



NOPAT & TAKTIKKA TALVISOTA

MIDDLE-EARTH™ STRATEGY BATTLE GAME

ARDA CON FINNISH SYSTEM OPEN 2026

Rumours spread once more across Middle-Earth – of a new *great tournament*, greater than any before.

From the farthest corners of the land, the mightiest armies march again. Kings and captains summon their banners, and even the shadows whisper of power beyond imagining.

The drums of war resound louder than ever, calling all who would claim glory, riches and untold power. The time has come once more – only the bravest, the boldest and the most cunning will rise to greatness in the greatest tournament of our age.

The tournament will use the rules of the latest edition of MESBG.

Middle-Earth Strategy Battle Game: Ardacon Finnish System Open 2026 is a Middle-Earth Strategy Battle Game-Tournament organized by Nopat & Taktiikka Ry. The tournament is part of the Talvisota 2026 event.

Place: Kaapelitehdas, Kaapeliaukio 3, 00180 Helsinki
Time: Sat-Sun 21st-22nd February 2026 (Casual gaming at the venue on Friday, February 20th, 2026)
Armies: 700 points (one army, good or evil)
Format: 2-days, 6-rounds with 2h playtime, Swiss pairing, max. 40 players

Tournament rules:

The tournament will be played using the latest MESBG rules, any official errata/FAQ released by the time of the tournament and any rules mentioned in the matched play guide. Armies must be using the army lists from either the Armies of Lord of the Rings, the Hobbit or Middle-Earth books. Legacies are allowed.

NOTE: Any FAQ released after 20th of January that affects list/model rules/points cost will not be taken into account!

The following TO errata will be used in the tournament:

1. A model hurled at a cavalry model with strength 6 or higher (mount/rider) does not knock the cavalry model prone or flying.
2. Legolas can shoot out of combat as long as he has line of sight to the target.
3. If an action like jumping over a fence with a result of 2-5 lands a model into the control zone of an enemy model, the model performing the action must charge the enemy, the shortest route possible, if it has enough movement remaining to do so. There is no option not to charge provided it had the line of sight to the model it charges at the start of its movement.
4. Jumping over an obstacle has to be done perpendicular to the obstacle.
5. Replace Gildor's "Immobilise" -magic with "Transfix".
6. In Reclamation of Moria -list, replace Oin's and Ori's "Erebor hero" keywords to "Khazad-Dum hero" in "Chronicler","Protect the Young","Healing herbs" and "Reading the Portents" special rules. Furthermore, replace their "Sworn Protector (Thorin)" to "Sworn Protector (Balin)" in this army list.
7. Ashrak can take spider models in his warband in Moria -list.
8. Cave Drake doesn't have to and can't go into Druzhag's warband in Moria -list.
- 9.



Playtime: The duration of the rounds is **2 hours**. A new round may **not** be started if there are 10 minutes or less of game time left.

Scenarios: Scenarios are randomly selected from the official matched play guide. However, any scenario pool will only be played once.

Custom Maelstrom deployment: Instead of normal Maelstrom where you deploy your whole army, on the first turn, players alternate between each warband to move onto the board. Note that even if the deployment is completed with the players alternating between deploying their warbands, this still counts as a movement phase for all other purposes and after this, the game advances normally from the shooting phase.

Ban list:

- No models are banned from the tournament.

Line of sight through and within woodlands: Most of our woodland terrain is represented as area terrain, namely a base with moveable trees. The whole area is counted as woodland terrain and the trees within can be moved freely to allow models to pass and fit within the area. In the way rolls are granted by the whole area as follows:

-Woodland terrain blocks line of sight for models positioned on opposite sides of the area. You can only see through the woodland once the base of the model is completely in the woodland. (Ex. 1)

-Models can see within and into woodlands, but in both scenarios models suffer in the way from the woodland when firing. A model shooting out from woodland doesn't have to take in the way test. (Ex 2. & 3)

-If a model's base crosses the outline of the woodland terrain base, the model is immediately affected by the rules of the woodland terrain in terms of the movement. Note that this only concerns the model entering the woodland terrain itself. A charging cavalry model still gets all applicable bonuses if charging a model partly within a woodland feature if its own base does not cross the border of the woodland.



Ex. 1. No line of sight



Ex. 2. The model shooting into the woodland has LOS with an in the way, the model shooting out from woodland has clear LOS



Ex. 3. Both models have LOS, in the way roll for both.

Ex. 4. The model crossing the outline of the woodland terrain base gets the cover from it only after its base goes fully over the outline of the woodland terrain base: here the model does not get the cover.

