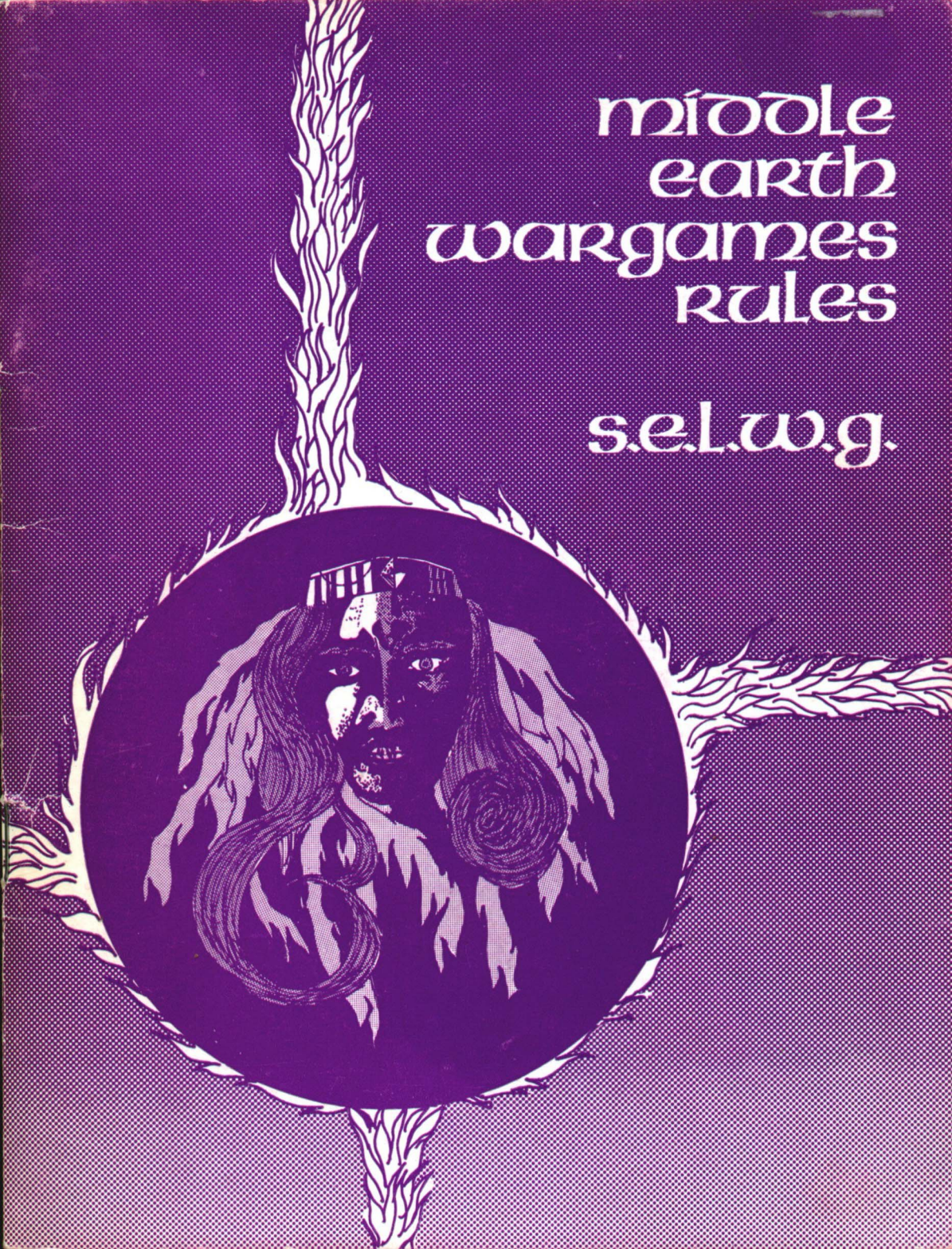


middle  
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# MiddleEarth Wargames Rules

