



MIDDLE-EARTH™
STRATEGY BATTLE GAME



Middle-Earth Slowgrow League 2

Key Dates:

Sign-up deadline: 30th June 2024

Start date: 1st July 2024

Overview

The second slowgrow league, from the Melton MESBG Community:

- 500 to 1000 points (100 point increase per month)
- 6 Months
- Competitive lists
- Good vs Evil
- Round 1 commences 1st July 2024

You will receive a special event exclusive dice for taking part in the league!

There will also be prizes at the end of the league awarded for painting, sportsmanship and gaming prowess!

Registration

To register, please send a payment of £6 to Melton.MESBG.Com@gmail.com via PayPal F&F.

All players must submit an army list by email to Melton.MESBG.Com@gmail.com by the sign-up deadline, and then at the start of each month.

How to play

- You must play one round per month for the league, and submit your results by email to Melton.MESBG.Com@gmail.com.
 - You must play someone different each round, from the opposing team.
 - You will be responsible for organising your game with your opponent within the monthly time frame.
 - Failure to complete your game within each monthly round will result in 0 points being scored by you that round.
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Campaign

- This is a Good vs Evil campaign to decide the fate of Middle Earth.
 - Each month, we will play a single scenario drawn from each pool in the Matched Play guide, using the Veto System.
 - Each month, you will be fighting in a different region of Middle Earth, as described in the back of the MESBG Matched Play Guide.
 - Regions will be randomly determined before the start of each round, and shared on Facebook and Discord.
 - There are additional bonus rules that can be won if your faction has won control over one or more regions, as described in the MESBG Matched Play Guide.
 - You will be a part of one of two teams: **'Good'** or **'Evil'**.
 - If after the registration deadline there is an uneven number of members on each team, you will have the option to volunteer to represent the other team, regardless of your chosen army.
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Scoring

Each game you will score points for your team:

- 3 for a win
- 2 for a draw
- 1 for a loss

These scores will be combined across each team to create a combined total. This total will decide the fate of Middle Earth!

Army construction

500 points, escalating to 1000
No Tom Bombadil or Goldberry
Legendary Legions are allowed
Green, Yellow and Red Alliances allowed
Two new profiles will be available for the league, the Blue Wizards!
The Blue Wizards may join any Legendary Legion without penalty

The Blue Wizards

Alatar, the Pale

Alatar is an “Agent of Good”.

Alatar uses the same profile and costs the same points as Gandalf the White, with the following exceptions:

- Alatar trades the Gondor Keyword for that of your army leader.
- Any ‘Good’ army may include Alatar if they choose, even if that army already includes Gandalf the White.
- Alatar is a hero of legend, but may never be your army leader.

Palando, the Dark

Palando is an “Agent of Evil”.

Palando uses the same profile and costs the same points as Saruman the White, with the following exceptions:

- Palando trades the Isengard Keyword for that of your army leader.
- Any ‘Evil’ army may include Palando if they choose, even if that army already includes Saruman the White.
- Palando is a hero of legend, but may never be your army leader.

Palando possesses a Palantir of his own.

If both Palando and Saruman the white are included in a single army, only Saruman may use the Palantirs special rules.