

TEAM SCOTLAND

&



PRESENTS

THE SCOURING OF STIRLINGSHIRE 2021:

The GBHL Finale

A MIDDLE-EARTH
STRATEGY BATTLE GAME
TOURNAMENT

11TH AND 12TH DECEMBER 2021

WELCOME

Welcome to The Scouring of Stirlingshire, Team Scotland's 2021 Middle-earth SBG tournament and GBHL Season Finale. This pack should contain everything that you need to know to compete in the tournament but if you have any other questions please feel free to email us at davidr149@hotmail.com Alternatively, please post up on the Facebook event page or message Chris Murfitt or David Reid on Facebook. Contained within this pack are the guidelines on what you need to bring, the limits on army selection, the scenarios to be used and the rules for the tournament.

WHAT? WHEN? WHERE? AND HOW MUCH?

The tournament will take place in the Common Ground Games venue in Stirling the address of which is

Common Ground Games

40 Cowane Street
Stirling
FK8 1JR

There is a map below and for or more information on the venue please visit

<http://www.commongroundgames.co.uk/>

MAP



The tournament will take place on Saturday the 11th and Sunday the 12th of December. The kick-off times for each day are detailed in the 'Schedule for the Tournament' section on the following page.

The tournament will be £40 per person and includes lunch on both days and six 800 point games of Middle-earth SBG. Tickets will be available to buy via Pay Pal to davidr149@hotmail.com (if paying by PayPal please use the Friends and Family option) or in person to Chris Murfitt or David Reid.

HOTELS

If you're travelling from further afield and need a place to stay over the weekend there are quite a few hotels nearby including but not limited to the following (again for any more information just get in touch) –

Premier Inn

<https://www.premierinn.com/gb/en/hotels/scotland/central/stirling/stirling-city-centre.html>

<https://www.premierinn.com/gb/en/hotels/scotland/central/stirling/stirling-south-m9-j9.html>

Travel Lodge

<https://www.travelodge.co.uk/hotels/636/Stirling-City-Centre-hotel>

<https://www.travelodge.co.uk/hotels/222/Stirling-M80-hotel>

Holiday Inn Express

<http://www.expressstirling.co.uk/>

Marston's Inn

<https://www.marstonsinns.co.uk/inns/highland-gate-hotel-stirling/>

PARKING

The venue is only a 7 minute walk from Stirling Train Station. But if you are bringing the car there is limited free parking outside and a paid car park, £2.70 per day, just 2 minutes away. Check out the venue at the link on the previous page.

LUNCH AND REFRESHMENTS

The ticket price includes lunch on both days. There will also be other food and soft drinks on sale at the venue. When ordering your ticket, please let us know if you have any special dietary requirements and/or allergies and we'll sort something out for you.

EVENING MEALS

We plan to organise a meal on Saturday evening, restrictions allowing. More details will be given closer to the time when updates are available. We also hope to have plans for a meal on the Friday night for those arriving early enough and the Sunday for those travelling home late.

SCHEDULE FOR THE TOURNAMENT

DAY 1

09:30 – 10:00 Registration and Tournament brief

10:00 – 12:15 Game One: The Scouring

12:15 – 13:15 Lunch and Voting for Best Armies

13:15 – 15:30 Game Two: Retrieval

15:45 – 18:00 Game Three: A Clash by Moonlight

18:00 Day One Complete – Optional Evening Meal

DAY 2

09:30 – 10:00 Arrive at Venue

10:00 – 12:15 Game Four: Reconnoitre

12:15 – 13:00 Lunch

13:00 – 15:15 Game Five: Lords of Battle

15:30 – 17:45 Game Six: Breakthrough

18:00 Tournament and GBHL Award Ceremonies then Finish

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.

ARMY COMPOSITION

For this tournament you will need two **800 point armies, one Good and one Evil.**

Any new models, Errata or army lists which have rules released or made official between the time of printing this pack and the **13th of November** may be used. Any released after that time may **not** be used.

ARMY RESTRICTIONS

Armies must have a minimum of **4 models** and may include a maximum of **80 models.**

Models must be, **wherever possible WYSIWYG** (what you see is what you get) i.e. model representation must be used. In the case of “counts as” conversions or weapon swaps, please let us know what you’re planning ahead of the event and anything within reason will be accepted. Also please make sure to inform your opponents at the start of your games.