## First Part MORDOR & THE WEST

*A SKYTREX PUBLICATION.*

# CONTENTS

Introduction.	1
Classification of Troop Types.	2
MOVEMENT.	6
Effects of Terrain on Movement.	8
Orders.	9
MORALE.	10
Elephants and Mumakil.	14
Reactions. Orcs in Sunlight and Rallying.	15
Suggested Troop Leaders with Bonus Charisma COMBAT.	16
Aerial Combat.	18
Ground to Air Firing MAGIC.	19
Struggle of Wills.	21
Spells.	22
Ringwraiths and Heroes, Heroes in Combat.	25
Sieges.	27
Gunpowder, Fire.	28
Magical Woods.	29
Weather.	30
Combat and Energy Level Tables.	32



# INTRODUCTION

These rules have been compiled by wargamers in an attempt to create a flowing and successful fantasy wargame. They cover specifically the mythical world, Middle Earth, created by Professor J. R. R. Tolkien in his books *The Hobbit*, and trilogy, *Lord of The Rings*. Originating from a set of notes hastily written, these rules are the final result of the best part of a years research and playtesting.

Most sets of rules designed to cover this facet of wargaming published previously have been modified from the Ancient period. However these have been written exclusively for the Middle Earth wargamer. This is why they include an extensive section on morale and a unique and totally new system for the working of magic. The rules are for 20mm scale battles fought between the West and the forces of Mordor. Elements such as Saruman Balrogs and Dragons have been omitted because they are superfluous for this type of battle and would only lengthen the rules.

We must stress that the rules must not be used rigidly unlike sets covering periods in our history we have had no source from which we can draw strategy and tactics, so don't take it deadly seriously.

Finally we wish to thank everyone involved for their help during the compilation of these rules.

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Cover by J. Lightfoot

# CLASSIFICATION OF TROOP TYPES

There are three basic troop types: Infantry, Cavalry, Others.

Infantry and Cavalry are divided into: Light, Medium and Heavy.

Others include all non-human types.

For morale purposes there are 7 classes: A B C D E O T.

## Scale

So that the wargame works, there have to be inaccuracies in scale. Thus, for the purposes of ground scale, one figure represents twenty men, and one millimetre equals one metre (m). For functions such as casualties, morale, etc. one figure represents one "man".

A	B	C	D	E	O	T	
Eagles  Ents Beornings Household Rohan Dunedain High Elves	Ithilien Rangers Wood Elves Dwarves Tower Gd. Elite Units Rohan	Men of the West. (Gondor- eans, West- folders etc.)	Hobbits	Peasants			GOOD
	Men of Sauron (Morgul cav. etc.)	Haradrim Southrons Barbarians	Easterlings Swertings Dunland- ers Variags of Khand Man-orcs.	Wild men Other Barbs.	Wargs Wolves Orcs Wolf- Riders	Trolls	EVIL

## EVIL

**ORCS.** In these rules, orcs have been divided into two classes, Goblins Orcs and Urucks. Urucks are simply large Goblins, a race of tough fighting Orcs. Orcs fight as a close order nebulous mass with anything from 10-30 figures per unit. They are highly erratic and tend to follow other units.

**MAN-ORCS.** These are the result of crossing men and Orcs. They have the temperament of Orcs but tend to be more stable and better fighters.

**TROLLS.** There are two types of Trolls, Hill and Stone Trolls. Hill Trolls are slightly bigger than a man, immensely strong and extremely difficult to kill.

Stone Trolls are larger than Hill Trolls, but of a more human aspect, and may not venture out in daylight, or else they are turned to stone.

**WOLVES-WARGS, WOLF-RIDERS.** These are all evil types, Wargs being large Wolves, Wolf-Riders being Goblins mounted on Wargs or Wolves.

**MEN.** These vary considerably depending on which area of Middle Earth they come from.

**MUMAKIL.** These are huge Elephants more like Mammoths.

## GOOD

**HOBBITS.** These the heroes of Tolkien's stories are small, weak, hairy humanoid creatures with generally, no taste for adventure. They really have no place in conventional Middle Earth wargames except as Personality Figures.

