

Nashcon 2024
Middle Earth Strategy Battle Game
800 Point Grand Tournament
Event Packet

Event Schedule:

Friday, August 16th

Open Play / Table Setup - 5:00 PM – 10:00 PM

Saturday, August 17th

Grand Tournament Day 1

Check In – 8:00 AM – 8:30 AM

Round 1 – 8:30 AM – 11:00 AM

Break – 11:00 AM – 11:30 AM

Round 2 – 11:30 AM – 2:00 PM

Lunch – 2:00 PM – 3:30 PM

Round 3 – 3:30 PM – 6:00 PM

Sunday, August 18th

Grand Tournament Day 2

Check In – 8:00 AM – 8:30 AM

Round 4 – 8:30 AM – 11:00 AM

Break – 11:00 AM – 11:30 AM

Round 5 – 11:30 AM – 2:00 PM

Awards – 2:00 PM – 2:45 PM

Event Rules:

Points – 800

Rounds – 5 (3 Saturday / 2 Sunday)

Round Time Limit – 2:30 Minutes

Scenario Rules – Scenario Pools determined by random roll, players will veto (Roll off, low roll choose first scenario to veto)

Scoring –

Major Win – Win by 5+ Victory Points and / or win due to Sudden Death (5 TP)

Minor Win – Win by 1-4 Victory Points (4 TP)

Draw – (2 TP)

Minor Loss – Lose by 1-4 Victory Points (1 TP)

Major Loss – Lose by 5 or more Victory Points and / or due to Sudden Death (0 TP)

In the unlikely situation where your opponent scores more Victory Points, but loses as a result of “Sudden Death” (see page 142 of the Middle-earth Strategy Battle Game Rules Manual 2nd Edition), you will instead be awarded a Major Victory and your opponent a Major Loss. Victory Points will remain unchanged.

Awards:

- First Place
 - Second Place
 - Third Place
 - Best Sportsmanship
 - Best Painted (Good)
 - Best Painted (Evil)
 - Wooden Spoon (Last Place)
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Registration - \$55

Registration can be found on Nashcon's website. (<https://www.nashcon.org/>). You only need to purchase a ticket for the Lord of the Rings event, no weekend pass needed. We will be using Best Coast Pairing for tournament pairings.

List Submissions/Rules

Army lists for the Grand Tournament must be submitted by August 1st. Please send your list to nashvillemesbg@yahoo.com. Impossible (Red) Alliances are not allowed. Tom Bombadil, Goldberry, and Smaug may not be used.

Tournament Rules

Rulings made by Tournament Organizers (TOs) are final

Terrain Rules

- Tables will be setup ahead of tournament start.
- Both players can discuss any ambiguous terrain before deployment. Use this time to agree on what terrain is rough, climbable, and navigable by large models.
- If any disagreements in board setup or if terrain setup puts a player at a severe disadvantage (e.g. Warbeasts unable to navigate through the majority of the board.) please contact a TO to adjust/clarify any issues.

Model/Proxies Rules

- Non-GW miniatures/Proxies may be used, but models must closely resemble the intended model (Race, Base-size, Scale).
- Opponent must be clearly informed on any models that do not follow WYSIWYG ("What you see is what you get"). Including wargear and alternate weapon swaps.
- Painting is not required for this event.

- Any questionable proxies/conversions can be submitted to the TO (nashvillemesbg@yahoo.com) for approval.

Player Etiquette

- Excessive Poor Sportsmanship is not tolerated at this event. Offenders will be issued a warning if their actions/attitudes are causing a negative play environment. Severe cases will be disqualified and banned from the rest of the event.
- Cheating in any form is absolutely not allowed. Any players caught cheating will be disqualified and banned from the rest of the event.
- Players/spectators may not assist or aid another player at a different table. A warning will be issued to any players participating in this, with further infractions resulting in a forfeit.

Time Limits

- Each round will be 2 hours and 30 minutes.
- At 5 minutes left in the round, no more additional turns can be made.
- When time runs out, players will finish the current phase.
- After 10 minutes have passed after the time runs out, dice down will be called, no more further actions will be taken by either player.