



Ring of Power

A set of rules designed to
recreate grand fantasy
campaigns, offered by



Introduction

This set of rules is designed for players wanting to recreate grand scale fantasy campaigns based on their favorite novels or films.

They will produce an epic game, with the scope for sweeping strategic maneuvers and very large battles. Players can assume the roles of their favorite nations or heroes, and lead their forces to glory.

We deliberately designed these rules for use with the very large collections gamers normally amass regarding their favorite worlds, so the rules work very well with a large number of figures on the tabletop.

Design Concepts:

Figures may represent either armies (large units of fighters) or individual characters. Army figures fight, character figures may fight, lead groups of armies or use special abilities.

Distance is somewhat abstracted, with significant features that play a role in the storyline called out and emphasized. See the scenario guides for additional details.

Where die rolls are called for, players roll six-sided dice.

The game was designed by Craig Tyrrell and Jim Morgan, with assistance and extensive play testing by the members of NUTS (Northern Utah Tacticians and Strategists).

Sequence of Play

Ring of Power utilizes alternating turns, with each player completing their actions for a phase in turn. The order each player takes actions is detailed in the scenario.

Each turn follows the following sequence:

- Turn Start Phase
- Movement
- Combat

Turn Start Phase

At the start of a new turn, the players should first check to see if the scenario victory conditions have been met. If they have not, and the ending turn has not been reached, another turn will be played.

All players then receive reinforcement figures as specified by the scenario. Reinforcements are incremental, additional figures.

Reinforcements must be taken on the turn designated, if their specified arrival location is not under the owning players' control they are permanently lost.

Movement

During their turns, each player moves their figures. Each figure may be moved up to the limit of their movement specified on the movement chart below:

Type	On foot Clear	Mounted Clear	Difficult
Man, Uruk-hai or Elf	10"	15"	7"
Orc, Goblin, Troll	8"	12"	6"
Dwarf or Hobbit	8"	12"	7"
Spider	6"	-	6"
Chariot	-	12"	X
Flying model	-	20"	20"
Mumakil	-	10"	4"
Light Artillery	6"	-	4"
Heavy Artillery	4"	-	x
Ships	-	24"	12"

Note: no figure may move if pinned (within 1" of an enemy figure) at the start of its move [exception - a single model or group who all have the *stealth* ability may not be pinned unless they are spotted (see Spotting)].

Special Movement Cases:

Some figures may have abilities which affect their movement, the movement effect is summarized below:

- Miners or Burrowers – figures with these abilities treat rocky ground and hills as clear terrain
- Heavy armor – figures equipped with heavy armor move 1 inch less in any terrain. Dwarves are exempt from this rule.
- Pikes – figures equipped with pikes move 2 inches less in any terrain
- Ponderous – cannot enter difficult terrain except on roads.
- Scouts – may move double their normal base movement distance for the terrain entered
- Swift – may move an additional 2 inches in clear terrain
- Tracker – may move two additional inches in difficult terrain.
- Woodsmen – treat woods and forest as clear terrain

Figures and Forces

Forces consist of any number of figures, which are within 1" of another figure in the force. A force may move together, but must move at the speed of the slowest figure in it. Forces will act together in combat (see Combat).

Exception – groups of characters only are considered to occupy only the position of the leading member for all combat and outcome purposes (they take up much less space than a group of army figures).

Figures may join or leave a force during movement simply by moving within or outside of 1" of any figure in the force.

Any figures that are not part of (within 1" of) a force are treated as single figures and move and fight independently.



Terrain Effect on Movement

The effect of terrain on movement is detailed in the chart below. Note that individual scenarios may have special locations with different effects.

Type	Special rules
Fortress walls	Impassable except through gates [exception - combat assaults on walls]
Hills	Treat as rough terrain
Marsh	Treat as rough terrain
Caves / Tunnels	Treat as rough terrain (exception - figures possessing the miner or burrower abilities)
Mountain	Impassable, except for designated paths and passes
Soft Sand	Treat as rough terrain
Towers	Hold character figures only
Rivers	Impassable except at fords, bridges and designated broad shallow areas (where it takes one full move to cross)
Roads	Negate rough terrain, add 2" if moving entirely on road
Rocky areas	Treat as rough terrain, impassable to chariots
Stream	Takes one full move to cross
Woods	Treat as rough terrain

Combat

When Does Combat Occur

After movement is completed, any opposing forces or individual figures within 1" of an enemy figure or force will fight. If a force is involved in combat, any figures in the force that are within 6" of an enemy figure may fight in the combat.

Example: a force (all models are within 1" of at least one other model) of 16 uruk hai and Lurtz is raiding near Edoras. A force including Eomer and 3 riders of Rohan moves up to within 1" of the leading uruk-hai. On measuring, all of the riders are within 6" of at least one uruk hai, while 9 uruk hai and Lurtz are within 6" of at least one rider. All four riders, 9 uruk hai and Lurtz will take part in combat.

Forces or figures consisting of only characters are very hard to detect in the large spaces represented on the tabletop. If such are within 2" of enemy at the start of combat they may elect to hide and evade combat. If the opposing player still wishes to fight them, he may search for them, succeeding on a roll of 4+.

Resolving Combat:

Combat is resolved as follows:

- each player rolls to hit
- each player allocates hits received and makes defense rolls
- determine who wins the combat
- remove casualties and make outcome moves

All combat is resolved simultaneously, so any figures that are eliminated will strike back before being removed.

The only exception to the above is for figures that have the ambush ability. Ambushing figures strike first, and the opposing player must roll defense rolls and remove any casualties they suffer prior to striking back.

Determining Hits

Each figure in the game has three combat characteristics – dice, attack and defense. For each figure in combat, the player will roll the number of dice specified and inflict a hit on the enemy force on a roll equal to or greater than its attack value. A natural 6 is always a hit.

As often many figures will have similar attack characteristics, so it is normal to speed play for the player to combine all of the dice at a given attack number and roll them together.

Allocating Hits

Once a player has completed rolling for all of their attacks, the opposing player must allocate the hits received to the figures in his force. He may allocate the hits freely between the figures making up the force, except that only figures within 6" of an enemy figure (before casualties are removed) may be hit, and no figure may be hit more than once until all eligible figures have received at least one hit.

Defense Rolls

Many figures also have the ability to avoid elimination, even if hit. This is reflected in their defense characteristic. Any figures that are hit may roll one die for each hit they received, and if the result is equal to or greater than their defense number the hit has no effect due to their armor, agility, etc. A figure receiving multiple hits must successfully defend all of them to avoid elimination.

A natural roll of 1 always results in a failed defense roll. Figures that have no defense characteristic are eliminated immediately on receiving a hit.

Mounted figures - a mounted figure that fails a defense roll is dismounted, remove the mounted model and replace it with a foot model. A second failed defense roll would eliminate the figure entirely (and count it as a casualty).

Example (continued): the three riders and Eomer all have 2 dice and an attack of 3. The Rohan player rolls 8 dice (four riders times 2 dice) and scores 1, 2, 3, 3, 4, 4, 5 and 6. This results in 6 hits on Lurtz's force (hit on a 3+). Lurtz 'selflessly' assigns the hits to 6 other different Uruk hai and rolls for defense using their defense of 5+. He scores 1, 2, 3, 4, 4, 6. One Uruk hai makes its defense roll and survives, the other 5 will be casualties. Before removing the casualties, Lurtz strikes back with 9 Uruk hai plus himself (all have 1 die and strike with an attack of 4). He rolls 1, 2, 3, 3, 4, 4, 5, 6, 6, for a total of 5 hits (hitting on a 4+). Each rider and Eomer must each take one hit, then Eomer allocates the fifth hit to one of the riders. Eomer rolls for defense (both he and the riders have a defense of 4). Eomer rolls a 4 for himself and survives. The two riders with one hit each roll 1 & 5; one survives and one is dismounted. The rider with two hits rolls a 2, 3 and perishes (one failure dismounts him, the second eliminates him).



Combat (continued)

Combat Outcome

After all attack and defense rolls have been completed, total the casualties on each side. A figure that is dismantled but not eliminated does not count as a casualty. Each side then adds the highest leadership value of a character figure with their force. The side with the highest total wins. A tie stops combat in a draw, it will resume the following turn if any figures remain in combat distance.

The losing side loses 1 additional figure for every 10 figures they have remaining from the combat, rounding up (e.g., if a force with six remaining figures loses a combat it loses one additional figure, a force of 11 remaining figures loses two additional figures, etc.). The loss must be inflicted on a character figure if no more army figures remain. Any remaining defeated figures must retreat a full move away from the victorious force and regroup for a full turn before moving or launching another attack, but may defend normally if attacked.

Example (continued) – the good side scores 5 for kills plus Eomer's leadership of 2 for a total of 7; while Lurtz scores two kills plus his leadership of 1 for a total of 3. Evil loses the fight and Lurtz's force retreats a full move away from the riders and removes one additional Uruk hai figure (from the five figures remaining after the combat).

Character Figures in Combat

Character figures engage in combat just like any other figure, using their own characteristics for dice, attack and defense. In addition, the character figure with the highest leadership characteristic adds it to the number of enemy figures killed when determining combat outcomes.

Remove/Dismount Casualties

Figures who are allocated hits and fail their defense rolls become casualties. Casualties are normally removed from the tabletop once the combat has been resolved and the outcome determined. Mounted figures (and characters) who become casualties are replaced with their dismantled version. Such figures are normal foot figures, and may not re-mount again unless specified in the scenario.

Healing Wounded Figures

Certain places have the lore and facilities to heal even grievous injuries to stouthearted heroes. They are designated in the applicable scenario. If a wounded hero figure reaches a place of healing, it takes one full turn with no movement or combat for the wounded character figure to recover. Figures with the hero ability fighting to protect a place of healing are automatically healed one full turn after the fight as long as their side retains control of the place.

Magic in Combat

Several circumstances may require a wizardry duel during the game (specified in the scenario). If a wizardry duel is required, a competitive die roll between the wizards resolves it, each adding his wizardry value. A tie means that magic has no effect.

If opposing forces in combat both have one or more characters with a wizardry value, any of them may attempt to neutralize one enemy character for the battle. Roll a wizard's duel as normal, the loser may not make any attacks or use leadership during the ensuing combat.

Character figures with a wizardry value may also use magic to aid themselves in combat. The owning player may allocate each point of wizardry to enhance either their dice, attack or defense characteristics, for that combat. Note that neither the attack nor defense characteristics may be improved below 2+.

Locations and Combat

Locations on the tabletop may have an impact on combat. Normally these will include defensive bonuses, etc. Locations designated as fortresses, however, are a special case for combat.

Fortresses

Places possessed of high walls and formidable defenses are normally designated as fortresses. Most fortresses will also include a tower inside the fortress, serving as a place of last retreat for the defenders.

Forces inside a fortress fight with double attacks, and improve their defense characteristic by one (to a maximum of 2+). Exception: mounted figures within a fortress dismount to fight, and receive the improvements to their dismantled attacks and defense.

However, if the defenders lose the combat the fortress is taken and all defending forces are eliminated. If the fortress also contains a tower/citadel, any character figures in the fortress may retreat to the tower if the fortress falls. If the tower will hold armies, any army figures up to the capacity of the tower may also retreat to the tower.

Towers

Some towers provide a safe haven for character figures, but cannot hold army figures. Other towers are larger citadels, and may hold both character figures and a limited number of army figures. Character figures in a tower are safe unless assaulted, but must fight any enemy inside the fortress (or within 2") if they venture out. Towers/citadels are assaulted in exactly the same manner as fortresses, and provide the same attack and defense benefits to defending figures.

Combat (continued)

Artillery

Artillery is divided between heavy, light and special. Artillery is represented by a model of the weapon and a number of crew figures. The weapons themselves cannot be targeted in combat, but the crew follow the normal hit allocation process and must roll their defense if hit. If crew figures are lost it will cause the weapon to become immobile, to lose attacks, and eventually be removed from the table. Replacement crew may be taken from accompanying infantry in the same force, but only if at least one original crewman is still alive.

Heavy Artillery

Heavy artillery is slow but very effective in fortress assaults. Heavy artillery may only be used when attacking or defending a fortress.

Siege Ballista – comes with a crew of 3, and moves as heavy artillery. If any crew are lost it may no longer move, and loses 1 die per lost crew. It fires 3 strength 4+ attacks; it may only fire at targets inside a fortress or tower, or assaulting a fortress it is garrisoning.

Siege Catapult – comes with a crew of 3, and moves as heavy artillery. If any crew are lost it may no longer move, and loses 1 die per lost crew. It fires 4 strength 4+ attacks; it may only fire at targets inside a fortress or tower, or assaulting a fortress it is garrisoning.

Trebuchet – comes with a crew of 3, and may not move. It must have a full crew to fire. It fires 3 strength 3+ attacks; and may only fire at targets assaulting a fortress it is garrisoning.

Light Artillery

Bolt Shooter – unlike other siege weapons, bolt shooters may be used in field combat as well as when assaulting or defending a fortress. They come with a crew of 2, and move 4" per turn. If any crew figures are lost it may no longer move, and loses 1 attack. It fires 2 strength 3+ attacks.



Special Artillery

Battering ram – comes with a crew of 4, and moves at their normal speed. It must have a full crew to be used. When assaulting a fortress gate it either allows up to 4 attacking figures to re-roll missed attack rolls, or it may attempt to break the gate, succeeding on a roll of 11+ on 2d6. Add 2 to the roll for each subsequent attempt. The crew figures may discard the ram to fight normally, but if they do, the ram is eliminated.

Demolition Charges – cunningly devised bombs are capable of destroying the weaker walls or any gates of fortresses. The bombs take a crew of 1 engineer and 1 special figure to light the charge. The crew may carry a bomb at their normal movement rate. If they are able to place one next to a gate or a weak wall (designated by scenario), they may detonate them. On a roll of 3+ on a d6 the bomb will destroy the gate or breach the wall. Regardless of the result, both crew are killed.

Special Abilities

Figures may have special abilities assigned to them, see the campaign scenarios for examples. The effects of special abilities are explained below.

Ambush – are allowed to strike first in combat (any figure(s) they eliminate cannot strike back).

Assassin – if a figure with this ability gets at least one hit, the owning player may select the opposing figure that receives one of the hits inflicted.

Axes – figures armed with axes give a minus one to defense rolls against any hits they inflict

Berserk – gain a +1 to their attack rolls, but may not be allocated hits and are automatically eliminated after the combat is concluded.

Bullies – will not move into combat unless their force outnumbers their opponent or they are much smaller in stature (such as hobbits).

Burrower – treat tunnels, rocky ground and hills as clear terrain and receive a +1 to their defense rolls when in caves, tunnels or mountains.

Camels – figures mounted on a camel are treated exactly as those mounted on horses, except that camel mounted figures do not treat soft sand as rough terrain.

Crushing Attack - successful attacks negate the defensive benefits of fortifications, and provide a -1 to defense rolls

Special Abilities (Continued)

Elite – receive a +1 to their attack rolls.

Ethereal – certain figures may inhabit shadowy “other” worlds. Figures with the ethereal ability cannot ordinarily be slain in combat - they are instead dispersed. Figures that are dispersed may reappear (reassume corporeal form) at a location specified by the scenario five game turns after the turn in which it was dispersed. Certain character figures may carry magic weapons, such weapons will slay an ethereal figure outright rather than dispersing it.

Furious Charge – may re-roll any missed attack rolls during combat. They must accept the second result. This ability has no effect when assaulting figures in difficult terrain or inside a tower or fortress.

Hardened veterans – may re-roll any failed defense rolls during combat. They must accept the second result.

Heavy armor – figures equipped with heavy armor receive a +1 to their defense rolls, but move 1 inch less in any terrain. Dwarves are exempt from this rule.

Heroes – throughout epic fantasy sagas, brave and stalwart heroes carry on despite receiving grievous wounds due to their fortitude and noble purpose. Any character figure with the hero ability that fails a defense roll is considered wounded and cannot fight again until they reach a place of healing. One unwounded character figure is required to carry each wounded character figure at half speed; two unwounded figures may carry one wounded figure at full speed. For the purpose of carrying or being carried, each hobbit or goblin counts as ½ a figure). Any wounded character figures that must be left behind may be slain (or captured if applicable) by any opposing figure moving into combat range.

Immobile – a figure or device with this ability may not move from its starting location.

Magic weapons – receive a +1 to their attack rolls, and can slay ethereal figures if they fail their defense roll.

Miners – treat tunnels, rocky ground and hills as clear terrain and receive double dice in this terrain

Paralyze – a figure with this ability paralyzes its victims if they fail their defense roll. Any paralyzed figures belonging to the winning side of a combat recover but may not move the following turn. Any belonging to the losing side, or if there is a tied combat, are eliminated at the end of combat resolution.

Pikes – a figure with a pike receives a +2 to its defense rolls if the opposing force includes any mounted figures.

Poison Weapons – units with poisoned weapons can re-roll any combat rolls of 1

Ponderous – cannot enter difficult terrain except on roads.

Rabble – receive a -1 to both their attack and defense rolls.

Ranger – receive a +2 to their defense rolls if they are in difficult terrain.

Sailors – receive +1 to their attacks if within 3” of navigable water

Scouts – may move double their normal base movement distance for the terrain entered. This simulates small, light forces moving at maximum speed unsuited to more ponderous armies.

Stealth - may not be pinned or attacked unless they are spotted first

Swift – may move an additional 2 inches in clear terrain

Terror – cause enemy figures hit by them to re-roll successful defense rolls.

Tough – may re-roll failed defense rolls.

Tracker – may move two additional inches in difficult terrain, and receive a +1 on their rolls to detect enemy characters.

Unarmored – receive a -1 to their defense rolls.

Venerable – a figure with this ability may not move in a turn following one in which they fought.

Woodsmen – treat woods and forest as clear terrain and receive double dice in this terrain

Combat (continued)

Combat Charts

<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Special</u>
Dwarf	1	4	3	
Elf	1	3	5	Add +1 die and +1 to attack roll if mounted
Man	1	4	5	Add +1 die and +1 to attack roll if mounted
Hobbit	1	6	6	
Goblin	1	6	-	
Ethereal Creatures	1	4	4	Includes wraiths, wights, shades, banshees - ethereal
Orc	1	5	6	
Uruk-Hai	1	4	5	
Troll	2	3	4	
Half Troll	2	4	4	
Giant Spiders	1	5	5	Paralyze
Spider swarms	1	5	-	Paralyze
Mumakil	3	3	3	
Chariot	2	3	4	
Warg	1	5	-	
Warg Rider	2	4	5	
Troll	2	3	4	
Mumakil	*	3	3	* -one die per crewman, maximum 4; if crew is killed it runs amok
Bolt Shooter	*	3	-	* - one die per crewman, maximum 3; defense is based on the crew
Siege Catapult	*	4	-	* - two dice per crewman, maximum 3 ; defense is based on the crew
Trebuchet	3	3	-	* - two dice per crewman, maximum 3 ; defense is based on the crew
Siege Ballista	*	4	-	* - two dice per crewman, maximum 2 ; defense is based on the crew
Ships	-	-	3	Take 3 wounds to sink, only the crew attack

Armor:

All defense values above assume a figure is equipped with light armor. Figures equipped with heavy armor get a +1 to their defense rolls, figures that are unarmored receive a -1 to their defense rolls, and figures with the "rabble" ability receive a -1 to their defense rolls.

