

THE LORD OF THE RINGS

WARGAMES RULES FOR TABLETOP ENCOUNTERS

THE WAR FOR THE RING

THIRD AGE – YEAR 490 to 3021

FINAL DRAFT



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CHARACTERS, COMPANIES & FORMATIONS

Characters – Each of the agreed Characters will be dealt with separately on their own Character Sheet

Base – Each Base represents a **COMPANY**. These form a single entity, under a local commander & losses are noted against each Company in the Army List sheet

Companies – Each Base of a Company is divided into Front, Rear & 45 degree Side Arcs, with the centre point being where the lines meet in the middle of the base

Formations - A Formation can be as deep as the Movement Tray allows, with the subsequent ranked Companies **adding +1 D6 in each round of any Melee**. If two Formations meet in Melee, they need to **ALIGN** their base positions. The **Attacker** will decide one way or the other

There can be a number of Formations, where one is in base to base contact behind the other. However, this will have an impact on both Formations, if the Formation at the front is pushed back in melee (**Retire**) or **Routs**. In this deployment, if the front Formation is pushed back in melee, the rear formation(s) will prevent it moving back. The front Formation will then take **1 Wound/Company** from being unable to **Retire**. If the front Formation **Routs**, it will become **Disordered** & stream through the rear Formation(s), causing **1 Wound to ALL** Companies involved, forcing them also to become **Disordered** & each rear Company will also take **1 Wound hit**, as the routing Companies in front of it passes through them

Movement Trays – At the start of a large battle, **FORMATIONS** can be made up by placing a number of Companies within a Movement Tray. One Company must be identified as the Command Company, **then this Formation acts like a Company for the rest of the game**

Monsters – As most Monsters are large, their Base is considered a Company & Formation

DICE & MEASURING

Dice required are **D6**. If a roll is required by a **D3** dice, throw a D6 dice. A score of 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3. All measurements will be in **BASE WIDTHS (BW)** & firing & movement distances will be shown on the Army List, with other measurements being shown in the appropriate section

Dice rolls can also be modified under certain circumstances. See each section for this aspect. Measuring between Formations prior to casting Spells, using Special Skills & shooting is allowed

Re-Rolls & Roll-Offs. Certain circumstances require Re-Rolls, but only **ONCE** per Turn. Roll-Offs are sometimes required, with the highest score winning the result

DISORDERED FORMATIONS

Disordered Formations **MUST** test Courage for every action after being Disordered. Until they recover Order, they can **ONLY** Hold or Retire. See Phases for what causes Disorder. **IF** a Character is touching the Formation, they can take a Bravery Test & if passed recover their Order. 6 to pass or Retire. This Test can only be taken **ONCE** per game

CHARACTERISTICS

All 'creatures' in these rules have different strengths & weaknesses. These capabilities will be shown through Characteristics

Race – There are many Races in the LOTR. Certain Special Abilities or Magical Powers only work on particular races. See the Character Sheets for these Abilities

Type – There are 4 broad categories of Troop Types in these rules, **Infantry, Cavalry, Monster & Flying Monster**. Each Company will show this **Type** in the Army List

Move (M) – Shows the max. number of **BWs** a Company/Formation can move under normal conditions. Other distances due to abnormal conditions will be shown in the appropriate section

Fight (F) – A Companies Fight value (**F**) is shown as 2 numbers divided by a **/**. The **1st** is the skill in **hand to hand combat**. The **2nd** number is the **Shoot Value (Sv)**. The (**Sv**) number is used to work out the number of **BONUS** dice the Company will get for shooting

Strength (S) - The **Strength** value (**S**) represents the physical might of a company & how powerfully it can strike its enemies

Defence (D) - A company's **Defence** value (**D**) indicates how tough or hardy it is. Many monsters are incredibly hardy, whilst armour & shields all increase a warrior's resistance to a blow. A company equipped with shields will normally have a split Defence characteristic, i.e. 5 (7), with the first number representing the base Defence & the number in brackets representing the increased Defence offered by the shield to the Company's front

Attacks (A) - The **Attacks** value (**A**) indicates how many blows (D6 dice) a company can strike in close combat & how many shots it can fire. Infantry companies have 8 Attacks. Cavalry companies have 2 Attacks. As a company suffers casualties, its Attacks value drop. **For each casualty a company has taken, its Attacks value is reduced by 1**. Finally, monsters have

3 or more Attacks each. **Monsters do not suffer casualties in the same way as other companies, so their Attacks value will not be reduced until they are slain.**

Resilience (R) - The **Resilience** value (**R**) (Wounds) indicates how many hits a company can suffer before a model is removed as a casualty. These numbers will be shown on the Army Lists in the Resilience Column & Wounds will be shown in the Wounds Per Company table on the Army List. Once all a Companies Wounds have been show, it will be removed from the battlefield

Courage (C) - The **Courage** value (**C**) shows the bravery & determination of the Company. Sometimes, a Formation is called upon to take a Courage test. Here, two dice are rolled & added together & the Formation's Courage value is added to the total. If the total is 10 or more, the test is passed - the Formation's leaders manage to hold their troops together. If there is more than one Courage value in the Formation, always use the highest

Might (Mt) - Might will allow Heroes to perform incredible feats of leadership & combat. It can be used to modify dice rolls & call Heroic actions that can drastically change the shape of a battle. See the Character Sheets for these values

Wargear - In addition to its Characteristics, a company will also have Wargear. This catch-all title covers any weapons, armour or special equipment it might have. This information will be shown on the Army List. **Absolute Zero** - Some magical powers or special abilities can alter Characteristics. It should be noted however, that a Characteristic cannot be reduced below 0 & can never be raised above 10

Special Rules - Some companies also have special rules. These cover any unusual abilities that a company has that are not covered by the main rules

TURN SYSTEM & PRIORITY

Each game is played over a series of **Turns**. During each **Turn** both sides will follow the Phases - **Charge & Shoot, Shoot, Move, Fight & take Courage Tests** with all of their formations. Following a dice roll by each side, the Winner will have the decision about who will go first in the Turn. The Winner can either chose to go first in each Phase by Type or allow his opponent to go first in each Phase by Type.

