



W.A.R of the Ring

2026

A GBHL90 Middle Earth Strategy Battle Game Tournament!

14th November 2026

Introduction

Welcome to the rules pack for the GBHL90 W.A.R of the Ring 2026!

The W.A.R of the Ring is a Middle Earth Strategy Battle Game (SBG) singles tournament held annually at the WARFARE wargames convention.

Saturday Schedule

08:30 - 08:55am Registration

09:00am – 10:40am GAME 1

11:00am – 12:40pm GAME 2

12:40pm – 1:30pm ENJOY THE SHOW!

1:30pm – 3:10pm GAME 3

3:20pm – 5:00pm GAME 4

5:20pm 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 singles tournament with a Good vs Evil format.

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

- Armies must be no more than 550 points.
- Armies may be from a single army faction, or an Army List from any of books, with the special rules, or from the "legacy army lists"
- Armies must have a minimum of 5 models.

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! Lists must be loaded on to Table Top Admiral by 1st Nov 2026

[WAR of The Ring - WARFARE 2026 GBHL90 | Middle Earth Strategy Battle Game | Tabletop Admiral](#)

All Models must be painted and based, to a wargame standard.

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 first round of the tournament will be randomly drawn, using Tabletop Admiral (TTA)

After that each round the computer App will match up players, The event will use the Avoid Repeat Matchups, and players from the same Team , where possible, features throughout.

Players will need to use Table Top Admiral for the event to see their match ups and enter their results. It is free to register and use. 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 TTA 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 TTA 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.

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 4' board and will last for 100 minutes.

Once time is called 10 minutes before time , 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. (Results sheet will include a box to rate you opponents' sportsmanship).

Players should use their Smart Phone timing function, to assist them in completing the round on time.

Time will be called 10 minutes before the end. At the end of the time limit for the round, stop all gaming. If players continue a game into a between game break the TO has the right to call "dice down", 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>

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 £30. No refunds will be given after 31st October 2026.

40 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

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 OR TTA tournament page.

This year if two Singles players are forming a Team , to take part in the GBHL80 Doubles tournament on the Sunday, a weekend ticket costing £50 is available, otherwise a ticket for the doubles tournaments will be £25 per person.

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-2026-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 500+ 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 14th November!