Movement Chart

<u>Type</u>	<u>On foot Clear</u>	<u>Mounted Clear</u>	<u>Difficult</u>
Man, Uruk-hai or Elf	10"	15"	7"
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Chariot	-	12"	X
Flying model	-	20"	20"
Mumakil	-	10"	4"
Light Artillery	6"	-	4"
Heavy Artillery	4"	-	x
Ships	-	24"	12"

<u>Type</u>	<u>Special rules</u>
Fortress walls	Impassable except through gates
Hills	Treat as rough terrain
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Exception – groups of characters only are considered to occupy only the position of the leading member for all combat and outcome purposes (they take up much less space than a group of army figures).

Figures may join or leave a force during movement simply by moving within or outside of 1" of any figure in the force.

Any figures that are not part of (within 1" of) a force are treated as single figures and move and fight independently.

Design Notes

These rules arose from a deep enjoyment of various fantasy universes, especially Tolkien's Middle Earth. With excellent movies, and a stream of cool figures to collect, we naturally turned to ways to use our collections. As we enjoy large battles and grand strategy, we decided to write a set of rules to allow us to play a very large game with much of our collections. The original scenario we playtested with was the War of the Ring from Tolkien.

The key to a good strategic tabletop game is terrain. These rules are designed so that your terrain may be as simple or complex as you decide. Mountains can be made of stacks of bark or rocks, forests of modular trees and/or dark green cloth. Rivers can be strips of blue felt, towers and buildings of plastic models or even building blocks, whatever is available. At the strategic level, tactical precision is less important than imagination. As for armies and characters, we mostly field the new Games Workshop models, but supplement with whatever is available (pending the release of the metal model, our Shelob was a large rubber spider from a dollar store). Our original game table was 10' X 6', but the maps can be scaled up or down to fit whatever playing surface is available.

For our first playtest, we NUTS used bark stacks for all of our mountains, with plastic or resin towers and buildings. The game was so enjoyable and the movies have been so inspirational we decided to add more scratch built terrain each time we play. The second year we completed the Misty Mountains, made from sculpted styrofoam, with a Caradhras Pass and a modular Moria insert, so the Fellowship could choose to go over or under the mountains. We also added an Isengard with removable outer walls. The White Mountains with Helms Deep on one end and Minas Tirith on the other (with the Paths of the Dead somewhere in between) dominates the southwest end of the table. The next ambitious terrain project was Mordor, with its ash and shadow Mountains, the Black Gates, Barad Dur, Cirith Ungol, Minas Morgul, and Mount Doom. Later additions were Lothlorien, the Lonely Mountain, Rivendell, Dol Goldur, and the Argonauth/Falls of Rauros, incorporating the bookend statues. They were followed by Thranduil's Halls and Eodoras. Next year we plan to add encampments for Easterling and Khandish hordes.

We have tried to keep the game simple (for each army, a soldier is a soldier is a soldier—whether armed with bow, spear or sword, his fighting stats are the same), and fast moving. But some of the new Games Workshop models are just too irresistible to omit. Each year our games add new releases (e.g., Nazgul on Fell Beast, Gollum, Siege equipment, Easterlings, Castellans of Dol Goldur, etc.). This latest edition of the campaign scenario includes new twists to incorporate these and pending models, with options for additional troop types and expanded storylines (Tom Bombadil, Old Man Willow, and Barrow Wights). We expect to make continual improvements, and we welcome feedback. Our ultimate goal is to provide a playable and enjoyable adventure in Tolkien's marvelous world of Middle Earth.





War of the Ring

A scenario for the Ring of Power
rules set in Middle Earth,

offered by



Introduction

This scenario is intended to allow players to use the Ring of Power rules to recreate a grand campaign, set in Tolkein's epic world from the Lord of the Rings.

This scenario recreates the climactic struggle of the third age of Middle Earth on a large tabletop. It is designed to produce an epic game, playable in a roughly 8-10 hours with many players. The game is fought both at strategic and character levels across the length and breadth of the land. Some players assume the roles of the various minions of the evil Sauron (Witch King, Mouth of Sauron, Saruman, Khamul of Dol Guldur, etc.), others the forces of good (Gondor, Rohan, Dwarves, Elves, etc.) to conduct campaigns of conquest or valiantly defend their homelands. Meanwhile, one player leads the Fellowship on its perilous quest to destroy the Ring of Power, relentlessly pursued by terrible Nazgul, the wicked Gollum, and other evil creatures. Unlike tactical scenarios, these rules allow players to use the whole range of their Tolkien collections in the same large game.

This expanded scenario is designed to be played on two tables - an 8' by 6' and a 12' by 6' table or equivalent. If you have even more space available, the optional rules allow expansion for a monumentally huge game.

Objectives:

Anyone who has read the books or seen the movies can tell you that the forces of good can never achieve a total victory until the One Ring of Power is destroyed (by dropping it into the Cracks of Doom). Much of Sauron's evil power went into the ring at its making, and was lost to him when the ring was cut from his finger. Yet that power endures with the ring and remains available to one strong enough to claim and use it. Sauron wants it back and will never be whole again until it is restored to him. The Evil side cannot achieve absolute victory until the ring is restored to its rightful master, or to a new Dark lord, who uses its power to usurp him.

The game ends, and a winner declared, when any of the following occur:

Ring Victory

- If the ring is dropped into the Cracks of Doom – the good side wins (a true team effort).
- If Saruman's figures capture the ring, bring it to Isengard and he holds it there for 10 turns – he wins.
- If any other minion of Sauron's figures captures the ring, and brings it to Barad Dur, the evil side wins and the minion with the most status points earned is the overall winner.

Conquest Victory

- If any five of the ten main bases of good are overrun by evil figures – the evil side wins and the minion with the most status points earned is the overall winner. The Good bases are:
 - North Table – Rivendell, Lothlorien, Thranduil's Palace, Erebor, the Iron Hills, the Grey Havens, the Shire
 - South Table - Helm's Deep, Minas Tirith, Dol Amroth
- If Barad Dur and any three of the nine other main evil bases are overrun by the good side they win. The Evil bases are:
 - North Table – Goblin Town, Moria, Dol Guldur, Easterling city, Carn Dum
 - South Table - Minas Morgul, the Black Gate, Isengard, and the Khandish Encampment.

If the good side wins, then all good players win unless their home base has been captured. As the Fellowship has no home base, they will win if the good side wins.

Players:

The rules work best with lots of players, but a smaller number may play by starting at the top of the list and going down as far as the number of players, and then assigning each player multiple roles from the lower portion of the list. If more players are present, added commanders may be assigned subordinate roles (split the elves between Rivendell and Lothlorien / Mirkwood, separate commander for the nazgul, etc.) Players may command the following forces –

Primary Commands	Subordinate Commands (if Sufficient Players are present)
(1) Fellowship of the Ring	
(2) The Minions of Sauron	(2a) Mouth of Sauron (Black Gate) (2b) Khamul (Dol Guldur) (2c) Witch King (Minas Morgul) (2d) Sulladan (2e) Easterling King (2f) King of Khand (2g) Buhrdur (Carn Dum)
(3) Saruman	
(4) Gondor	(4a) Denethor (4b) Prince of Dol Amroth / Faramir [Control all forces starting in Dol Amroth, Ithilien and Pelargir, plus all Pelargir / Dol Amroth reinforcements]
(5) Rohan	
(6) Goblin King	(6a) Goblin King of Moria (6b) Great Goblin of Goblin Town
(7) Elves	(7a) Elrond (Rivendell) (7b) Galadriel (Lothlorien/Edhellond) (7c) Thranduil (Mirkwood) (7d) Cirdan (Grey Havens)
(8) Dwarves	(8a) Lonely Mountain / Men of Dale (8b) Iron Hills
(9) Hobbits	(9a) Hobbits and Rangers

Setting Up the Game

The tabletop should be laid out as per the map shown in this booklet. The starting figures for each force are specified on the Starting Forces Chart at the back of this booklet.

Sequence of Play:

This scenario follows the normal Ring of Power sequence of play with the following specific rules.

Movement - the forces of evil always move first. If there is potential conflict between them, they should move in the following order:

- Goblins
- Saruman
- Sulladan
- Khamul
- Witch King
- Mouth of Sauron
- Easterling King
- King of Khand

Special Terrain Rules:

This scenario uses the normal Ring of Power terrain effects with the following specific rules.

Type	Special Terrain Rules
Gorgoroth, Mount doom	Treat as rough terrain
Marsh	Treat as rough terrain (see exceptions in Places of Middle Earth)
Dead Marshes	Treat as rough terrain – unless led by Gollum or Aragorn, figures die (characters are wounded) on roll of 1 on a d6 (roll each turn)
Moria	Not rough to dwarves or goblins, or character figures led by Gandalf or Gimli. Other army or character figures fall into chasms on roll of 1 on a d6 (roll for each figure each turn)
Towers	Hold character figures only (see exceptions in Places of Middle Earth)
River Anduin	Impassable except at fords, bridges and between Osgiliath and Cair Andros (where it takes one full move to cross)
River Isen	Impassable except at fords (where it takes one full move to cross)
Shelob's Lair	Treat as rough terrain

Game Length

These rules will lead to a long, but fast moving game. The game will continue until one side achieves their victory conditions (see Winning the Game), or the players agree that one side is victorious.

Keep track of the passage of time on the turn record chart. Note that certain turns (*) bring scheduled reinforcements, see the Reinforcements rule.

Turn (Cross out when complete):				
1	21	41	61	81
2	22	42	62	82
3	23	43	63	83
4	24	44	64	84
5	25*	45	65	85
6	26	46	66	86
7	27	47	67	87
8	28	48	68	88
9	29	49	69	89
10*	30*	50	70	90
11	31	51	71	91
12	32	52	72	92
13	33	53	73	93
14	34	54	74	94
15*	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20*	40	60	80	100



Starting Forces

Each player deploys the following forces at start.

Starting Figures:			
Good Player	Force 1	Force 2	Force 3
Dwarves	King Dain, 12 Dwarf warriors , 6 Khazad Gd – <i>Lonely Mountain</i> King Brand, 10 men of Dale – <i>Lake Town</i>	Dwarf Chieftain, 10 Dwarf rangers - <i>Blue Mtns north</i> 10 Dwarf rangers - <i>Blue Mtns south</i>	Murin, Drar, 12 Dwarf warriors , 8 Dwarf rangers, 6 Iron Guard, 4 Tunnel Guard – <i>Iron Hills</i>
Elves	Celeborn, Galadriel, 8 wood elves, 8 armored elves, 4 elvish knights, 3 Guards of the Galadhrim Court – <i>Lothlorien</i>	12 armored elves, Elrond, Glorfindel, Arwen – <i>Rivendell</i> 3 armored elves - <i>Edhellond</i>	Thranduil, 16 wood elves, 3 sentinels – <i>Thranduil's Palace</i> Cirdan, 12 elves - <i>Grey Havens</i>
Fellowship	Aragorn, Gimli, Legolas - <i>Amon Hen</i>	Boromir , Merry, Pippin – <i>Amon Hen</i>	Frodo, Sam - <i>east bank of the Anduin above the Falls of Rauros</i>
Gondor	Denethor (palantir), Beregon, 2 citadel guard, 1 guard of the Fountain Court, 8 Gondor foot, Trebuchet (3 crew), bolt shooter (3 crew) – <i>Minas Tirith</i>	6 Men of Gondor – <i>Osgiliath</i> 6 men of Gondor, Cirion – <i>Pelargir</i> 6 foot Swan Knights – <i>Dol Amroth</i>	5 rangers of Gondor, Faramir, Damrod, Madril – <i>Ithilien woods</i>
Rohan	8 Rohan foot – Helm's Deep Theodred, 3 riders – <i>Fords of the Isen</i>	Théoden, Eowyn, 3 riders - <i>Edoras</i>	Eomer, 4 riders - <i>Eastfold</i>
Eriador	5 hobbits, 3 dogs, Farmer Maggot - <i>Hobbiton</i> 6 hobbits – <i>Buckland</i>	8 hobbits - <i>Tookborough</i> Radagast - anywhere west of the Misty Mountains	6 rangers, Gildor - <i>within 12" of the Shire</i> 2 men, 2 hobbits - <i>Bree</i>
Evil Player	Force 1	Force 2	Force 3
Easterling Chieftain	Amdur, 12 Easterling foot, 3 Easterling kataphracts - <i>Easterling city</i>		
Goblin King	Goblin King, Goblin Shaman, Goblin drum, 2 drummers, Cave troll, 24 goblins - <i>Moria</i>	Great Goblin, Goblin shaman, Cave Troll, Goblin drum, 2 drummers, 24 goblins – <i>Goblin Town</i>	
Khamul	Khamul on horse, 2 Castellans of Dol Guldur, 4 Mordor Uruks, orc shaman on warg, 30 orcs – <i>Dol Guldur</i>	2 bat swarms, Wild Warg Chieftain, 2 wargs, Spider Queen, 4 giant spiders – <i>anywhere in Mirkwood south of the path</i>	
King of Khand	Khandish Chieftain on foot, 5 Khand foot – <i>encampment</i>		
Mouth of Sauron	4 orcs, Dark Marshal on horses – <i>Barad Dur</i>	Mouth of Sauron, Shadow Lord, 8 orcs, 1 troll – <i>Black Gate</i>	Shagrat, 2 Uruk Hai – <i>Cirith Ungol garrison</i>
Saruman	Saruman (palantir), 10 uruk-hai warrior – <i>Isengard</i>	Grima – <i>Edoras</i>	Lurtz, 12 Uruk-hai scouts - <i>Amon Hen</i>
Sulladan	None at start		
Uncontrolled	Shelob – <i>Shelob's lair</i>	Gollum (see Gollum rule) Treebeard, 2 Huorns – <i>Fangorn</i>	Watcher – <i>outside Moria</i>
Witch King	Gothmog on warg, Witch King, 12 orcs, 1 troll – <i>Minas Morgul</i>	Gorbag, 3 Orcs – <i>Cirith Ungol garrison</i>	
Buhrdur	Buhrdur, ringwraith, 24 orcs, 6 warg riders – <i>Cam Dum</i>	24 goblins, 7 wild wargs – <i>Fornost</i>	

Regular Reinforcements

<u>Player</u>	<u>Reinforcement Schedule</u>
Buhrdur	2 orcs every turn at Carn Dum
Mouth of Sauron	2 orcs every turn at the Black Gate
Witch King	2 orcs every turn at Minas Morgul
Khamul	2 orcs every turn in Dol Guldur
Saruman	2 uruk-hai every turn in Isengard [Rate quartered (one every odd turn) if Saruman has elected not to disturb Fangorn forest.]
Goblin King	4 goblins every turn in Moria or Goblin Town
High Elves	1 elven warrior in heavy armor every even turn - <i>Grey Havens, Edhellond or Rivendell</i>
Wood Elves	1 elven warrior every odd turn - <i>Lothlorien or Thranduill's Palace</i>
Eriador	1 hobbit every turn – Shire or Bree; 1 ranger every 3 rd turn - Shire or Bree
Dwarves	1 dwarf warrior every turn ¹
Men of Dale	1 man of Dale every even turn
Gondor	1 man of Gondor every turn – Minas Tirith ¹ 1 man of Gondor every turn - Pelargir ¹ 1 knight of Dol Amroth or Gondor every even turn - Dol Amroth
Rohan	1 rider every even turn – Edoras [Rate doubles (every turn) once the War of Saruman has been started]
Easterlings	1 foot every turn at their home base
Khand	1 foot every turn at their encampment
Sulladan	1 Harad foot every turn – South Road [Commencing on turn 5]

Scheduled Reinforcements

<u>Turn</u>	<u>Player / Location</u>	<u>Figures</u>
2	Fellowship - any good base	Gandalf the White
5	Sulladan – South Road ²	Harad foot chieftain, 1 Mumakil, 12 Harad foot
	Saruman – Dunland	12 Wild Men of Dunland
	Goblin King – Moria or Goblin town	Grishnakh, 5 orcs
10	Sulladan – South Road ²	Sulladan, Harad chieftain on horse, 1 mumakil, 12 Harad foot, 4 Harad cavalry
	Saruman – Isengard	Sharku on warg, 5 warg riders, 2 siege ballista with 3 crew each, 20 Uruk hai
	Witch King, Dark Marshal, Khamul	May mount themselves on a fell beast
12	Witch King – Minas Morgul	Siege catapult with 3 crew, 3 warg riders
	Mouth of Sauron – Black Gate	Bolt shooter with 3 crew, 3 warg riders
	Saruman – Isengard	8 berserkers, 2 engineers with bomb, battering ram
15	Mouth of Sauron – Black Gate	Troll Chieftain, 10 orcs
	Sulladan – South Road ²	Hasharin, 24 Harad foot
	Witch King – Minas Morgul	30 orcs

1 - Rate doubles once the War of the Ring (Gondor) or War of the North (Dwarves) have been started

2 - Haradrim (not Corsairs or Hasharin) must first enter Mordor through the Black Gate and remain there for a turn, prior to crossing the Anduin. They will march directly for the Black Gate on entering the board. This restriction is lifted once the War of the Ring has been declared.