TROOP TYPE BY PRIORITY (P Player first, then T Player, by Troop Type)

Casting Magic Spells – By choice of all the Characters that can cast spells of the **P** Player. Magical Responses can then be played by the **T** Player, unless an Interrupt is won

Shooting – Any Elves fire first from the **P** Players side, then Dwarves, Men & others by choice. The **T** Player then fires his missile men, by the Troop Type above

Movement – Eagles move first, then other flying creatures

TERRAIN LAYOUT

If the Battlefield Map is not provided prior to the Battle, then use the following rules to set the Terrain

Divide the Battlefield into 6 sections - Agree which is sections 1 to 6. Each side throws 3 D6 dice, alternately. Place the dice in the appropriate square, re-roll is duplicate numbers

If any of the dice fall on their opponent's side, that is the square where Ambushes can take place. Ambush troops do not need adding to the table UNTIL they spring their Ambush, during the Shooting or Movement phases **BY** Troop Type

Setting up the Landscape of Natural Formations - Each player throws a D6. The **winner** then has the **choice** to lay out the **Natural Land Formations**. Throw a D6, if a 1, 3 or 5, they can lay out up to **THREE** natural formation item in any square, otherwise only in the square they won

For a **River or stream** throw 1 D6 to see where it begins & 1 D6 to see where it ends. Roll a D6 to see where a **Lake** is located. For the **Sea** (a choice of a beach or no beach), throw 1 D6 to see which side it is on (either a 1, 2 on the opponent's side or a 4, 5 on the friendly side, 3 on the left friendly end or 6 on the right friendly end)

For **Bogs, Caves, Ditches, Hills (Gentle or Steep), Marsh, Oasis, Outcrops, Rough Terrain (natural), Woodland (Open or Closed)**, lay these out in the appropriate square

Setting up Man Made Terrain - For each of the squares, the 'owner' of that square throws a 1 D6/2 (round up). That is the number of pieces of **Dykes, Hedges, Walls, Roads & Settlements, Rough Terrain** (incl. fields) & **Trenches** that can be placed by the Player in each of their own squares. Each Player can they lay out their terrain pieces, on to a base cloth (which is a 'free' item), which define the area of that terrain piece

No Charges in any terrain features can be made, **except** if charging down a gentle hill & if a winged Creature charges from the air. A Move into contact is allowed where terrain allows combat, but with no Charge bonus

No overhead shooting is allowed from rear ranks in any terrain features. The range of missile weapons in terrain features is equal to the allowed Movement & Visual Range. Visibility within Settlements if 2 BW

TROOP DEPLOYMENT

Unless troop Deployment is already set by the Scenario, Deploy troops on the following basis. This assumes the army with the most Scouting Companies wins. No Interrupts are allowed at this stage

1. Any army with Eagles wins the Priority to ask the opponent to lay out **ALL** their troops first, **IF** any of the Wizards are with the army, as only them, can understand the speech of the Eagles
2. The army with the most flying & mounted Companies wins the Priority to ask the opponent to lay out **ALL** their troops first or deploy themselves by Type
3. If no flying & mounted troops are available in any armies, throw 1 D6 each & the highest score wins the Priority to ask the opponent to lay out **ALL** their troops first or deploy themselves by Type

SAILING RULES

See the Campaign Weather Tables to understand the issues with sailing at certain times of the year. If, you **MUST** sail, then these tables show you the risks

On Rivers

From the Topographical Movement Map, it takes 1 day to traverse 1 square (i.e. 30 miles)

MONTH TYPE	RESULT	LOSSES
SNOW	70% chance of capsizing	50%
FROST	60% chance of capsizing	30%
RAIN	No Issue	0%
WARM	No Issue	0%
HOT	No Issue	0%

At Sea

At sea, from the Topographical Movement Map, it takes 1 day to traverse 2 squares (i.e. 60 miles)

MONTH TYPE	RESULT	LOSSES
SNOW	90% chance of capsizing	100%
FROST	80% chance of capsizing	100%
RAIN	No Issue	0%
WARM	10% chance of capsizing due to squall	100%
HOT	No Issue	0%

Allied & Mercenary Fleet Hire

If you wish to hire an Allied or Mercenary Fleet, as long as you state this in the Objective & hire 1*MI base, with each ship, the ship comes at no extra cost

Combat on Water

The only aggressive craft are the warships, which have an iron beak on the bow. If a vessel is hit by this then throw 2*D6 & if =>5 is thrown a hit is made & the vessel is sunk. The ramming vessel stays in position for 2 moves, until the enemy is sunk, then proceeds to its next target. The Umpire will throw D10 to see % men killed or drowned.

All other ships will manoeuvre side by side & a combat will take place from the Dux Bellorum rule set, as if it were a land combat. If any vessel is pushed back twice, it is lost. The Umpire will throw D10 to see % men killed or drowned.

Bows can be used aboard ship but 1 D6 hit on 6. If you wish use fire arrows, then same factors. Once hit, enemy throws 1 D6, throw 5 or 6 to extinguish fire. If hit twice, 3 turns then boat sinks. Also, if fire on board your ship, throw 1 D6 each turn to see if own ship catches fire. Extinguish as above

Building Ships

A Shipwright can be found in all Ports where a Fleet is based. Only one ship can be built at a time using the BUILD, Political Objective, up to a max. of 3 warships per Fleet. A 20-oared vessel takes 4 months to build (cost 3 lbs. gold), A 30-oared vessel takes 6 months to build (cost 4 lbs. gold) & a 60-oared vessel takes 8 months to build (cost 6 lbs. gold)

Hiring & confiscating Merchant Ships or Fishing Boats

If you intend to use any merchant shipping or fishing vessels for any military activity, you will need to negotiate with the boat Captains to see how much they will charge for allowing you to use their vessels over a given time, OR you could just take them over, but this would have a marked effect on the taxes you would be able to collect from this quarter (This is not defined, but you would see a slight impact in your revenues each year)

GAME TURNS & PHASES

The game is divided into **Turns**. During **each** Turn, Armies will chose who has the **Priority (P & T** players) for each of the Phases during that Turn, to make **Charges & Shoot, Shoot, Move, Fight** melees & take **Courage Tests**. In each Turn, any **Magic** elements will be conducted first

1. PRIORITY PHASE – At the start of **each** Turn, each side throws a D6. The highest score will have the **Priority** to either begin each Phase first or hand the Priority to its opponent. This Phase cannot be Interrupted

For each Turn mark either a **P** or **T** in the Turn line on the Army List & begin with the **P** Player

2. MAGIC - Any model with **Magic**, will cast its **Magic spells** &/or use its **Special Rules first** in **each** of the Phases shown below. **See the Magic & Special Rules Booklet**

3. CHARGE & SHOOT PHASE (**P** Player first, then **T** Player, by Troop Type)

For the Fastest moving Troop Types, the **P** Player will call out any charges. If the **T** Player wishes & is able, they can call out an Interrupt & attempt to interrupt the charge, by using Magic or **superior** status. Disordered Formations **cannot** Charge. **Swoop Charges** by Flying Monsters, which include contact, are part of this Phase

Interrupts can **ONLY** take place during the **CHARGE & SHOOT PHASE, IF** an opponent has the capability to do so. **See the Character Sheets for this information**

An **Interrupt** needs to be requested **AFTER** a charge or move into contact has been stated by the **P** Player. If they are able & the **T** Player passes a Bravery Test, they can enter a **Magic/Special Skills** bidding contest, until a winner emerges. **See the Magic & Special Rules Booklet**

The winner of the contest can then either **CHARGE, HALT, RETIRE** or **RETREAT** or **COUNTER CHARGE**

If the Interrupt fails, the **P** Player will **Charge** his troops into contact with the enemy formation. However, if the enemy formation has any missile weapons, they can fire at this point. If they kill any charging troops as they charge, the charging formation loses 1 BW in its charge move & so may end up not making contact that Turn. Tick all hits against the Charging Companies on the Army List sheet in the **Wounds/Company** table, as losses from the missile fire must be recorded. If the charge succeeds, resolve the melee during the **FIGHT** Phase

