



## SCORING SUMMARY

*Each player will score points as follows:*

**Overall appearance:** max 10 points

**Painting and modeling:** max 10 points

**Sportsmanship:** max 15 points

**Fluff:** max 5 points

**Battle points:** max 88 points

**Bonus points:** max 4 points

**Maximum possible points:** 132

*Bonus points will be awarded for each vote received for 'Favorite Army' or 'Favorite Opponent'*

### **Overall Appearance (2 points each)**

*Factored into best overall*

1. Are all models painted with at least three colors, and the primer completely covered?
2. Are the miniatures based in a pleasing manner?
3. Are questions 1 & 2 both answered yes?
4. Does the army have a cohesive theme, does it feel like an army?
5. Are the characters clearly unique and easy to identify.

### **Painting and Modeling (1 point each)**

*Only for Player Painted Armies*

1. Do you feel that the owner put in serious effort to paint this army?
2. Was extra attention given to character models and centerpiece units?
3. Is the army painted to an above average level of expertise?
4. Does the army feature unit insignia, camouflage schemes or other eye catching devices?

**Bonus (+3)** is this army in the top three choices of the judges for Best Painted?

**Bonus (+3)** is the Display Base Master Quality and really stand out?

### **Sportsmanship (15 points)**

Opponents in each round will award 0,1 or 2 points for good sportsmanship. If points are denied, an explanation must be provided on the round's score sheet.

Each participant starts with 7 points. Roving tournament judges will have the ability to remove points from this pool for poor sportsmanship. Players may ask a judge to observe their opponent for sportsmanship violations. Judges *must observe* any violations and may not remove more than one point per violation.

### **Fluff (5 points)**

1. Are character models and centerpiece units named, distinctively modeled or painted?
2. Does the army paint theme match the established fluff?
3. Has a back story for the army been established?
4. Does the army have a display base that is consistent with the army's fluff?
5. Does the back story fit the GW established universe?

### **Battle Points (88)**

22 Per game  
15—Primary  
5—Secondary  
2—Tertiary

### **Bonus Points(4)**

Pre-registration—2  
Early List Submission—2

## Approved 40K Army Lists

### **Chaos Space Marines**

- *Codex: Chaos Space Marines*

### **Dark Eldar**

- *Codex: Dark Eldar, Second Edition*

### **Eldar**

- *Codex: Eldar*

### **Forces of the Inquisition**

- *Codex: Daemonhunters*
- *Codex: Witch Hunters*
- Inquisitorial armies may take Space Marine and Imperial Guard allies as defined by the army list in question.
- Witch Hunter Zealots (*White Dwarf* 292)

### **Imperial Guard**

- *Codex: Imperial Guard* – Doctrines may be used. If using a regiment with defined Doctrines in the Codex (e.g., Tallarns, Mordians), these Doctrines must be used.
- Imperial Guard armies may take Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*.

### **Necrons**

- *Codex: Necrons*

### **Orks**

- *Codex: Orks*
- Ork Klans (*White Dwarf* 289)
- *Codex: Armageddon* (Speed Freeks)
- Speed Freek Warboss on Warbike (*White Dwarf* 269) is permitted.

### **Space Marines**

- *Codex: Space Marines* – Traits may be used. If using a Chapter with defined Traits in the Codex, those must be used.
- Chapters with their own Codex (i.e., Blood Angels, Dark Angels, Space Wolves) use their own Codex in conjunction with *Codex: Space Marines*. Errata on using these books in conjunction can be found on Games Workshop's web site. You may use a Chapter of your own creation per the rules in one of the variant Codex books. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using.

- *Codex: Black Templars* must be used for Black Templar armies, and those rules can be used to represent Crusader forces (again, opponents must be clearly aware of this).
- Space Marine armies may use Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*.
- Deathwatch Kill Teams (U.S. GW Site) are permitted.
- *Codex: Eye of Terror* (13th Company)

### **Tau**

- *Codex: Tau Empire*
- Kroot Mercenary armies from *Chapter Approved* are permitted.

### **Tyranids**

- *Codex: Tyranids*

### **NO Forge World Special Rules**

### **NO Trial Rules**

### **NO Apocalypse Special Rules or Units**

## Approved Fantasy Army Lists

### Bretonnians

- *Warhammer Armies: Bretonnia*
- *Storm of Chaos* (Errantry War)

### Chaos

- *Warhammer Armies: Hordes of Chaos*
- *Warhammer Armies: Beasts of Chaos*
- *Storm of Chaos* (Archaon's Horde)
- *Storm of Chaos* (Daemonic Legion)
- Mounted Daemonettes may be taken (*White Dwarf* 283).