Event-Driven Reinforcements:

<u>Event</u>	<u>Player</u>	<u>Location</u>	<u>Reinforcement Schedule</u>
The turn the War of Saruman is declared	Saruman	Isengard	20 Uruk-hai pikemen, 3 feral uruk-hai, Uruk-hai shaman
The turn after the War of Saruman is declared	Rohan	Edoras	Erkenbrand mounted, Gamling mounted with Royal Standard, 2 Rohan Royal Guard cavalry, 12 Riders of Rohan
If reduced to less than 2 armies & Saruman leaves Isengard	Saruman	Within 6" of Saruman	Replace Saruman and Grima with Sharkey and Worm, 12 Ruffians
The turn the War of the Ring is declared	King of Khand	Khandish encampment	Mounted Khand Chieftain, 8 Khand cavalry
	Sulladan	Naval invasion	Corsair Captain, Corsair Bosun, 24 Corsairs of Umbar
The turn after the War of the Ring is declared	Gondor	Dol Amroth or Pelargir	Forlong, Angbor, 36 Gondor militia foot, 6 clansmen, 6 axemen
	Sulladan	Naval invasion	Dalamyr, 24 Corsairs of Umbar
	Mouth of Sauron	Black Gate	24 Morannon Orcs, 3 Orc trackers, orc taskmaster, orc drummer
	Witch King	Minas Morgul	10 orcs, 3 Orc trackers, 9 Black Numenoreans, 5 Morgul knights
Two turns after the War of the Ring is declared	Gondor	Dol Amroth	Imrahil, 6 knights of Dol Amroth, 5 Gondor knights, 3 Gondor foot
	King of Khand	Khandish Encampment	King of Khand in Chariot, 3 Khand chariot, 6 Khand foot
The turn the War of the North is declared	Dwarves	Iron Hills	Dwarf King, 16 Dwarf warriors, 8 Khazad Guard
	Buhrdur	Carn Dum	3 warg riders, 10 orcs
	Easterling King	Easterling City	Easterling Chieftain on foot, 30 Easterling foot, 5 Easterling Kataphracts
	Dwarves	Iron Hills	Dwarf King, 16 Dwarf warriors, 8 Khazad Guard
One turn after the War of the North is declared	Elves	Rivendell, Lothlorien or Edhellond	Haldir, 5 elves – heavy armor
	Khamul	Dol Guldur	30 orcs
The turn after Aragom reaches Helm's Deep or Edoras	Fellowship	With Aragom	Elladan, Elrohir, Halbarad, 2 armored Rangers of the North on foot
	Rohan	Druadan Forest	Gahn-buri-ghan, 10 Woses
Any one turn after Aragom takes the path of the dead & reaches the stone of Erech	Fellowship	With Aragom	Aragom may summon the army of the dead (see special rule)
After 2 or more hobbits enter Fangorn	Fellowship	Fangorn	Ents may become roused (see special rule)
Once per game	Fellowship	Within 6" of Gandalf	Eagles may be summoned (see special rule)

Special Movement Rules

Naval Invasion –

A force allowed to make a naval invasion may land at any location adjacent to navigable water. Navigable water includes the Bay of Belfalas and the River Anduin from its mouth to Pelargir.

A force arriving by naval invasion must land on the turn it arrives or be lost, it may not wait at sea. If the player has boats to represent the invasion fleet, a force that arrived by naval invasion may make another naval invasion as their move for any figures within 3" of a boat model.

Mounted Figures

Mounted figures may move more swiftly and fight more effectively in certain types of terrain.

Mounted figures, chariots and Mumaks may not enter Moria, Shelob's lair, or Caradhras. If a character possessing a mount enters such terrain the mount is lost and he/she must gain another before being able to fight or move mounted again.

Mounted figures are more resilient in combat - a mounted figure that fails one defense roll is replaced with a dismounted figure of the same type, if a mounted figure fails two or more defense rolls it is eliminated.

Becoming Mounted:

Members of the Fellowship may obtain mounts in certain circumstances:

- Aragorn and Legolas may obtain mounts in either Edoras or Minas Tirith.
- Boromir may obtain a mount in Minas Tirith or Osgiliath.
- Gandalf may obtain Shadowfax at Edoras.
- Gimli may not ride alone, but may mount with Legolas with no move penalty. He will still fight on foot even if moving mounted.
- The hobbits may obtain a pony if they reach Edoras. Alternately, each may be carried along with another mounted character figure with no movement penalty. In either case, the hobbit figure will still dismount to fight on foot normally.

Remounting:

Figures which have lost their mounts in combat may remount if they start and end their turn in their home base or Edoras and do not engage in combat. Only 2 figures per turn may remount in this manner.

Places of Healing

Certain places in Middle Earth have the lore and facilities to heal even grievous injuries to stouthearted heroes. They are Rivendell, Fangorn, Lorien, Ithilien, Erebor/Lonely Mountain, Dol Amroth and Minas Tirith (see Places of Middle Earth).

Combat Special Rules

Fortresses - Fortresses include Dol Amroth, Erebor (The Lonely Mountain), Helm's Deep, Isengard, Minas Morgul, Barad Dur, Dol Guldur and Minas Tirith. Other locations have some defensive benefits, but do not count as full fortresses.

Full descriptions of the fortress and tower capabilities is found in the Places of Middle Earth section.

The Fellowship of the Ring

The Fellowship of the Ring is a voluntary association of no more than 9 heroes, selected from the good races. Their goal is to destroy the One Ring, which can only be done by casting it into the fires of Mount Doom. This is a treacherous quest, so the Fellowship is made up of very strong fighters, powerful and wise leaders, and tough, magic-resistant halflings.

The Fellowship has journeyed through many dark and dangerous places, and has just broken up under attack by Saruman's forces at the start of the game.

The fellowship figures start as follows:

- Frodo and Sam are placed anywhere on the east bank of the Anduin above the Falls of Rauros
- Merry, Pippin and Boromir are placed in contact with Lurtz and 12 Uruk-hai scouts at Amon Hen
- Aragorn, Legolas and Gimli are placed 6" away from Boromir's force
- Gandalf arrives as a reinforcement on turn 2

Amon Hen:

A battle is immediately fought between Boromir's force and Lurtz's force. If Boromir is slain and the hobbits captured, Lurtz's force may make an immediate move with their captives. If they manage to survive, Aragorn, Legolas and Gimli join them.

Make Haste:

Once the Fellowship had assembled, the heroes traveled light and moved quickly to accomplish their mission. Figures in the Fellowship are considered to have the scouts ability.

Hunting the One Ring

The ring is inherently very evil, and it attracts evil creatures. In addition, Sauron has encouraged all of his minions to hunt the ringbearer. The evil forces may not directly handle the one ring, but must instead wound, capture and carry off the ringbearer and deliver the captive figure to their home base.

"The Ring Cannot Stay Here" – the One exudes a corrupting influence on all around it. This makes it nearly impossible to hold it away from Sauron's Minions. The following rules reflect the difficulties in managing the ring:

- No Good character or army figures other than the Fellowship may spend more than one turn within 6" of the ringbearer. If they do, roll 1d6 each turn for each figure, it will be overcome and attack the ringbearer on a roll of 1-3. Roll for every figure within 6", note that this can create a chain effect with multiple figures seizing the ring and then being slain by a new challenger.
- This rule is not in effect in Rivendell or Lothlorien. However, the ringbearer may stay no more than 2 full turns in either place
- The One Ring also has a divisive effect on evil figures. If the ringbearer is captured by an evil force not containing ringwraiths, each turn a random member of that force will challenge its leader – roll 1d6 for each figure and add its attack and leadership characteristics; the winner kills the loser (on a tie the previous leader kills the challenger).

The Minions of Sauron

If there are more than eight players, the primary commands should be split up. Start by separating Sauron's minions' commands between two or more players, as follows:

- Two Players: Khamul, Easterlings and Mouth of Sauron; Witch King, Khand, and Sulladan
- Three Players: Khamul and Easterlings; Mouth of Sauron and Khand; Witch King and Sulladan
- Four Players: Khamul and Easterlings; Mouth of Sauron and Khand; Witch King; Sulladan

Initially, the minions of Sauron are biding their time, preparing their forces for war and searching for the one ring. The forces opposing them have not yet been alerted to the all out war they plan to wage.

Minions of Sauron:

By the time of the War of the Ring, Sauron was an evil force of great power, but without corporeal form, who exercised his will through minions. These minions competed for favor and power with one another, and are represented in the game by separate players for:

1. The Witch King – the most terrifying of the ringwraiths, his lieutenant is Gothmog, who commands the forces of Minas Morgul
2. The Mouth of Sauron – a corrupted Numenorean commanding Sauron's forces at the Black Gate and inside Mordor
3. Khamul (Lieutenant of Dol Guldur) – one of the nine, second only to the Witch King

4. Sulladan – greatest of the leaders of the southern lands, allied with Sauron against Gondor
5. Saruman – corrupted wizard, seeking the ring for himself to supplant the Dark Lord as Master of Middle Earth
6. The Goblin King – cruel leader of the goblins of the Misty Mountains.
7. Easterling King – leader of Evil men allied to Sauron
8. King of Khand – leader of Evil men allied to Sauron

Although all of the minion players are theoretically on the same side (they all lose if the forces of good triumph), only one can be first in the eyes of Sauron. If the good side does not prevail, the evil minion player with the most status points is the overall winner. Each minion gains status points each time their forces accomplish the following:

- Capture the ring, bring to home base - 50 points
- Capture a hobbit, bring to home base - 10 pts
- Take a good citadel - 20 points (split the points if jointly done)
- Eliminate a good army figure - 1 point
- Eliminate a good character figure - Model's Leadership plus 5 points
- Lose home base – minus 25 points
- Goblin King taking Rivendell or Lorien - double points
- Saruman capturing hobbits [on the captives reaching Isengard] - double points
- Sulladan capturing Minas Tirith - double points
- Sulladan capturing Pelargir - 10 points

STATUS POINT RECORD – MINIONS OF SAURON

	Pts	Witch King	Mouth of Sauron	Khamul	Sulladan	Saruman	Goblin King
Capture the ring	50						
Capture a hobbit	10						
Take a good citadel	20						
Eliminate a good army figure	1						
Eliminate a good character figure	*						
Lose home base	-25						
Take Pelargir	10						
TOTAL							

The Coming of War

The War of Saruman:

Saruman was biding his time, building his forces and hoping to strike to seize the ring, and enhance his power by taking control of nearby areas. When he is ready or the time is ripe, he will unleash his assault: the War of Saruman.

All normal rules apply until Saruman declares the start of the war of Saruman, except for the following:

- No more than 5 of Saruman's figures may be over 8" from the walls of Isengard at any time. Lurtz and the Uruk-hai scouts do not count towards this restriction.
- Any scheduled reinforcements received must march from their entry point directly to Isengard at their maximum move, by the shortest route. Such reinforcements do not count towards the figure limit above.
- Lurtz and the Uruk-hai scouts are exempt from these restrictions and may move freely.

Saruman may declare the start of the War of Saruman during any of his turns. Once this is declared, the above restrictions are lifted, but the Rohan player receives double reinforcements for the remainder of the game.

The War of the North:

To aid his cause and tie down forces that otherwise could intervene against his plans, Sauron had instructed his northern minions to also bide their time, as they built up their forces sufficiently to strike the forces of good to overthrow them once and for all. When they are ready or the time is ripe, they may unleash their assault, the War of the North.

All normal rules apply until one of the minions of Sauron declares the opening of the War of the North, except the following:

- No more than 10 of any minion* of Sauron's figures may be more than 12" in any direction from their base at any given time.

Any minion with forces on the north table may declare the start of the War of the North during any of their turns. The players can consult with each other over timing, but this is not required (they are evil rivals) – any of them may declare the start of the war. Once the war is declared, the above restrictions are lifted, but the Dwarf player receives double reinforcements for the remainder of the game.

The War of the Ring:

Sauron had instructed his southern minions to also bide their time, as they built up their forces sufficiently to strike the forces of good to overthrow them once and for all. When they are ready or the time is ripe, they may unleash their assault, the War of the Ring.

All normal rules apply until one of the minions of Sauron declares the opening of the War of the Ring, except the following:

- No more than 5 of any minion* of Sauron's figures (orcs, trolls, Easterlings or Haradrim) may be west of the River Anduin, or more than 12" in any direction from the edge of Mordor at any given time. * - Not including Saruman or Great Goblin.
- Any scheduled reinforcements received from Harad must march from their entry point directly to The Black Gate at their maximum move, by the shortest route. Such reinforcements do not count towards the figure limit above.

Any minion with forces on the south table may declare the start of the War of the Ring during any of their turns. The players can consult with each other over timing, but this is not required (they are evil rivals) – any of them may declare the start of the war. Once the war is declared, the above restrictions are lifted, but the Gondor player receives increased reinforcements for the remainder of the game.

Special Rule – Creeping Darkness:

Once during the game, but only after the War of the Ring has been declared, the Mouth of Sauron can unleash a creeping darkness from Mordor. This lasts 5 turns, and advances 8" from the borders of Mordor each turn. Any combats fought within this darkness give a bonus to certain evil figures (see the combat table). At the end of 5 turns the darkness is spent and has no more effect.

While Sauron's attention is distracted, he cannot focus on multiple areas of the board at once. To reflect this, while the darkness is in effect, no minion of Sauron may move any figures within Mordor.

Artifacts of Middle Earth

Special Rules



Artifacts and Equipment

Anduril:

Once Aragorn reaches either Minas Tirith or Edoras, he receives Anduril and also may add heavy armor.

This mighty sword increases Aragorn's combat and leadership ability. In addition, it will allow him to summon the Army of the Dead if he passes the Paths of the Dead.

Durin's Axe:

Durin's Axe lies hidden in Moria. On any turn where a dwarf hero is unengaged within Moria he may seek the axe, succeeding on a d6 result of "6". Durin's Axe makes it possible, though not probable, for a dwarf hero to slay the Balrog in single combat.

Elven Cloaks:

Any force of character figures equipped with elven cloaks is extremely difficult to spot. No enemy figures may move within 2" of them unless they spot them, succeeding on a d6 roll of 6.

The following modifiers apply to the spotting roll:

- +1 if the spotters include a figure with the scout ability
- +1 for each figure >3 in the cloaked party

Elven Rope:

Provides a +2" to moves in rough terrain for up to 3 characters.

Orc Armor:

Up to two hobbits may don orc armor to disguise their movement within Mordor.

No evil figures within Mordor may move or attempt to spot or attack the hobbits for 3 turns after they don orc armor; the hobbits may freely move through enemy forces during these turns; and the hobbit player may move up to 5 evil figures a full move + 1 inch in any direction during each of the three turns in which they are disguised.

The One Ring –

Frodo begins the game as the ringbearer. If the ringbearer is captured, the ring passes to the control of the capturing player.

If the Ringbearer puts on the ring he becomes invisible to all except ethereal figures, who may make an immediate full move towards the Ringbearer each turn he wears it and attack if within 1" (he is automatically located). Unless Gollum is the ringbearer, he is placed within 1" of the ring wearer and immediately attacks to try to recover the ring.

An invisible ringbearer may not be attacked by any figure except Gollum or any ethereal figures.

If the ringbearer puts the ring on inside Mordor (or enters wearing it) he is revealed to Sauron, and any Evil forces within Mordor may attempt to kill or capture him (supercedes the Orc Armor rule). Any non-hobbit character who obtains the ring will immediately attempt to take it to its home base.

Palantiri:

A palantir was an ancient seeing stone of great power. A non-Sauron player possessing a palantir may attempt to discern an enemy's plans and react to thwart them. To utilize a palantir, the owner declares that he is using the stone and may immediately move one group of friendly figures (all must be within 2" of one another) an additional move, or cancel the next move of one group of enemy figures.

The downside of using a palantir was the risk that Sauron could ensnare the mind of the user. Any turn a palantir is used, its owner must roll 1d6, on a roll of 5-6 he has been ensnared and none of his figures may move the following turn. A user ensnared for a second or subsequent time receives a -1 to all combat dice the following turn.

If Aragorn enters either Isengard or Minas Tirith he may claim a palantir and challenge Sauron through the stone. He may move 10 figures each of the Witch King and the Mouth of Sauron the following turn. Aragorn may only do this once, but is never ensnared by Sauron.

Phial of Galadriel:

Provides a +2 to combat rolls against spiders or in caves or tunnels. Conveys a wizardry level of 2 against enchanted buildings like the Watchers of Cirith Ungol.



Places of Middle Earth

Special Rules



Barad Dur (fortress) –

The Black Tower is the home of Sauron's evil force, and as such is a tremendously imposing and daunting sight. Any good forces attempting to assault Barad Dur must roll 1d6, on a 1-3 they will not muster the courage that turn. A force lead by Gandalf or Aragorn may add +2 to this roll.

The Black Gate –

The gate, which includes the Towers of the Teeth, counts as a fortress if assaulted from outside Mordor, but only figures within 4" of the wall and gate may fight in defense. If the defending force loses the combat the gate is destroyed, and all of the defenders who counted in the battle are eliminated. Figures outside combat radius but within Mordor are not destroyed but must immediately retreat a full move within Mordor toward the eastern table edge (vacate Udun). Forces at the Black Gate are commanded by the Mouth of Sauron.

Bree –

Although Bree is a walled village, its defenses are not sophisticated. Figures defending Bree receive a +1 to their defense rolls.

Cair Andros –

If unopposed, figures may cross the Anduin at the island of Cair Andros using their normal movement rate (no penalty). If the shore is defended, the defenders must be defeated in battle before an opposing force may cross. The shore defenses on the island improve the defense rolls for any defenders by one (for example, a 4+ defense roll becomes a 3+ roll).

Caradhras –

The high pass is a treacherous place in all seasons. Blizzards, avalanches, steep precipices and slippery paths all threaten travelers. In addition, both Gandalf (if present) and Saruman (if he is present or controls a palantir) have the ability to affect the weather on Caradhras. If any force attempts to pass Caradhras, either wizard may attempt to block them. If the other does not oppose the attempt, it succeeds on a 1-3 on a d6. If one wizard opposes the other, make a wizardry roll and the winner may either close the pass or keep it open for the next three turns. Add +1 to the wizardry level of the wizard trying to close the pass if it was closed in the previous duel. Additionally, for each turn a force is trapped in the pass, roll 1d6 for each figure. On a roll of one, an army figure is eliminated or a character figure is wounded. Movement over the snowbound heights is at difficult speed (the Fellowship may not move as Scouts).

Carn Dum –

Its ruins are haunted by tortured spirits, remnants of the Witch King's reign in the north. A Good force must roll a 6 to enter (maximum 1 roll per turn), but may add the leadership of 1 character to their roll.

Cirith Ungol –

Special Rules – Shelob's Lair:

Only Good side character figures and Gollum may enter Mordor through the stairs and tunnel of Cirith Ungol. No evil figures are allowed to pass this way. Anyone passing through the tunnel of Cirith Ungol must fight Shelob in her lair. If Shelob wounds a good figure, that figure is immobilized for two turns. If Shelob is not defeated within 2 turns, she eats the wounded figure; if defeated, she leaves her prey and retreats into the recesses of her lair. A companion may try to drag the wounded companion to safety outside the lair. Inside her lair Shelob may make multiple attacks, she may also make a single attack against any good or evil force ascending or descending the pass outside her lair. Shelob may select any individual character or figure as the target of her attack, but may herself be attacked by any and all figures in the opposing force.