4. SHOOT PHASE (**P** Player first, then **T** Player, by Troop Type)

If a formation has fired **during** the **Charge & Shoot Phase, ONLY** the Elvish archers can fire again during this phase, if not in combat. Any Formations having not shot in the above Phase, can now shoot by Priority. **Elves** will always shoot **first**

Target Choice - Certain creatures can choose their target (See Character Sheets), but most have to see what they can fire at. To determine the Target (cumulative) add up the points from the 3 options below. The one with the most points has to be fired at. If the numbers are equal, then the firing base has the choice of target

- Enemy within charge range
- Base that fired at you last Turn
- Nearest enemy base within firing range

Ranges, Dice & Monsters - Ranges can be measured prior to firing. Bonuses for an **Accuracy Bonus** for the inequality of shooting between Creatures, **Supporting Fire & Half Range** shooting, apply per Company if relevant

Weapon	Shooting Distance (BW)	Basic No. of (D6)	Half Range	Unshielded	Supporting Shooting		Shoot Value (Shoot)	Accuracy (D6)
Blowpipe	2	1	+1	+1	+1		6	-1
Javelin	2	2	+1	+1	+1		5	0
Short Bow	3.5	2	+1	+1	+1		4	+1
Bow	4	3	+1	+1	+1		3	+2
Long Bow	4.5	3	+1	+1	+1		2	+3
-	-	-	-	-	-		1	+4

Obtain the **STRENGTH** factor for the Shooting Company & the **DEFENCE** Factor from the Opponents Army List & using the **Shooting to Hit Chart** on P7 of the Main Rule Set determine the score you need to be equal to or above to hit the enemy Formation. The Table value shows the Hit factor for the enemy Company (e.g. A Strength of 7 against a Defence of 6, shows that all the Shooting dice **MUST** score a 4 or more to Hit). Once the number of Hits is known place an **X** in the relevant Cell on the Army List against that Company. If a Company takes **OVER** 50% hits in the **Wounds per Company** table on the Army List, they are Disordered

Artillery Catapults – Firing range is 10BW. Can fire every other Turn. Hits stonework on a 1, 3 or 5. Once in place, they cannot be moved. If stonework is hit 2 times a 40mm of wall falls or if hit 3 times a Stone Tower will fall. Any troops within 1 BW of any falling stonework will be loose 1 Wound per Company & become disordered

Firing Angles

- **Elves** can fire up to 90 degree angles from either end Companies in their Formation. All **other creatures** can fire up to 45 degree angles from either end Companies in their Formation
- **Monsters** fire as individuals so can fire All Round
- Only the Horse Archers in the Easterling Army led by the Nazgul Khamul can shot while Retiring

For shooting into or out of any Terrain – Can only shoot at enemy, either in or out of a wood, if they are within 1 BW of the edge of the woodland. Minus 1 D6 if shooting into enemy if allowed. Enemy within 1 BW of the woods edge can fire with the full number of D6

Shooting in any 2nd Turn or against Shieldwall Companies - Shooting into a any 2nd round of combat, if not shooting against Shieldwall troops, causes each Company to share any Hits, among both Companies in combat. If unequal hits, the target takes those hits. Shooting into Shieldwall troops, all Hits from side or rear **ONLY** hit the Shieldwall Company

Number of shots per Phase – Due to the highly skilled nature of **Elves**, they can fire **TWICE** per Phase. **Legolas** the Mirkwood Elf, can fire **THREE** times per Phase, only **IF** engaged in single combat during a game

Once the total number of D6 has been determined, look at the **STRENGTH** factor for the Shooting Company & the **DEFENCE** Factor for the Company being shot, from their Army Lists. Using the **Shooting to Hit Chart** below, determine the score you need to be equal to or above to hit the enemy Formation. The Table value shows the Hit factor for the enemy Company (e.g. A Strength of 7 against a Defence of 6, shows that all the Shooting dice **MUST** score a 4 or more to Hit). Once the number of Hits is known place an **X** in the relevant Cell on the Army List against that Company

Shooting – To Hit Chart

		DEFENCE									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
	3	3	4	4	5	5	6	6	6/4	6/4	6/5
	4	3	3	4	4	5	5	6	6	6/4	6/4
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

Disorder from Shooting – If a Company loses over a half of its Wounds/Company, it becomes DISORDERED. Disordered Companies **cannot** Shoot

Removing the dead – Once hits are known per Company, tick all hits against the Company on the Army List sheet in the **Wounds/Company** table. This information is **VITAL** for the overall Campaign mechanics over the years. Once a Company has all its hits ticked remove the Company from the Movement Tray & place the Companies left into a smaller Movement Tray or if Disordered, add a D marker to the Company

5. MOVE PHASE (P Player first, then T Player, by Troop Type)

Movement sequence, (**Characters, Flying Monsters, Monsters**, any **Formations moving >4BW**, all **other Formations**)

All Movement values (**Move**) are shown on the Army List sheets. Pre-movement measuring is allowed. No Charges are allowed during this Phase

Any Character within a Formation, moves with that Formation. Companies can move through other Companies in the same Formation, without any penalty, but cannot move through any other Companies in other Formations

Moving across certain Terrain Types **causes** Disorder but Order is restored after completing crossing the Terrain, after one further Turn at the HALT to recover Order

See the Terrain, Settlement Rules appendix for moving through Terrain

Disordered Troop Movement - A Disordered Formation moves back as shown in the table below

TROOP TYPE	FALL BACK VALUE	MAX. FALL BACK
Infantry	Move (BW) Minus ½ BW	2 ½ BW
Monster	Move (BW) Minus 1 ½ BW	4 ½ BW
Cavalry	Move (BW) - 2 ½ BW	6 BW
Flying Monster	Move (BW) -3 ½ BW	6 ½ BW

6. FIGHT PHASE (P Player first, then T Player, by Troop Type)

Fight sequence

- Action any Magic or Spell Attacks between Characters or against other creatures
- Single Combat between Characters
- Flying Monsters
- Monsters
- any Formations moving >4BW
- all other Formations

Fight Procedure

Choose Which Fight to Resolve – The P Player choses this per Turn

Determine Striking Order – The Player that either **Charged** or **Moved into Combat** selects each combat in the Fight Phase

Action & complete any **Magic or Spell Attacks & Defences**. See the Character Details Booklets to see what each Character can do, then Magic & Special Rules section below

Action & complete any **Attacks & Defences** beginning with **Flying Monsters, Monsters, Cavalry** then **Infantry**

Calculate Number of Dice - The total number of dice rolled in a fight is determined by three things: the combined Attacks value of any Companies fighting directly, any combat modifiers of those Companies & the number of supporting attacks

- a. **Fighting Directly** - Companies in base contact (including those in corner-to-corner contact) with the enemy fight directly. Companies that are fighting directly strike blows equal to their full Attacks value

At first contact **ONLY** the front rows will engage & no Support is allowed. In any subsequent fighting rounds, the Creatures are mixed together, except where Shieldwall troops are involved

