Each player will have one vote. The votes are to be handed into the TO at the end of tournament. A prize will be awarded to the winner.

15. **Best themed army.** The best themed army award will be decided by paper slip vote. Each player will have one vote. Armies are to be left out over lunch with a sign stating the players name (to be provided by the player). Display bases are highly encouraged for this. The votes are to be handed into the TO at the end of tournament. A prize will be awarded to the winner.

- a. **Criteria: Best themed army:** Paintjob, Overall Aesthetic, Theme, List Purity (one faction or one legion/green/theme lists will be considered over yellow alliances).

16. **Scenarios.** Three different scenarios will be played over the course of the day.

- a. All scenarios will be played on 4x4 foot tables. They will be decided beforehand via a dice roll and announced at the start of each round. They can be found in the Scenarios section of the core MESBG rule book.
- b. Missions will be randomly chosen from the matched play guide.

17. **Games.** Games will be 1 hours 30 minutes long. Any games which do not finish in the given time limit will be played until the end of the turn when the time runs out, with a five-minute window until dice down.

- a. Players should not start a turn unless they are confident, they can finish it within the game window.
 - i. If the game timer and your 5 minute window runs down without the turn finishing, then any points scored in the unfinished turn will not count towards your score for the game. The turn must have reached its end phase for the scores to count. Scores will be calculated from the last end phase of a turn that was played out.
- b. There will be a game timer visible to all players during game time set to countdown from 1 hour 30 minutes. Please keep an eye on this so you don't fall foul of running out of time to score those precious VP's.
- c. Any accusations of time wasting will be investigated by a TO, and the remainder of the game may need to be observed until its completion with a TO ruling being final if further time wasting occurs.

18. **Schedule.** The follow timings are to be adhered to:

Timing	Activity	Remarks
Sunday 18th oct 25		
10:00 – 10:20	Arrival and setup	Please prepare your armies on trays ready for the first game.
10:20-10:30	Opening brief / First game announcements	
10:30 – 12:15	Game 1	Timer starts 10:45
12:15 – 13:00	Lunch / Second game announcements	
13:00 – 14:45	Game 2	Timer starts 13:15
14:45-1500	Break / Third game announcements	
15:00 – 16:45	Game 3	Timer starts 15:15
16:45 - 17:00	Results	
17:00 – 18:00	Packup	The tournament organisers will pack away. Please feel free to hang around and discuss your games with each other.

19. Key timings.

- a. 10 Jan 26 - Tickets go on sale.
- b. 15 October 26 - Lists uploaded on Longshanks.
- c. 18 October 25 - Tournament.

20. Sportsmanship.

- a. **TO rulings.** If you have a dispute over a rule, you can agree it amicably between yourselves or call over Luke / Dave. His judgement is final regardless of whether it is correct or not. Luke / Dave will err on the side of rules intended and will also err on the side of a redo, should a movement or a roll have already happened whilst being objected to.
- b. This is a friendly event, and it is essential that players conduct themselves in the right spirit.
- c. All Might, Will, Fate, wounds and any other resources or abilities will be required to be noted in some way before the game starts, and in a clear way that affords your opponent sufficient clarity over what resources and abilities are available to you, and what have been used. Keeping track of this in your own head is not considered acceptable and may result in a ruling against you if a TO is called over to referee this.
- d. Abuse, anger, yelling, bullying behaviour, threats and general bad sportsmanship will not be tolerated and you will be asked to leave if you display these behaviours. With that being said we do appreciate (and encourage) there will be

levels of banter and expressive language and a TO will have a quiet word if we feel one is in danger of crossing over to the other.

- e. We will probably know most of you on some personal level anyway and trust is automatically given to the members of this special community to conduct themselves in the exemplary way we've already come to know.
- f. It is customary to shake your opponent's hand once a game has concluded and we would like to see this excellent wargaming tradition continue at our event. We're all here to have fun and we want you all to enjoy the day and respect each other as players.
- g. Fixing games, before or after is not permitted. We appreciate that may end up in a game that's very cagey and tight, but that's the game. Anyone found to be attempting to agree an outcome of a game when there is still a definitive outcome to be played for may have VPs docked or be disqualified outright. A level of nuance is needed for this. There are times when a player can call it when it's clear they've lost. But all VPs must be played for. Pre-agreed outcomes are not in the spirit of the game as far as we're concerned and are unfair on your fellow tournament entrants.
- h. By attending this event, you understand and agree to these guidelines.

21. **Location.** Acklam Iron & Steelworks Athletic Club - The Steelies, Park Rd S, Middlesbrough TS4 2RD.

- a. **Google maps pin.** The Middlesbrough Gamers Club can be found [here](#). Please leave a google review.



22. **Social media.** There will be photographs taken throughout the day to be shared on Social Media. If you do not wish to have yourself photographed and appear on the MGC Facebook page, please speak to a TO before or during the event and we will do everything we can to ensure you're not included in the uploaded material. Can we ask that players afford other players the same courtesy.

23. **Tickets.** They are £10 and include Tournament entry only. Tickets are available from 18:00 on 10 Jan 26.

- a. Tickets are available for purchase via the below link to the MGC online store. Please also drop luke and dave a message.
- b. <https://middlesbrough-gamers-club.sumupstore.com/product/gondor-in-60-seconds-teams-18th-october-2026>
- c. **Refunds.** Please note that refunds are available up to one week before the event.

24. **Toilets.** On site toilet facilities are available.

25. **Smoking / Vaping.** Smoking/Vaping area is available out the front of the venue, please ask a TO for directions if you are unsure.

26. **Parking.** There is free parking at the venue with additional parking over the road in the Albert Park car park.

27. **Feeding.** Lunch will be 12:15pm until 1pm. Lunch is not included in the ticket price.

- a. There are a number of takeaways and a Greggs 10 mins walk west on Linthorpe Road. There is an Aldi 10 minutes walk east on Marton Road.
- b. You are free to bring your lunch with you. There are no on site cooking facilities.

28. **Drinks.** The venue is a social club with very affordable drink prices, it serves a variety of alcoholic, hot and cold soft drinks.

- a. Outside drinks are not to be brought into the venue under any circumstances. Only drinks bought on site are to be consumed. Please do not be caught out by the venue staff.
- b. Please enjoy alcohol responsibly and remember the experiences of others at the tournament. If a TO deems you're breaching this and are damaging others experiences you will be asked to leave without a refund.

29. **Organiser Contact details:**

- a. Dave Lal, tournament organiser: 07791603512.

- b. Luke Bilton, Assistant to the tournament organiser: 07964361496.
- c. Elliot Joyce, Middlesbrough Gaming Club Committee ChairPerson:
07939856075.