



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

Type	On foot Clear	Mounted Clear	Difficult
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Chariot	-	12"	X
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Heavy Artillery	4"	-	x
Ships	-	24"	12"

Type	Special rules
Fortress walls	Impassable except through gates
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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.