**DWARVES.** These are simply Dwarves. They fight as well ordered groups, dislike woods and all things Elvish; but will tolerate them if necessary.

**ELVES.** These have some magical abilities, dislike all things evil and are not particularly overfond of dwarves.

**MEN.** These are divided into many different types, depending on the part of Middle Earth from which they come. Most man units fight in well ordered units.

## NEUTRAL— see neutral troops

**EAGLES.** These are simply, Eagles. They will fight on the side of the law if it is losing.

**ENTS.** These are basically walking trees. They are extremely slow in making up and changing their minds.

**BEORNINGS.** These are men who can change their shapes to those of gigantic bears at will.

## MAGICAL CHARACTERS

**NAZGUL.** The nine riders or Nazgul are nine evil wizards dressed in black shrouds which appear either on black horses or large black winged steeds. They are controlled by Sauron, the embodiment of Evil and are led by a powerful wizard, the Witch-King of Angmar who wears a gold crown over his shroud.

**GANDALF.** This is the good wizard. He is not as powerful as the Witch-King of Angmar, but has more spells including his speciality, Fire Spells. He can be dressed either in grey or white depending on the time at which the battle takes place.

## THE COMPOSITION OF ARMIES

These should not be strictly adhered to but give a rough idea for the composition of armies.

- EVIL** Man orcs, Orcs etc. = 50%  
Cavalry = 10%  
Infantry = 30%  
Others = 10% (Mumakil, Elephants etc.)
- GOOD** Infantry = 70%  
Cavalry = 20%  
Others = 10% (Ents, Eagles, Beornings etc.)

## SIZES OF UNITS

The sizes of units recommended are listed below;

TYPE	SIZE
Orc/Uruck	10-30
Man/Orc	10-20
Warg/Wolf	10-30
Dwarf	5-20
Elf	5-20
Man Foot	10-20
Man Cavalry	5-10

## NEUTRAL TROOP TYPES

Neutral troops (Eagles, Ents, Beornings etc.) will only fight if the side of law is losing (decided by mutual consent or umpire), but they will still be included in the points total of the side of law.

Ents can only be given general orders, they will not deviate from this order until it has been carried out, whereupon a new order may be written for them.

## ORCS

All Orcs/Man Orc/Urucks are liable to quarrel among themselves.

Any Orc/Man Orc/Uruck unit coming within 50m of an Orc unit will throw a dice. If the score below is thrown, the units will halt for one move.

Man Orc/Orc	: 6
Uruck/Orc	: 5, 6
Orc/Orc	: 6
Man Orc/Uruck	: 6

At the end of this move the dice will be re-thrown. If the same score is reached, casualties will be recorded as follows.

Man Orcs/Orcs	: Man Orcs 1 per 5 figures, Orcs 1 per 8
Urucks/Orcs	: Urucks 1 per 7, Orcs 1 per 8
Orcs/Orcs	: 1 per 7
Man Orcs/Urucks	: Man Orcs 1 per 6, Urucks 1 per 8

There is a saving throw of 5 or 6 per casualty.

Orcs will not quarrel in the presence of a Nazgul or if an enemy unit is within 100m.

If a unit of Warg riders is forced to withdraw, there is a 50/50 chance that the Wargs will turn on their riders. Throw a dice for each Warg and Warg rider;

1, 2	: Warg killed
3	: Neither killed
4, 5, 6	: Rider killed

## POINTS TABLE

It is not essential that both armies have exactly equal points. In fact it makes for more interesting wargames if the sides are 'unfair'.

ITEM	PTS.	ITEM	PTS.
Hobbit	$\frac{1}{2}$	Hill Troll	13
Goblin	1	Large Ent	14
Uruck	<b>3</b>	Small Ent	13
Man Orc	3	Beorning	9
Man sword/spear/bow	4	Eagle	14
Man axe/club	5	Dwarf	3
Cavalry sword/spear	6	FOR MEN	
Cavalry lance	7	Medium Armour	+1
Mounted Goblin	3	Heavy Armour	+2
Wolf	3	Horse	+1
Warg	4	Armoured Horse	+2
Elf	3	Elephant	10
Stone Troll	12	Mumakil	12



Thus a unit of 20 medium infantry armed with swords has a points value of  $20 \times (4+1) = 100$ pts.

