

# MIDDLE EARTH STRATEGY BATTLE GAME

## *Unofficial Play Sheet*

### TURN SEQUENCE [p.17]

1. **Priority Phase**
2. **Move Phase**
3. **Shoot Phase**
4. **Fight Phase**
5. **End Phase**

### THE PRIORITY PHASE [p.18]

Players roll for Priority in the first turn, re-rolling any ties. In later turns, both players roll and if the result is a tie, Priority goes to the player who did not have it in the previous turn. Priority determines the order of movement and of shooting, and which player decides the order of duels in the Fight Phase.

### THE MOVE PHASE [p.20]

**Open Ground** – Full Movement

**Difficult Terrain** – Counts as **Double** movement cost.

**Obstacles** – Models can automatically cross if the obstacle is less than half model's height; take a **Jump** Test, if more half, but not more than the model's height, or a **Climb** Test, if greater than the model's height. **Gaps** of up to twice the model's height – **Leap** Test.

**Shallow Water** – No Test.

**Deep Water** – Take a **Swim** Test.

### JUMP TABLE [p.26]

- 1 – Stumbles and Fails; Does not cross and ends movement that turn.  
2-5 – Success; Reaches the other side and ends movement that turn.  
6 – Effortlessly Bounds Across; crosses the obstacle and move a full move.

### JUMP OVER PRONE MODELS TABLE [P. 29]

- 1 – Fail; Must charge the Prone Model.  
2-6; Success; Clears the Prone Model. *[NOTE: The Rulebook does not say if the model can continue its move or not.]*

### LEAP TABLE [p. 27]

- 1 – Stumbles and Fails; Falls to the bottom suffering **Falling** damage [p. 28]; One Strength 3 hit plus one additional Strength 3 hit for each for each inch more than the model's height fallen.  
2-5 – Success; Reaches the other side and ends movement that turn.  
6 – Effortlessly Bounds Across; crosses the obstacle and move a full move.

### CLIMB TABLE [p. 28]

- 1 – Fall; Falls to the ground, placed Prone, suffering **Falling** damage [p. 28]; One Strength 3 hit plus one additional Strength 3 hit for each for each inch more than the model's height fallen.  
2-5 – Continue to Climb; Moves maximum move distance, of reaches the top, moving no further that turn.  
6 – Swift Ascent; Moves maximum move distance, and on reaching the top, may move further if it has movement remaining.

### THROWN RIDER TABLE [p.52]

- 1 – Knocked Flying; Rider suffers Strength 3 hit, and placed Prone.  
2-5 – Rises from the Dust; Cannot do anything else in that turn, including striking blows in combat.  
6 – Leaps into Action; Rider is placed on foot and suffers no further penalty.

### SWIM CHART [P. 85]

- 1 – Sink; The model is overcome and drowns. Remove as a casualty.  
2-5 – Swim; The model may move up to half its remaining Move allowance through the water.  
6 – Swim Strongly; The model may move its remaining Move allowance through the water.

### *Modifiers*

- +1 The model is mounted; -1 The model is equipped with Heavy Armor or Dwarf Armor;  
-1 The model is equipped with Dwarf Heavy Armor; -1 The model is carrying a shield;  
-1 The model is carrying a banner.

### THE SHOOT PHASE [p.31]

The player with Priority shoots first. Determine Line of Sight and Range. A model can move up to half its maximum move and still shoot, but cannot Jump, Leap, Climb, or Swim, or if it is Prone. **Missile Weapon Chart with Ranges and Strengths are on page 71.**

### IN THE WAY CHART [p.32]

Obstruction	Score to Pass
Fortifications, Large Rocks or Outcrops	5+
Windows and Doorways, Walls, Rocks, Tree Trunks, Sturdy Fences, Intervening Models	4+
Flimsy Fences, Bushes, Crops and Long Grass	3+

### MOVING AND SHOOTING [p. 34]

The model's Shoot Value is reduced by one for that turn. A model with a Thrown Weapon can shoot even if it has moved its maximum move.

### SHOOTING MODELS IN COMBAT [p34]

Evil models (only) may shoot at an enemy that is engaged in combat. D6 to see who in the fight is hit; On a 1-3 Evil model closest to the firer is hit; on a 4-6, the original target is hit.

### TO WOUND CHART [p. 35]

#### DEFENCE

STRENGTH		1	2	3	4	5	6	7	8	9	10
	1	4	5	5	6	6	6/4	6/5	6/6	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

### THE FIGHT PHASE [p.37]

The player with Priority picks which order fights are to be resolved in, one at a time. A fight is broken down into the following four stages:

1. **Duel Roll**
2. **Loser Backs Away 1"**
3. **Winner Makes Strikes**
4. **Remove Casualties**

**Trapped/Prone and Make Way [p. 40]**

**Monster Brutal Power Attacks [p. 63]**

**Special Weapons [p. 68]**

**Close Combat Weapons [p. 67]**

**Shielding** – Roll double number of Attacks, and if shielding model's side wins, neither side makes any Strikes. [p. 74]

### SPECIAL STRIKES [p.70]

**Bash (Hammers, Maces & Mauls)** – If Duel is won by Bashing side, both sides add D6 to Strength (additional +1 for two-handed; if bashing model's number is equal or higher, opponent is knocked Prone.

**Feint (Daggers & Swords)** – Reduce Fight value by D3, if Feinting side wins, re-roll To Wound rolls of 1.

**Piercing Strike (Axes & Picks)** – If side wins, increase Strength by D3, if side loses, decrease Defense by D3.

**Stun (Clubs and Staffs)** – If side wins, roll a D6. On a 4+, victim's Fight and Attacks are reduced to 1, & Shoot to 6+ until the end of the following turn.

**Whirl (Flails, Scourges & Whips)** – Reduce Fight Value to 1, and side wins, makes a single strike against every model in the fight.

### HEROIC ACTIONS [p.57]

**Heroic Move (Move phase)** – Hero moves prior to an enemy with Priority that turn; "With Me!" allows friendly models within 6" to move with the Hero. If models within 6" don't move then, they may not move later in the Move phase.

**Heroic March (Move phase)** – Add 3" to foot and 5" to mounted heroes. May not Charge. "At the Double!" lets friendly foot models within 6" move an extra 3" and mounted an extra 5". They must end their move within 6" of the Hero. If models within 6" don't move then, they may not move later in the Move phase.

**Heroic Channelling (Move phase)** – Hero uses the Channeled versions of any magical powers it casts in this turn [p. 77].

**Heroic Shoot (Shoot phase)** – Hero shoots prior to all other models; "Loose!" lets friendly models within 6" to shoot also.

**Heroic Accuracy (Shoot phase)** – Hero re-rolls failed In The Way rolls.; "Take Aim!" lets friendly models within 6" to reroll also.

**Heroic Combat (Fight phase)** – Resolved first, and if all enemy models are slain, the hero and any friendly models also in that fight in base contact with the enemy may move (and charge) and fight again in their ordinary sequence.

**Heroic Strike (Fight phase)** – Hero adds D6 to his Fight value for that phase (max 10).