



2025 NOVA Open Lord of the Rings Events

2025 Schedule

LORD OF THE RINGS DOUBLES:

Friday, August 29th

1:00pm – 3:00pm Round 1

3:30pm – 5:30pm Round 2

6:00pm – 8:00pm Round 3

LORD OF THE RINGS GRAND TOURNAMENT:

Saturday, August 30th

Round 1: 10:00am – 12:00pm

(Break): 12:00pm – 1:00pm

Round 2: 1:00pm – 3:00pm

(Break): 3:00pm – 4:00pm

Round 3: 4:00pm – 6:00pm

Sunday, September 1st

Round 4: 10:00am – 12:00pm

(Break): 12:00pm – 1:00pm

Round 5: 1:00pm – 3:00pm

LOTR Award Ceremony: 3:00pm-3:30pm



TOURNAMENT RULES:

1.0 Lord of the Rings 2025 NOVA Open Army Lists

All lists must follow the current rules using the Middle Earth SBG Rulebook including the Armies of Middle Earth Book, Armies of the Hobbit book and Armies of the Lord of the Rings Book. All events will allow Legacy profiles. Any publication produced by Warhammer (Games Workshop) containing profiles for Middle Earth SBG are allowed in the event.

Any rules and FAQs released by the Middle Earth Team at Games Workshop before **August 10th, 2025** will be accepted in all NOVA Open LOTR events.

1.1 Army Composition for the Grand Tournament

The games will use the core rules for army composition

Army List Advance Submissions

Army lists for the Doubles and Grand Tournament events only must be submitted on the application called Best Coast Pairings by August 25th 2025.

Banned Models

Smaug is banned from all events. His model does not work well on the NOVA Open diorama style tables

Tournament Points Scoring

We will be using the Matched Play Guide created by Games Workshop for the points scoring system in the Doubles and Grand Tournament Events.

1.2 Terrain

Terrain at the NOVA Open has been designed to combine a pleasing aesthetic with standardized boards for all competitors.

The Judges will set up all terrain before each game begins.

Players may not bring their own terrain to the events unless asked to by a Judge.

1.3 Proxies and Conversions

Converted models are allowed so long as the following guidelines are met:

- Non-GW Models are allowed but if they are not the same size as the Games Workshop models, please ask if they will be ok to use (for Shooting Phase purposes)
- Conversions and proxies must be similar in size and aesthetics to the actual model produced by Games Workshop; if the model in question does not exist, then the model must be the height and size of similarly sized models (IE: Reavers must be the size of a Corsair).

Proxies are one model taking the place of another. This will be stricter on their acceptance

- Heroes can be proxied if the proxied model is the same race as the real miniature. (cannot proxy



an Orc Hero with an Elf model)

- Warrior models can be proxied, but make sure your opponent is absolutely clear on what they represent and this must be consistent for all of the same unit type.
- Proxied models must be equipped with the exact wargear of the real model unless approved by a judge.

In all cases, the Event Lead is the final arbiter in which conversions or proxies are acceptable

1.4 Player Pairings during Tournaments

The first round of each event will have completely random pairings. However, you can elect to not play against anyone you travelled with on the first round only. After that, pairings will occur as rankings dictate. The Head Judge can alter this if absolutely needed.

1.5 Rules Disputes

All rules disputes can be handled with a Judge. A Judges' decision is FINAL and overrides even the rulebook of the Game. This means that Judges are always right even when they are wrong.

You may appeal a decision with the Head Judge and even make a counter argument (politely), but if the judge says it is the final decision, then the discussion must end to allow the game to continue.

1.6 Clocking a Round

You may ask for your opponent to be timed. However if you do this, the Judge will inform your opponent that you have asked for this. The opponent does not have to agree, but they must be informed that you requested this.

If a round is clocked, each player will receive a set number of minutes for their Move Phase and Shoot phases. Fight phases are not timed. The instant the time ends, the turn transfers immediately. Thus any dice rolled after the time are nulled.

