



## **W.A.R of the Ring**

**2025**

### **A GBHL80 Middle Earth Strategy Battle Game DOUBLES Tournament!**

SUNDAY - 16th November 2025

#### **Introduction**

Welcome to the rules pack for the **GBHL80 DOUBLES-** W.A.R of the Ring 2025!

#### **Sunday Schedule**

08:30 - 08:55am Registration

09:00am – 11:00am GAME 1

11:15am – 1:15pm GAME 2

1:15pm – 2:30pm ENJOY THE SHOW!

2:30pm – 4:30pm GAME 3

4:45pm AWARDS CEREMONY

#### **Venue, Transport and Accommodation**

The Farnborough International Exhibition & Conference Centre has free parking for up to 3,500 vehicles. Google Maps will give you the best directions to get there from your location – if in doubt please ask for help with directions.

Via public transport the Farnborough International Exhibition & Conference Centre is a 25 minute walk from North Camp Train Station and a 40 minute walk from Farnborough (Main) Train Station – there is a local bus service running from Farnborough (Main) Train Station. Again, please check Google Maps for more accurate journey planning.

## Army Selection

The W.A.R of the Ring is a DOUBLES tournament with a Good vs Evil format.

Therefore, TEAMS need to bring TWO armies, a Good Army AND an Evil Army.

- Armies must be no more than 800 points.
- Armies must have a minimum of 3 models.

**For list building** players must select an army list from Armies of the Hobbit, Armies of Lord of the Rings or Armies of Arnor and Angmar. (Remembering YOU MUST select a Good and an Evil army list). Players each have 400pts to spend from the selected army list. Given that the new editions are currently a bit more restricted players will be able to “share” up to 50pts with their teammate. Your team’s overall combined 800pts MUST meet all stipulations of the army list you have selected. Example: Dan and David are building a list together, they decide to pick from Legions of Mordor. Dan selects the Mumak War leader and decides to put 7 Harad Warriors with Bows in the warband. This comes to 449 points and 7 bows. This leaves David 351 points to spend AND David must make sure he balances out the bow limit. David takes Gothmog’s Enforcer, Guritz and 24 Morannon Orcs (1 Banner, 8 Shield, 15 Spear & Shield) So, in summary you will build an 800pt list together and effectively play a singles match together with your teammate.

THIS MAY BE SUBJECT TO CHANGE IF THE NEW “MATCH PLAY” BOOK IS OUT AND IT HAS NEW SCENARIOS AND LIST BUILDING RULES.

Players must bring a printed / written copy of their army list. This is to show your opponent. TOs may check lists on the day and if any faults are found reserve the right to implement sanctions at their discretion. So double and triple check your list!

Models must be painted and based.

Conversions and proxies are welcome but must be agreed in advance with a TO beforehand.

Your TOs are:

- Steve Clubley
- Steve Blunden

## Games & Scoring

How it all works... The pairings for the 1st Game will be randomly decided, using “Longshanks”. Each round thereafter 1st place will play 2nd place (and so on) in a Swiss format. The event will use the “Longshanks” “Avoid Repeat Matchups” feature throughout.

Players will need to use Longshanks <https://longshanks.org/> for the event to see their match ups and enter their results. It is free to register and use Longshanks. We highly recommend you familiarise yourself with the website (on your Phone) before the event. We will be on standby to assist you on the day if needed so don’t let using Longshanks put you off.

Hopefully you will find it’s easy to use and the real time results as well as the ability to see your opponents, other lists etc a really handy feature for a tournament! Once tickets have been sold, we will invite players to the Longshanks tournament page.

The scenarios being played will be randomly decided at the start of each round from the Pool System found in the Matched Play Guide. (Hopefully the new MPG will be available by November25). If not, we will be

using the scenarios available in the Rules Manual listed on page 159. Rolling on the day to determine which 3 to use.

Players will roll a dice at the start of each game to determine if they play Good or Evil. The player who rolled highest will use their Good army.