- b. **Combats between Shieldwall Troops** - When Shieldwalls engage in a combat, they are treated as a solid block of closely ranked infantry, so hold their formation & do not fragment into individual combat. They do suffer therefore from Missile attacks from both flanks & rear (the unshielded flank & rear will both be shield less), without half the casualties being halved between the enemy base, as in non-Shieldwall combats where all the soldiers are fighting intermixed. Only when a Shieldwall Formation either loses ½ its Companies or is pushed back 3 Turns in a row, will it become Disordered
- c. **Combat Modifiers** - Every company that is fighting directly is subject to a series of modifiers. These modifiers cover such things as the combatants' relative melee skills, whether or not the formation has been attacked to its front, side or rear & whether or not the formation charged into combat. Combat modifiers can be hugely important to the outcome of a fight. Skilled warriors can find themselves overwhelmed because the foe has the momentum of the charge or has assailed them to the flank or the rear

Procedure

- **Add** Attack dice from the Army List
- **Add or Subtract** any D6 dice from the Combat Modifiers table, See below. This is the total number of dice used to Fight
- Obtain the **STRENGTH** factor for the Attacking Company & the **DEFENCE** Factor from the Opponents Army List & using the **Hits Chart** on P10 of the Main Rule Set determine the score you need to be equal to or above to hit the enemy Formation
- Once the number of Hits is known place an **X** in the relevant Cell on the Army List against that Company Test Courage for each losing Company & follow the actions

CONDITION	COMBAT MODIFIER
Charging (Infantry & Monsters) Charging Company	+1 D6 The company receives this bonus even if it is itself charged later in the Charge phase - the momentum has already been built up!
Cavalry Charge (Cavalry & Flying Monsters) Charging Company	+ 6 D6/+2 D6 vs Cavalry & Flying Monsters The cavalry charge grants + 6 dice, unless the charge was against at least one formation of cavalry or a flying monster, in which case it grants +2 D6 Cavalry charges are less effective against other cavalry (& flying monsters) as the enemy are able to spur towards the charging formation & rob them of crucial momentum. The company receives this bonus even if it is itself charged later in the Charge phase
Battle Skill The Company has the higher Fight vale (F) than the enemy	+1 D6 per point of difference <i>For example, a company of Galadhrim (Fight 5) would receive +3 dice against a Company of Moria Goblins (Fight 2)</i>
Fighting to the Flank Having been charged	-3 D6 (to a minimum of 1) This penalty applies to any attacks the company makes, not just those directed at the foe in the flank. This represents the company's order being disrupted by the flank attack
Fighting to the Rear Having been charged	- 5 D6 (to a minimum of 1) Note that this penalty applies to any attacks the company makes, not just those directed at the foe in the rear. This represents the company's order being disrupted by the rear attack
Supporting Attacks	+ 1 D6 Any Company in a Formation that is not Fighting Directly with an enemy Company, but is touching the corner of the enemy base, +1 D6 to the Friendly Company that is engaged in Combat
Disordered	The company's total number of dice is reduced to ½ its Attack value
Unstoppable Charge The Formation rolled a 6 for its Charge value	+ D3 dice The company receives this bonus even if it is itself Turn. This bonus is on top of other bonuses for charging
Weapons	Lance +1 D6 Until halted or pushed back Long Thrusting Spear (LTS) + 1D6 Pikes +2 D6 (if pushed back -1 D6)

Removing Casualties - As with shooting, casualties caused in close combat must be removed from depleted companies first. If there are no depleted companies you must remove casualties from whichever full-strength company is in base contact with the least enemies, taking from rearmost companies where possible. Where this is tied, you can choose which company takes the casualties. This rule represents hale & hearty warriors flooding forwards to where the fight is thickest
Casualties are therefore removed from companies in the following order:

- 1) A depleted company in the formation
- 2) An undepleted company (in the rear rank if possible) that is not in base contact with an enemy
- 3) An undepleted company (in the rear rank if possible) that is in contact with fewer enemies than other undepleted companies in the rear rank

Stranded Units - Occasionally, a situation can arise when one or more companies in a formation are no longer in base contact with the enemy when their turn comes to strike. When this happens, those companies simply cannot fight directly - they must make supporting attacks. However, an entire formation will sometimes be stranded i.e. no attacks of any kind can be made because none of the formation's companies are in base contact. Clearly this is unacceptable - just as warriors in real life would push forward to assail the foe, so too must our warriors on the miniature battlefield. In these situations, the controlling player immediately repositions the attacking formation (by the smallest amount possible) so that one company is in base contact with the foe once more. This free reposition cannot be used to change the formation's configuration, nor can it be used to bring more than one company into base contact with its foe. Remember that if the enemy has a Resilience score of more than 1, you will need to score two or more hits to cause a single casualty. See the Shoot phase for more details

Hope is Lost - Remember that the final company in a formation is instantly removed as soon as it is reduced to half strength. This represents the warriors losing heart & retreating when the majority of their compatriots are slain

5. Determine Victor - A fight's winner is the side that has inflicted the most casualties (not hits!). Total the casualties scored by each side in the fight - the side with the highest score is the victor

As all blows have now been struck, separate the formations slightly to show that the fight has been resolved. In this way, different formations never end a Turn in base contact

7. Loser Test for Panic - When a formation loses a fight, confusion & panic set in. As individual warriors lose heart, the enemy press their advantage & hack deeper into the formation. Only the bellowed commands of the beleaguered formation's leader can prevent defeat turning into disaster. If the leader succeeds, his formation may yet endure, disordered but intact. If the leader fails to stem the panic, his warriors will flee & scatter to the four winds. Once all blows have been struck & the victor established, all formations on the losing side must take a Panic test - roll a D6 & consult the Results below

Roll of 1 - Onset of Dismay - The formation must immediately take a Courage test. If the test is passed, the formation becomes disordered. If the test is failed & the formation still has more than 50% of the companies it started the game with, several more warriors lose heart & flee the battle. The formation immediately suffers a number of hits equal to the amount the test was failed by. If there are any companies left in the formation, they are now disordered

Roll of 2-3 - Disordered - Warriors lose heart & shrink back from the foe, the Shieldwall buckles & the formation loses cohesion. The formation is now disordered. In addition, the formation must immediately take a Courage test & suffers a number of hits equal to the amount the test was failed by. The formation remains disordered until it passes a Courage test at the start of its move

Roll of 4-6 - Steadfast - The warriors dig in their heels & refuse to succumb to panic! The formation holds fast & suffers no ill effects. In the event of a draw, neither side tests for panic as both sides dig in to battle the foe once more – neither rolls on the Panic table

Earth Shattering Charge - Cavalry excel in shattering formations. The combined mass of horses & riders can drive the enemy back in vulnerable disarray. If a cavalry formation charges & is victorious in a fight, its controlling player rolls a D6 to determine if the charge has sufficient momentum to follow up. On a score of a 6, the cavalry may immediately charge & fight again - this works the same way as a successful Heroic Fight. A formation can only benefit from a single Earth-shaking Charge in a single Turn

Multiple Fights - Quite often, a fight will include two or more formations from the same army. Multiple fights open up the possibility of a formation being able to split its attacks between two or more enemy formations. This is perfectly acceptable, provided that you declare how these attacks are apportioned before any dice are rolled. It should be noted, however, that each company that is fighting directly must aim all of its dice against one target in base contact - individual companies may not split their attacks between two or more different formations. Dice provided by supporting companies can be allocated against any formation that is also being fought directly

In a multiple fight, calculate the total casualties caused in the fight to determine which side is victorious – a formation that has taken heavy casualties will not lose heart if its allies strike a greater blow against a mutual foe. All of the formations on the losing side must then test for panic, as described earlier

It should be noted that each formation on the losing side rolls separately on the panic table. Whilst the formations have all fought together, their reactions to defeat are very much individual matters. As a result, some formations on the losing side might ride their defeat out with no ill-effect, whilst others are destroyed by it

Monsters & Retreats - It's worth remembering that as a monster cannot suffer casualties in the same way as infantry & cavalry - it is either alive, or dead. As such, a monster will only ever test for panic if it is on the losing side in a multiple fight. While monsters can survive heinous wounds, they can be driven to fright by the deaths of smaller allies. With this in mind, make sure you back your monsters up with reliable formations or not at all!