A unit of 10 heavy cavalry on armoured horses armed with lances has a points value of  $10 \times (7+2+2) = 110$  pts.

## MOVEMENT

Distance given in millimeters.

Troop type	Close Order: Base touching.	Open Order: Bases 1 Base apart.	Charge. May only be made to contact, the last two-thirds must be made in a straight line	The amount of periods of rest needed before the unit may charge again.
<b>Eagles</b>	2000	2000	2000	—
<b>Beornings</b>	140	180	240	2*
<b>Armoured Elves</b>	120	180	220	2*
<b>Unarm. Elves</b>	160	220	300	2*
<b>Dwarves</b>	110	130	180	1
<b>Hobbits</b>	80	100	140	2
<b>Man-orcs</b>	140	180	240	2*
<b>Orcs</b>	160	200	300	3*
<b>Trolls</b>	160	200	260	3*
<b>Wolves</b>	290	340	440	1
<b>Wolf-Riders</b>	240	300	400	1
<b>Light Infantry</b>	140	160	200	1
<b>Med. Infantry</b>	100	120	160	3
<b>Heavy Infantry</b>	80	100	130	3
<b>Light Cavalry</b>	280	340	480	2
<b>Med. Cavalry</b>	220	280	420	2
<b>Heavy Cavalry</b>	180	240	380	3
<b>Elephant</b>	160	160	200	1
<b>Mumakil</b>	200	200	280	2*
<b>Chariots</b>	160	200	360	3

\* The amount of charge periods which may be taken consecutively. After this amount, a period of rest is needed.

Rest is defined as a move with no fighting or morale testing.

## BASE SIZES

Men =  $\frac{1}{2}$ "  $\times$   $\frac{1}{2}$ " per figure

Orcs, man orcs, trolls etc. see note below

Cavalry =  $\frac{3}{4}$ "  $\times$   $1\frac{1}{2}$ " per figure

Wargs, see note below

Elephants/Mumakil =  $1\frac{1}{2}$ "  $\times$   $2\frac{1}{2}$ "

Chariots = 1"  $\times$   $2\frac{1}{2}$ "

Those troops who fight semi formed (see organisation) should be mounted on very rough cut bases so as to give the impression of a nebulous mass of men/creatures.

## ORGANIZATION

Man types in good order are said to be formed.

Orcs, Man Orcs, Trolls, Wargs etc. in good order are said to be semi formed.

Any formed or semi formed unit crossing an obstacle which involves some loss of movement, becomes unformed, requiring half a move to re-form. If it crosses another such obstacle whilst unformed it remains unformed.

When a unit is charged it loses its' organisation to the following degree;

A formed unit will become UNFORMED.

A semi formed unit will become DISORGANISED (1 move to become semi formed).

An unformed unit will become DISORGANISED ( $\frac{1}{2}$  move to become formed).

A disorganised unit will become SCATTERED ( $\frac{1}{2}$ " between each figure).

A scattered unit will take a morale test at -5. A score of normal will enable it to re-form (2 moves — — formed,  $1\frac{1}{2}$  moves — — semi formed).

If a unit is charged in the rear;

Formed — — — Disorganised.

Semi formed — — — Disorganised.

Unformed — — — Scattered.

