



HAMILTON IMMORTALS

PRESENTS

OVER THE TOP

2020

TO BE HELD:

8TH & 9TH OF FEBRUARY 2020

(SAT 9:45AM – 5.00PM, SUN 9:30AM – 5PM)

PLAYERS PACK

TOURNAMENT DETAILS

WELCOME TO OVER THE TOP 2020 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: 9:45AM-5.00PM SATURDAY 8TH FEBRUARY & 9.30AM-5PM SUNDAY 9TH FEBRUARY.

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

WHERE: COSMOPOLITAN CLUB - 32 CLAUDELANDS ROAD, HAMILTON EAST, HAMILTON, 3216

REGISTRATION - \$30 FOR ONE DAY, **\$50 FOR TWO DAYS** (INCLUDES \$10 VOUCHER FOR MARK 1). ADDITIONALLY, HAMILTON IMMORTALS CLUB MEMBERS RECEIVE A DISCOUNT OF \$5 PER DAY OFF THE REGISTRATION PRICE.

REGISTRATION COMPLETED VIA PAYMENT TO ACCOUNT ON THE FOLLOWING PAGE.

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 **24TH OF JANUARY 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:

500 POINTS TWO-DAY EVENT

EIGHT GAMES

SPONSORED BY



11F GARDEN PLACE
HAMILTON, NEW ZEALAND
07-838 1141

TIMETABLE

SATURDAY

REGISTRATION

9.45AM

GAMES

10.00AM - 5.30PM

SUNDAY

GAMES

9.30AM - 5.00PM

REGISTRATION: 9.45PM

ROUND 1: 10.00AM - 11.30PM

ROUND 2: 11.45PM - 1.15PM

LUNCH: 1.15 - 2.15PM

ROUND 3: 2:15PM - 3.45PM

ROUND 4: 4.00PM - 5.30PM

ROUND 5: 9.30AM - 11.00PM

ROUND 6: 11.15PM + 12.45PM

LUNCH: 12:45PM - 1.30PM

ROUND 7: 1.30PM - 3.00PM

ROUND 8: 3.15 - 4.45PM

PRIZEGIVING - 5.00PM

1 HOUR 30 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 & APPAREL RESTRICTIONS

THIS TOURNAMENT DOES NOT HAVE ANY AGE RESTRICTIONS. HOWEVER, IT IS RECOMMENDED THAT PLAYERS UNDER 16 BRING ADULT SUPERVISION TO THE EVENT, 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. AS THIS IS A PRIVATE VENUE WITH ITS OWN RESTAURANT FACILITIES PLEASE DO NOT BRING IN ANY FOOD OR DRINK. WATER IS PROVIDED AT THE VENUE. PERSONS WILL BE ASKED BY COSSIE CLUB MANAGEMENT TO CONSUME ANY BROUGHT IN FOOD OR DRINK OUTSIDE.

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 3RD OF FEBRUARY 2019 TO BE EMAILED TO
JIMSIRE_@HOTMAIL.COM**

**2 X 500 POINT LISTS (ONE GOOD FACTION & ONE EVIL)
NO MODELS OVER 100 POINTS**

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 192 TOURNAMENT POINTS WILL BE AVAILABLE OVER THE COURSE OF THE TOURNAMENT WEEKEND.

AWARDED POINTS	VICTORY CONDITIONS
24	CRUSHING VICTORY
20	MAJOR VICTORY
16	MINOR VICTORY
12	DRAW
8	MINOR LOSS
4	MAJOR LOSS
0	CRUSHING LOSS

CRUSHING VICTORY/LOSS = ACHIEVE 5+VP'S AND YOUR OPPONENT ACHIEVES 0VP'S

MAJOR VICTORY/LOSS = ACHIEVE DOUBLE VPS THAN YOUR OPPONENT'S VPS

E.G. 4-2

MINOR VICTORY/LOSS = ACHIEVE MORE VPS THAN YOUR OPPONENT.

SCENARIOS

SCENARIOS WILL BE ROLLED FOR BEFORE EACH GAME FROM THE TWELVE IN THE RULEBOOK. NOTE SHOULD A PREVIOUSLY PLAYED SCENARIO BE ROLLED, THEN THE DICE WILL BE REROLLED UNTIL A SCENARIO WHICH HAS NOT YET BEEN PLAYED IS REACHED.

NOTE THE TWO PLAYERS AT THE END OF GAME SEVEN WITH THE HIGHEST TOURNAMENT SCORES WILL PLAYOFF IN GAME EIGHT TO DETERMINE THE OVERALL WINNER.

SCENARIOS:

SATURDAY

1. TBA
2. TBA
3. TBA
4. TBA

SUNDAY

5. TBA
6. TBA
7. TBA
8. TBA

SCORING

CRUSHING WIN/LOSS

MAJOR WIN/LOSS

MINOR WIN/LOSS

DRAW

VICTORY POINTS

24 - 0

20 - 4

16 - 8

12 - 12

Scenarios	My Tournament VPs	My Game VPs	Opponents Tournament Points	Opponents VPs	Opponents Signatures
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					

Favourite Opponent

Favourite Army