



HAMILTON IMMORTALS

PRESENTS

OVER THE TOP

2019

TO BE HELD:

9TH & 10TH OF FEBRUARY 2018

(SAT 10:00AM – 5.30PM, SUN 10:00AM – 6PM)

PLAYERS PACK

TOURNAMENT DETAILS

A WELCOME TO OVER THE TOP 2019 HOSTED BY THE HAMILTON IMMORTALS CLUB EVENT PLAYER PACK, FOR THE MIDDLE EARTH STRATEGY BATTLE GAME. IN THIS PLAYER PACK YOU WILL FIND EVERYTHING YOU NEED TO KNOW ABOUT THE EVENT. HOWEVER, IF YOU SHOULD HAVE ANY FURTHER QUESTIONS OR CONCERNS, PLEASE FEEL FREE TO CONTACT THE TOURNAMENT ORGANISERS; JOSIAH ABBOTT. (CONTACT DETAILS TO FOLLOW).



IMPORTANT DETAILS

DATE/TIME: 9:30AM-5.30PM, SATURDAY 31ST MARCH & 9.30AM-3.30PM
SUNDAY 1ST APRIL.

WHAT: OVER THE TOP, WITH TWO DAY SINGLES TOURNAMENT EVENTS.

WHERE: COSMOPOLITAN CLUB - 32 CLAUDELANDS ROAD, HAMILTON
EAST, HAMILTON

REGISTRATION - \$30 FOR ONE DAY, \$50 FOR TWO DAYS (INCLUDES \$10 VOUCHER FOR MARK 1).

REGISTRATION FORM TO BE FILLED OUT AND SUPPLIED (EMAILED/POSTED).
THESE WILL BE AVAILABLE FROM THE 1ST OF DECEMBER ON THE IMMORTALS
WEBSITE [HTTPS://HAMILTONIMMORTALS.CO.NZ/EVENTS/OVERTHETOP2019](https://hamiltonimmortals.co.nz/events/overthetop2019)

ENTRIES CLOSE THE **1ST FEBRUARY 2019**.

ENTRIES AFTER THIS TIME ACCEPTED AT UMPIRES/ORGANISERS DISCRETION
AND UNLESS FILLING A BYE WILL COST AN ADDITIONAL \$5 (FOR ONE DAY) AND,
\$10 (FOR A TWO DAY EVENT).

**PAYMENT DETAILS: PLEASE DIRECT TRANSFER MONEY TO: BANK: WESTPAC
ACCOUNT NAME: HAMILTON IMMORTALS, ACCOUNT No.: 03-1561-0029895-02,
REFERENCE: YOUR NAME**

RULES: MIDDLE EARTH STRATEGY BATTLE GAME

**NZHL POINTS: THE OVERALL TOURNAMENT WILL HAVE 100 NZHL POINTS UP
FOR GRABS TOWARD YOUR STANDING IN THE NZHL TABLE.**

TOURNAMENT ORGANISER CONTACT INFORMATION: JOSIAH ABBOTT:

EMAIL: JIMSIRE_@HOTMAIL.COM

MOBILE: 022 023 3115

EVENT INSTRUCTIONS:

650 POINTS TWO DAY EVENT

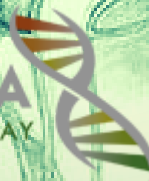
SIX GAMES

SPONSORED BY



MIGHTY ape

GAMING DNA
BORN TO PLAY



TIMETABLE

SATURDAY & SUNDAY - 10:00AM - 5.15PM

FEBRUARY
REGISTRATION

10.00AM

8TH & 9TH

& BRIEFING:

6.00PM

ROUND 1: 10.00AM - 11.50PM

LUNCH: 11.50PM - 1.00PM

ROUND 2: 1.00PM - 2.50PM

ROUND 3: 3.00PM - 4.50PM

ROUND 4: 10.00AM - 11.50PM

LUNCH: 11.50PM - 1.00PM

ROUND 5: 1.00PM - 2.50PM

ROUND 6: 3.00PM - 4.50PM

PRIZEGIVING - 5.00PM

1 HOUR 50 MINUTE GAMES

SATURDAY EVENING

AFTER DAY ONE IS WRAPPED UP WE WILL BE GOING INTO HAMILTON CENTRAL FOR AN EVENING MEAL AND DRINKS (IF DESIRED). A TABLE WILL BE BOOKED AT A RESTAURANT IN CENTRAL HAMILTON FOR A NUMBER OF PEOPLE INTERESTED IN ATTENDING FOR 7:00 P.M. DETAILS ABOUT THIS, INCLUDING A MENU, WILL BE POSTED CLOSER TO THE TIME OF THE EVENT. AFTER DINNER, WE CAN HEAD TO THE LOCAL BOWLING ALLEY FOR A FEW ROUNDS ON TENPIN AND A FEW DRINKS TO FURTHER UNWIND.

PUBLIC TRANSPORT & PARKING

FOR THOSE THAT ARE TRAVELLING FROM THE CITY CENTRE BUS STATION, THE NUMBER 14 STOPS ON HEAPHY TERRACE LEADING A SHORT WALK TO THE COSMOPOLITAN CLUB LOCATION ON CLAUDELANDS ROAD.