7. COURAGE PHASE – If a Formation (by Command) suffers 50% base losses, check the courage of every base. Throw 2 D6 & if they Fail their Courage (See the Army List - i.e. If the Bravery of a base is 6+, a dice roll of 7 or above means they Fail their Morale Test). If they fail, they need to begin to RETIRE off the battlefield. They can still defend themselves if attacked but can take no aggressive actions. Once a Company leaves the table, remove it from the game. This test has to then be taken at the end of every Turn

If a Formation (by Command) suffers 75% base losses, every Company in that Formation will rout in that Turn. Each Company needs to begin to RETREAT off the battlefield. They cannot defend themselves if attacked & can take no retaliatory actions. Once the Company leaves the table, remove it from the game

If a Commander (by Command) is captured, injured, or killed, each Company within 6 BW of the Commanders Company begins a RETIRE off the battlefield. In the next Turn, Companies within a further 6 BW begin a RETIRE off the battlefield. This process continues until all the Commanders army is Retiring. They can still defend themselves if attacked but can take no aggressive actions. Once the base leaves the table, remove them from the game. This test has to then be taken at the end of every Turn, extending the range by 6 BW each Turn

For Campaign losses once the battle is over, throw a % dice per Company to determine casualties & note the percentage on the Army List

Always begin a Disloyalty Test with the Command Company. If that fails, all the other Companies in that Formation will also begin a RETIRE off the table, but in 6 BW stages as described above

TURN COMPLETION

REPEAT all the 7 Phases above, up to a max. of 20 Phases. Once the game is complete, give all the completed Army Lists to Graham & he will update them, place them on the Triples website in preparation for the next battle

EPIC HEROES

In War of The Ring, there are some Heroes whose battle prowess & leadership are beyond compare. These are the mighty figures whose actions will shape the future of Middle-earth. Their names are many & legendary. Gandalf, Aragorn, Gothmog & the Witch-king are but four examples of the many dangerous individuals who bestride these dark times like colossi. Obviously, such weighty individuals are capable of influencing a battle far beyond even the boldest Captain. As such we treat these Heroes accordingly & refer to them as Epic Heroes. Note that any reference to 'Heroes' in the rules is considered to include Epic Heroes also

Fielding & Moving Epic Heroes – Epic heroes can only be on a battlefield if the LOTR books state they were. They can join any Formation & move between Formations during their Move Phase. They can only move as fast as their Movement allocation allows & the movement is restricted, the same as any other Troops, across the various types of Terrain

Epic Actions – The final thing that marks Epic Heroes out from their fellows is the ability to perform Epic actions. Essentially more powerful counterparts to Heroic actions, Epic actions can truly change the course of the battle. Not all Epic Heroes can perform all the Epic actions. The Epic actions each Hero can perform are shown clearly in its army list entry. Epic actions are treated like Heroic actions & require the expenditure of a point of Might. Epic actions do not always have to be declared at the start of the phase but are called when the Hero's formation is due to act. Not all Epic actions are listed here. These are simply the most common

Epic Challenge – If an Epic Hero declares an Epic Challenge at the start of the Move phase, he may challenge one enemy Hero within 8BW. The challenged Hero's formation must take a Courage test with a -3 modifier. If the test is passed, the challenge is ignored. If the test is failed, the target's formation cannot move that Turn - Epic Heroes may not leave the formation. The challenged Hero's formation may still charge, provided that he attempts to charge the formation of the Hero that called the Epic Challenge. Similarly, the Hero that calls the Epic Challenge must move towards & attempt to charge the challenged Hero's formation this Turn, including spending Might or using re-rolls if needed. If the two Heroes find themselves in combat during the Fight phase, they must fight a Heroic Duel, although no Might points need be expended

Epic Charge – If a Hero declares an Epic Charge before his formation has charges, & the charge is successful, his formation +2 Fight until the end of the subsequent Fight phase

Epic Defence – If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase

Epic Rage – If a Hero declares Epic Rage before his formation fights, his company has +4 Strength until the end of the phase, However, the Defence of the Hero's formation is reduced to 3 after other modifiers for the remainder of the phase

Epic Sacrifice – If a Hero declares an Epic Sacrifice before his formation fights, roll a D6 for every hit inflicted on his formation for the remainder of the Turn – on a roll of 3 or more, that hit is discounted. At the end of the phase, remove the Hero from the game

Epic Shot - The Hero may declare an Epic Shot at any point during his Shoot phase. Nominate an enemy formation within 6 BW & in arc of sight - the target suffers D6 automatic hits

Epic Strike - If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the phase

HEROES

The tales of The Lord of The Rings are replete with mighty Heroes. These extraordinary warriors are skilled beyond the ken of lesser folk, & dangerous beyond measure. The presence of such beings can Turn the tide of battle & spell the difference between victory & defeat. In terms of our game, Heroes are not necessarily good. The Forces of Darkness also have their own evil Heroes who are just as powerful as those of the Free Peoples. When a formation is selected, you will often have the option to upgrade one model to a Hero. They represent the Captains & Warchiefs of the various armies & as such, live & die alongside the warriors **that** they lead. Heroes cannot leave their command company

At the Double - Heroes are experts at urging their followers on to better exploit the opportunities of a battlefield. If a formation contains a Hero, it may take a Courage test to move At the Double! after it has completed its move. If the test is failed, nothing happens. If the test is passed, the formation may immediately move again, following the normal rules. Whatever the result, the formation may not shoot that Turn. A formation may only move At the Double! once each Turn. As with a regular move, an At the Double! move is harder to perform if the enemy are nearby. If there is an enemy within 2 BW, the Courage test suffers a penalty of -1. This effect is in addition to the movement being halved due to the enemy's proximity

Fight Phase - If a company led by a Hero is in a fight, the company uses his Fight value, rather than its own, to determine its battle-skill combat modifier, provided that the Hero's Fight value is higher. If the company contains more than one Hero, it uses the highest Fight value present. Note that an enemy Hero's Fight value is not used when working out your battle skill modifier - a Hero's Fight value only helps on the attack

Resilience - As with other troops, a Hero's Resilience represents the amount of damage he can sustain before succumbing to his wounds. Unlike other troops, a Hero's Resilience is used only in a duel or against certain magical powers