Special Rules - Gorbag and Shagrat:

The fort and tower of Cirith Ungol are garrisoned by orcs and guarded by silent watchers. Gorbag and Shagrat enter play if the good player penetrates Shelob's lair or attempt to enter Mordor via the pass.

If a force composed of hobbit characters only successfully escapes Shelob's lair, an orc patrol lead by Gorbag (1-3) or Shagrat (4-6) will discover and attack any visible intruders. If the patrol is victorious, they will haul any discovered and captured or wounded figures up the tower of Cirith Ungol. When they reach the tower they and their followers will automatically fight the other force, with the winner gaining the points for the captures.

If any non-hobbit figure is present on the good side, Gorbag and Shagrat may act normally according to their controlling players.

The Silent Watchers will oppose a Good player's entry into or exit from the fort and tower of Cirith Ungol. Roll as if for a wizard's duel, with the phial of Galadriel conveying a wizardry level of 2 (only against the Watchers). The good force may enter the tower either way, but if the Watchers win the duel they sound a warning, and the Witch King and Mouth of Sauron players may make a free move immediately with any of their figures within Mordor.

Dale –

The walls of Dale provide a minimal defensive benefit, increasing the defense value of defending models by one (for example a 5+ defense roll becomes a 4+ roll).

Dead Marshes –

This treacherous maze of fetid swampland will endanger all but the most skilled travelers. Only character figures may traverse the marshes, and only at the rough terrain rate. Unless they are lead by Aragorn or Gollum, character figures must roll 1d6 each turn, becoming wounded on a roll of 1. If the ringbearer drowns in the Dead Marshes, Gollum (if still alive) will seize the ring and put it on the following turn.

Dol Amroth (fortress) –

This ancient city is the second city of Gondor and home of the Swan Knights. It counts as a place of healing.

Dol Guldur (fortress) –

This ancient tower is built atop a maze of catacombs, containing a secret entrance that was once penetrated by Gandalf and used by the forces of the White Council to drive out the Necromancer. Although the servants of Sauron eventually reoccupied the fortress, a good force lead by Gandalf, Radagast or Celeborn may attempt to pass through to attack the tower from within. They are successful on a d6 roll of 5+, and if so the defenders receive no fortress tower defensive benefit. If they fail, resolve the assault normally, and roll 1d6 for the leader of the attempt, on a 1 they are captured and will be killed if the assault fails, otherwise are treated as wounded.

Druadan Forest –

Rohan troops lead by Theoden may pass through the woods at normal speed (being lead on secret paths by Ghan-Buri-Ghan). All other figures must pass using the road; evil figures are subject to attack by the Druadan warriors. The evil force and the Rohan player each roll 1d6, the evil player adding one figure's leadership if applicable; the Rohan player adding +3. If the evil force loses the roll it is treated as defeated, and must retreat immediately and lose 1 figure for every 6 (rounding up). If the result is a tie or evil victory there is no effect.

Dunharrow –

This haven in the White Mountains may hold a maximum of 6 figures (either army or character figures), and is only accessible via a steep and narrow path. No enemy force may attack Dunharrow with more than 3 figures, and these suffer a reduction of one to their attack characteristic (a 4+ roll to hit becomes a 5+ roll). The natural defenses of Dunharrow increase the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll).

Easterling City (fortress) –

This heavily fortified city known for its wall towers, acts as a normal fortress. It does not have an inner tower.

Edhellond –

This is an Elvish haven near Dol Amroth. It is not a fortress, but its fortifications do allow defending figures to receive a +1 to their defense rolls.

Edoras –

Edoras' wooden palisade provides a minimal defensive benefit, increasing the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll). If Edoras is captured, its gates are broken and it no longer provides a defensive bonus. While an enemy occupies Edoras, Rohan may not receive any reinforcements until Théoden, Eowyn, Eomer or Théodred reoccupies Edoras.

Emyn Muil –

This labyrinth of razor sharp rocks will baffle all but the most experienced of travelers. It may only be traversed by character figures, and then only at the rough terrain rate. Unless a force is lead by Gandalf, Gollum or Aragorn they will often lose their way, roll 1d6 each turn and on a 1-3 reduce their move by ½. Subtract 1 from any rolls to spot characters in Emyr Muil.

The Mouth of the Entwash and the Nindalf / Wetwang–

The area where the River Entwash flows into the Anduin is a marshy delta. The whole area of the Anduin between the Falls of Rauros and Cair Andros is impossible to cross. The delta of the Entwash extends upriver 6" from the meeting with the Anduin, and the Nindalf/Wetwang swamp extends between the Anduin and the dead marshes. Either area may be crossed at the rough terrain rate, and any figure moving in either area must roll 1d6; on a result of 1-3 it may not move that turn.

Erebor/The Lonely Mountain (fortress) –

This ancient Dwarf Kingdom is a large fortress built within the heart of the Lonely Mountain. This location qualifies as a place of healing. The fortress is accessible via its gates as a normal fortress, and also via a secret way once used by Bilbo and his Dwarven companions to sneak up on Smaug. It differs from a normal fortress in its size (it may hold an unlimited number of figures), and in the secret door. If the fortress is taken, any Dwarf figures left alive after combat will escape via the secret door. Any assaulting force containing Dwarves may use the secret door to surprise the defenders, negating the defensive effect of the fortress.

Ered Luin –

Dwarf holds in the mountains north and south of the Grey Havens, these provide a +1 defense benefit. If either hold is taken, any Dwarf figures left alive after combat will escape via a secret door.

Falls of Rauros –

The falls are considered impassable terrain.

Fangorn Forest –

If Saruman has elected to disturb Fangorn Forest to feed his forges, any evil figures that enter or stay in Fangorn are immediately attacked by the Huorns in each combat phase. In addition, if 2 or more hobbits reach Fangorn, the ents may become roused. For each turn the hobbits remain there, roll 1d6 and on a 6 the ents are roused. Add +1 to the roll (maximum of +2) for every failed roll.

If the ents (represented by the Treebeard model) are roused, they attack Isengard the following turn. If Saruman does not possess the One Ring, the walls of Isengard are automatically destroyed (it no longer functions as a fortress and Saruman receives no additional Uruk hai reinforcements). In addition, the ents will attack any uruk-hai within Isengard with the following profile:

Type	Dice	Attack	Defense	Special rules
Ents	10	2+	-	Attack in order uruk-hai, orcs, and then goblins

If Saruman does possess the One Ring, the walls of Isengard remain intact and it continues to function as a fortress. The ents still attack as above.

If the ents are roused, the following turn the Huorns will arrive at the location of Saruman's largest army and attack it with the following profile:

Type	Dice	Attack	Defense	Special rules
Huorns	20	4+	-	

Additionally, any evil force that approaches within 12" of Fangorn forest will trigger a Huorn attack on a roll of 3+.

Fangorn also serves as a place of healing for hobbits or any good characters accompanied by hobbits.

Saruman and Fangorn – in order to fuel his mighty forges, Saruman must utilize wood for fuel. At the beginning of the game he has exhausted his own domains, and must utilize nearby Fangorn forest, or send his servants far afield for fuel if he wishes to continue. On any given turn Saruman may decide to despoil Fangorn for fuel, with the following results:

- If Saruman does not disturb Fangorn, the good players may never activate the Ents. But the evil wizard will only receive half his normal, scheduled and event-driven reinforcements, because his servants must forage a long way off for fuel for his forges.
- If he does disturb Fangorn, Saruman will receive reinforcements as normal

The decision to despoil the forest is irrevocable, once made the effects above occur and may not be reversed.

Fornost –

The ruins are considered haunted by many, the only Good forces that may enter are rangers and elves. The ruins are difficult terrain and provide a +1 defense benefit.

Glittering Caves –

These caves behind Helm's Deep provide a minimal defensive benefit, increasing the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll).

Goblin Town and the High Pass –

After the death of the Great Goblin and the Battle of Five Armies in Bilbo's time, the goblins of the Misty Mountains slowly multiplied until they were able to re-occupy Goblin Town under a new "Great Goblin" and once again threaten travelers over the High Pass. Any good figures attempting to cross the High Pass may first have to defeat the goblins of Goblin Town. The goblins may sally forth from their tunnels at either end of the pass. Within the caves and tunnels around Goblin Town goblins receive a defense of 6.

The northern pass is also frequently snowbound, wracked by thunderstorms, and plagued by Stone Giants tossing boulders. Each turn figures attempt to cross the upper reaches of the pass, they must roll a d6 with the following result:

Die Roll	Result
1	Retreat a full move
2	Stop and lose next move
3-6	Successful crossing

Grey Havens (fortress) –

This ancient Elvish naval base provides a +2 defense benefit to its defenders. If the fortress is taken, any Elf figures left alive after combat will escape via boats. As long as he retains control of the Grey Havens, the High Elf player may move figures freely between there and Edhellond or Dol Amroth, taking an entire turn to do so.

Helm's Deep (fortress) –

Like Minas Tirith, Helm's Deep is a very well protected fortress. All figures within Helm's Deep defend at a value of 2 until the Deeping Wall is breached. If the Deeping Wall is lost, the tower there will hold up to 6 army figures, plus any character figures. An additional 6 figures can shelter in the Glittering Caves beneath the tower. Figures within the tower (but not the caves) also defend at a value of 2. If forces in the tower lose a combat, instead of being eliminated they must sally forth and fight a field action the following turn.

Horn of Helm Hammerhand – If the forces of Rohan sally from Helm's Deep or the tower within it, they may blow the horn of Helm. This provides the figures sallying with double their normal dice for that turn only. They may only utilize the horn once per game. One figure must remain behind to sound the horn in order to utilize this effect.

Iron Hills –

The dwarves of the Iron Hills have fashioned defensive works to protect their mines, which convey a +1 defensive bonus to the defender's saving roll. There are many hidden passages by which surviving dwarves may escape if the place is lost.

Isengard (fortress) –

The outer walls of Isengard are treated as a normal fortress. The inner tower, Orthanc, is small but impregnable.

Orthanc – is treated as a normal tower within a fortress, except it may only hold character figures. Orthanc may not be captured as long as at least one character figure remains in the tower.

Ithilien –

Gondor maintains a secret base within Ithilien, in the mountains behind a waterfall. This location qualifies as a place of healing. Ranger figures based here may strike from cover against any evil forces within 6" of the waterfall, and if they win the combat may retreat untraced back into their base. The base will remain hidden from any evil players, unless figures based there are defeated in combat, in which case it will be discovered on a d6 roll of 1-3 when they retreat. If the ringbearer enters the hideout, and Gollum is not captive or dead, he will betray their location to any evil figure within 6" on a d6 roll of 3 or less.

Ithilien (continued) –

Once the hideout has been discovered, the ability to strike from cover is lost, and the location may be attacked normally by evil forces. It is still a tough stronghold, reducing by -1 the attack rolls of any attacking enemy figures, and increasing by +1 the defense rolls of figures sheltered within.

Khandish Encampment –

A large Khandish force has marched to join Sauron, and established an encampment, which has become another evil base. As an encampment, it provides no defensive benefit to figures defending it.

Lothlorien –

Lothlorien is protected by the magic of Galadrial. All elves within the woods will fight against any attackers, regardless of the 1" rule.

The northern border of Lorien, the Silverlode, can be crossed without delay by elves and parties accompanied by elves, otherwise counting as a normal stream. The woods themselves count as difficult terrain for any non-Elven armies, or any character figures not accompanied by an elf.

This location qualifies as a place of healing. In addition, if one or more good characters enters Lothlorien, they may use boats on their exit. After remaining one turn in Lorien, they may move 10" per turn downstream along the river Anduin, except that they cannot pass the falls of Rauros. If Galadriel is slain or leaves Lothlorien, all of the above special rules no longer apply and Lothlorien is treated as just another wood.

Minas Tirith (fortress) –

With its many fortified rings, Minas Tirith is very difficult to conquer. To reflect this, up to 6 Gondor army figures, plus any character figures, may shelter in the citadel there if the outer fortress falls. Because the citadel is so elevated, siege weapons, except for a battering ram, may not be used against the citadel. This location also qualifies as a place of healing.

Minas Morgul (fortress) –

As long as at least one ringwraith occupies Minas Morgul, it may only be assaulted if the assaulting force is led by Aragorn or Gandalf. However, evil men and mumakil cannot move into or through Minas Morgul as long as any ringwraiths remain in play. In the absence of the Witch King, Gothmog, Lieutenant of Morgul, commands the forces of Minas Morgul.

Mirkwood –

Travel through Mirkwood is hazardous, particularly if travelers stray from paths or roads. Travel through Mirkwood on a road is at the normal movement rate (no road bonus); off road travel is at the rough terrain rate.

Additionally, any force of 6 or less figures (other than Elves) traveling through Mirkwood must roll 1d6 each turn. On a roll of 1, or 1-2 if not on a road or path, the party encounters a force of 4 Giant Spiders. The spiders will immediately attack. If Giant Spiders are encountered, on a roll of 4+ they will be accompanied by a Spider Queen and 3 spider swarms. The profiles for these creatures are shown below:

Type	Dice	Attack	Defense	Special rules
Giant Spider	1	4+	6	Paralyze
Spider Queen	4	4+	4+	Paralyze, Emits d3 new spider swarms after each round of combat*
Spider Swarm	3	6+	-	Paralyze

* - to a maximum of 3 swarms in play at any time.

Cocoons - If the spiders win the combat, any paralyzed character figures are not lost but are cocooned in place, and must be rescued within 2 turns or they are permanently dead. If the spiders lose the combat, they disperse into the forest for a full turn.

Moria –

Long ago the ancient Dwarf Kingdom was overrun by goblins and even fouler creatures. But to maintain his kingdom, the Goblin King must at all times keep the cave troll and at least 10 goblin figures inside Moria. Other goblin forces may freely exit through either the east or west gates.

Other figures (except for the Fellowship) entering Moria must fight and defeat any Moria figures encountered each turn to pass through. To enter Moria from the west, a force must include either Gandalf or a Dwarven or Elven hero. The leader of the force must attempt to guess the password, succeeding on a d6 roll of 4+. Any encounter rolled for a force within 6" of the west gate is automatically the watcher. If it has not already attacked, the watcher will automatically attack any time the west gate is opened.

Once inside, a party consisting solely of character figures may attempt to sneak through Moria. The western area is sparsely occupied, but the chances for discovery increase (the Pippin factor) as a party moves up and east. A party moving through Moria is discovered on a d6 roll of 1, with a -1 each turn after entry [to a maximum of -4]. Any goblin forces within Moria may attack on the turn following the detection of intruders.

Moria is treated as rough terrain unless figures are goblins, dwarves or character figures lead by either Gimli or Gandalf. Any figure not meeting these requirements must roll each turn, falling off a precipice on a d6 roll of 1.

If the characters are attacked prior to movement, and defeat the attackers (cut their way through), they may still make their full move. At the beginning of each turn after fighting occurs, the Goblin player rolls 1d6 and on a 6 the Balrog appears to reinforce the evil figures. Unless he kills Gandalf or captures the ring, the Balrog may never leave Moria. If he does leave, he loses 1 from his dice, attack and defense values while outside his home realm.

Goblin swarms. The goblins are highly mobile within their underground lair and may attack from above and below as well as head on. Goblins are not restricted by the 6" combat proximity limit. Goblins located anywhere within Moria may join in on any one combat. If assailed by two enemy forces, the goblin player must assign figures to one combat or the other—not both.

Mount Doom –

Mount Doom is impassable terrain except for the road leading up the slope to the cracks of doom. If the ring is destroyed, lava from the resulting eruption makes it impossible for any figures on the mountain to escape except via flying.

Old Forest -

Any time a force of hobbits or characters travel within 6" of the Old Forest and/or the Barrow Downs they are susceptible to a music trance attack by Old Man Willow and/or hypnotic trance attack by a Barrow Wight. But fortunately, help should be at hand in the form of Tom Bombadil.

Roll 1d6 for each character, with the following effects:

Die Roll	Result
1	Ensorcelled
3-5	Lose 1 turn, no further effect
6	No effect, move on normally

Ensorcelled - Old Man Willow's songs or Barrow Wight's trances have full effect on the character. The party loses one full turn if any of them are ensorcelled, and then roll to free themselves the following turn, succeeding on a roll of 5+. Add one for every two non-ensorcelled characters in the party. Good characters may instead add 3 to reflect the intervention of Tom Bombadil.

Osgiliath –

The ruins of the city provide a small defensive benefit, increasing the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll). No force may cross at the city unless it first defeats any opposing force on the opposite side of the River Anduin.

Paths of the Dead –

Character figures and Rangers of the North may only pass through if Aragorn carrying Anduril accompanies them. Any other forces or character figures entering (or retreating into) the paths are automatically slain during combat.

Pelargir –

Gondor's busiest port is protected, but not fortified. This provides a small defensive benefit, increasing the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll). No naval force may go further upriver from Pelargir unless their side controls it.

Rivendell –

This location qualifies as a place of healing. Its river protects it if Elrond, Arwen, or Glorfindel are present. Evil figures assaulting Rivendell must first attack the river, which fights any evil figures attempting to cross it with the following stats:

Type	Dice	Attack	Defense	Special rules
Bruinen	5	2+	-	Double attacks versus ethereals

River Anduin –

As the largest river in western Middle Earth, the Anduin is a significant terrain feature. It is impassable except by boat or where crossed by a ford or bridge. In addition, the stretch between Cair Andros and Osgiliath is broad and shallow. It may be crossed in this stretch only, taking a full move for each model crossing.

The Shire –

The realm of the hobbits is not heavily fortified, but is nevertheless difficult to assault. Such is the attachment of hobbits to the Shire that any hobbit figure will receive a +1 to its attack and defense rolls while in the Shire.

If any of the hobbits in the Fellowship return to aid the defense of the Shire, they provide a Ld of 2 for hobbits only.

- Brandywine Bridge - any attack crossing the bridge provides a +1 to the defense rolls of the defenders.
- Hobbiton - an open town, provides no defensive benefits.
- Tookborough and Brandy Hall - provide a +1 to the defense rolls of any defenders, and each has an escape hole (see Erebor).

Tharbad –

This formerly fortified town now just a set of ruins, located at the best location to ford the River Greyflood. The ruins count as difficult terrain for movement, but have no defensive benefit.

Thranduil's Halls –

This well protected woodland fortress provides double attacks for any defending figures. Additionally, if Thranduil is present his magic improves the defense of any defending figures by one (for example a 4+ becomes a 3+).