# EFFECTS OF TERRAIN ON MOVEMENT

	Deep River	Med. River	Shal. River	Hedge	Bog/ Swamp
Cavalry	$\frac{1}{4}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{1}{4}$ Move
Infantry	— — —	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move	$\frac{1}{2}$ Move
Elves*	— — —	— — —	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move	$\frac{1}{4}$ Move
Dwarves	— — —	— — —	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move	$\frac{1}{2}$ Move
Elephant/Mumakil	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	Normal	$\frac{3}{4}$ Move	$\frac{1}{2}$ Move
Wolves/Wargs	$\frac{1}{4}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move
Chariots	— — —	— — —	$\frac{1}{4}$ Move	— — —	— — —
Orcs/Man-Orcs	— — —	— — —	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move
	Steep Hill	Thick Wood	Thin Wood	Own Troops	Ford
Cavalry	$\frac{3}{4}$ Move	— — —	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move
Infantry	$\frac{1}{2}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move
Elves*	$\frac{1}{2}$ Move	Normal	Normal	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move
Dwarves	$\frac{1}{2}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move
Elephant/Mumakil	$\frac{3}{4}$ Move	— — —	$\frac{1}{4}$ Move	— — —	Normal
Wolves/Wargs	$\frac{1}{2}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move
Chariots	$\frac{1}{2}$ Move	— — —	— — —	— — —	$\frac{1}{2}$ Move
Orcs/Man-Orcs	$\frac{3}{4}$ Move	$\frac{1}{4}$ Move	$\frac{1}{2}$ Move	$\frac{1}{2}$ Move	$\frac{3}{4}$ Move

\* Including Ithilien Rangers

— — — Impassable

Turn about (m. of normal move).

	Semi-Formed	Formed
INFANTRY	40	60
CAVALRY	80	100

# ORDERS

Orders are written before each move and must be clear and unambiguous. They may be changed  $\frac{1}{2}$  way through the move in which case the unit proceeds with its original orders for  $\frac{1}{2}$  move then changes to its fresh orders for the rest of the move. A unit may be ordered merely to fire, it may choose its own target.

## OBEYING ORDERS

A B C D and T classes will obey all orders at all times (except where morale dictates otherwise).

E and O classes will obey orders automatically unless under stressful conditions.

To find if they do obey orders add and subtract the following factors to and from one normal dice throw.

Unsupported	—1
No friends in sight	—1
Unit split by more than 500 metres	—1
Outnumbered	—2
Surrounded: Enemy within 100 metres	—1
Surrounded: Enemy within 50 metres	—3
Ordered to charge or advance to contact when outnumbered	—2
Friends nearby routed within last 3 moves	—2

Take score, add leaders charisma rating, if the result is above 3, the orders will be obeyed.

If the result is below 3, the unit must test morale and if it does not break it must not move, but it will defend itself.

If an evil unit is liable to rout/retreat another evil unit may be placed behind it in order to cajole it into acting normally. This threatening unit must be cavalry and of a higher morale class. The presence of this unit has the following bonuses for the threatened unit so long as the cavalry unit has good morale.

A	B	C	D	E	O	T
0	0	2	2	3	4	0

The threatened unit does not obey any morale instruction above "proceed as ordered".

# MORALE

A morale throw is taken under the following circumstances;

Unit being charged  
Unit has lost one 5th strength in one move  
Unit being shot at for first time  
Unit has no friendly unit within 400 metres  
Friendly unit within 150 metres routs  
At opposing generals discretion  
Orcs subjected to sunlight  
Unit subjected to unfriendly magic

The dice throw for each troop type or morale class is as follows;

**A** 1 Normal Dice  
**B**  $\frac{1}{2}$  Normal Dice  
**C, D** 1 Normal Dice minus  $\frac{1}{2}$  Normal Dice  
**E** No Dice  
**O** 1 Normal Dice minus 1 Normal Dice  
**T**  $\frac{1}{2}$  Normal Dice

Halves are **always** rounded up.

After applying the additions and subtractions from the tables overleaf carry out the instructions corresponding to the scores below;

*REACTION (Definition after Tables).*

Uncontrolled advance — — 2 periods

Uncontrolled advance — — 1 period

Carry out orders

Halt — — 1 move

Halt — — 2 moves

Retire

Retreat

Rout

Desperation

*SCORE*

10 plus

8, 9.

1, 2, 3, 4, 5, 6, 7.

0, —1.

—2.

—4, —3.

—6, —5.

—10, —9, —8, —7.

—11 minus.