Models must be **fully painted and based.**

Please send in your army lists by at least **23:59 on the 4th of December.** They should be sent **either by email to davidr149@hotmail.com or by Facebook Messenger to Chris Murfitt or David Reid.** This is to give time to check them in advance and to draw the first round pairings.

Please indicate on your army lists who is your leader, which factions your warbands are from and which type of army they are e.g. Green Alliance, Yellow Alliance, Red Alliance or Legendary Legion.

WHAT YOU NEED TO BRING ON THE DAY

Two fully painted and based 800 point armies one Good and one Evil.

Any sourcebooks with rules for your models. (FAQ’s for these are also useful although they will be on hand)

A copy of The Middle-earth Strategy Battle Game Rulebook

A copy (paper or digital) of this rules pack (If you forget there will be copies available on the day)

A copy of both of your 800 point lists (paper or digital)

Measuring tape, dice, writing implements and any objective markers that you’ll need to play (We only have so many to go around, so please bring your own)

A tray (Handy to save you packing and unpacking models all day)

COVID INFORMATION

The tournament is planning to go ahead however this may not be the case in the event of any change to regulations for COVID as advised by the Scottish Government. To help prevent the spread of the disease we ask attendees to adhere to any guidelines that are in place at the time of the event. We will provide updates closer to the time as and when we have them regarding masks, tests etc. As always we ask players to have good hand hygiene and regularly wash their hands.

We will look to provide a refund if possible or ticket deferral if anyone is unable to attend due to isolation or changes in travel restrictions.

TOURNAMENT STRUCTURE AND SCORING

STRUCTURE

The first round pairings for the tournament will be randomly drawn. For games one, three and five the oldest player should roll a dice to see which army they will be using – 1-3 they use their Evil army, 4-6 they use their Good army.

The tournament will use Swiss ranking but bracketed for Good vs. Evil. After the first game the highest scoring player who used Good game one will play the highest scoring player who played Evil, on the top table, the next highest scoring two from each half will play each other on table two and so on down through the rankings. The same will happen for games four and six but for games three and five it will just be the highest two playing each other followed by the second highest etc. in standard Swiss ranking.

In the unlikely event that you are drawn against an opponent you have already played please inform the judges and we will switch you around to find a new opponent. The only exception to this is game six where there may be rematches.

SCORING

A total of **155 points** are available to each player over the course of the tournament and each of the six games will use the following scoring system.

Major Victory: Winner receives **25** points, loser receives **0** points.

Minor Victory: Winner receives **20** points, loser receives **5** points.

Draw: Both players receive **10** points.

TABLES AND TERRAIN

Each board will be based on our interpretation of a different part of Middle-earth because of that the table numbers will be re-ordered after every second game. Terrain will be laid out by the organisers at the start of the tournament and should not be moved throughout the weekend. The boards will have reasonably heavy terrain coverage so if you've brought an army that requires the terrain to be moved for you to play (e.g. Double Mumakil) then let the tournament organiser know if you have any issues before the game and these may be accommodated.

ARMY PAINTING

As the tournament requires fully painted armies, there are no points available for army painting. The criteria for qualifying as fully painted is "three colours and based".

BEST ARMIES

If you want to enter for Best Armies, then after game one is wrapped up please leave **both your armies** on display at the table. We'll provide a slip for you to write your name on and leave it out beside your armies so players know who they are voting for. Best Armies will be decided upon by a vote from all the other players so over lunchtime you'll have a good opportunity to have a close look at each army.

Once you have decided who to vote for, just put your voting slip in the box on the tournament organiser's desk. To give you an incentive to vote for the Best Armies award, **all players who cast their vote will receive 5 tournament points.**

SPORTSMANSHIP

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all enjoy the weekend without any major sportsmanship issues arising.

In the unlikely situation where a player is being obstructive or unreasonable or is affecting other people's enjoyment of the weekend the tournament organisers will take appropriate action.

At the end of the tournament you will be asked for your favourite opponent. There will be a Most Sporting Opponent prize available for the person with the most favourite opponent votes.

JUDGES RULINGS

Should you come to a situation where your opponent is referring to a rule you've never heard of, it's perfectly reasonable to ask them to show you it in the rule book or source book, but please keep in mind that we'll be asking all players to keep to time throughout the weekend so anything you can do to keep your games flowing would be appreciated.

If you come to a point where something occurs that's not covered clearly by the rules, try to resolve it in a mutually agreeable manner. If this is not possible, ask a judge. Bear in mind that a judge's ruling is final, regardless of whether it goes your way or not, or even if it's "roll a dice for it". You have limited time to play your games, so quickly resolving these issues is encouraged.