Weathertop –

The ruins here retain some of the power of the northern Kingdom of Arnor. The defense value of good models is increased by one (for example a 4+ defense roll becomes a 3+ roll) when they are on Weathertop.

Peoples of Middle Earth

Special Rules



The Forces of Good

Army of The Dead –

Once per game, if Aragorn has passed through the paths of the dead, he may summon the Army of the Dead to fight with him. The army is represented by 10 figures. They attack using the following profile, and then disperse (you cannot allocate hits to them):

Type	Dice	Attack	Defense	Special rules
Army of the Dead	3	2+	-	Terror, disperse after attacking

Arwen -

Arwen must remain within 12" of Rivendell. If she is slain, Elrond becomes overcome with grief and immediately abandons Rivendell and departs with all of his figures to travel to the Undying Lands. Aragorn will also sense her loss and lose 2 points off his leadership.

Boromir –

Though sworn to protect Frodo, Boromir was highly vulnerable to seduction by the ring. Convinced that the ring is a powerful weapon that is needed at Gondor, Boromir attempted to seize the ring at Amon Hen. After Frodo fled, he recovered his senses and defends Merry and Pippin at the start of the game.

If Boromir survives and reaches Minas Tirith, he receives heavy armor that improves his defense value.

Beregond –

Beregond, a captain in the Citadel Guard, befriended Pippin and watched over him during the siege. As a member of the Citadel Guard, Beregond may not leave Minas Tirith.

Dain -

King Dain must remain within 12" of the Lonely Mountain throughout the game (he is old and cannot travel long distances).

Denethor –

Denethor has been worn down from his contact with Sauron while using the palantir. As Steward, Denethor may never leave Minas Tirith. This restriction ends if Aragorn reaches Minas Tirith after traveling the Paths of the Dead. Until then, Denethor must command any Gondor forces holding Minas Tirith. Each turn he must roll 1d6, on a 1 no Gondor forces within 3" of Minas Tirith may move that turn.

The Eagles -

Once per game, Gandalf may summon the eagles when he is with a force that engages in combat. When the eagles arrive all ringwraiths in the combat are dispersed before they fight. In addition, the eagles add their attacks one time with the following profile:

Type	Dice	Attack	Defense	Special rules
Eagles	10	2+	-	Automatically disperse ethereal creatures in opposing force prior to attack

Elrond -

Elrond must remain within Rivendell throughout the game for his power to maintain this haven from evil. If Elrond leaves Rivendell or is slain, Rivendell and its river lose all of their special attributes.

Frodo and Sam -

The final leg of the Fellowship fell to Frodo and Sam, who must try to enter Mordor and destroy the one ring.

Frodo is equipped with an Elven cloak, mithril armor, Sting (magic sword) and the phial of Galadriel (provides a +2 to combat rolls against spiders).

Sam is equipped with an elven cloak and a length of elven rope (grants +2" move in rough terrain).

Galadriel -

Galadriel must remain within Lothlorien throughout the game for her power to maintain this haven from evil. If Galadriel leaves Lothlorien or is slain, Lothlorien loses all of its special attributes.

Gandalf the White –

Gandalf arrives as a reinforcement on turn 2, he may arrive at any good base. If he arrives at Edoras he will be mounted on Shadowfax., if not he can gain Shadowfax on arriving at Edoras later.

Gandalf carries an elven ring of power, and has great power against ethereal figures. He receives double attacks against forces including ethereal figures, and any model within 8" of Gandalf is immune to fear caused by a ringwraith on a fell beast.

Gamling –

Gamling carries the Royal Standard of Rohan. The Royal Standard provides an extra +1 to the Leadership of any Rohan hero in the same force as Gamling.

The Forces of Evil

Glorfindel -

Glorfindel is preparing to leave Middle Earth and will not be distracted for long from his preparations, so he may not move from Rivendell under normal circumstances. If Gandalf or Aragorn are killed prior to the Fellowship reaching Mordor, this restriction is lifted and Glorfindel may replace them as a member of the Fellowship. Place him with the Fellowship at the start of their next turn.

Gondor Citadel Guard / Guard of the Fountain Court –

A small force of elite Gondor warriors guards the citadel of Minas Tirith. They are the only non-character figures that may occupy the tower of Minas Tirith (note that other non-character figures may retreat there). Members of the citadel guard are sworn to protect their lord and citadel, and may never leave it. A guard of the Fountain Court figure may leave the citadel, but only if accompanying the King or Steward.

Hobbits –

Although small, they can be doughty fighters. If their side loses the combat, hobbit characters are always captured or wounded rather than killed.

Armed hobbits are very skilled with stones; they receive an ambush attack with stones in the first round of any combat, in addition to their normal attack.

Horns - Hobbits are communal and will be inspired to know they are fighting together. Any hobbit figure within 6" of a hobbit with a horn adds +1 to his attack rolls.

Osgiliath Veterans –

The forces of Gondor stationed here have been in almost continuous action against the orcs controlling the east bank. *Veterans* - They receive double attacks when in a force lead by Faramir or Boromir (they have the highest Ld in the force).

Radagast –

Radagast has been seduced by the voice of Saruman at the start of the game. Saruman may either move him (but not into combat) or distract him in place for the first 4 turns during which he will do nothing. If he is attacked, the spell is broken and he may act normally. Radagast has great empathy and connection with animals and the natural world. If he is involved in combat in woods, he will receive double attacks to reflect the assistance of nearby animals.

Thranduil –

Thranduil has power rooted in the land and living things around his Mirkwood palace. He has a wizardry value of 1 within Mirkwood only and if Thranduil is present in his palace, any figures defending the palace improve their defense value by 1.

Berserkers –

Saruman bred a fanatical group of Uruk-hai, who were to be his vanguard in storming the fortresses opposing him. In the game he receives a group of berserkers as reinforcements. Each berserker figure will reduce the fortress benefit (double attacks) of one defending figure. They have no impact when assaulting towers. Berserkers are eliminated after making their attacks, and may not be taken as casualties.

Black Numenoreans –

These tough warriors are often at the vanguard of evil assaults. They are *tough*.

Corsair Bosun –

These tough warriors held the forces of ill-disciplined Corsairs together, increasing their effectiveness. A Bosun has the stats of a normal leader. In addition, Corsairs in a force containing a Corsair Bosun receive a +1 to their defense rolls.

Dark Marshal (Nazgul) –

The Dark Marshal is one of the ringwraiths, and follows all of the rules for them with the following exceptions:

- Dark Leadership - he was an excellent general when human, so a force containing him may re-roll up to 5 failed defense rolls. To count his special rule he must be part of the force which lost the combat.

Goblin Drummers –

The Goblin King starts the game with a Goblin Drum and two drummer figures in each of his strongholds. If the drum and drummers are included in a force within a stronghold that force increases their number of each goblin's attacks by one. The drummers may fight as normal goblins, but if they are killed they cannot be replaced.

Grima –

Through Grima, Saruman wielded considerable power in Rohan. Grima remains at the side of King Théoden until banished by Gandalf. Gandalf may banish Grima by moving into base contact with Théoden. Once banished, he is immediately placed in Isengard and must remain with Saruman at all times.

While Grima is with Théoden, Théoden cannot leave Edoras. This restriction stops, and Grima is banished, if Edoras or Helm's Deep are attacked. In addition, each turn Grima is active as Théoden's councilor, the forces in the Eastfold under Eomer may not move. If Saruman becomes Sharkey replace Grima with Worm. If Sharkey loses a combat, on a roll of 4-6 Grima will be overcome with rage and slay Sharkey.

Hasharin –

Hasharin are assassins from Far Harad. If it is part of a force in combat, the Hasharin figure may make an ambush attack against any army or character figure it is in base contact with. Remove the Hasharin figure after it completes its attacks, it counts as lost.

Morgul Knights –

Morgul knights are the shock cavalry of the Dark Lord, renowned for their evil ferocity. Morgul knights are *tough*, and also cause *terror*.

Mumakil –

Mumakil are huge beasts from Harad, sometimes referred to as oliphants. Their fight value is represented by their crew, who may not dismount. If a mumakil figure fails a defense roll, remove 1 crewman. If a mumakil is reduced to no crewmen, it stampedes. A stampeding mumakil inflicts 1d6 additional hits on its own side, and is then removed as a casualty. The stampede hits are allocated by the controlling player after all other hits are resolved, and may be saved by rolling defense of figures that are hit.

Ork Drummer & Taskmaster –

Orcs are not by nature highly motivated except when closely supervised. A force containing an orc taskmaster may re-roll up to 3 missed orc attacks, while one containing an orc drummer may add 1" to its movement every other turn.

Ringwraiths (Nazgul) –

The ringwraiths are powerful characters completely under Sauron's will. They start the game mounted on horses.

The ringwraith figures all start under the control of the designated minion. If the minion is a ringwraith, their lieutenant will handle their forces if they become dispersed.

Ringwraiths in Combat – ringwraiths are ethereal. An ethereal figure that is dispersed reappears at its home base, or Barad Dur, 4 turns after it is dispersed. Exception: ethereal figures will be slain if lost in combat to a force containing a character wielding a magic weapon.

No more than one dispersed ethereal figure may return in a given turn; any additional ethereal figures eligible to return from dispersion do so one turn at a time until all have returned to play.

Sensing – ringwraiths are drawn to the power of the one ring. A ringwraith receives a +1 modifier to rolls to spot a character force that includes the ringbearer.

Fell Beasts –

After turn 15 the Witch King, Khamul and the Mouth of Sauron may elect to mount themselves or a ringwraith under their control on a fell beast. The fell beast increases the movement of the character mounted on it. A ringwraith on a fell beast causes *terror*.

Ruffians –

Saruman made use of ruffians and ne'er do wells to scout and harass travelers west of the Misty Mountains. It was with such a force that he invaded and briefly controlled the Shire. They acted very much as bullies, and as such will never initiate combat with a larger force.

Ruffians may be encountered by the Fellowship as a random encounter. In addition, once per game if Saruman is reduced to less than 2 armies, he may summon 1d6 ruffians.

Shadow Lord (Nazgul) –

The Shadow Lord is one of the ringwraiths, and follows all of the rules for them with the following exceptions:

- Shadows – he is permanently cloaked in shadows, providing relief from light to those around him. A force he is part of may count up to 5 figures as being under darkness. To count his special rule he must be part of the force which is in combat.

Shamen –

Uruk-hai, Orcs and Goblins are a superstitious lot, and a shaman could influence their behavior. The Goblin King, Khamul and Saruman may take a shaman instead of a normal goblin, orc or uruk-hai reinforcement. The shaman does not fight, but if he is present with a force that loses a combat by one point, he may use his “power” to turn the combat into a draw. Remove the shaman immediately after modifying a combat, or if contacted by any enemy figure if not part of a larger force. No more than 1 shaman figure of each type may be in play at any one time.

Sméagol/Gollum –

This piteous but pitiless creature is driven by his obsession for the Ring. He will follow the ringbearer throughout the game, looking for his best chance to get “his Precious” back.

Gollum enters play in the following circumstances:

- if Frodo is wounded he will attempt to seize the ring, he immediately enters play and either takes the ring or fights those who have it.
- Frodo and Sam may attempt to trap and “tame” him - they succeed to a roll of 3+, if they fail then resolve a normal combat between them and Gollum.

If Gollum has the ring, each turn the closest evil player and the Fellowship player roll off for control of Gollum, the Fellowship player adding +1 to his roll. The controlling player may move Gollum normally, he will not initiate combat but will fight back if spotted and attacked.

If he is “tamed” he will serve the Master of the Precious, until Frodo is wounded, enters Mordor or puts on the ring. Treat him as an additional Fellowship character.

Gollum has the following special abilities:

- “Slinker” – he hasn’t lived for centuries without learning a lot about sneaking. If he is alone, he can only be spotted on a roll of 6 regardless of the spotter type (exception: Elves, Rangers or wizards receive a +1 to their spotting roll. If leading Frodo and Sam (only), his slinking ability applies to the whole party (unless Frodo puts on the ring or enters Mordor). A force with a tame Gollum as a guide subtracts 1 from any enemy rolls to spot them.

- “Stinker” –Sméagol is drawn to the goodness of Frodo, but the evil Gollum is never fully extinguished. At the beginning of each turn Gollum is with Frodo and Sam he must test to see if he will attempt to take the ring. Roll 1d6 each turn, on a 6 he attacks the Ringbearer, but must defeat all opposing characters to get away with the ring. He can sense the presence of an invisible Ringbearer within 2” and will automatically attack on any turn where the Ringbearer puts on the ring, enters Mordor, or reaches the Cracks of Doom. While tamed, the Fellowship player will run Gollum; otherwise any evil player can run him.

Troll Chieftain –

The Mouth of Sauron enlisted a powerful Troll Chieftain to protect the Black Gate. It uses the following profile:

Type	Dice	Attack	Defense	Special rules
Troll Chieftain	2	2+	3+	-

The figure may not move more than 3” from the Black Gate.

Uruk-Hai Scouts –

Saruman receives Uruk-hai scouts as reinforcements. These figures fight as if normal Uruk-Hai, but move more rapidly through rough terrain and have a better chance of detecting hidden character figures. They are ideal for tracking down the Fellowship and attempting to seize the ring.

Warg Riders –

The evil forces often made use of wargs as cavalry. They are swifter than normal orcs, and may get multiple attacks due to their vicious mounts.



Combat Charts

Combat – Good Army Figures:				
Type	Dice	Attack	Defense	Special rules
Dwarf	1	4+	3+	<i>Miners</i> – double dice in caves, tunnels or mountains
Dwarf – Iron Guard	1	4+	3+	<i>Tough</i> – re-roll failed defense rolls; heavy armor
Dwarf – Khazad Guard	1	4+	2+	<i>Miners</i> – double dice in caves, tunnels or mountains; heavy armor
Dwarf - Ranger	1	4+	4+	<i>Miners</i> – double dice in caves, tunnels or mountains, extra 2" move in rough
Dwarf – Ballista	1 / crew	3+	3+	<i>Ponderous</i> , requires 2 crew to move
Elf -Wood Elf	1	3+	5+	<i>Woodsmen</i> - double dice in woods
Elf – sentinel	1	3+	5+	<i>Woodsmen</i> - double dice in woods, ambush
Elf – Armored Elf	1	3+	4+	<i>Woodsmen</i> - double dice in woods
Elf – Guard of the Galadhrim Court	1	4+	4+	<i>Pikes, Woodsmen</i> - double dice in woods
Gondor - Bolt Shooter	1 / crew	3+	3+	<i>Ponderous</i> – may not leave road , requires 2 crew to move
Gondor – militia foot	1	5+	4+	
Gondor – foot (heavy armor)	1	4+	4+	
Gondor – Axemen of Lossarch	1	3+	5+	<i>Axes</i> – minus 1 to defense rolls
Gondor – Clansmen of Lamedon	1	3+	6+	<i>Furious charge</i> – re-roll missed attack rolls
Gondor - Citadel Guard	1	3+	3+	<i>(Elite)</i> , May never leave the citadel
Gondor – Dol Amroth pikeman	1	5+	4+	<i>Heavy Armor, Pikes</i>
Gondor – Guard Fountain Ct	1	3+	3+	<i>(Elite)</i> , May only leave the citadel if accompanying the King or Steward
Gondor - Knight of Gondor	2	3+	3+	1/4/4 if dismounted
Gondor - Knight of Dol Amroth	2	2+	3+	<i>(Elite)</i> , 1/3/4 if dismounted
Gondor – Osgiliath veterain	1	3+	4+	<i>(Heavy armor), tough</i> – re-roll failed defense rolls
Gondor - Trebuchet	2/crew	3+	4+	<i>Immobile</i> - May not move; max crew of 3
Hobbit – armed	1	6+	6+	Stone attack
Hobbit – dog	1	5+	-	
Rohan - Rider of Rohan	2	3+	4+	<i>Swift, furious charge</i> if mounted, 1/4/5 if dismounted
Rohan – Royal Guard Cavalry	2	2+	3+	<i>Swift, furious charge</i> if mounted, 1/3/4 if dismounted
Rohan Foot	1	4+	5+	
Man of Dale	1	4+	5+	
Ranger (North or Gondor)	1	4+	4+	<i>Tracker, woodsmen, rangers</i> - +2 to defense rolls in cover
Woses	1	3+	5+	<i>Tracker, woodsmen, rangers</i> - +2 to defense rolls in cover

Combat Charts

Combat – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Special rules
Angbor	1	3+	3+	1	-	Heavy armor
Aragorn#	3 ¹	4+/3+%	4+/3+*	3 / 4%	-	Tracker, *if heavy armor, % if with Anduril
Arwen	1	4+	3+	1	-	Wizardry 1 in Rivendell
Beregond	1	4+	4+	-	-	Gives hobbit +1 die within 2"
Boromir	2 ¹	3+	4+/3+*	3 Gondor	-	*if heavy armor
Brand	1	4+	4+	1 Dale	-	
Celeborn# / Cirdan#	1	3+	4+	3	0	
Cirion / Madril / Damrod	1	4+	4+	1 Gondor	-	Madril and Damrod are rangers
Dain	1	4+/3+*	3+	2 Dwarves	-	Venerable, * w/Durin's axe#
Denethor	1	5+	5+	1 Gondor	-	
Drar/ Murin/ Dwarf Chieftain	1	4+/3*	3+	-	-	* w/Durin's axe#
Elladan / Elrohir	1	3+	4+	-	-	May not separate
Elrond#	2	2+	3+	4	1	Elves w/i 2" may re-roll failed defense rolls
Eomer mounted	2	3+	4+	2 Rohan	-	1/4/5 if dismounted
Eowyn mounted	2	4+	4+	-	-	1/5/5 if dismounted
Erkenbrand mounted	2	3+	4+	1 Rohan	-	1/4/5 if dismounted
Faramir	1 ¹	3+	4+/3+* ²	2	-	*if heavy armor; ranger - defense 2 in cover
Farmer Maggot	1	4+	5+	-	-	tough
Forlong the Fat	1	3+	3+	1	-	heavy armor
Galadriel#	-	-	4+	4	2	Elves in Lorien re-roll attack roll misses
Gamling mounted	2	3+	4+	-	-	Royal Std: +1 Ld to any Rohan character; 1/4/5 if dismounted
Gandalf the White#	2 ¹	3+	3+	2	3	Furious charge (with Shadowfax)
Gildor#	1	3+	3+	-	-	May assist against an encounter
Gimli	1	4+/3+*	2+	1 Dwarves	-	* w/Durin's axe#
Glorfindel mounted#	2	2+	3+	1	0	1/3/4 if dismounted
Haldir#	1	3+	4+	1 Elves	-	
Halbarad	1	4+	4+ ²	1 Men	-	
Merry#, Pippin#, Sam#	1	6+	5+/4+*	-	-	*w/armor
Frodo#	1	5+/4+*	2+	-	-	*attack 4+ vs orcs/goblins/spiders
Imrahil	2	2+	3+	2	-	1/3/4 if dismounted
Legolas	1 ¹	3+	3+	1 Elves	-	
Radagast#	1	4+	3+	-	1	Starts under influence of Saruman
Theoden mounted	2	3+	4+	3 Rohan	-	1/4/5 if dismounted
Theodred mounted	2	3+	4+	2 Rohan	-	1/4/5 if dismounted
Thranduil#	2	3+	4+	1	1*	*Wizardry 1 in Mirkwood