1.7 Frequently Asked Questions

Q: Am I allowed to have outside assistance while playing?

A: Any assistance must be limited to rules disputes or rules questions to a Judge only.

Q: If I realize later that an illegal event happened in a game, can I declare the game void?

A: If the incident is accidental, such as forgetting about a certain rule, then the game will NOT be declared void. The players must know the rules as they play or ask someone if they think they are misunderstanding something. Purposeful illegal play will result in banning from the tournament and scores will be adjusted.

Q: Can I concede or quit a game? What happens if I do?

A: If you quit a game, then the opponent is automatically given a win on their record and is awarded full points possible for the scenario while you receive zero points. Furthermore, once you quit a game and



make this known with a judge, you cannot retract your concession. These rules also apply if you quit in the following ways:

- Restart the game
- Refuse to continue the game
- Leave the table for 15 minutes or more
- Must leave for the rest of the match under any circumstance.

Q: Can loaned armies or commissioned armies be used in the Painting Competition?

A: Yes. This may sound unusual, but there would be no way to regulate this even if we wanted to stop it.

Q: Can I make up games that I missed?

A: No.

Q: *Are there any house rules?*

A: No. We will be using only official Games Workshop rules and FAQs

1.8 VETO SYSTEM

All Players will be allowed to veto a scenario within the scenario pool they have been given. After the Judge declares the scenario pool in the Matched Play Guide, players will roll off to see who vetos one of the three scenarios first. After the first player removes one, then the second player selects which scenario cannot be played. The last remaining scenario will be the one that both players will play for the round.

NOTE: This paragraph was written before the new Matched Play Guide of 2025 was released. So this may change after its release

1.9 Best Coast Pairings

This tournament will use the Best Coast Pairings Application to pair players in the tournament. Please download the player app before the tournament.

Lord of the Rings Doubles

Schedule	Friday, August 29th 1:00pm – 3:00pm Round 1 3:30pm – 5:30pm Round 2 6:00pm – 8:00pm Round 3
Space Available	30 players maximum (Teams of Two Players)
Army Size	350 pts per person
Army Composition	Using Doubles Matched Play Guide
Painting	No Painting Required – Even unprimed is allowed
Number of Rounds	3 Rounds
Time Limits	2 Hours per round
Victory	Using the Games Workshop Matched Play Guide
Awards	1 st , Place Team, 2 nd Place Team, 3 rd Place Team

Players will be working in teams for this match. Your teammate cannot change throughout all the matchups (absolute emergencies can be an exception based on Judge's discretion)

Scenarios will be chosen using the Doubles Matched Play Guide produced by Games Workshop



Lord of the Rings Grand Tournament

Schedule	Saturday and Sunday
	<p>Saturday, August 30th</p> <p>Round 1: 10:00am – 12:00pm (Break): 12:00pm – 1:00pm Round 2: 1:00pm – 3:00pm (Break): 3:00pm – 4:00pm Round 3: 4:00pm – 6:00pm</p> <p>Sunday, September 1st</p> <p>Round 4: 10:00am – 12:00pm (Break): 12:00pm – 1:00pm Round 5: 1:00pm – 3:00pm</p>
Space Available	100 players maximum
Army Size	700pts
Army Composition	No restrictions beyond main rules for Matched Play
Painting	Fully Painted Required (Three Colors)
Number of Rounds	5 Rounds
Time Limits	2 Hours per Round
Scenarios	As of March 2025, we intend to use the Matched Play Guide being released later this year. An email will be sent with updates at that time
Tournament Victory	We will be using the Matched Play Guide created by Games Workshop being released in 2025
Awards	<p>1st Place, 2nd Place, 3rd Place</p> <p>Challenger of Champions (loser of the Top Table)</p> <p>Best Painted Army (Judge Voted)</p> <p>Best Painted Single Miniature (Judge Voted)</p> <p>Best Display (Judge Voted)</p> <p>Favorite Good / Favorite Evil Army (Player Voted)</p>