WINNING THE TOURNAMENT AND VICTORY POINTS

With the possible **155 points** (25 from each game and 5 from voting for Best Armies) being available to each player, the tournament winner will be the player with the highest score at the end of the weekend.

In the event of a tie between two (or more) players, the **Victory Points difference** will be used to determine the winner. In an event of another tie then it will be the player who scored the most Victory Points. Players should therefore record both their tournament points and victory points when handing in their result slip.

PRIZES

There will be prizes available for the following

- 1st Place
- 2nd Place
- 3rd Place
- Best Armies
- Best Armies Runner Up
- Most Sporting
- Wooden Spoon
- Mystery Placing

There will also be a spot prize up for grabs during each game and a giveaway for all players.

GBHL POINTS AND PRIZES

This tournament will be a GBHL 100 event for the 2020/2021 Great British Hobbit League season. As this is the GBHL Season Finale, the GBHL prizes will be awarded after the conclusion of the event.

RECORDING YOUR RESULTS

You will be given a results sheet at the start of the tournament. Please fill it in and hand it to the tournament organiser's desk after each game. You will get it back during the next game.

When all of the results for each game are in, the tournament organisers will post up your table allocation and your opponent for your next game. This will be based on a running total of points scored so far as described in the structure section of this pack.

SCENARIOS

Six different scenarios will be played over the course of the two days.

In each game it is possible to achieve a **Major Victory** by the means listed. If you have more victory points than your opponent but you've not met the conditions for a Major Victory then you get a **Minor Victory** and your opponent a Minor Loss. If you **table your opponent** you will receive a Major Victory if it would have been possible to achieve one had the game continued while your opponent had no models remaining, if that would not have been the case you will instead receive a Minor Victory.

All scenarios will be played on **4x4 foot tables**.

If, during any game you concede before the end of the game, your opponent will receive full victory points for all available objectives. Also, you will not receive any points of any kind from the game. We sympathise if you're getting beat, but conceding to your opponent only shortens the game playing time for you both and more often or not will result in the winning player receiving more VPs than they normally would have got, which can affect the overall standings for the tournament.

The scenarios below will be used during the course of the tournament they can be found in the Scenarios section of the Middle-earth Strategy Battle Game Matched Play Guide.

GAME 1 THE SCOURING (modified Heirlooms of Ages Past)

This scenario is as printed but the following two Victory Point modifications –

You score 5 Victory Points if your force is in possession of the relic at the end of the game instead of 6 as per the standard scenario.

If the enemy force is broken and your force is unbroken, you score 3 Victory Points instead of 2 as per the standard scenario.

To achieve a Major Victory you must have more Victory Points than your opponent and be in possession of the relic at the end of the game.

GAME 2 RETRIEVAL

To achieve a Major Victory you must have more Victory Points than your opponent and be in possession of the relic at the end of the game.

GAME 3 A CLASH BY MOONLIGHT

To achieve a Major Victory you must have more Victory Points than your opponent and have at least one hero alive and have killed more hero models than your opponent.

GAME 4 RECONNOITRE

To achieve a Major Victory you must have more Victory Points than your opponent and have at least two of your models and twice as many models as your opponent having escaped the board.

GAME 5 LORDS OF BATTLE

To achieve a Major Victory you must have more Victory Points than your opponent and have a Wound Tally at least twice as large as your opponent's.

GAME 6 BREAKTHROUGH

To achieve a Major Victory you must have more Victory Points than your opponent and hold at least three of the four objectives.

SUMMARY SHEET

A quick breakdown of the details:

Tournament Organisers: David Reid and Chris Murfitt

Event Category: GBHL 100 event.

Date: 11th & 12th December 2021.

Location: Common Ground Games, 40 Cowane Street, Stirling, FK8 1JR.

Format: 6 games of Good V Evil, based on Swiss ranking with Major and Minor Victories.

Points Value: 1 Evil 800pts Army and 1 Good 800pts Army.

Time of Games: 2hrs 15mins.

Win Conditions: Highest Tournament Points.

Tie Breakers: Victory Points difference followed by most Victory Points scored.

Day 1 Registration Time: 0930-1000

Price and payment details: £40 paid in either cash to a TO or by PayPal to davidr149@hotmail.com

List Submission Date: 2359 on 4th December 2021

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