1 –any character receives +1 die and +1 to attack rolls if mounted

2 - defense 2 in cover # - equipped with magic weapons

Combat Charts

Combat – Evil Army Figures:

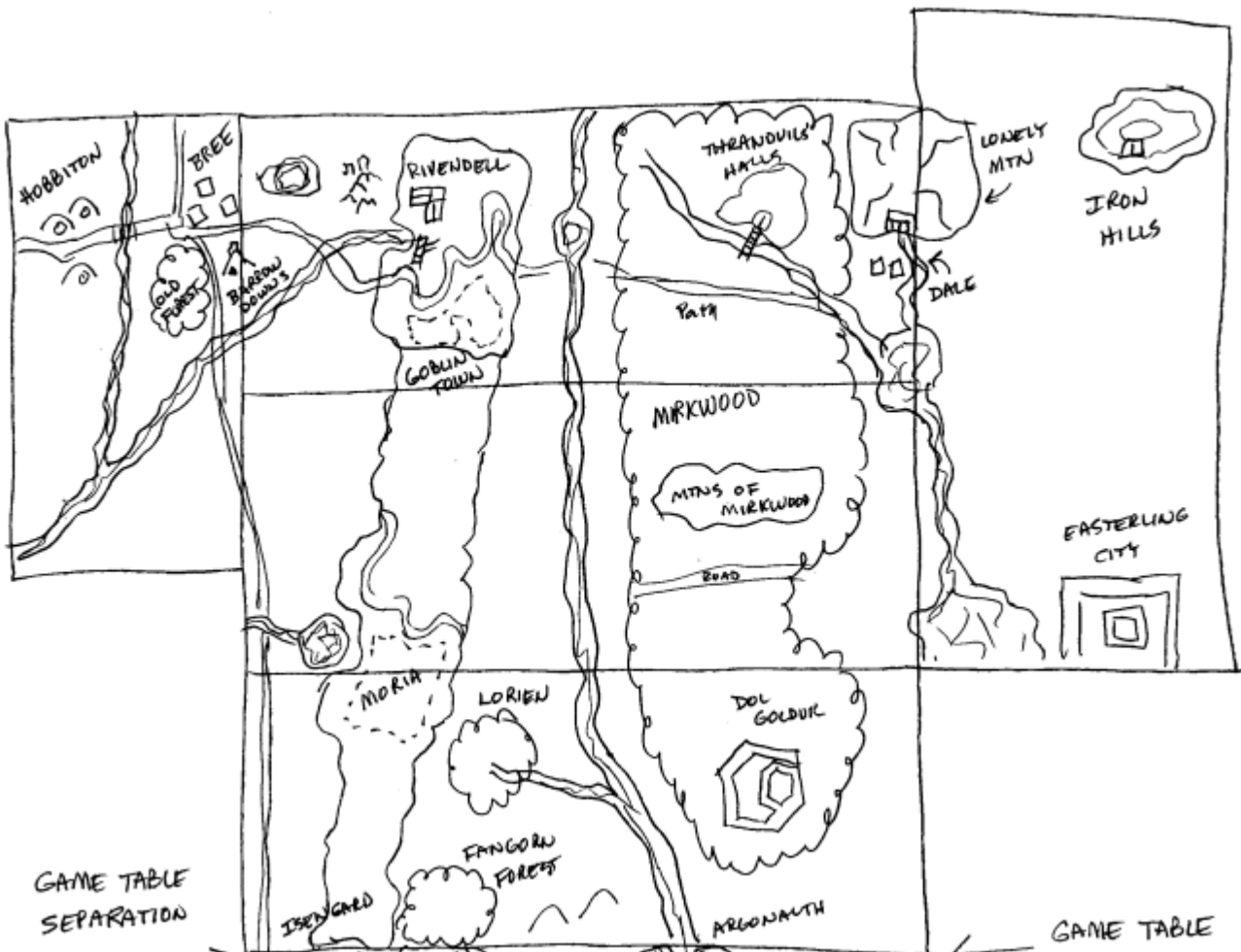
<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Special rules</u>
Bats – swarm	5	6	-	
Black Numenorean	1	3+	4+	<i>tough</i>
Bolt Shooter	1 / crew	3+	3+	<i>Ponderous</i> , requires 2 crew to move
Corsair foot	1	5+/4+*	6+	<i>Sailors</i> - receive +1 to attack rolls within 3" of navigable water
Wild Man of Dunland	1	4+	6+	<i>(Unarmored)</i>
Dunlending – heavy armor	1	4+	4+	<i>(heavy armor)</i>
Easterling Foot	1	4+	4+	<i>(heavy armor)</i>
Easterling kataphract	2	3+	4+	<i>(heavy armor)</i> 1/4/4 if dismounted
Goblin	1	6+	-	<i>Burrower</i> – 6 defense in caves/tunnels/mtns
Serpent Guard Foot	1	4+	4+	<i>Poisoned weapons</i>
Haradrim foot	1	4+	6+	<i>(unarmored)</i>
Serpent Riders	2	3+	4+	<i>Poisoned weapons, Swift</i> , 1/4/4 if dismounted
Haradrim cavalry	2	3+	5+	<i>Swift</i> , 1/4/5 if dismounted
Khand foot	1	4+	5+	
Khand cavalry	2	3+	5+	<i>Swift</i> , 1/4/5 if dismounted
Khand chariot	2	3+	3+	<i>Furious charge</i> , 1/4/4 if dismounted
Morgul Knights	2	3+	4+	<i>Tough</i> , cause <i>terror</i> , as Black Numenoreans when dismounted
Mumakil	3	3+	3+	May stampede if wounded; may not dismount
Orc	1	5+	6+	+1 to attack roll if under darkness
Orc – Morannon	1	5+	5+	<i>(heavy armor)</i> +1 to attack roll if under darkness
Orc – Tracker	1	5+	6+	<i>Tracker</i> , +1 to attack roll if under darkness
Orc – Morgul Stalker	1	5+	6+	<i>Ambush</i> , +1 to attack roll if under darkness
Ruffian	1	5+	-	<i>(unarmored)</i> , <i>(rabble)</i> , <i>bullies</i>
Siege Ballista	1/crew	3+	4+	<i>Ponderous</i> , needs 3 crew to move
Siege Catapult	2/crew	4+	4+	<i>Ponderous</i> , needs 3 crew to move
Spider – Giant	1	4+	6	<i>Paralyze</i>
Spider – Queen	4	4+	4+	<i>Paralyze</i> , Emits d3 spider swarms after each round of combat
Spider – Swarm	3	6	-	<i>Paralyze</i>
Troll	2	3+	4+	+1 to attack roll if under darkness
Uruk-hai	1	4+	5+	
Uruk-hai scout	1	4+	5+	<i>Tracker, Scout</i>
Uruk-hai Berserk	1	4+	-	<i>Furious charge, berserk</i>
Uruk-hai feral	1	4+	5+	<i>Furious charge</i>
Uruk-hai pikeman	1	5+	5+	<i>Pikes</i>
Wild Warg	1	5+	-	<i>Swift</i>
Warg rider	2	4+	5+	1/5/6 if dismounted

Combat Charts

Combat – Evil Character Figures:						
Type	Dice	Attack	Defense	Leadership	Wizardry	Special rules
Amdur	3	3+	3+	2	-	
Balrog#	4	3+	3+	-	-	<i>Ethereal</i>
Buhrdur	2	2+	3+	1	-	
Castellan Dol Guldur#	1	4+	4+	-	-	<i>Ethereal</i> , may not leave Dol Guldur
Corsair Bosun	1	4+	5+	-	-	Adds +1 to Corsair defense rolls
Corsair Captain	1	4+	5+	1 Corsairs	-	
Easterling Chieftain	1	3+	4+	1	-	
Dalamyr	2	3+	4+	1	-	Ambush, Fleetmaster, Venerable
Dark Marshal#	1	3+	4+	2	-	<i>Ethereal, Dark Leadership</i>
Goblin King of Moria	1	4+	5+	1	-	
Gollum	1	4+	4+	-	-	Special rule – slinker and stinker
Gorbag	1	4+	6+	1 Orcs	-	
Gothmog	2	4+	4+	2	-	1/5/5 if dismounted
Great Goblin	2	4+	5+	1	-	1/5/6 if dismounted
Grima / Worm	1	6+	-	-	-	See Special Characters
Grishnak	1	4+	5+	-	-	+1 to attack vs. Hobbits
Harad Chieftain	2	3+	4+	-	-	1/4/5 if dismounted
Hasharin	4	3+	-	-	-	<i>Ambush, assassin</i>
King of Khand/ Chariot	3	3+	3+	1 Khand	-	1/4/4 if dismounted
Khand Chieftain	2	3+	4+	1 Khand	-	1/4/5 if dismounted
Lurtz	1	4+	4+	1	-	<i>Scout, Tracker</i>
Mouth of Sauron#	2	4+	4+	1	-	1/5/5 if dismounted
Ringwraith/Khamul#	1	4+	4+	1	-	<i>Ethereal</i>
Saruman#	2	3+	5+	2	2	As Sharkey 1/4/6 Ld 1 Wz 1
Shade	1	6	5+	-	-	<i>Ethereal, terror</i>
Shadow Lord#	1	3+	4+	1	-	<i>Ethereal, Shadows</i>
Shagrat	1	4+	5+	1 Uruk-hai	-	
Sharku / Warg	2	4+	5+	1	-	<i>Tracker</i> , 1/5/6 if dismounted
Shelob	1	4+	4+	-	-	Triple attacks in her lair or porch
Sulladan	2	3+	4+	1 Harad	-	1/4/5 if dismounted
Troll Chieftain	2	2+	3+	-	-	May not move > 6" from Black Gate
The Watcher	4	4+	5+	-	-	Attacks Ringbearer first, then others
Wild Warg Cheiftain	1	3+	4+	1 Wargs	-	<i>Swift</i>
Wight	1	4+	4+	-	-	<i>Ethereal, Paralyze</i>
Witch King#	1	3+	4+	3	2	<i>Ethereal</i>

- equipped with magic weapons

Game Maps



Game Chart – Saruman

Forces – At Start:

Saruman	Saruman (palantir), 10 uruk-hai warrior – <i>Isengard</i>	Grima – <i>Edoras</i> Lurtz, 12 Uruk-hai scouts - <i>Amon Hen</i>
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Reinforcements: - Isengard

Player	Reinforcement Schedule
Saruman	2 uruk-hai every turn*
Turn 5	12 Wild Men of Dunland - <i>Dunland</i>
Turn 10	Sharku on warg, 5 warg riders, 2 siege ballista with 3 crew each, 20 Uruk hai
Turn 12	8 berserkers, 2 engineers with bomb, battering ram
The turn the War of Saruman is declared	20 Uruk-hai pikemen, 3 feral uruk-hai, Uruk-hai shaman

Objectives –

Retain control of Isengard (count for Good Victory)

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Saruman
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

* - rate quartered (one reinforcement every odd turn) if Saruman has elected not to disturb Fangorn Forest

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Wild Man of Dunland	1	4+	6+	10" / 7"	(Unarmored)
Siege Ballista	1/crew	3+	4+	2" / -	Ponderous, needs 3 crew to move
Uruk-hai	1	4+	5+	10" / 7"	
Uruk-hai scout	1	4+	5+	10" / 7"	Tracker, Scout
Uruk-hai Berserk	1	4+	-	10" / 7"	Furious charge, berserk
Uruk-hai feral	1	4+	5+	10" / 7"	Furious charge
Uruk-hai pikeman	1	5+	5+	8" / 5"	Pikes
Warg rider	2	4+	5+	15" / 7"	1/5/6 if dismounted

Combat – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Special rules
Grima / Worm	1	6+	-	-	-	See Special Characters
Lurtz	1	4+	4+	1	-	Scout, Tracker
Saruman#	2	3+	5+	2	2	As Sharkey 1/4/6 Ld 1 Wz 1
Sharku / Warg	2	4+	5+	1	-	Tracker, 1/5/6 if dismounted

Isengard (fortress) –

The outer walls of Isengard are treated as a normal fortress. The inner tower, Orthanc, is small but impregnable.

Orthanc – is treated as a normal tower within a fortress, except it may only hold character figures. Orthanc may not be captured as long as at least one character figure remains in the tower.

Game Chart – Sulladan

Forces – At Start:

Sulladan	None at start
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Reinforcements: - South Road

Player	Reinforcement Schedule
Sulladan	1 Harad foot turn (commencing on turn 5)
Turn 5	Harad foot chieftain, 1 Mumakil, 12 Harad foot
Turn 10	Sulladan, Harad chieftain on horse, 1 mumakil, 12 Harad foot, 4 Harad cavalry
Turn 15	Hasharin, 24 Harad foot
The turn the War of the Ring is declared	Corsair Captain, Corsair Bosun, 24 Corsairs of Umbar - <i>naval invasion</i>
2 turns after War/ Ring is declared	Dalamyr, 24 Corsairs of Umbar - <i>naval invasion</i>

Objectives –

Special

- Sulladan capturing Minas Tirith - double points
- Sulladan capturing Pelargir - 10 points

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Sulladan
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
Take Pelargir	10	
TOTAL		

Characteristics - Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Corsair foot	1	5+/4+*	6+	10" / 7"	<i>Sailors</i> – +1 to attack rolls if within 3" of navigable water
Harad Serpent Guard Foot	1	4+	4+	9" / 6"	<i>(heavy armor), Poisoned weapons</i>
Haradrim foot	1	4+	6+	10" / 7"	<i>(unarmored)</i>
Harad Serpent Riders	2	3+	4+	16" / 6"	<i>(heavy armor), Poisoned weapons, Swift, 1/4/4 if dismounted</i>
Haradrim cavalry	2	3+	5+	17" / 7"	<i>Swift, 1/4/5 if dismounted</i>
Mumakil	3	3+	3+	10" / 4"	May stampede if wounded; may not dismount

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Corsair Bosun	1	4+	5+	-	-	10" / 7"	Adds +1 to Corsair defense rolls
Corsair Captain	1	4+	5+	1 Corsairs	-	10" / 7"	
Dalamyr	2	3+	4+	1	-	10" / 7"	Ambush, Fleetmaster, Venerable
Harad Chieftain	2	3+	4+	-	-	17" / 7"	1/4/5 if dismounted
Hasharin	4	3+	-	-	-	10" / 7"	<i>Ambush, assassin</i>
Sulladan	2	3+	4+	1 Harad	-	16" / 6"	1/4/5 if dismounted

Game Chart – Easterling King

Forces – At Start:

Easterling King	Amdur, 12 Easterling foot, 3 Easterling kataphracts - Easterling City
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Reinforcements: - Easterling City

<u>Player</u>	<u>Reinforcement Schedule</u>
Easterling King	1 foot every turn
The turn the War of the Ring is declared	Easterling Chieftain on foot, 30 Easterling foot, 5 Easterling Kataphracts

Objectives –

Retain control of home base (count for Good Victory)

<u>STATUS POINT RECORD – MINIONS OF SAURON</u>		
	Pts	Easterling King
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Move (Clear/Difficult)</u>	<u>Special rules</u>
Easterling Foot	1	4+	4+	9" / 6"	(heavy armor)
Easterling kataphract	2	3+	4+	14" / 6"	(heavy armor) 1/4/4 if dismounted

Characteristics – Evil Character Figures:

<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Leadership</u>	<u>Wizardry</u>	<u>Move (Clear/Difficult)</u>	<u>Special rules</u>
Easterling Chieftain	1	3+	4+	1	-	9" / 6"	(heavy armor)
Amdur	3	3+	3+	2	-	9" / 6"	

Easterling City (fortress) –

This heavily fortified city known for its wall towers, acts as a normal fortress. It does not have an inner tower.

Game Chart – King of Khand

Forces – At Start:

King of Khand	Khandish Chieftain on foot, 5 Khand foot – encampment
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Objectives –

Retain control of Encampment (count for Good Victory)

Reinforcements: - Khandish Encampment

<u>Player</u>	<u>Reinforcement Schedule</u>
King of Khand	1 Khand foot every turn
The turn the War of the Ring is declared	Mounted Khand Chieftain, 8 Khand cavalry
Two turns after the War of the Ring is declared	King of Khand in Chariot, 3 Khand chariot, 6 Khand foot

STATUS POINT RECORD – MINIONS OF SAURON

	Pts	King of Khand
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Move (Clear/Difficult)</u>	<u>Special rules</u>
Khand foot	1	4+	5+	10" / 7"	
Khand cavalry	2	3+	5+	17" / 7"	(Swift), 1/4/5 if dismounted
Khand chariot	2	3+	3+	12" / x	Furious charge, 1/4/4 if dismounted

Characteristics – Evil Character Figures:

<u>Type</u>	<u>Dice</u>	<u>Attack</u>	<u>Defense</u>	<u>Leadership</u>	<u>Wizardry</u>	<u>Move (Clear/Difficult)</u>	<u>Special rules</u>
King of Khand/ Chariot	3	3+	3+	1 Khand	-	12" / x	1/4/4 if dismounted
Khand Chieftain Mtd	2	3+	4+	1 Khand	-	17" / 7"	(Swift), 1/4/5 if dismounted

Khandish Encampment –

A large Khandish force has marched to join Sauron, and established an encampment, which has become another evil base. As an encampment, it provides no defensive benefit to figures defending it.

