

Mayhem In the Mountains 2017

An ASBGA Event

Schedule	Mayhem in the Mountains 2017 Tournament
	Location: Collector Mania 19555 East Parker Square Drive Parker, CO 80134 303-766-3530
	Saturday and Sunday, November 11th and 12th
	Saturday November 11th
	Registration: 9:30 AM Round 1: 10:00 AM - 12:00 PM Lunch: 12:00 PM to 1:00 PM Round 2: 1:00pm to 3:00 PM Round 3: 3:30pm to 5:30PM
	Sunday November 12th
	Round 1: 9:00am to 11:00am Lunch: 11:00am to 12:00 PM Round 2: 12:00 PM to 2:00pm Round 3: 2:30 pm to 4:30 PM Awards Ceremony: 4:30 PM to 5:00pm
Space Available	20+ Players
Army Size	2 armies, 700 points each, (one good and one evil faction)
Army Composition	4 Model Minimum
Painting	Fully Painted Required (Three Colors)
Number of Rounds	6
Time Limits	2 Hours per Round
Awards (Players are eligible to win one award only)	Best Overall (Highest Combined Victory Points and Painting Scores) Best General (Most Victory points over 6 matches) Best Painted (Judge Voted, highest painting score) Best Sportsman (Player Voted) Favorite Good and Evil Armies (Player Voted)

Army Composition

Organizers Note: Mayhem in the Mountains was created with the idea to emphasize the thematic elements of the Hobbit Strategy Battle Game. When we rolled out the previous army composition rules we quickly realized that we were inadvertently preventing some armies from being played. As a result, we have made the below change.

Your army must contain **only** models from your army leader's respective army list with the following exception:

Good armies may ally in models from the White Council army list (Free Peoples Sourcebook or There and Back Again Sourcebook)

All armies must have a minimum of 4 models

All lists must follow the current rules for the Hobbit Strategy Battle game, the There and Back Again Sourcebook, and Lord of the Ring's Sourcebooks produced by Games Workshop.

New Profiles produced after 9/30/17 will not be allowed.

Restricted Models/Rules

Models not allowed: Tom Bombadil, Goldberry, The Goblin Scribe, and Gollum (Mordor Sourcebook).

The LoTR army bonus rules introduced for the Throne of Skulls tournament will NOT be legal.

Proxies

Proxies are allowed but must be approved by the tournament before hand and easily identified by your opponents.

You will be playing two army lists!!! One all good force, and one all evil. You will alternate between the armies for each scenario.

FRIDAY PRE-EVENT GATHERING

Nov 10th: Friday Night Fun Event 7PM

Location: Rob Kruse's house 19807 E Quincy Place, Centennial CO 80015

Phone: 720-347-2532

All Heroes list of 600 points. Objective capture a ring of power from the Goblin King's Throne room and escape the map. Points scored for killing the Goblin King, escaping with a ring of power, and slaying other player and neutral units on the board. Pizza and beverages will be provided. Come and have some fun!!!! (we are playing last year's fun event again, it was a blast!!!!)

Match Points

Each match will have the following point breakdown:

- Major Victory – 20 Points
- Minor Victory – 15 Points
- Draw – 10 Points
- Minor Defeat – 5 Points
- Major Defeat – 0 Points
- Bonus – Up to 5 Points available each round

Leaders

Before the tournament starts, each player must designate an army leader for each army. Leaders can only be chosen from heroes in your army list. This doesn't change throughout the tournament and must be clearly marked on your army sheets. Please write your leader below:

Good _____

Evil _____

Deployment

Army deployment uses the standard warband rules. All models in a warband must start the game within 6" of the warband leader. Once the game starts, units may move without need to stay within any distance from their warband leader.

When deploying a warband, a player must deploy the entire warband as listed on the army sheet.

Players will roll to see who deploys first. The player with the highest roll chooses one warband and deploys it based on the rules of the scenario. Then, the opposing player deploys a warband of their choice. This continues until neither player has a warband to deploy. These deployment rules may change if a scenario states otherwise.

Take Control!!! - Scenario 1 (Games 1 & 2)

Layout: Roll Deployment Priority. The winner chooses his side of the battlefield. Place 5 objective markers on the battlefield; one is placed in the center of the board. 2 other objectives are placed 12" away from the center objective along the center line of the board. The final 2 objectives are placed by each player in their deployment zones no closer than 12" from an existing marker nor less than 6" from any board edge. Player with Priority places his marker 1st.

Starting Positions: Player with Deployment Priority places his first warband within his force. It must be deployed at least 9" away from the center line of the board in his deployment zone.

