

Summary for Legends of the Middle Ages

by Katie Lauren Lucas based on Lord of the Rings, (C) Games Workshop.

Turn Sequence

1	Establish Priority.
2	Move. Both move in priority order.
3	Shoot. Both shoot in priority order.
4	Fight. Player with priority picks resolution order.

Test Modifiers

Test	Modifier	Effect
Swim	Unarmoured.	+1
Swim	Heavy Armour.	-1
Swim	Shield.	-1
Jump	Obstacle taller than model.	-1
Fight	Model has 2h weapon.	-1
Fight	Mounted model charged foot.	+1D
Wound	Charging model has lance.	+1
Wound	Model has 2h weapon.	+1

Prone Models

Phase	Restriction
Move	1" max.
Move	lie down/get up for half move.
Shoot	Cannot shoot.
Fight	May not use spears, 2h wpns, pikes.
Fight	Cannot wound if win fight but gets up.
Fight	Takes double hits if lose.

Wound Resolution

								h/man	hero
								max	max
	D0	D1	D2	D3	D4	D5	D6	D7	D8
S2	3	4	4	5	5	6	6	6/4	6/5
S3	3	3	4	4	5	5	6	6	6/4
S4	3	3	3	4	4	5	5	6	6
S5	3	3	3	3	4	4	5	5	6
S6	3	3	3	3	3	4	4	5	5

D6	Mounting	Shot at Mounted	In the Way	Climb	Cross Obstacle	Thrown Rider	Swim	D6
1	Fail.			Fall. S3 hit per 2" vert. dist.	Cross failed. Move ended.	Rider takes S3 hit and is prone.	Model drowns.	1
2		Hit mount.	Shot blocked.					2
3	Figure mounted, move ended.			Climb OK. Move ended.	Crossed OK. Move ended.	Rider dismounted, no further action this turn.	Model swims half-move. May make climb test if reaches bank.	3
4		Hit rider.						4
5			Shot OK.					5
6	Figure mounted, may move mount's move - foot move used.	Hit passenger if present, or else rider.		Climb OK. May move remaining dist - 2x height.	Crossed OK. May move remaining dist.	Rider OK.	Model swims normal move. May make climb test if reaches bank.	6

Heroic Powers

Power	Use
Might	Spend pts to add/subtract from Fight, Shoot, Wound, Fate, Courage, Jump, Climb, Swim or Thrown tests. Modify <i>after</i> seeing D6 result.
"	Spend 1pt for Heroic Move. Hero moves 1st in phase. Allies <6" may follow.
"	Spend 1pt for Heroic Shooting. Hero shoots 1st in phase. Allies <6" may also shoot. Not while in combat.
"	Spend a point to declare Heroic Combat. Hero's combat resolved first. If won, he and all co-combatants may charge new targets.
Will	Spend points to add/subtract from a Courage test. Modify <i>after</i> roll D6.
Fate	Spend 1pt to roll D6>3 to avoid losing a wound.

Terrain

Type	Open	Difficult	Barrier
Foot	6"	1/2 dist for any portion.	<10mm free. 10-30mm by Jump test, 30-60mm by Jump -1.
Mounted	10"	1/4 dist for any portion. No charge bonus.	Cross <20mm free. Cross 20-40mm as Jump. 40-80mm as Jump -1

Strikes

Bash	blunt weapons - hammers	May knock enemy down instead of wnd.
Feint	bladed - daggers,swords	Fight-1D3, reroll wnd 1s.
Piercing	axes, pollarms	Model Str+D3, Def-D3.
Stun	clubs, staffs	Instead of wound, D6=4+ enemy has FV 1/6+ and Attacks=1 until the end of next turn.
Whirl	Flails, whips	FV=1, strikes every enemy model in fight once.

Mounted Models

Phase	Rules
Fight	May not use "shielding", but do get DEF+1 for shield.
Fight	If charged, gain extra attack dice.
Fight	If win against only foot figures, knock them over.
Move	No climb, lie down or crawl.
Move	May make a second jump attempt if first is a 1. If second is a 1, throw rider.

Fights

1)	The player with priority splits up fights.
2)	Every separate fight must have 1 side with 1 model on it and a side with >=1.
3)	Every model in contact with the enemy must fight exactly once.
4)	<i>except</i> Models defending barrier fight each single attacker. Attacker picks order.
5)	Only models in contact fight. Spear/pikes add an attack to 1 supported model, but do not count as fighting.
6)	For each attack on each side, roll D6 (Note that some weapons have mods). Highest side wins. If draw, side with highest fight value wins. If tied, D6>3 attacker.
7)	Losing figure(s) pushed back 1".
8)	For each attack present on winning side, strike loser. (Note diff wpn mods).
9)	If attacker wins across a barrier, D6<4 means blows deflected by barrier.