Dice rolls & playing the game:

- For hygiene reasons and courtesy, always ask permission before touching a fellow player's dice or game equipment. We recommend that everyone plays with their own dice, tape measures etc.
- Don't pick up a rolled dice result before you are sure that the opponent has seen it.
- Cocked dice or "churches" are determined if another similar dice can be placed on top of the thrown dice and it does not fall out, the dice result is valid.
- If the dice are thrown into the dice tray, only the throws left inside the tray are accepted (the others are renewed).
- Dice that have fallen on the floor have to be thrown again.
- If you inadvertently roll the wrong number of dice and notice this with the opponent, the roll must be rerolled in its entirety (i.e. all the dice of that roll are rolled again).
- If there is any ambiguity about the rules during the game, you should proceed as follows:
 - Discuss the matter with the opponent and try to find a solution together.
 - Roll the dice on an unclear matter, the smooth progress of the game is in everyone's interest.
 - If the issue is particularly important for the game and rolling the dice doesn't seem like a natural solution, ask other players or the tournament organizers.
 - Playing time is limited, so solving things quickly is usually the best option. Fun and epic feats are the main goal of the day, not digging loopholes in the rules.
- Prone models are marked with small markers (or rubber bands or the like), so that the footprint



of a prone model remains the same as a standing one and is easy and clear to determine.

Each tournament participant should bring the following to the tournament:

- 700 point painted and based army
- Dice, measuring tools, rulebook (s)
- Markers for spells and procs, objective markers (x6) and other army-specific accessories
- Army list in duplicate or in plain text electronic format.

Painting: The army must be painted and based. The player determines what is good enough (you know best when you are satisfied with the appearance of the army). The event will be more fun and festive when you don't have to play against plastic gray or primer black troops. The tournament is an excellent motivator to get the army's painting and bases finished in parade condition, and it's worth taking advantage of!

Army list submissions:

The tournament will be using [Tabletop Admiral](#) (TTA) for pairings and list submission. Players will have to register to the tournament using TTA. The tournament will also be part of [Finnish National MESBG League \(FNML\)](#). If you are not part of the League, please only register for the tournament.

Army lists must be submitted via TTA by February 6th, 2026.

Tournament organizers will check the lists, and the lists will be published before the tournament. If you have any questions about TTA, contact tournament organizers.

NOTE: Proxies, non-GW figures and conversions are OK, as long as they are not modelled to your advantage in the game and it is clear what each figure represents. Base sizes must meet the size of official Games Workshop bases of the corresponding type. If you doubt the suitability of the converted figure for its purpose, contact the organizers in advance.

Keep your army WYSIWYG (what you see is what you get) to avoid misunderstandings, the figures should clearly be wearing the weaponry/equipment that is mentioned in the army list.

Scoring & pairings:

Pairing: The pairs of the first round are randomly drawn. After that, pairs are formed using the Swiss method (*in each round, contestants with the same or as close to the same current score are paired against each other*). The first 5 rounds are played so that the same opponents do not meet



twice. In the 6th round, previous opponents are possible.
Pairings will be published a day before the tournament starts.

Tournament scoring: The Victory Points (VP) of a scenario determine the winner of the battle as described in the scenario rules. The overall ranking of the tournament is based on Tournament Points (TP), which are distributed as follows:

- **3 TP** for a victory
- **1 TP** for a draw
- **0 TP** for a loss

-In case of a possible BYE, the player left without a pair for the round will count as winning on that specific round (3TP, 10VP). TO takes the possible 1st round BYE. After that BYE is always assigned to the player at the last place of the tournament after the previous round.

-The player with the most TP after six games wins. Tiebreakers in the following order:

- First, VP difference (the number of VPs scored minus the number of VPs conceded).
- Next, Total VPs scored across all of a player's games.
- Next, number of General models each player has killed across all of their games
- Next, the *Nicest opponent* -votes are compared

Nicest opponent competition: At the end of the last game round, the players vote for their nicest / most sporting opponent via TTA.

Best painted army competition: To participate in the competition, place your army on the display table during the lunch break on Sunday. Players vote for the best painted army via TTA.



Tournament schedule

Friday 20.2.2026

- **16:00** Doors open
 - Tables are being built, feel free to come in and play some casual games, have a drink and hang out!

Saturday 21.2.2026

- **09:00-09:30** Doors open, sign-ups and army setup
- **09:30-09:45** Terrain & rules briefing
- **10:00-12:00** ROUND #1
- **12:00-13:15** Lunch break
- **13:15-15:15** ROUND #2
- **15:30-17:30** ROUND #3
- **17:30-18:00** Break
- **18:00-20:00** ROUND #4

Sunday 22.2.2026

- **09:00-10:00** Doors open, army setup
- **10:00-12:00** ROUND #5
- **12:00-13:30** Lunch break
- **13:30-15:30** ROUND #6
- **15:30-16:00** Break
- **16:00** Prizes & Closing words



The spirit of the Winter War: Fair and friendly play is the theme in the tournament. We welcome veteran and new players with open arms. The purpose is to compete, but at the same time have fun and create a framework where the figures can do epic heroic deeds. The tournament organizer has the right to disqualify/remove a player from the tournament due to improper or unsportsmanlike behavior.

MESBG-TOs:

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About the tables and terrain: The terrains are personal property of the players, which they borrow for tournament use, so treat the terrain with respect! A big thank you to all who provided them. Matches are played on 4' x 4' tables. Terrains are pre-set and cannot be moved. At the beginning of the game, it is good to go through with the opponent, so that both understand how each piece of terrain works.

If you have any questions, can't make it on the day of the tournament or have to cancel your participation, etc. please contact the tournament organizer.