After the first warband has been deployed, the opposing player chooses one of his warbands and places it as described above. Players alternate until all warbands have been placed. Use standard priority rules to determine who has initial priority.

Objective: The game might suddenly end when at least one army is broken. If at least one player starts their turn with a broken army, at the end of that turn the player with priority must roll a D6. On the result of 1 or 2, the game ends. When the game ends, determine objective control as described below:

- Score 1 point for a single model within 3" of the objective, 2 points if you have more models within 3" at the objective than your opponent, and 3 points if you are the sole controller of the objective.

Major Victory: Double or more total objective points than your opponent.

Minor Victory: More total objectives than your opponent.

Draw: The same number of objectives points as your opponent.

Bonus Points: (Do not add these to the Scenario Objective point totals when determining a winner)

- 1 point - Slay at least one enemy hero. (Fleeing from the battlefield doesn't count)
- 3 points - Slay the enemy leader. (Fleeing from the battlefield doesn't count)
- 5 points - Slay the enemy leader, but do not lose your leader. (Fleeing from the battlefield doesn't count)

Lords of Battle - Scenario 2 (Games 3 & 4)

Starting Positions: Both players roll a D6 - the player with the highest score chooses one half of the game board as their deployment zone. The other half is their opponent's deployment zone.

That player then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/30cm of the center line of the board. On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone.

After the first warband has been deployed, the opposing player chooses one of his warbands and rolls to place it as described above. Players alternate until all warbands have been placed. Use standard priority rules to determine who has initial priority.

Objective: The game might suddenly end when at least one army is broken. If at least one player starts their turn with a broken army, at the end of that turn the player with priority must roll a D6. On the result of 1 or 2, the game ends. When the game ends, tally up points as described below:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score 1 point (a model that fails a Fate roll will therefore award 2 points. 1 for the Wound and 1 for the Fate.) If an enemy model is removed from play with unspent fate points, you score 1 point for each such Fate point.
- You score 1 point if the enemy force is broken at the end of the game. Additionally, if your force is unbroken you score 3 points instead.

Major Victory: Score at least double your opponent's points.

Minor Victory: Score more points than your opponent.

Draw: Score the same number of points as your opponent.

Bonus Points:

- 1 point - Slay one enemy hero or banner. (Fleeing from the battlefield doesn't count)
- 3 points - Slay at least two enemy heroes or banners. (Fleeing from the battlefield doesn't count)
- 5 points - Slay the enemy leader. (Fleeing from the battlefield doesn't count)

To the Death! - Scenario 3 (Games 5 & 6)

Starting Positions: Both players roll a D6 - the player with the highest score chooses one half of the game board as their deployment zone. The other half is their opponent's deployment zone.

That player then selects a warband in his force and deploys in his deployment zone anywhere up to 1" of the center line and/or 6" from any board edge on their side. After the first warband has been deployed, the opposing player chooses one of his warbands and deploys within his deployment zone in similar fashion. Alternate back and forth until all warbands are on the battlefield.

Objective: The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) or less of its starting number of models. At this point, tally up your points as described below:

- Score 3 points if the enemy force is broken at the end of the game. Additionally, if your force is unbroken, you score 5 points instead.
- Score 1 point for causing one or more Wounds on the enemy leader (Wounds prevented by successful Fate rolls do not count). If you killed the enemy leader, you score 3 points instead.
- Score 1 point if you have at least one banner remaining at the end of the game. Additionally, if your opponent has no banner you score 2 points instead.

Major Victory: Score at least double your opponent's points.

Minor Victory: Score more points than your opponent.

Draw: Score the same number of points as your opponent.

Bonus Points:

Greatest General – Each player tracks the wounds caused by their general (make sure to track if they wound another hero). Wounds prevented by successful Fate rolls do not count.

- 1 point – inflict at least one wound with your general.
- 3 points – Kill an enemy hero with your general.
- 5 point – Cause more wounds with your general than your opponent's general.

Favorite Good Army _____

Favorite Evil Army _____

Favorite Opponent _____

Favorite Scenario _____

Round 6 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace

-----Tear Here -----

Round 5 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace

Round 4 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace

-----Tear Here -----

Round 3 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace

Round 2 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace

-----Tear Here -----

Round 1 Results

Your Name _____

Your Points _____

Opponent's Name _____

Sportsmanship

_____ My opponent was pleasant during the game

_____ Rules disputes were solved amicably

_____ I would gladly play this opponent again

_____ My opponent was on time

_____ My opponent played at a reasonable pace