Games will be played on a 4' x 6' board and will last for 120 minutes.

Once time is called players finish the turn they are on. At the end of the game players should add up the Victory Points (VPs) they have (as per the scenario conditions). Players will earn:

3 Tournament Points for a Win (scoring more VPs than your opponent)

1 TP for a Draw (scoring equal VPs to your opponent)

0 TPs for a Loss

Players will then need to fill in their results sheet (provided to you on the day) and then give their results sheet into a TO. (Will include a box to rate you opponents sportsmanship and painting/look of the opponent's army).

At the end of the time limit for the round "finish the turn you are on" will be called. If players continue a game excessively into a between game break the TO has the right to call "dice down" at any point in order to allow for the smooth running of the event.

Players will be ranked on their TPs scored. Should players be tied then the deciders will be as follows, VPs scored, VP difference, Strength of Schedule.

Code of Conduct: All Players agree to abide by the GBHL code of conduct set out here  
<https://thegbhl.wixsite.com/website/conduct-and-complaints>

New Edition: For those who have had their heads buried in the sand and are not aware there is a new edition of MESBG. Also a new Armies of Lord of the Rings as such this rules pack is subject to change in regards to army building and possibly a new scenario's book.

## **Awards**

The following awards are available to be won over the weekend. Prizes will be revealed closer to the date...

1st Place – The Winner of the Tournament

2nd Place – The Runner Up of the Tournament

3rd Place – The Player who finished 3rd at the Tournament

Most Sporting – Voted for by the Players

Wooden Spoon – A small token to lift up the player who finishes bottom

## **Tickets**

Then you can buy tickets through the club website LINK (Be sure to give your name!) Tickets will be £20, per person. No refunds will be given after 31st October 2025.

20 team spaces are available. Places can NOT be reserved sorry, it is a first come -first served system, as set out by the Warfare Committee. As per last year we will have a reserve list, which will consist of all players who cannot get a ticket in the initial sale.

If no places are left or if you have any questions please contact one of the TOs through the Facebook Event Page or contact via email if you do not have access to Facebook.

Steve Clubley via – [stevemclub@gmail.com](mailto:stevemclub@gmail.com)

More information and a list of attendees can be found via our Facebook event page (link on Page 3).

If no tickets are left and you are still interested, please let us know as with enough interest we may be able to secure more space.

Once tickets have been sold, we will invite players to the Longshanks tournament page.

## **Warfare Wargames Convention**

Unlike other Middle Earth SBG events this tournament is held alongside Warfare, the UK's largest 2 day wargaming show, hosted by The Wargames Association of Reading (hence The W.A.R of the Ring – get it?).

Tournament attendees have FREE entry to the show included with their ticket!

Warfare has the following attractions...

### **Bring and Buy**

Warfare boasts one of the largest bring and buys you will ever see, with everything to be found there from wargames models of all types imaginable (including SBG!), terrain, board games and books.

Players are welcome to bring their own wargames wares to sell over the weekend. For more information on this visit <https://www.wargamesreading.co.uk/warfare-2025-bring-and-buy/>

### **Demonstration & Participation Games**

As much effort as possible has been made to allow plenty of time in the schedule for players to enjoy the show. One of the best ways to do this is to take part in one of the many amazing participation games around the show or watch one of the inspiring demonstration games going on. Over the years these have included highlights such as Easy Company's attack on Foy during WW2, a Roman Chariot Racing Game and a what-if Siege of Edoras!

### **Traders Hall**

The main hall is packed with traders selling all manner of wargames supplies of all different eras and games. It is a great time to pick up supplies and wargaming products!

### **Tournaments**

As well as an SBG tournament there are plenty of other tournaments for you to check out: Warhammer 40K, Age of Sigmar, Bolt Action, Flames of War, SAGA...(around 400 players over the weekend)

### **Food**

The venue has catering but you are not far from a range of shops in Farnborough which will be cheaper, and you have time at lunch to head there. You can also bring your own food and drink if you wish.

Look forward to seeing you on the 16th November!