Game Chart – Mouth of Sauron

Forces – At Start:

Mouth of Sauron	4 orcs, Dark Marshal on horses – <i>Barad Dur</i>	Mouth of Sauron, Shadow Lord, 8 orcs, 1 troll – <i>Black Gate</i>	Shagrat, 2 Uruk Hai – <i>Cirith Ungol garrison</i>
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Objectives –

Retain control of Black Gate and Barad Dur (count for Good Victory)

Reinforcements: - Black Gate or Barad Dur

Player	Reinforcement Schedule
Mouth of Sauron	1 orc every even turn
Turn 10	Mount Dark Marshal on fell beast
Turn 12	Bolt shooter with 3 crew, 3 warg riders
Turn 15	Troll Chieftain, 10 orcs
The turn after the War of the Ring is declared	24 Morannon Orcs, 3 Orc trackers, orc taskmaster, orc drummer

STATUS POINT RECORD – MINIONS OF SAURON

	Pts	Mouth of Sauron
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Bolt Shooter	1 / crew	3+	3+	6" / x	<i>Ponderous</i> , requires 2 crew to move
Orc – Morannon	1	5+	5+	7" / 5"	<i>(heavy armor)</i> +1 to attack roll if under darkness
Orc	1	5+	6+	8" / 6"	+1 to attack roll if under darkness
Orc – Tracker	1	5+	6+	8" / 8"	<i>Tracker</i> , +1 to attack roll if under darkness
Siege Catapult	2/crew	4+	4+	4" / x	<i>Ponderous</i> , needs 3 crew to move
Troll	2	3+	4+	8" / 6"	+1 to attack roll if under darkness
Uruk-hai	1	4+	5+	10" / 7"	
Warg rider	2	4+	5+	12" / 6"	1/5/6 if dismounted

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Dark Marshal# - horse	1	3+	4+	2	1	15" / 7"	<i>Ethereal, Dark Leadership</i>
Mouth of Sauron# mtd	2	4+	4+	1	-	15" / 7"	1/5/5 if dismounted
Shadow Lord# - horse	1	3+	4+	1	-	15" / 7"	<i>Ethereal, Shadows</i>
Shagrat	1	4+	5+	1 Uruk-hai	-	10" / 7"	

The Black Gate –

The gate, which includes the Towers of the Teeth, counts as a fortress if assaulted from outside Mordor, but only figures within 2" of the wall and gate may fight in defense. If the defending force loses the combat the gate is destroyed, and all of the defenders who counted in the battle are eliminated. Figures outside combat radius but within Mordor are not destroyed but must immediately retreat a full move within Mordor toward the eastern table edge (vacate Udun). Forces at the Black Gate are commanded by the Mouth of Sauron.

Ork Drummer & Taskmaster –

Orcs are not by nature highly motivated except when closely supervised. A force containing an orc taskmaster may re-roll up to 3 missed orc attacks, while one containing an orc drummer may add 1" to its movement every other turn.

Game Chart – Witch King

Forces – At Start:

Witch King	Gothmog on warg, Witch King, 12 orcs, 1 troll – <i>Minas Morgul</i>	Gorbag, 3 Orcs – <i>Cirith Ungol garrison</i>
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Reinforcements:

Player	Reinforcement Schedule
Witch King	1 orc every odd turn
Turn 10	Mount Witch King on fell beast
Turn 12	Siege catapult with 3 crew, 3 warg riders
Turn 15	30 orcs
Turn After War of the Ring is Declared	10 orcs, 3 Orc trackers, 9 Black Numenoreans, 5 Morgul knights

Objectives –

Retain control of Minas Morgul (count for Good Victory)

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Witch King
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Black Numenorean	1	3+	4+	10" / 7"	<i>Tough</i>
Morgul Knights	2	3+	4+	15" / 7"	<i>Tough, cause terror, as Black Numenoreans when dismounted</i>
Orc	1	5+	6+	8" / 6"	+1 to attack roll if under darkness
Orc – Tracker	1	5+	6+	8" / 8"	<i>Tracker</i> , +1 to attack roll if under darkness
Siege Catapult	2/crew	4+	4+	4" / x	<i>Ponderous</i> , needs 3 crew to move
Troll	2	3+	4+	8" / 6"	+1 to attack roll if under darkness
Uruk-hai	1	4+	5+	10" / 7"	
Warg rider	2	4+	5+	12" / 6"	1/5/6 if dismounted

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Ringwraith/Khamul#	1	4+	4+	1	-	15" / 7"	<i>Ethereal</i>
Gorbag	1	4+	5+	1 Orcs	-	8" / 6"	
Gothmog	2	4+	4+	2	-	12" / 6"	1/5/5 if dismounted
Witch King#	1	3+	4+	3	2	15" / 7"	<i>Ethereal</i> (# - magic weapons)

Minas Morgul (fortress) –

As long as at least one ringwraith occupies Minas Morgul, it may only be assaulted if the assaulting force is led by Aragorn or Gandalf. However, evil men and mumakil cannot move into or through Minas Morgul as long as any ringwraiths remain in play. In the absence of the Witch King, Gothmog, Lieutenant of Morgul, commands the forces of Minas Morgul.

Game Chart – Angmar Raiders

Forces – At Start:

Buhrdur	Buhrdur, ringwraith, 24 orcs, 6 warg riders – <i>Carn Dum</i>	24 goblins, 7 wild wargs – <i>Fornost</i>
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Reinforcements:

Player	Reinforcement Schedule
Buhrdur	2 orcs every turn
Turn the War of the North is Declared	10 orcs, 3 warg riders - <i>Carn Dum</i>

Objectives –

Retain control of Carn Dum (count for Good Victory)

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Buhrdur
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Orc	1	5+	6+	8" / 6"	+1 to attack roll if under darkness
Goblin	1	6+	-	8" / 6"	<i>Burrower</i> – 6 defense in caves/tunnels/mtns
Wild Warg	1	5+	-	14" / 6"	<i>(Swift)</i>
Warg rider	2	4+	5+	12" / 6"	1/5/6 if dismounted

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Ringwraith - horse	1	4+	4+	1	-	15" / 7"	<i>Ethereal</i>
Buhrdur	2	2+	3+	1	-	8" / 6"	

Carn Dum –

Its ruins are haunted by tortured spirits, remnants of the Witch King's reign in the north. A Good force must roll a 6 to enter (maximum 1 roll per turn), but may add the leadership of 1 character to their roll.

Game Chart – Goblin King

Forces – At Start:

Goblin King	Goblin King, Goblin Shaman, Goblin drum, 2 drummers, Cave troll, 24 goblins - <i>Moria</i>	Great Goblin, Goblin shaman, Cave Troll, Goblin drum, 2 drummers, 24 goblins – <i>Goblin Town</i>
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Objectives –

Retain control of Moria and Goblintown (count for Good Victory)
Goblin King taking Rivendell or Lorien - double status points

Reinforcements:

Player	Reinforcement Schedule
Goblin King	4 goblins every turn in Moria or Goblin Town
Turn 5	Grishnakh, 5 orcs – Moria or Goblin Town

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Goblin King
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
Take Pelargir	10	
TOTAL		

Goblin Town and the High Pass –

Any good figures attempting to cross the High Pass may first have to defeat the goblins of Goblin Town. The goblins may sally forth from their tunnels at either end of the pass. Within the caves and tunnels around Goblin Town goblins receive a defense of 6.

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Orc	1	5+	6+	8" / 6"	+1 to attack roll if under darkness
Goblin	1	6+	-	8" / 6"	<i>Burrower</i> – 6 defense in caves/tunnels/mtns
Troll	2	3+	4+	8" / 6"	+1 to attack roll if under darkness

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Goblin King of Moria	1	4+	5+	1	-	8" / 6"	
Great Goblin/ Warg	2	4+	5+	1	-	12" / 6"	1/5/6 if dismounted
Grishnak	1	4+	5+	-	-	8" / 6"	+1 to attack vs. Hobbits

Moria –

To maintain his kingdom, the Goblin King must at all times keep the cave troll and at least 10 goblin figures inside Moria. Other goblin forces may freely exit through either the east or west gates.

Moria is treated as rough terrain unless figures are goblins, dwarves or character figures lead by either Gimli or Gandalf. Any figure not meeting these requirements must roll each turn, falling off a precipice on a d6 roll of 1.

Goblin swarms. The goblins are highly mobile within their underground lair and may attack from above and below as well as head on. Goblins are not restricted by the 6" combat proximity limit. Goblins located anywhere within Moria may join in on any one combat. If assailed by two enemy forces, the goblin player must assign figures to one combat or the other—not both.

Goblin Drums –

Goblin drums provide each goblin figure with double attacks if within a stronghold (either Moria or Goblin Town).

Game Chart – Khamul

Forces – At Start:

Khamul	Khamul on horse, 2 Castellans of Dol Guldur, 4 Mordor Uruks, orc shaman on warg, 20 orcs – <i>Dol Guldur</i>	2 bat swarms, Wild Warg Chieftain, 2 wargs – anywhere in Mirkwood south of the path
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Reinforcements:

Player	Reinforcement Schedule
Khamul	2 orcs every turn in Dol Guldur
Turn 10	Mount Khamul on fell beast

Objectives –

Retain control of Dol Guldur (count for Good Victory)

STATUS POINT RECORD – MINIONS OF SAURON		
	Pts	Khamul
Capture the ring	50	
Capture a hobbit	10	
Take a good citadel	20	
Eliminate a good army figure	1	
Eliminate a good character figure	*	
Lose home base	-25	
TOTAL		

Combat – Evil Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Bats – swarm	5	6	-	20" / 20"	
Orc	1	5+	6+	8" / 6"	+1 to attack roll if under darkness
Spider – Giant	1	4+	6	6" / 6"	<i>Paralyze</i>
Spider – Queen	4	4+	4+	6" / 6"	<i>Paralyze</i> , Emits d3 spider swarms after each round of combat
Spider – Swarm	3	6	-	6" / 6"	<i>Paralyze</i>
Uruk-hai	1	4+	5+	10" / 7"	
Wild Warg	1	5+	-	14" / 6"	<i>(swift)</i>

Characteristics – Evil Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Castellan Dol Guldur#	1	4+	4+	-	-	none	<i>Ethereal</i> , may not leave Dol Guldur
Ringwraith/Khamul#	1	4+	4+	1	-	15" / 7"	<i>Ethereal</i>
Wild Warg Chieftain	1	3+	4+	1 Wargs	-	14" / 6"	<i>Swift</i>
Orc Shaman on Warg	2	4+	5+	-	-	12" / 6"	<i>Shaman</i> , 1/5/6 if dismounted

Dol Guldur (fortress) –

This ancient tower is built atop a maze of catacombs, containing a secret entrance that was once penetrated by Gandalf and used by the forces of the White Council to drive out the Necromancer. Although the servants of Sauron eventually reoccupied the fortress, a good force lead by Gandalf, Radagast or Celeborn may attempt to pass through to attack the tower from within. They are successful on a d6 roll of 5+, and if so the defenders receive no fortress tower defensive benefit. If they fail, resolve the assault normally, and roll 1d6 for the leader of the attempt, on a 1 they are captured and will be killed if the assault fails, otherwise are treated as wounded.

Game Chart – High Elves

Forces – At Start:

12 armored elves, Elrond, Galadriel, Arwen – Rivendell
 12 armored elves, Cirdan - Grey Havens
 3 armored elves - Edhellond

Objectives –

Assist / support Good Victory
 Retain control of strongholds – Rivendell, Grey Havens

Reinforcements:

Player	Reinforcement Schedule
High Elves	1 elven warrior in heavy armor every even turn - Grey Havens, Edhellond or Rivendell

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Elf – heavy armor	1	3+	4+	9" / 6"	Woodsmen - double dice in woods

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Cirdan#	1	3+	4+	3	0	10" / 7"	
Elladan / Elrohir	1	3+	4+	-	-	10" / 7"	May not separate
Elrond#	2	2+	3+	4	1	10" / 7"	Elves w/i 2" may re-roll failed defense rolls
Glorfindel mounted#	2	2+	3+	1	0	15" / 7"	1/3/4 if dismounted

Rivendell –

This location qualifies as a place of healing. Its river protects it if Elrond, Arwen, or Galadriel are present. Evil figures assaulting Rivendell must first attack the river, which fights any evil figures attempting to cross it with the following stats:

Type	Dice	Attack	Defense	Special rules
Bruinen	5	2+	-	Double attacks versus ethereals

Grey Havens (fortress) –

This ancient Elvish naval base provides a +2 defense benefit to its defenders. If the fortress is taken, any Elf figures left alive after combat will escape via boats. As long as he retains control of the Grey Havens, the High Elf player may move figures freely between there and Edhellond or Dol Amroth, taking an entire turn to do so.

Game Chart – Wood Elves

Forces – At Start:

8 elves, 4 Galadhrim knights, 3 Guards of the Galadhrim Court, Celeborn, Galadriel – <i>Lothlorien</i> Radagast -anywhere east of the Misty Mountains	Thranduil, 7 elves – <i>Thranduil's Palace</i> Treebeard, 2 Huorns – Fangorn
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Objectives –

Assist / support Good Victory
Retain control of strongholds – Lothlorien, Thranduil's Palace

Reinforcements:

Player	Reinforcement Schedule
Wood Elves	1 elven warrior every odd turn - Lothlorien, or Thranduil's Palace
Two turns after the War of the Ring is declared	Haldir, 5 elves in heavy armor - <i>Lothlorien</i>

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Elf	1	3+	5+	10" / 7"	<i>Woodsmen</i> - double dice in woods
Elf – sentinel	1	3+	5+	10" / 7"	<i>Woodsmen</i> - double dice in woods, ambush
Elf – heavy armor	1	3+	4+	9" / 6"	<i>Woodsmen</i> - double dice in woods
Elf – Guard of the Galadhrim Court	1	4+	4+	8" / 5"	<i>Pikes, Woodsmen</i> - double dice in woods

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Celeborn#	1	3+	4+	3	0	10" / 7"	
Galadriel#	-	-	4+	4	2	10" / 7"	Elves in Lorien re-roll attack roll misses
Haldir#	1	3+	4+	1 Elves	-	10" / 7"	
Legolas	1 ¹	3+	3+	1 Elves	-	10" / 7"	
Radagast#	1	4+	3+	-	1	10" / 7"	Starts under influence of Saruman
Thranduil#	2	3+	4+	1	1*	10" / 7"	*Wizardry 1 in Mirkwood

Lothlorien –

Lothlorien is protected by the magic of Galadriel. All elves within the woods will fight against any attackers, regardless of the 1" rule. The northern border of Lorien, the Silverlode, can be crossed without delay by elves and parties accompanied by elves, otherwise counting as a normal stream. The woods themselves count as difficult terrain for any non-Elven armies, or any character figures not accompanied by an elf. This location qualifies as a place of healing. In addition, if one or more good characters enters Lothlorien, they may use boats on their exit. After remaining one turn in Lorien, they may move 10" per turn downstream along the river Anduin, except that they cannot pass the falls of Rauros. If Galadriel is slain or leaves Lothlorien, all of the above special rules no longer apply and Lothlorien is treated as just another wood.

Thranduil's Palace –

This well protected woodland fortress provides double attacks for any defending figures. Additionally, if Thranduil is present his magic improves the defense of any defending figures by one (for example a 4+ becomes a 3+).

Game Chart – Dwarves

Forces – At Start:

King Dain, 12 dwarf warriors 6 Khazad Gd – <i>Lonely Mountain</i> 10 Dwarf Rangers - <i>Blue Mtns south</i>	King Brand, 5 men of Dale – <i>Lake Town</i> Dwarf Chieftain, 10 Dwarf Rangers - <i>Blue Mtns north</i>	Murin, Drar, 12 Dwarf warriors, 6 Iron Guard, 4 Tunnel Guard – <i>Iron Hills</i>
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Objectives –

Assist / support Good Victory

Retain control of strongholds – *Lonely Mountain, Iron Hills*

Reinforcements:

Player	Reinforcement Schedule
Dwarves	1 dwarf warrior every 6 th turn ¹
The turn the War of the North is declared	Dwarf King, 16 Dwarf warriors, 8 Khazad Guard - <i>Iron Hills</i>

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Dwarf	1	4+	3+	8" / 7"	<i>Miners</i> – double dice in caves, tunnels or mountains
Dwarf – Iron Guard	1	4+	3+	8" / 7"	<i>Tough</i> – re-roll failed defense rolls; heavy armor
Dwarf – Khazad Guard	1	4+	2+	8" / 7"	<i>Miners</i> – double dice in caves, tunnels or mountains; heavy armor
Dwarf – Ballista	1 / crew	3+	3+	6" / x	<i>Ponderous</i> , requires 2 crew to move
Dwarf - Ranger	1	4+	4+	8" / 7"	<i>Miners</i> – double dice in caves, tunnels or mountains

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Brand	1	4+	4+	1 Dale	-	10" / 7"	
Dain	1	4+/3+*	3+	2 Dwarves	-	8" / 7"	Venerable, * w/Durin's axe#
Drar / Murin / Dwarf Chieftain	1	4+/3*	3+	-	-	8" / 7"	* w/Durin's axe#
Gimli	1	4+/3+*	2+	1 Dwarves	-	8" / 7"	* w/Durin's axe#

Erebor/The Lonely Mountain (fortress) –

This ancient Dwarf Kingdom is a large fortress built within the heart of the Lonely Mountain. This location qualifies as a place of healing. The fortress is accessible via its gates as a normal fortress, and also via a secret way once used by Bilbo and his Dwarven companions to sneak up on Smaug. It differs from a normal fortress in its size (it may hold an unlimited number of figures), and in the secret door. If the fortress is taken, any Dwarf figures left alive after combat will escape via the secret door. Any assaulting force containing Dwarves may use the secret door to surprise the defenders, negating the defensive effect of the fortress.

Iron Hills –

The dwarves of the Iron Hills have fashioned defensive works to protect their mines, which convey a +1 defensive bonus to the defender's saving roll. There are many hidden passages by which surviving dwarves may escape if the place is lost.

Ered Luin –

Dwarf holds in the mountains north and south of the Grey Havens, these provide a +1 defense benefit. If either hold is taken, any Dwarf figures left alive after combat will escape via a secret door.