Courage - Heroes are inspiring individuals. They can bolster the flagging morale of those around them, either through fearless example, rousing speeches or sheer ruthlessness. A formation that contains a Hero uses that Hero's Courage value, rather than its own. If the formation contains more than one Hero, the formation uses the highest Courage value present

Might - Heroes have an additional characteristic called Might (Mt), which represents their ability to perform heroic feats. Depending on the nature & history of a Hero, Might can represent inner determination, enchantments, blessings or merely the unflagging fortitude of a fearless fighter whose hour of glory has come. Unlike other characteristics, the Might value represents a store of points that are used up during the game. Might has many uses, discussed later in this section, & its timely expenditure can snatch victory from the ashes of defeat

Might is used to call Heroic actions - sweeping acts of derring-do to change the course of the battle

Might points can also be used to add to or subtract from any dice roll made to resolve something the Hero or (or the Hero's formation) has done. The most usual occasions are:

- To inflict a hit on an enemy company
- To pass a Courage test
- To increase the result of a charge
- Modify results on charts (Hard to Kill! Heroic Duel etc)

Each point of Might that is expended can be used to adjust a single dice score up or down by one to a maximum of 6 or to a minimum of 1, if a player rolls a 3, for example, he can expend two points of Might to turn the score into 5. Rolls for charge distances & on tables (such as the Extremely Hard to Kill! table) have no upper limit - Might can be used to modify these rolls beyond 6 if the player wishes

Note that when rolling To Hit, two rolls are sometimes required to inflict a hit (e.g. 6/4). In this case, the Might bonus is added to both rolls - so 1 Might point expended on the first roll automatically adds to the second roll. A player does not have to decide to use his Might until the dice have been rolled. This means a player can always ensure the result he wants so long as he has enough Might points left. Note that if the player has the ability to re-roll one or more dice, this must be done first. Then, once the final scores of the dice have been determined, the player may decide to modify this final score with Might

At the start of the game you must record the Might points available for each of your Heroes, either on a sheet of paper or by placing dice or counters next to the relevant model. As Might is used up you must keep track of the remaining points. When a Hero's Might is all gone he can no longer adjust dice rolls or call Heroic actions. It is important to remember that a Hero can use Might to affect any dice roll made by him or his formation, but not those of other formations whether friend or foe. Also, Might cannot be used to affect the Priority roll made at the start of each Turn

Heroic Actions - Heroes are not merely skilled combatants, they are also great leaders & tacticians who can exploit any chance a battlefield has to offer. A single quick-witted decision by a Hero can change the outcome of the entire battle - particularly if he has followers enough to aid him. As we have already described, priority is established at the start of each Turn by rolling a dice. Whichever side has priority that Turn takes all its moves & shots first & decides the order in which fights are fought. This is the normal priority rule as described in the Turn Sequence section

During the Move, Shoot, Charge or Fight phase, any individual Hero can override the normal sequence by giving up one point of Might to make a Heroic action. The players must declare that they wish to make Heroic actions at the start of the phase, beginning with the player that has priority for that Turn. If the player with priority does not want to make Heroic actions, then his opponent may decide to do so, but the player with priority is then allowed to change his mind & declare he wants to make Heroic actions as well.

If both players wish to make Heroic actions in the same phase, then the sides alternate picking a Hero to make a Heroic action. Roll a dice to randomly determine which side has the first pick - 1, 2 or 3 the Evil side goes first; 4, 5 or 6 the Good side goes first. Might cannot be used to affect the result

Once all the Heroes who are making Heroic actions have been indicated, adjust their Might reserves accordingly & work out their actions in the order they were picked. It is easier to remember the order if you place a dice beside each model as it is nominated - 1 is first, 2 is second & so on. The order of Heroic actions will sometimes allow Heroes to anticipate the enemy & cancel their Heroic action. If this happens, the points of Might used to declare the Heroic action are still spent. They are not restored because the Heroic action has not happened

Heroic Move - If a Hero declares a Heroic Move at the start of the Move phase, he & his formation will move before all other models that are not making Heroic actions, friend or foe. In addition, he & his formation triple their move distance for that Move phase, although they are otherwise still subject to the normal movement rules. Performing a Heroic Move prevents the formation from shooting, charging or moving further that Turn

Heroic Shoot - If a Hero declares a Heroic Shoot at the start of the Shoot phase, he & his formation will shoot before other models that are not making Heroic actions. In addition, they may even shoot if they have moved their full distance (or even moved At the Double! or performed a Heroic Move) in the preceding Move phase, even though most formations are not normally permitted to do so

Heroic Charge - If a Hero declares a Heroic Charge at the start of the Charge phase, he & his formation will charge before other models that are not making Heroic actions

Heroic Fight - If a Hero declares a Heroic Fight at the start of the Fight phase, the combat his formation is involved in is worked out before other combats that Turn. In addition, if the Hero's side wins the combat, then the Hero, his formation (& any friendly formation in the same multiple combat) can immediately charge & fight again before proceeding with the Fight phase

Heroic Duel - If a Hero declares a Heroic Duel at the start of the Fight phase, he may challenge one enemy Hero to a duel. The Hero who declared the Heroic Duel chooses which enemy Hero he will fight, although the nominated enemy Hero's formation must be in base contact with the declaring Hero's formation - if there are no enemy Heroes in base contact with the declaring Hero's formation, then the Heroic Duel is cancelled & the Might point lost. Once the challenge has been issued, neither Hero may back down from the duel - the opponent will hack his way through the entire melee if necessary. If they wish, players can move the two Heroes so that the companies they occupy are in base contact - there is no need to do this, but it looks suitably dramatic. Both Heroes roll a D6 & add their relative Fight values - the Hero that initiated the duel adds +1 to his score. If the score is a draw, nothing happens - the Heroes' efforts cancel each other out. Otherwise, the Hero with the highest score cuts a swathe through the enemy to reach his foe. The winning Hero rolls a number of D6 on the Duel table equal to the difference in the scores & applies the results

Duel Table

1 No Effect - The press of bodies & the chaos of battle keeps the Hero from his quarry

2-3 Close Call - The Hero cuts through the enemy formation but fails to catch his foe. The enemy formation suffers D3 automatic hits. If the enemy Hero is a monster, this result is instead "No Effect"

4-5 Success - The Hero lands a blow upon his foe. The enemy Hero suffers one automatic hit. 6 Rampage! The Hero is unstoppable, cutting down many of the foe before dealing a devastating blow to his quarry. The enemy formation & the enemy Hero each suffer D3 automatic hits (roll for each separately). If the enemy Hero is a monster he suffers D3 for being a Hero & another D3 for being a formation!

Rolls on the Duel table are cumulative - if the enemy Hero takes a number of hits greater or equal to his resilience, he is slain! If not, these hits are immediately discarded - the Hero shrugs off his wounds & fights on

Monstrous Heroes - Some monsters, such as the Balrog or the Dark Lord Sauron himself, are also Heroes, as is shown by the fact that they have Might in addition to their normal monstrous characteristics. Monstrous Heroes use their Might in exactly the same way as normal Heroes, may attempt an At the Double! each Turn & may even duel like other Heroes. Note that if a monstrous Hero survives a Heroic Duel he may still fight as normal

Once the Heroic Duel has been resolved, the fight continues as normal. Any Heroes that have survived the duel lend their Fight & Courage values to their companies as normal. Indeed, if two or more Heroes declared Heroic Duels at the start of the phase, another duel will be fought (assuming that the Hero in question wasn't slain, of course). It should be noted that Heroes do not receive any modifiers for the Wargear of their company. These duels inevitably descend into instinctive brawls where there is little time to bring a pike or two-handed weapon to bear - raw skill is everything!

