

MIDDLE-EARTH

STRATEGY BATTLE GAME

HM.

9TH AUGUST
\$35 (Lunch Inc)

THERE AND BACK AGAIN

MESBG Blitz Tournament - There And Back Again

Date: Sun 9th August 2026

Cost: \$35

Lunch provided - Hells Pizza

\$10 to cover lunch

\$15 to Prize pool

\$10 Store credit as early bird bonus for tickets purchased before 19/7/26

TO: Lev Prokofyev, 0210393730, levprokofyev@gmail.com

Event Organiser: Stewart Gardener - stewart.gardener08@gmail.com

10% discount on all MESBG products on the day of the tournament, does not apply to new releases or laybys, No rain checks.

This event will be run on Longshanks, please register for the event [here](#).

The event will count towards 80 League Points.

Please Submit Army lists to levprokofyev@gmail.com by 2/8/26

There will be 6 rounds, each 45 minutes in length. Players must finish the turn they are on once time is called. Furthermore, to keep things on time, there will be a strict 'dice down' call five minutes after the round timer ends to ensure results are uploaded in a timely manner

Tournament Rules and Gameplay Modifications

- Army Size: 200 points
- Forces must consist of 4–26 models (inclusive)
- Sourcebooks Allowed: Armies of the Lord of the Rings, Armies of the Hobbit, Armies of Middle earth, Legacy PDF
- Games will be played on 24" x 24" Board
- Your Army Leader must be a Hero of Fortitude, Valour or Legend (where your list offers any discretion, of course).
- Objective Marker Radii will be halved E.g The Hold Ground 6 inch radius goes down to 3 inches, the Domination 3 inch radius down to 1.5 inches
- The minimum distance from a board corner a warband can be deployed when using Maelstrom of Battle deployment rules going down to 3 inches.
- Distances for Deployment zones, permitted gaps between objective markers and placement of pre-determined objective markers will be halved, with the exception of the central 6" Champion's deployment bubble in Contest of Champions.
- Heroes possessing abilities granting them free Heroic Combats may be selected but said HEROES MAY ONLY BENEFIT FROM ONE FREE HEROIC COMBAT PER GAME. Another one to bear in mind! More on this in Special Rules Rection.
- Banned Units (please check back before list submission, as others may be added if needed):
 - Legolas
 - Siege Weapons

Schedule:

- 10:00 - 10:30 → Set up and Briefing
- 10:30 - 11:15 → Game 1
- 11:30 - 12:15 → Game 2
- 12:30 - 11:15 → Game 3
- 1:30 - 2:00 → Lunch
- 2:00 - 2:45 → Game 4
- 3:00 - 3:45 → Game 5
- 4:00 - 4:45 → Game 6
- 5:00 - 5:30 → Prize Giving and Pack Down

Scenarios

- Game 1: To the death
- Game 2: Breakthrough
- Game 3: Heirlooms of ages past
- Game 4: Storm the camp
- Game 5: Sites of power
- Game 6: Hold Ground

Special Rules:

Heroic Combat

Various Heroes possess abilities that grant/allow them to obtain a free Heroic Combat each turn. Heroes with these sorts of abilities may be selected in your force, but a Hero may only call one Heroic Combat for free each game i.e the relevant 'each turn' ability becomes a 'once per game' ability. This does not restrict the use of 'free' Might points generated rules that grant these, such as Mighty Hero. It will largely be obvious how and where this applies –use the principles demonstrated in the following examples if it is not.

Example One – The 'Leader of the Pack' special rule in the Wolves of Isengard army list states that 'Sharku may declare a Heroic Combat each turn for free'. Sharku will therefore only get one free Heroic Combat each game.

Example Two –Thranduil's 'Fury of the Elvenking' rule states that 'If Thranduil is Outnumbered in a Combat, and successfully kills all enemy models that he was Engaged in Combat with, then in the following turn Thranduil may declare a Heroic Combat for free'. Thranduil's controlling player would need to track when Thranduil fulfils this condition and decide at the appropriate point in the following turn if they wish for Thranduil to utilise the resulting free Heroic Combat. If they do, Thranduil cannot obtain any further free Heroic Combats from this rule. If they do not, the free Heroic Combat earned is not 'banked' and Thranduil will have to fulfil the requirements again to obtain it.

Effects from player - placed markers

A number of abilities in the game possessed by models or army lists, such as Hamfast Gamgee's Flower Markers or the Web Markers placed by the controlling player of a 'The Spider Queen's Brood', involve placing a marker on the board which have an effect within a given radius. These abilities have their radii halved, in line with the above changes to Objective Markers.