### Chaos Dwarfs

- *Ravens Hordes* The most up-to-date copy of this list can be found on the U.S. Games Workshop web site.

### Dark Elves

- *Warhammer Armies: Dark Elves*
- *Storm of Chaos* (Dark Elf Cult of Slaanesh)

### Dogs of War

- Dogs of War may be fielded as an army per the rules on the Games Workshop web site or *Warhammer Chronicles*.
- Dogs of War may also be selected by other armies as Rare choices (per the restrictions in the individual Army books).
- Regiments of Renown may be selected from the list on the GW web site.
- Dogs of War Giants may be selected by other armies as Rare choices (per the restrictions in *White Dwarf* 315).

### Dwarfs

- *Warhammer Armies: Dwarfs*
  - *Storm of Chaos* (Slayers of Karak Kadrin)
- Note: please refer to Dwarf FAQ for using this army in Seventh Edition.

### Empire

- *Warhammer Armies: Empire*

### High Elves

- *Warhammer Armies: High Elves*
- *Storm of Chaos* (Lothorn Sea Guard)

### Lizardmen

- *Warhammer Armies: Lizardmen* (Southlands list is also permitted.)
- *Warhammer Realms: Lustria* (The Red Host of Tehenhauin – Tehenhauin must lead this army as detailed in the Lustria supplement.)
- Sacred Hosts (*White Dwarf* 299) are permitted.

### Ogre Kingdoms

- *Warhammer Armies: Ogre Kingdoms*

### Orcs & Goblins

- *Warhammer Armies: Orcs & Goblins*

### Skaven

- *Warhammer Armies: Skaven*
- *Storm of Chaos* (Clan Eshin)
- *Warhammer Realms: Lustria* (The Bubonic Court of Nurglitch)
- Nurglitch must be taken to field this army as detailed in the Lustria supplement.
- Deathmaster Snikch may be taken (*White Dwarf* 295).

### Tomb Kings

- *Warhammer Armies: Tomb Kings*

### Vampire Counts

- *Warhammer Armies: Vampire Counts*
- *Storm of Chaos* (Army of Sylvania)

### Wood Elves

- *Warhammer Armies: Wood Elves*

## NO Forge World Special Rules

## NO Trial Rules

## The Lord of The Rings Army Selection

- Each player will create one force, which can be either Good or Evil. You DO NOT need to bring a force for each side.

- No more than 500 points may be spent on your army.

- All armies created must use the lists in *Legions of Middle-earth*.

- All rules for mustering the *Legions of Middle-earth* apply to your army creation. Only one of any named Hero can be included in your army. The rules for wargear that appear on p. 5 of *Legions of Middle-earth* apply.

- The limits listed on p. 6 of *Legions of Middle-earth* apply.  
Model Limit: 3-50  
Bow Limit: 33%  
Siege Engine Limit: 0-2

- Allies are permitted as detailed on p. 8 of *Legions of Middle-earth*.

- All models must be FULLY PAINTED Citadel miniatures of the appropriate type for the troops they represent.

- Minimum Painting Standards are three (3) colors on each model in an appropriate scheme. Models should also be appropriately based. Undercoated and bare plastic/metal models will not be permitted in the tournament! Anyone found using models that do not meet the painting requirements will be asked to remove those models from the table.

- Any armor, weapons, and upgrades must be modeled on the miniatures in question.

- Any conversions must begin as Citadel miniatures and contain a majority of Citadel components. If you are in doubt of the validity of any of your conversions, please contact the Community Department for clarification.

- Non-Citadel miniatures may not be used in the event and will be removed in the same way as unpainted models.

### A Note on Unreleased Models

*Legions of Middle-earth* contains point values and listings for a number of models not yet released for the game. These selections may not be included in your army, as they do not have stats published yet. Thus, for example, if you are creating an army of Dol Guldur, you could not include a Black-Hearted Tree in your force, since no stats or models exist for this entry yet.

### Which Books to Use

Over the years, rules for models have been printed in a variety of locations. To avoid confusion, all statistics for army list entries must come from one of the following sources.

- The Lord of The Rings rulebook
- Journey Books (e.g., The Fellowship of The Ring, The Two Towers)
- Sourcebooks (e.g., Fall of the Necromancer, A Shadow in the East)
- When multiple point values and statistics appear for the same entry, the newest book always takes precedence.