



MIDDLE-EARTH SBC AT BRISCON 2019

Date | April 27 and April 28, 2019

Location | Mt Gravatt Showgrounds, 1644 Logan Road, Mt Gravatt, QLD 4122

Tournament Organiser | Thomas Bott, Lachlan Linton-Keane (Day 2)

Tournament Partners | Bray Park Alliance

Cost | \$50

Payments are due by 11:59pm on Sunday April 14th 2019 (penalties apply for late payments). Please note: payment on the day is **not** available.

Payment to be made via the **Pay Now** (PayPal) button, next to the Players Pack button at the following link: <http://www.briscon.com.au/tournaments.html>

List submissions are due by 11:59pm on Sunday April 14th 2019 (penalties apply for late list submission).

Send questions and submit your lists to lotrbriscon@gmail.com

Join the email list for the event by entering your details here:
<https://goo.gl/forms/yrVEyLUWKWL5Kvfs2>

Day 1 – Singles Escalation Tournament

- X Player registration begins at **8:30am**. First round will begin at **9am**.

Rough schedule:

8:30am	Registration
9am	Round 1
10am	Round 2
11:30am	Lunch
12:30pm	Round 3
2:15pm	Round 4
4:15pm	Wrap-up and awards presentation

- X There will be **four** games played over the course of the day. Games will be played on **4x4** boards.

- X This tournament will earn points towards the **QLD MESBG League 2019 Season**

The League rules, including League point scoring, are available to download here:

https://www.dropbox.com/s/d1rlxa46oivbtzv/QLD%20MESBG%20League%20Rules%202019_22.01.19.pdf?dl=0

- X Players may choose their armies from the following books: *'The Armies of the Lord of the Rings'*, *'The Armies of the Hobbit'*, *'Gondor At War'*.

- X The Middle-earth SBG Rulebook will be used, and the official Errata will apply, available at <https://www.warhammer-community.com/faqs/>

- X In the event of more official Middle-earth SBG publications etc. being released before the tournament date, the TO will make a decision as to whether these will apply to the tournament.

- X Proxy models must be approved by the TO – please contact lotrbrison@gmail.com

- X In accordance with League rules, all models must be painted.

- X Players should bring at least 3 objective markers (preferably 40mm)

- X Players are expected to communicate clearly with their opponents, make clear dice rolls, track wounds and might (etc.) such that their opponent may view changes, and display good sportsmanship at all times. Please notify the TO of orcish behaviour – points may be deducted at the TO's discretion for behaviour such as cheating.

X This is an **Escalation** tournament. In Game 1, players may take up to **200 points**. In each following game, players **must include** their list from the **prior game**, inclusive of any upgrades to models. Players may, however, configure their warbands differently. Players must submit a 200, 450, 600, and 800 point list.

Game 1 Domination	200 points
Game 2 Heirloom of Ages Past	450 points (must include list from Game 1)
Game 3 Fog of War	600 points (must include list from Game 2)
Game 4 To the Death!	800 points (must include list from Game 3)

X Tournament Scoring Breakdown:

Battle Points	68
Painting Points	20
On-time Payment	6
On-time List	6

Note: Penalties for late payment/list submission may be waived at the TO's discretion (for example, for players who were not aware of the tournament until after the due date). All players are requested to register/pay/list submit **ASAP**, for logistics purposes.

X Battle Point scoring is as follows:

Major Victory	15 points (5 or more VPs than your opponent, and double or more VPs than your opponent)
Standard Victory	13 points (3 or more VPs than your opponent)
Minor Victory	10 points (1 or 2 more VPs than your opponent)
Draw	7.5 points (equal VPs to your opponent)
Minor Loss	5 points (your opponent achieved a Minor Victory)
Standard Loss	2 points (your opponent achieved a Standard Victory)
Major Loss	0 points (your opponent achieved a Major Victory)
Bonus Objective 1	1 point (will change each game)
Bonus Objective 2	1 point (will change each game)

X Painting Point scoring is as follows:

Fully painted army	10 points
Fully based army	10 points

X Tournament Awards (subject to change)

First Place

Second Place

Third Place

Painting Prize

Painting Prize

Painting Prize

Players Choice #1

Players Choice #2

Wooden Spoon

Day 2 – Gondor At War

X Day 2 will involve gameplay centered around the theme of **'Gondor at War'**, with epic battles being fought at locations such as *Osgiliath* and the *Pelennor Fields*. At the end of the day, the results of various battles will be compiled and the fate of Middle-earth will be decided. Players – will you join the Red Eye in seeking the ruin of the City of the Kings, or will you stand strong against the forces of the Dark Lord to ensure peace rules over Middle-earth?

X BrisCon Day 2 will be coordinated by *Lachlan Linton-Keane*. More information will be made available to players closer to the date.