

War Of The Rings

21st-22nd Feb
\$50 (Lunch Inc)

HM.

MIDDLE-EARTH
STRATEGY BATTLE GAME

MESBGTournament - War Of The Rings

Date: Sat 21/2 to Sun 22/2

Cost: \$50

Lunch provided - Hells Pizza

\$20 to cover lunch for both days

\$20 to Prize pool

\$10 Store credit as early bird bonus for tickets purchased before 31/1/26

Tournament Organiser: Owain Davies, Owaindavies15@gmail.com

Event Organiser: Stewart Gardener - stewart.gardener08@gmail.com

10% discount on all MESBG products on the day of the tournament, does not apply to new releases or laybys, No rain checks.

This event will be run on Longshanks, please register for the event [here](#).

The event will count towards 100 League Points.

Please Submit Army lists to Owaindavies15@gmail.com by 14/2/26

There will be 6 rounds, each 1:30 hours in length. Players will be permitted to finish the phase they are in when the timer sounds.

Tournament Rules

- Army Size: 500 points
- Sourcebooks Allowed: Armies of the Lord of the Rings, Armies of the Hobbit, Armies of Middle earth, Legacy PDF
- General Requirements:
 - Must be a named Hero
 - Cannot be a monster or beast
- Ring Bearers:
 - All ring bearers (except the One Ring) lose their Ring of Power war gear (Elrond, Gandalf, Galadriel, Durin, Thrór).
 - Taking these characters incurs a 10 point deduction.
 - The One Ring bearers are exempt.
- Starting Condition: Every player begins with a Ring of Power.
- Objectives: Lesser Rings are fought over on the battlefield.

Schedule:

Day 1 (Saturday)

- 10:00 – 10:30 → Set up and Briefing
- 10:30 – 12:00 → Game 1
- 12:00 – 12:30 → Lunch
- 12:30 – 2:00 → Game 2
- 2:15 – 3:45 → Game 3

Day 2 (Sunday)

- 10:00 – 10:30 → Briefing
- 10:30 – 12:00 → Game 4
- 12:00 – 12:30 → Lunch
- 12:30 – 2:00 → Game 5
- 2:15 – 3:45 → Game 6
- 3:45 – 4:00 → Prizegiving and Packdown

Scenarios

1. **Heirloom of Ages Past** — All players. The winner gains a Ring of Power.

2. *Winners from game 1 are paired off against each other and Losers from Game 1 are paired off against each other and play separate scenarios.*

Lords of Battle for Winners of Game 1.

Seize the Prize for Losers of Game 1. The winner gains a Ring of Power.

3. **Assassination**

4. **Domination**

5. **Fog of War**

6. **To the Death**

Special Rules:

Rings of Power

Greater Rings These Rings will give your general the power to help his side on their path to victory. (To be revealed later).

Lesser Rings Not as powerful as the Rings of Power, the Lesser Rings can still aid you in your time of need. (To be revealed later).

Special Rules As you obtain Rings of power your character will gain special rules. (To be revealed later).

Prizes

- First Place: Total victory points + Rings of Power held (Trophy + Credit)
- Best Army: Composition, painting, narrative, hobby (Hero model Supplied by Owain)
- Best Table: Player-submitted table (Conquest Creation ruins/scatter set supplied by Owain)
- Best Opponent: Sportsmanship, skill, vibe (Trophy + Credit)

If you have any questions or queries do not hesitate to reach out and contact Stewart for ticket queries and Owain for event/list queries.