HOTELS & ACCOMMODATION

THERE ARE A NUMBER OF OPTIONS FOR ACCOMMODATION IN HAMILTON THAT ARE REASONABLY PRICED. A NUMBER OF BACKPACKERS ARE LOCATED ON VICTORIA STREET (CBD) FOR ABOUT \$25-\$30 A NIGHT. THERE ARE ALSO CHEAP HOTELS, MOST OF WHICH ARE LOCATED ON ULSTER STREET, THOUGH IT'S RECOMMENDED THAT THESE ARE BOOKED WELL IN ADVANCE, AS PRICE FLUCTUATES. SITES SUCH AS WWW.WOTIF.CO.NZ, WWW.TRIVAGO.CO.NZ AND

AGE RESTRICTIONS

THIS TOURNAMENT DOES NOT HAVE ANY AGE RESTRICTIONS. HOWEVER, IT IS RECOMMENDED THAT PLAYERS UNDER 16 BRING ADULT SUPERVISION TO THE EVENT IF POSSIBLE, ESPECIALLY IF THEY ARE UNFAMILIAR OR A BEGINNER WITH THE GAME. IT IS MANDATORY FOR PARTICIPANTS UNDER 12 TO BRING ADULT SUPERVISION UNLESS CLEARED BY A TOURNAMENT ORGANISER EARLIER.

FOOD AND REFRESHMENTS

THE COSMOPOLITAN CLUB BOASTS A BAR A KITCHEN, WHERE OF WHICH FOOD AND DRINK MAY BE PURCHASED.

ARMY COMPOSITION NOTES

MODELS MUST BE, WHEREVER POSSIBLE WYSIWYG (WHAT YOU SEE IS WHAT YOU GET) I.E. MODEL REPRESENTATION MUST BE USED. IN THE CASE OF "COUNTS AS" CONVERSIONS OR WEAPON SWAPS, PLEASE LET US KNOW WHAT YOU'RE PLANNING AHEAD OF THE EVENT AND ANYTHING WITHIN REASON WILL BE ACCEPTED. ALSO, PLEASE MAKE SURE TO INFORM YOUR OPPONENTS AT THE START OF YOUR GAMES.

MODELS MUST BE FULLY PAINTED (WITH A MINIMUM OF THREE COLOURS PER MODEL) AND BASED (TWO MATERIALS REQUIRED).

ASIDE FROM THE ABOVE, ALL ARMIES MUST FOLLOW THE STANDARD RULES FOR FORCE CREATION, AS DETAILED ON PAGES 129-137 RULES MANUAL. THE MOST RECENT FAQ AND ERRATA FROM THE GAMES WORKSHOP WEBSITE WILL APPLY.



**ARMY LISTS DUE: MONDAY 6TH OF FEBRUARY 2019 TO BE EMAIL TO:
JIMSIRE_@HOTMAIL.COM**

2 X 650 POINT LISTS (ONE GOOD FACTION & ONE EVIL)

WHAT YOU WILL NEED

- PLAYERS PACK AND SCORING SHEET
- YOUR MODELS!
- RULEBOOK AND/OR RELEVANT SOURCEBOOKS
- ANY CURRENT FAQ'S OR ERRATA FOR YOUR ARMY
- DICE AND MEASURING TAP
- 3 X 25MM BASE OBJECTIVE MARKER
- PEN AND PAPER
- SUPERGLUE (FOR ALL THOSE RAGE-QUIT BREAKAGES)

(OPTIONAL) A TRAY OF SOME DESCRIPTION THIS IS A POPULAR WAY OF CARRYING MODELS BETWEEN TABLES WITHOUT HAVING TO CONSTANTLY PACK AND UNPACK THEM). FURTHERMORE, THIS CAN BE HANDY FOR ROLLING DICE IN.

SCORING

A TOTAL OF 144 TOURNAMENT POINTS WILL BE AVAILABLE OVER THE COURSE OF THE TOURNAMENT WEEKEND.

SECRET OBJECTIVES

THESE SHALL BE HANDED OUT BEFORE EACH GAME. EACH PLAYER SHOULD AIM TO ACHIEVE AS MANY AS POSSIBLE

AWARDED POINTS

VICTORY CONDITIONS

| | |
|----|----------------------------------|
| 24 | CRUSHING VICTORY (AT LEAST 1 SO) |
| 20 | MAJOR VICTORY (MORE SO VP's) |
| 16 | MINOR VICTORY (MORE SO VP's) |
| 12 | DRAW |
| 8 | MINOR LOSS |
| 4 | MAJOR LOSS |
| 0 | CRUSHING LOSS |

CRUSHING VICTORY/LOSS = ACHIEVE 5VP'S + (AT LEAST ONE SECRET OBJECTIVE) WHILST YOUR OPPONENT ACHIEVES 0VP.

MAJOR VICTORY/LOSS = ACHIEVE DOUBLE VPS THAN YOUR OPPONENT'S VPS E.G. 4-2 (+ MORE SECRET OBJECTIVE VP's).

MINOR VICTORY/LOSS = ACHIEVE MORE VPS THAN THE OPPONENT (+ MORE SECRET OBJECTIVE VP's).

SCENARIOS:

SATURDAY

1. ILL-LIT BY MOONLIGHT
2. HOLD GROUND
3. CONTEST OF CHAMPIONS

SUNDAY

4. DOMINATION
5. HEIRLOOMS OF AGES PAST
6. FOG OF WAR

SCORING

CRUSHING WIN/LOSS

MAJOR WIN/LOSS

MINOR WIN/LOSS

DRAW

VICTORY POINTS

24 - 0

20 - 4

16 - 8

12 - 12

| Games | My Game VP's | My Victory Points | My Secret Objectives | Opponents VP's | Opponent's Victory Points | Opponent's Signature |
|------------------------|--------------|-------------------|----------------------|----------------|---------------------------|----------------------|
| Ill-Lit by Moonlight | | | | | | |
| Hold Ground | | | | | | |
| Contest of Champions | | | | | | |
| Domination | | | | | | |
| Heirlooms of Ages Past | | | | | | |
| Fog of War | | | | | | |
| Totals | | | | | | |

| Favourite Opponent | Favourite Army |
|--------------------|----------------|
| | |