A HEROIC DEATH

Being a Hero is a dangerous business. As we'll cover later, a Hero can be slain in duels or by dark sorceries. In rare circumstances, a Hero's controlling player may even choose to remove him as a casualty. Naturally, if a Hero is slain, we can't leave a space in the command company whilst there are able-bodied Men (or Orcs) elsewhere in the formation. Should the Hero be slain, remove the model from play. The controlling player must then take a warrior from the formation's depleted company (or from a rearmost company if all the stands are at full-strength) & place him in the Hero's now-vacant position. This warrior is not literally stepping forward to take the Hero's place - it represents the formation as a whole reorganising to fill the void. **In this version of the Lord of the Rings story, no Character can die unless it is its time to die in the story.** So if when in battle it is 'killed', the Character will be removed from the battlefield & a D6 dice throw will decide his injuries...

1 - The Character will not fully recover for 1 year

2-4 - The Character will not fully recover for 2 years

5 - The Character will not fully recover for 3 years

6 - The Character will not fully recover for 5 years

REINFORCEMENTS

Sometimes you'll not be able (or not wish) to fit all of your formations into your deployment area. When deploying their army, players can choose not to deploy one or more of their formations - such formations become reinforcements. Reinforcements enter the table as the game goes on. At the end of each of his Move phases, after all his other formations have moved, unless otherwise specified, a player is allowed to choose which of his reinforcements he will bring onto the board - this can be all, some or none of the formations not yet in play

Deploying Reinforcements – After he has chosen his reinforcements, the player then moves them - one at a time - onto the board from his reinforcement zone. Each type of deployment has a different reinforcement zone for each player. To deploy a reinforcement formation, position one company in base contact with the table edge. The command company may then make a full move as normal (although it may not At the Double!). When this move is completed, organise the remainder of the formation around the command company in a legal configuration. Once this has been done, the formation may not move further or charge that Turn

If there is insufficient space to place a reinforcement formation it does not arrive that Turn. It may attempt to join the battle again in the following Turn. If a formation is not permitted to move, because it has the artillery special rule for example, it may make a single move to bring it onto the board - it may not move thereafter & is not permitted to shoot in the Turn it moved onto the board. Epic Heroes that are kept back as reinforcements must be assigned to a reinforcement formation at the start of the game - once they enter the board they may move as normal

TERRAIN & SETTLEMENT RULES FOR CAMPAIGNS

Terrain	Type	Movement Effect	Visibility Effect	Combat Effect	Penalty
Bog	Area	Impassable. If base is 'pushed' into a Bog, after 2 Turns it is lost	None	NA	NA
Caves	Linear Entrance 2 BW wide	See Combat Effect Throw 1*D6 dice/2 to see how many entrances are available	Can see 1 BW inside the Caves	Any troops entering over 1 BW, need torches to see up to 4 BW as they move further inside	NA
Ditch/Burn (Natural)	Linear 2 BW wide	Stop on 1 st contact. Move as normal next turn. No Chariots, Cavalry, Siege train, Wagons, Elephants, Camels or Formation moves	None	Troops in or just crossed are Disordered until next Turn	Minus 1*D6 from Fight dice for troops in the Ditch/Burn
Ditches (Man Made)	Linear 1-2 BW wide	Stop on 1 st contact with both Ditch mounds. Max. move ½ BW when in the ditch. Takes 2 or 3 Turns to cross an undefended 1 BW or 2 BW wide Ditch. Once crossed the 'defenders' Ditch mound, Formations MUST halt for 1 Turn to re-order. ONLY troops on foot can cross a Man Made Ditch. No Chariots, Cavalry, Siege train, Wagons, Elephants, Camels or Group moves	None	Firing – Attacker throws 1 D6 & hits ONLY on a 6. Defender throws full number of allowed dice & hits on a 5 or 6, against ALL troop types, including Open Order Foot. Attacker cannot fire over Ditch 'defenders' edge if in contact with it but must be ½ BW away from the edge. Defender can only fire at attackers if they are in contact with the 'defenders' edge.	If a Ditch is defended, a Fight will ensue once the Attackers reach the other side of the 'defenders' Ditch mound. Minus 2 D6 Aggression dice, for the Attacking base, when attacking across the 'defenders' Ditch mound. Until the full base is across the 'defenders' Ditch mound, Attackers minus 2 D6 from Aggression dice. If Attacker base is contacted in melee while it is re-ordering, it will minus 2 D6 from its Aggression dice in Melee
Flaming Animals	NA	Throw 1 D6 dice to determine turn angle, then use six-sided template to show next move direction	Hit on 4, 5 or 6	Hit on 3, 4, 5 or 6	After 2 turns, animals die & remove from battlefield
Hedge (High or Low)	Linear ½ BW wide	Stop on 1 st contact. High hedge takes 1 turn to destroy, otherwise cross. Move as normal if unopposed or melee. No Chariots, Siege train, Wagons or Group moves	High hedge blocks line of sight	Penalty when in melee for all troops on both sides.	Minus 1*D6 from Fight dice for all troops. Firing across low hedge at defender Minus 1*D6 dice from firing.
Hill (Gentle)	Area	Max. 3 BW move for all bases.	Troops touching an opposite edge, are hidden	Penalty for any troops attacking up hill	Minus 1*D6 from Fight dice
Hill (Steep)	Area	Max. 1 BW move for all bases. No Chariot, Siege train, Wagons or Group move.	Blocks line of sight over 2 BW beyond opposite edge	Penalty for any troops attacking up hill	Minus 2*D6 from Fight dice
Lakes	Area	Can only be crossed in boats.	>12 BW wide, unseen	Use Sea Warfare rules	Use Sea Warfare rules
Low Wall	Linear ½ BW	Stop on 1 st contact. Move as normal next turn. No Chariots, siege train, wagons or Group moves.	None	Penalty when in melee across a low wall on both sides	Minus 1*D6 from Fight dice
Marsh	Area	Stop on 1 st contact. Open Order & Loose Order (in Skirmish formation) Foot, Camels & Elephants ONLY . No Group moves. Move at 1 BW.	Blocks line of sight over 1 BW of edge inside	Firing out of marsh base must touch marsh edge. Firing into marsh 1 BW only	Minus 1*D6 dice from firing, if firing into marsh

