

Weekend War – Heroes of Middle earth 2.

Welcome to the rules pack for HoME2, one of but many of my events, and my first at the excellent North West Gaming Centre! It is to be held on the 23rd and 24th of October, shall cost £20 *including lunch on both days* which can either be paypalled to me at UKJellyBabyRocky@hotmail.com or can be arranged to be payed in another manner by emailing me at the same address.

Also on accommodation; Premier Inn, South Stockport, is over the road and can do twin/double room and breakfast for £40 a night when you quote "bogdanNGR" as this is a code for the gaming centre. So cheap accommodation, food included, easy to get to from Manchester! What more do you want? A rulespack? Deal!

Army Rules

So running with my usual slight twists here are the rules for your armies for this tournament;

- All lists must adhere to the rules in the Legions of Middle Earth (LoME) supplement
- The following characters are **NOT** allowed at all; Saruman the White (Good), Legolas (In any form, fellowship/three hunters/Lothlorien), Spider Queen or the Shadowlord.
- You must bring a good and an evil army,
- Your army list must be 500pts.
- Your list you **MUST** include a basic, non named, captain who can take any equipment available to him and can cost 100pts MAXIMUM. If your chosen list does not contain a basic captain, email me at the above address and between myself and a few others helping with the tournament, we will either come up with an alternative, or write you a new captain.

Hero of Heroes

As you may have noticed, a weird addition is that you MUST include a bog standard captain in each army. Let me explain why.

First off, you must give them awesome names. Secondly, you will be given record sheets to record these guys' antics during the weekend. For every 5 kills you get with them, ranged attacks count as a half kill, you get an upgrade. For every death, you roll on a chart. You need to roll 2D6 to see what you get on the charts.

Upgrade Chart

2 – The hero gets cocky, and gets beaten up by his own commander in chief. Roll on the injury chart.

3 – The hero meets a weirdo in the woods and learns some tricks. His weapons (ranged and combat) gain the 'poison' special rule (Re-roll 1's)

4 – The hero becomes so big in stature, he makes everyone quiver in his shadow. He now causes Terror

5 – The hero is inspired by his recent victories. Roll a D6. 1-2 +1 Will. 3-4 +1 Fate. 5-6 +1 Might

6 – The hero becomes a master of defensive combat. +1 Defense.

7 – The hero's warriors recognise him as an excellent leader. +1 Courage

8 – The hero becomes a master of finding weaknesses in his opponent's armour. +1 Strength

9 – The hero's sword skills continue to improve. +1 Fight and shoot value.

10 – The hero's voice is booming with command. He now has a 9" stand fast.

- 11 – The hero becomes a veteran. +1 Wound and Attack
- 12 – The hero becomes a hero of legend. He gain's the 'Mighty Hero' Special Rule.

Injury Chart

- 2 – He is dead. He cannot be used in any further games
- 3 – He has been crippled severely and must miss the next game.
- 4 – During the battle he took a particularly savage blow to his limbs. Roll a D6 (1-3 –1 Movement. 4-6 –1 Strength)
- 5 – The hero struggles to regain the confidence of his troops. –1 Courage
- 6 – The hero's sword arm has been permanatly damaged. –1 Fight
- 7 – The hero makes a full recovery.
- 8 – The hero's wound means his eyes aren't as good as they used to be. –1 Shoot Value
- 9 – Such is the disfigurement of the hero's face he now causes Terror but his stand fast is reduced to 3"
- 10 – The hero is healed to full strength by a mysterious traveller, but he must pay 1 piece of his equipment to the healer. If he has no equipment, he must roll again on the chart but roll 1D6 + 1
- 11 – The hero hurts all over. He must roll a D6; 1-2 –1 Will, 3-4 –1 Fate, 5-6 –1 Fate
- 12 – The hero is smiled upon by the gods above and can roll on the upgrade chart as he is inspired to greatness by his previous failings.

If you roll any duplicates, and cannot apply the result for any reason, re-roll. If you roll the same injury three times, apart from 7 and 12, he has been killed outright due to an infection in that area of the body.

The tournament

At the tournament we will be keeping to a fairly tight schedule, wanting to get in 8 games over the weekend, which is no mean feat!

<u>Time</u>	<u>Happenings</u>
9.00-9.30am	Registration
9.30am-11.00am	Game 1 – Storm the Camp
11.15am-12.45pm	Game 2 – Storm the Camp
12.45pm-14.00pm	LUNCH
14.00pm-15.30pm	Game 3 – Contest of Champions
15.45pm-17.15pm	Game 4 – Contest of Champions
17.30pm- whenever!	Evening fun and Frolics
9.00am-10.30am	Game 5 - Doubles – Domination
10.45am-12.15pm	Game 6 - Doubles - Domination
12.15pm-13.30pm	LUNCH
13.30pm-15.00pm	Game 7 – Meeting Engagement
15.15pm-16.45pm	Game 8 – Meeting Engagement
17.00pm-17.30pm	Awards Ceremony

So as you can see, a tight schedule. For anyone that hasn't played in a LoTR tournament before, at the beginning of rounds 1, 3, 5 and 7 you roll to see if you are using good or evil. You use your OTHER army the following round. So you will use your good army 4 times, and your evil army, 4 times.

In rounds 5 and 6 you may notice it is doubles. After the last game on Saturday we will use a suitably random method to team you up with a partner, who you will play with in the morning.

Tournament Scoring

Same as all at the minute;

Major Win	35
Minor Win	30
Draw	12
Minor Loss	5
Major Loss	1

Also, at the end of the games, work out how many points of your opponents army you have killed (anything with half or less wounds remaining = half points, ie 5 wounds off an un-upgraded mumak = 138. Fellbeast = 50. Orc with spear = 6 Etc.)

Awards

The following awards are up for grabs;

- 1st, 2nd and 3rd
- Best Sports
- Best Painted
- Most Unique Army
- Best doubles team

If you have any questions, feel free to email me at UKJellyBabyRocky@hotmail.com or PM me on TheIstalliance, Warhammer Forum or Maelstrom Discussion boards (ukrocky)