Game Chart – Rohan

Forces – At Start:

8 Rohan foot – Helm's Deep Theodred, 3 riders – <i>Fords of the Isen</i>	Théoden, Eowyn, 3 riders - <i>Edoras</i>	Eomer, 4 riders - <i>Eastfold</i>
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Objectives –

Assist / support Good Victory
Retain control of strongholds – Helm's Deep

Reinforcements: (Edoras)

Player	Reinforcement Schedule
Rohan	1 rider every even turn – Edoras [Rate doubles (every turn) once the War of Saruman has been started]
The turn after the War of Saruman is declared	Erkenbrand mounted, Gamling mounted with Royal Standard, 2 Rohan Royal Guard cavalry, 12 Riders of Rohan

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Rohan - Rider of Rohan	2	3+	4+	17" / 7"	<i>Swift, furious charge</i> if mounted, 1/4/5 if dismounted
Rohan – Royal Guard Cavalry	2	2+	3+	17" / 7"	<i>Swift, furious charge</i> if mounted, 1/3/4 if dismounted
Rohan Foot	1	4+	5+	10" / 7"	

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Eomer mounted	2	3+	4+	2 Rohan	-	17" / 7"	1/4/5 if dismounted
Eowyn mounted	2	4+	4+	-	-	17" / 7"	1/5/5 if dismounted
Erkenbrand mounted	2	3+	4+	1 Rohan	-	17" / 7"	1/4/5 if dismounted
Gamling mounted	2	3+	4+	-	-	17" / 7"	Royal Std: +1 Ld to any Rohan character; 1/4/5 if dismounted
Theoden mounted	2	3+	4+	3 Rohan	-	17" / 7"	1/4/5 if dismounted
Theodred mounted	2	3+	4+	2 Rohan	-	17" / 7"	1/4/5 if dismounted

Edoras –

Edoras' wooden palisade provides a minimal defensive benefit, increasing the defense value of defending models by one (for example a 4+ defense roll becomes a 3+ roll). While an enemy occupies Edoras, Rohan may not receive any reinforcements until Théoden, Eowyn, Eomer or Théodred reoccupies Edoras.

Helm's Deep (fortress) –

Like Minas Tirith, Helm's Deep is a very well protected fortress. All figures within Helm's Deep defend at a value of 2 until the Deeping Wall is breached. If the Deeping Wall is lost, the tower there will hold up to 6 army figures, plus any character figures. Figures within the tower also defend at a value of 2. If forces in the tower lose a combat, instead of being eliminated they must sally forth and fight a field action the following turn.

Horn of Helm Hammerhand – If the forces of Rohan sally from Helm's Deep or the tower within it, they may blow the horn of Helm. This provides the figures sallying with double their normal dice for that turn only. They may only utilize the horn once per game. One figure must remain behind to sound the horn in order to utilize this effect.

Game Chart – Gondor/Minas Tirith

Forces – At Start:

Denethor (palantir), Beregond, 2 citadel guard, 1 guard of the Fountain Court, 8 Gondor foot, Trebuchet (3 crew), bolt shooter (3 crew) – <i>Minas Tirith</i>	5 rangers of Gondor, Faramir, Damrod, Madril – <i>Ithilien woods</i> 6 Men of Gondor – <i>Osgiliath</i>
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Objectives –

Assist / support Good Victory
Retain control of strongholds – Minas Tirith

Reinforcements: (Minas Tirith)

Player	Reinforcement Schedule
Gondor	1 man of Gondor every turn – Minas Tirith (doubled after declaration of the War of the Ring)

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Gondor - Bolt Shooter	1 / crew	3+	3+	6" / -	<i>Ponderous</i> , requires 2 crew to move
Gondor – militia foot	1	4+	5+	10" / 7"	
Gondor – foot (hvy armor)	1	4+	4+	9" / 6"	
Gondor - Citadel Guard	1	3+	3+	9" / 6"	<i>(Elite)</i> , May never leave the citadel
Gondor – Guard Fntain Ct	1	3+	3+	9" / 6"	<i>(Elite)</i> , May only leave the citadel with the King or Steward
Gondor - Knight of Gondor	2	3+	3+	15" / 7"	1/4/4 if dismounted
Gondor - Knight Dol Amroth	2	2+	3+	15" / 7"	<i>(Elite)</i> , 1/3/4 if dismounted
Gondor – Osgiliath veterain	1	3+	4+	9" / 6"	<i>Heavy armor, veterans</i>
Gondor - Trebuchet	2/crew	3+	4+	none	May not move; max crew of 3

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Aragorn#	3 ¹	3+	4+/3+*	4	-	10" / 9"	<i>Tracker</i> , *if heavy armor
Beregond	1	4+	4+	-	-	10" / 7"	Gives hobbit +1 die within 2"
Boromir	2 ¹	3+	4+/3+*	3 Gondor	-	10" / 7"	*if heavy armor
Madril / Damrod	1	4+	4+	1 Gondor	-	10" / 7"	<i>rangers</i>
Denethor	1	5+	5+	1 Gondor	-	10" / 7"	
Faramir	1 ¹	3+	4+/3+* ²	2	-	10" / 7"	*if heavy armor; ranger - defense 2 in cover

Game Chart – Gondor/Fiefdoms

Forces – At Start:

6 men of Gondor, Cirion – <i>Pelargir</i>	6 foot Swan Knights – <i>Dol Amroth</i>
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Objectives –

Assist / support Good Victory
Retain control of strongholds – *Dol Amroth*

Reinforcements: (Minas Tirith)

Player	Reinforcement Schedule
Gondor Fiefdoms	1 man of Gondor every turn - <i>Pelargir</i> 1 knight of Gondor every even turn - <i>Dol Amroth</i>
The turn after the War of the ring is declared	Forlong, Angbor, 36 Gondor militia foot, 6 clansmen, 6 axemen - <i>Dol Amroth</i>
Two turns after the War of the ring is declared	Imrahil, 6 knights of Dol Amroth [Dol Amroth]; 5 Gondor knights, 3 Gondor foot [Anfalas] - <i>Dol Amroth</i>

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Gondor – militia foot	1	4+	5+	10" / 7"	
Gondor – foot (hvy armor)	1	4+	4+	9" / 6"	
Gondor – Axmn of Lossarch	1	3+	5+	10" / 7"	Axes – minus 1 to defense rolls
Gondor – Clans/ Lamedon	1	3+	6+	10" / 7"	<i>Furious charge</i>
Gondor – Dol Amroth pilkeman	1	5+	4+	7" / 4"	<i>Heavy Armor, Pikes</i>
Gondor - Knight of Gondor	2	3+	3+	15" / 7"	1/4/4 if dismounted
Gondor - Knight Dol Amroth	2	2+	3+	15" / 7"	(<i>Elite</i>), 1/3/4 if dismounted

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Angbor	1	3+	3+	1	-	9" / 6"	Heavy armor
Cirion	1	4+	4+	1 Gondor	-	9" / 6"	
Forlong the Fat	1	3+	3+	1	-	9" / 6"	heavy armor
Imrahil	2	2+	3+	2	-	15" / 7"	1/3/4 if dismounted

Game Chart – Fellowship of the Ring

Forces – At Start:

Aragorn, Gimli, Legolas - *Amon Hen*; Boromir, Merry, Pippin – *Amon Hen*
 Frodo, Sam - *east bank of the Anduin above the Falls of Rauros*

Objectives –

Destroy the one ring by dropping it in the cracks of doom
 Assist / support Good Victory

Reinforcements:

Player	Reinforcement Schedule
Fellowship	None
Turn 2	Gandalf the White - <i>any good base</i>
The turn after Aragorn reaches Helm's Deep or Edoras	Elladan, Elrohir, Halbarad, 2 armored Rangers of the North on foot - <i>with Aragorn</i>
Once per game	Eagles may be summoned (see special rule)
Any one turn after Aragorn takes the path of the dead & reaches the stone of Erech	Army of the Dead may be summoned - <i>with Aragorn</i>

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Ranger (North or Gondor)	1	4+	4+	10" / 9"	<i>Tracker, woodsmen, rangers</i> - +2 to defense rolls in cover

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Aragorn#	3 ¹	4+/3+ %	4+/3+*	3 / 4%	-	10" / 9"	<i>Tracker</i> , *if heavy armor, % if with Anduril
Boromir	2 ¹	3+	4+/3+*	3 Gondor	-	10" / 7"	*if heavy armor
Elladan / Elrohir	1	3+	4+	-	-	10" / 7"	May not separate
Gandalf#	2 ¹	3+	3+	2	2 ³	10" / 7"	<i>Furious charge</i> (with Shadowfax)
Gimli	1	4+/3+*	2+	1 Dwarves	-	8" / 7"	* w/Durin's axe#
Halbarad	1	4+	4+ ²	1 Men	-	10" / 7"	
Merry#, Pippin#, Sam#	1	6+	5+/4+*	-	-	8" / 7"	*w/armor
Frodo#	1	5+/4+*	2+	-	-	8" / 7"	*attack 4+ vs orcs/goblins/spiders
Legolas	1 ¹	3+	3+	1 Elves	-	10" / 7"	

Game Chart – Eriador

Forces – At Start:

5 hobbits, 3 dogs, Farmer Maggot - <i>Hobbiton</i> 6 hobbits - <i>Buckland</i>	8 hobbits - <i>Tookborough</i> Radagast - anywhere west of the Misty Mountains	6 rangers - <i>within 12" of the Shire</i> 2 men, 2 hobbits - <i>Bree</i>
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Reinforcements:

Player	Reinforcement Schedule
Eriador	1 hobbit every turn – <i>Bree or The Shire</i> 1 ranger every 3 rd turn – <i>Bree or The Shire</i>

Objectives –

Destroy the one ring by dropping it in the cracks of doom
Assist / support Good Victory

Combat – Good Army Figures:

Type	Dice	Attack	Defense	Move (Clear/Difficult)	Special rules
Ranger (North or Gondor)	1	4+	4+	10" / 9"	<i>Tracker, woodsmen, rangers</i> - +2 to defense rolls in cover
Hobbit	1	6	6	8" / 6"	
Dog	2	5+	-	10" / 7"	

Characteristics – Good Character Figures:

Type	Dice	Attack	Defense	Leadership	Wizardry	Move (Clear/Difficult)	Special rules
Gildor#	1	3+	3+	-	-	10" / 7"	
Merry#, Pippin#, Sam#	1	6+	5+/4+*	-	-	8" / 6"	*w/armor
Frodo#	1	5+/4+*	2+	-	-	8" / 6"	*attack 4+ vs orcs/goblins/spiders
Farmer Maggot	1	4+	5+	-	-	8" / 6"	<i>tough</i>

The Shire –

The realm of the hobbits is not heavily fortified, but is nevertheless difficult to assault. Such is the attachment of hobbits to the Shire that any hobbit figure will receive a +1 to its attack and defense rolls while in the Shire.

If any of the hobbits in the Fellowship return to aid the defense of the Shire, they provide a Ld of 2 for hobbits only.

- Brandywine Bridge - any attack crossing the bridge provides a +1 to the defense rolls of the defenders.
- Hobbiton - an open town, provides no defensive benefits.
- Tookborough and Brandy Hall - provide a +1 to the defense rolls of any defenders, and each has an escape hole (see Erebor).

Game Chart – Fellowship of the Ring (2)

Special Rules:

The Fellowship has been created by the Council of Elrond, which has occurred just prior to the start of the game.

If the Gondor and Fellowship players agree, they may swap roles for Boromir and Faramir – Faramir starts in Rivendell and is controlled by the Fellowship player, and Boromir may be set up with any Gondor force at the start of the game. Boromir may start with heavy armor if he does not start in Rivendell.

Character figures may voluntarily leave the fellowship at any time, but may not then rejoin the quest to destroy the ring.

Ringbearer –

The fellowship player must designate one of the hobbit figures as the ringbearer. If the ringbearer is captured, the ring passes to the control of the capturing player.

If the Ringbearer puts on the ring he becomes invisible to all except ethereal figures, who may make an immediate full move towards the Ringbearer each turn he wears it and attack if within 1" (he is automatically located). Unless Gollum is the ringbearer, he is placed within 1" of the ring wearer and immediately attacks to try to recover the ring.

An invisible ringbearer may not be attacked by any figure except Gollum or any ethereal figures.

If the ringbearer puts the ring on inside Mordor (or enters wearing it) he is revealed to Sauron, and any Evil forces within Mordor may attempt to kill or capture him (supercedes the Orc Armor rule). Any non-hobbit character who obtains the ring will immediately attempt to take it to its home base.

Hunting the Ring:

The ring is inherently very evil, and it attracts evil creatures. In addition, Sauron has encouraged all of his minions to hunt the ringbearer. The evil forces may not directly handle the one ring, but must instead wound, capture and carry off the ringbearer and deliver the captive figure to their home base.

Mounts:

Members of the Fellowship may obtain mounts in certain circumstances:

- Aragorn & Legolas may obtain mounts in either Edoras or Minas Tirith.
- Boromir may obtain a mount in Minas Tirith or Osgiliath.
- Gandalf may obtain Shadowfax at Edoras.
- Gimli may not ride alone, but may mount with Legolas with no move penalty. He will still fight on foot even if moving mounted.
- The hobbits may obtain a pony if they reach Edoras. Alternately, each may be carried along with another mounted character figure with no movement penalty. In either case, the hobbit figure will still dismount to fight on foot normally.

Mounted figures, chariots and Mumaks may not enter Moria, Shelob's lair, or Caradhras. If a character possessing a mount enters such terrain the mount is lost and he/she must gain another before being able to fight or move mounted again.

Game Chart – Special Abilities

Special Abilities / Weapons:

Ambush – are allowed to strike first in combat (any figure(s) they eliminate cannot strike back).

Assassin – if a figure with this ability gets at least one hit, the owning player may select the opposing figure that receives one of the hits inflicted.

Axes – figures armed with axes give a minus one to defense rolls against any hits they inflict

Berserk – gain a +1 to their attack rolls, but may not be allocated hits and are automatically eliminated after the combat is concluded.

Bullies – will not move into combat unless their force outnumbered their opponent.

Burrower – receive a +1 to their defense rolls when in caves, tunnels or mountains.

Camels – figures mounted on a camel are treated exactly as those mounted on horses, except that camel mounted figures do not treat soft sand as rough terrain.

Miners – treat tunnels, rocky ground and hills as clear terrain and receive double dice in this terrain

Elite – receive a +1 to their attack rolls.

Ethereal – certain figures may inhabit shadowy "other" worlds. Figures with the ethereal ability cannot ordinarily be slain in combat - they are instead dispersed. Figures that are dispersed may reappear (reassume corporeal form) at a location specified by the scenario five game turns after the turn in which it was dispersed. Certain character figures may carry magic weapons, such weapons will slay an ethereal figure outright rather than dispersing it.

Furious Charge – may re-roll any missed attack rolls during combat. They must accept the second result. This ability has no effect when assaulting figures in difficult terrain or inside a tower or fortress.

Hardened veterans – may re-roll any failed defense rolls during combat. They must accept the second result.

Heavy armor – figures equipped with heavy armor receive a +1 to their defense rolls, but move 1 inch less in any terrain. Dwarves are exempt from this rule.

Heroes – throughout epic fantasy sagas, brave and stalwart heroes carry on despite receiving grievous wounds due to their fortitude and noble purpose. Any good character figure that fails a defense roll is considered wounded and cannot fight again until they reach a place of healing. One unwounded character figure is required to carry each wounded character figure at half speed; two unwounded figures may carry one wounded figure at full speed. For the purpose of carrying or being carried, each hobbit or goblin counts as ½ a figure). Any wounded character figures that must be left behind may be slain (or captured if applicable) by any opposing figure moving into combat range.

Immobile – a figure or device with this ability may not move from its starting location.

Special Abilities / Weapons:

Magic weapons – receive a +1 to their attack rolls, and can slay ethereal figures if they fail their defense roll.

Paralyze – a figure with this ability paralyzes its victims if they fail their defense roll. Any paralyzed figures belonging to the winning side of a combat recover but may not move the following turn. Any belonging to the losing side, or if there is a tied combat, are eliminated at the end of combat resolution.

Pikes – a figure with a pike receives a +2 to its defense rolls if the opposing force includes any mounted figures.

Poison Weapons – units with poisoned weapons can re-roll any combat rolls of 1

Ponderous – cannot enter difficult terrain except on roads.

Rabble – receive a -1 to both their attack and defense rolls.

Ranger – receive a +2 to their defense rolls if they are in difficult terrain.

Sailors - receive +1 to attack rolls if within 3" of navigable water

Scouts – may move double their normal base movement distance for the terrain entered. This simulates small, light forces moving at maximum speed unsuited to more ponderous armies.

Stealth - may not be pinned or attacked unless they are spotted first

Swift – may move an additional 2 inches in clear terrain

Terror – cause enemy figures hit by them to re-roll successful defense rolls.

Tough – may re-roll failed defense rolls.

Tracker – may move two additional inches in difficult terrain, and receive a +1 on their rolls to detect enemy characters.

Unarmored – receive a -1 to their defense rolls.

Venerable – a figure with this ability may not move in a turn following one in which they fought.

Woodsmen – treat woods and forest as clear terrain and receive double dice in this terrain

Game Chart – Movement

Type	On foot Clear	Mounted Clear	Difficult
Man, Uruk-hai or Elf	10"	15"	7"
Orc, Goblin, Troll	8"	12"	6"
Dwarf or Hobbit	8"	12"	7"
Spider	6"	-	6"
Chariot	-	12"	X
Flying model	-	20"	20"
Mumakil	-	10"	4"
Light Artillery	6"	-	4"
Heavy Artillery	4"	-	x
Ships	-	24"	12"

Type	Special rules
Fortress walls	Impassable except through gates
Hills	Treat as rough terrain
Marsh	Treat as rough terrain
Caves / Tunnels	Treat as rough terrain (exception - figures possessing the miner or burrower abilities)
Mountain	Impassable, except for designated paths and passes
Soft Sand	Treat as rough terrain
Towers	Hold character figures only
Rivers	Impassable except at fords, bridges and designated broad shallow areas (where it takes one full move to cross)
Roads	Negate rough terrain, add 2" if moving entirely on road
Rocky areas	Treat as rough terrain, impassable to chariots
Stream	Takes one full move to cross
Woods	Treat as rough terrain

Special Movement Cases:

Some figures may have abilities which affect their movement, the movement effect is summarized below:

- Miners or Burrowers – figures with these abilities treat rocky ground and hills as clear terrain
- Heavy armor – figures equipped with heavy armor move 1 inch less in any terrain. Dwarves are exempt from this rule.
- Pikes – figures equipped with pikes move 2 inches less in any terrain
- Ponderous – cannot enter difficult terrain except on roads.
- Scouts – may move double their normal base movement distance for the terrain entered
- Swift – may move an additional 2 inches in clear terrain
- Tracker – may move two additional inches in difficult terrain.
- Woodsmen – treat woods and forest as clear terrain

Figures and Forces

Forces consist of any number of figures, which are within 1" of another figure in the force. A force may move together, but must move at the speed of the slowest figure in it. Forces will act together in combat (see Combat).

Exception – groups of characters only are considered to occupy only the position of the leading member for all combat and outcome purposes (they take up much less space than a group of army figures).

Figures may join or leave a force during movement simply by moving within or outside of 1" of any figure in the force.

Any figures that are not part of (within 1" of) a force are treated as single figures and move and fight independently.