TERRAIN & SETTLEMENT RULES FOR CAMPAIGNS

Terrain	Type	Movement Effect	Visibility Effect	Combat Effect	Penalty
Oasis	Area	1 BW move for all troop types, except Open, Loose (in Skirmish formation) Order troops. No Group moves	Blocks line of sight over 2 BW of edge inside	Penalty when attacking for all troops on both sides	Minus 1*D6 from Fight
Outcrop	Area	Impassable	Blocks line of sight	NA	NA
River (Wide) Over 2BW	Area	¼ movement for Open Order troops, Camels & Elephants No Chariots, Close/Loose Order troops, Siege train, Wagons or Group moves	None	Penalty when attacking for troops on both sides	Minus 2*D6 from Fight dice
River crossing by boat or at docks	Area	Boats need preparing beforehand. 1 base per boat. Chariots, Cavalry, Elephants, Siege Train, Wagons, on Transport. 1 BW movement across water. 1 turn to embark. 1 turn to disembark.	None	Penalty when embarking/disembarking for all troops	Minus 2*D6 from Fight dice for those onboard
River ford	Area	Stop on 1 st contact. Move as normal next turn if unopposed or melee.	None	Penalty when Close or Loose Order (in Close formation) troops melee	Minus 1*D6 from Fight dice
Rough Terrain	Area	Half speed for all troops except Open Order & Elephants. No Chariots, Wagons, Artillery.	None	Penalty when Close or Loose Order (in Close formation) troops & Pike Units, melee	Minus 1*D6 for Close or Loose Order & minus 2 D6 for Pikes, from Fight dice
Stream	Linear 1 BW	Stop on 1 st contact. Move as normal next turn. LCH, Siege train, Wagons minus 1 BW	None	None	None
Trench (Man-made)	Linear ½ BW	Stop on 1 st contact. Move as normal next turn. No Chariots, Horses, Siege train, Wagons or Group moves. If filled in with faggots (2 turns), Close/Loose Order foot can cross. Faggots need preparing beforehand	None	Penalty when Close or Loose Order (in Close formation) troops leaving terrain, melee	Minus 1*D6 from Fight dice
Village	Area	Half remaining movement for units other than Open Order troops. No Group moves	Blocks line of sight over 1 BW inside	Penalty when in melee for all troops	Minus 2*D6 from Fight dice
Woodland (Closed)	Area	Max. 1 BW move for Close, Loose, Open Order troops. No Chariots, Mounted horse, Siege train, Wagons or Group move	Blocks line of sight over 1 BW of edge inside. Once a base is over 1 BW from the edge, throw a D6 each Turn & use the Hex Template to see its direction. The base will exit the Closed Woodland where it ends up.	Penalty when in melee for all troops	Minus 2*D6 from Fight dice for both sides. Hit on 6 ONLY
Woodland (Open)	Area	Max. of 2 BW move for all bases other than Open or Loose (in Skirmish formation) Order troops.	Blocks line of sight over 4 BW of edge inside	Penalty when in melee for Close or Loose (in Close formation) Order troops on both sides	Minus 1*D6 from Fight dice for both sides

SIEGE RULES FOR CAMPAIGNS

Type of Defence	How to cross	Contact Turn	First Turn	Next Turn	Notes
Battering Rams against Gates (Incl. Grond)	Prepare beforehand	Aggressor - Throw 1*D6 (6) & gate is broken & enter settlement & melee if opposed	2nd turn - Throw 1*D6 (5 or 6) & gate is broken & enter settlement & melee if opposed	3rd turn (4, 5, 6) & gate is broken & enter settlement. & melee if opposed. 4th turn (3, 4, 5, 6) & gate is broken & enter settlement, & melee if opposed	After the 4 th Turn, if the gate is not broken, the attackers Retreat & the attempt fails
City Wall, City Towers & Forts (Mud Brick or Stone & High Wall)	Ladders Only on Walls. Towers cannot be crossed.	Stop on first contact	Aggressor – If opposed, throw 1*D6 (5 or 6) dice, to place ladder (< 5, means Defender prevented ladder being placed). If unopposed cross	Aggressor - Throw 1*D6 (4, 5 or 6) dice, allows ladder to be placed. Melee takes place. Either cross or continue to melee. If not crossed in 4 turns, attacker base Retires & the assault fails	Mud bricks can be burnt. See Use of Pitch Fire below Attacker minus 1 D6 from Fight 1 Defender base can cover 2 BW on wall
Foot firing from/into Towers, walls etc.	NA	Troops on wall or in towers, straight down firing is allowed	Troops outside walls, MUST be ½ BW away from the wall base to fire upward or over a palisade	Minus 1*D6 if firing AT troops in towers & walls or behind palisades	For troops in a tower, All round firing is allowed
Gates (Wooden & also see Hillfort)	Break down gate with axes	Stop on first contact	Gate will remain unbroken in this turn	2nd turn - Throw 1*D6 (6) or 3rd turn (5, 6), or 4th turn (4, 5, 6) dice, allows gate to be broken & enter settlement in Turn 5	Once gate is broken either a melee occurs, or entry is made. Minus 1 BW for base moving through gate
Hillfort	Access via gate only	Climb steep hill then stop on first contact	See Gates mechanic above	See Gates mechanism above	Foot troops ONLY.
Palisade Opening	Access through opening	Only stop if opposed, then melee	If opposed melee	If opposed melee. If not accessed in 3 Turns, attacker Retires 1BW. Re-groups for 1 Turn then may attack again for ONE more Turn, then Retires & the attempt fails	If gate is entered, Minus 1 BW for base moving through gate
Pitch Fire (Against Wood or Mud Brick) Throw 1*D6 to see how many Pitches available	Once burning stops, add 1 Turn for troops to cross	Stop on first contact	Aggressor - Throw 1*D6 (4, 5 or 6) & fire will catch light Repeller - Throw 1*D6 (6) allows fire to be extinguished	Aggressor - Throw 1*D6 (3, 4, 5 or 6) & fire will catch light Repeller - Throw 1*D6 (6) allows fire to be extinguished	Fire will burn for 2 turns - Note Wind direction (D6 dice) & template - Any wooden item destroyed - Base within ½ BW takes minus 1 CP loss - Any Wood within area of 4 BW destroyed - Test for next area, D6 (3, 4, 5, 6) on fire 7 repeat cycle
Saruman's Fire	Orc Runner	Place Cauldron	Light Explosive & BANG	NA	Anything within 2BW destroyed
Settlement Ditch	Scramble across	Stop on first contact	All foot troop types move at half speed. No Mounted troops allowed	Move at normal speed	Penalty when attacking for Close Order Foot. Minus 1*D6 from Fight dice
Settlement Palisade (Wooden)	Climb across.	Stop on first contact. No Mounted troops allowed	Aggressor - If unopposed cross. If opposed melee.	Aggressor – If melee won, cross. If not crossed in 4 turns, attacker retires 1BW. Re-groups for 1 turn then may attack again	Attacking or defending across Palisades minus 1 D6 from both bases.
Siege Tower	Cross Wall	Stop on first contact	Either cross if undefended or melee	After the 4th Turn , if the wall is not crossed, the attackers Retreat & the attempt fails	

APPENDIX 1 - Conversation Tables

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

APPENDIX 2 – 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 & that number of troops has been replaced. Any losses over 50% & not replaced by the next battle, the base can appear again but with lower Strength & Attack factors in the table

APPENDIX 3 - 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](http://wargamescampaigns.wix.com)

- 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 & 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 & 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 & 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 & NOT be available for the next battle. The cycles are shown on the website under the Rules & 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 & secondly the effect of the Great Plague between 1635-37 TA, which reduced the populations