

LOTR Rule Conversations from 28mm to 10mm – February 2026

These are shown on the Army Lists

1. MOVEMENT & SHOOTING

Inches to BW (based on 40mm*40mm)

Inches (28mm models)	BW (10mm models)
3	1
6	2
7 ½	3
9	4
12	6
15	8
18	10
21	12
24	14

2. WOUNDS Vs NUMBERS

Characters & large Monsters have their own Wound number. All Characters will have a Wound number of 6 as its base number, then add extras

Troop No. by Company (Base)	No. Wounds Sustained No. of cells in table
1200	20
1000	15
750	10
500	8
300	7
250	6
200	5
100	4
50	3
Character	6+ Additions

Characteristics

- Base Type – Unit Type
- Wounds – Shows the number of hits a base can take before it is disordered or routed (**Number**)
- Move – These are all in Base Widths (**BW**)
- Fight – Shows the Martial Skill of a base. In (7) is an addition for a shield (**Hit Score**)
- Shoot - Shows the shooting Skill of a base (**Hit Score**)
- Strength – Strength of the bases attack (**Weapon Factor**)
- Defence – Strength of the troops armour. The bracketed Number is with Shield (**Armour Factor**)
- Attack – How many blows can be given to an enemy (**Attack Factor**)
- Courage – Bravery of the base (**Courage Score**)
- Intelligence – How smart a base is (Morale?)
- Might, Will & Fate – Only for Heros (H) – Store of points that can be used during the game, to perform special actions, avoid harm & all manner of feats. Once spent they do not return during the battle
- No. – Number of creatures per base. Any base losing over 50% of its troops during a battle, can either be added to another base that has lost troops or if all creatures are dead (i.e. If a base gets slaughtered by follow-up or in the Huorns forest, the base is lost to the army, until the period of reproduction has been rejuvenated and that number of troops has been replaced. Any losses over 50% and not replaced by the next battle, the base can appear again but with lower Strength and Attack factors in the table

Working out the number of figures to buy for your 10mm Lord of the Rings Armies, based on the Army Lists given on the wargamescampaigns.wix website

- By **Troop Type**, add the total number of troops by Type (e.g. totals for each of Spearmen, Archers, Heavy Cavalry etc.)
 - As an example - The total number of spearmen with a shield, in the Army of Gondor is 1000 men
- Divide 1000 by 50 (the 50:1 ratio that we are using in our small, medium and large games, but not in Skirmish games, where a 1:1 or 1:10 can be used)
- This will give you the number of figures you need to purchase by Troop Type, which is **20 figures**
 - NB: In the example shown, you get 20 figures required. If you can only buy a 30 figure packet of this Troop Type, The extra 10 figures can still be added to your army and if all agree, can be fielded as part of your army. If not you can sell these 10 figures to whoever wished to buy them within our Group?
- The Army Lists shown on the website are just starting points but show the 'ideal' maximum number of men that each Realm can field. However, we all need bear in mind that no Realm ever emptied itself totally of its troops. In some Army Lists a number of troops have been shown as Home Defence type troops, but in most cases as the lead Character of your Realm, you will normally leave part of your force within your Realm for Home Defence, so it will be highly unlikely to field ALL of your bases in one battle, during the years, as we move from Year 490 to 3021 of the 3rd Age
- The other thing we will need to bear in mind, is the Reproduction cycles of the various people and creatures of Middle Earth. This is not too much of an issue in the early years, but as years between battles narrows, some losses on the battlefield cannot be recovered by the next battle, as the reproductive cycles of each species may not have replenished their losses. So in our terms, the number of bases available from the mx will decrease and NOT be available for the next battle. The cycles are shown on the website under the Rules and Important Context heading
- Also under that heading are two other important sections, the first being HOW we keep our Characters alive, UNTIL they die in the Lord of the Rings books and secondly the effect of the Great Plague between 1635-37 TA, which reduced the populations significantly