If a result of desperation is obtained throw 2 normal dice and apply the result to the following table

2, 3. Uncontrollable advance 2 periods, 4, 5. Rallyable rout, 6, 7. Unrallyable rout, 8, 9. Rallyable rout, 10, 11, 12. Uncontrollable advance 1 period.

## CHANGE OF ORGANISATION DUE TO WITHDRAWAL

Original state	Retiring	Retreating	Routing
Semi formed	Unformed	Disorganised	Scattered
Formed	Unformed	Unformed	Disorganised
Unformed	Disorganised	Disorganised	Scattered
Disorganised	Scattered	Scattered	Scattered

## MORALE FACTORS PLUS

	A	B	C	D	E	O	T
Friendly unit above $\frac{1}{2}$ strength within 100m.	2	2	2	1	1	2	2
Friendly unit above $\frac{1}{2}$ strength within 300m.	1	1	1	0	0	0	1
Friendly unit in sight.	1	1	1	1	1	1	1
Friendly unit advancing within 100m.	2	2	2	1	1	2	2
Friendly unit charging within 100m.	2	2	2	1	1	4	2
Support to rear.	2	2	2	1	1	2	2
Enemy retiring within 100m.	2	2	2	1	1	4	2
Enemy retiring within 300m.	1	1	1	0	0	1	0
Enemy presenting flank or rear in charge distance.	2	2	2	1	1	4	2
Enemy presenting flank or rear out of charge distance.	1	1	1	0	0	2	0
Enemy downhill within 100m.	2	2	2	1	1	2	2
Enemy downhill within 200m.	1	1	1	0	0	0	1
Friendly cover within 100m.	2	2	2	1	1	2	2
Enemy routing within 100m.	3	3	3	2	2	5	3
Unit full strength.	2	2	2	1	1	2	0
Unit in soft cover.	2	2	2	1	1	2	2
Unit in hard cover.	2	2	2	2	2	2	2
Each secure flank.	2	2	2	1	1	2	2
Won melee within last 3 moves.	2	2	2	1	1	2	2
Unit charging enemy of higher morale class.*	-	0	0	0	0	x	1
Unit charging enemy of equal morale class.*	1	1	1	0	0	x	2
Unit charging enemy of lower morale class.*	2	2	2	1	1	x	3
Unit charging smaller unit.	2	2	2	1	1	3	4
Special leader with unit.	1	1	2	2	2	2	1

\* Not O class

N. B. Dwarves consider themselves to be better than elves and vice versa and; E class consider themselves to be better than urucks and vice versa.



## MORALE FACTORS MINUS

	A	B	C	D	E	O	T
Enemy within 100m.	1	1	2	2	2	0	1
Enemy within 300m.	0	0	1	1	2	0	0
Enemy in sight.	0	0	0	0	1	0	0
Shot at by at least $\frac{1}{2}$ own number.	1	1	2	2	2	2	1
Enemy within charge distance behind flank or rear.	2	2	3	3	3	3	2
Enemy cav. in charge distance behind flank or rear.	1	1	2	2	2	2	1
Unit retiring.	1	1	2	2	2	3	1
Enemy uphill within 100m.	1	1	2	2	2	3	1
Enemy uphill within 300m.	0	0	1	1	1	1	0
Friendly unit retiring within 100m.	1	1	2	2	2	2	1
Friendly unit retiring within 300m.	0	0	1	1	1	1	0
Friendly unit routing within 100m.	2	2	3	3	3	4	2
Friendly unit routing within 300m.	1	1	2	2	2	3	0
Shieldless.	1	1	2	2	2	2	1
Unfriendly cover within 100m.	1	1	2	2	2	2	1
Animals within 100m. of fire.	1	1	2	2	2	2	1
Unit surprised.	1	1	2	2	2	2	1
Unit routing.	1	1	2	2	3	4	1
Disorganised.	2	2	2	2	2	2	1
Foot unit charged by cavalry.	1	1	2	2	2	4	1
Cavalry unit charged by cavalry.	1	1	2	2	2	2	1
Horse troops within 100m. of elephants.	1	1	2	2	2	2	1
Betters routing within 100m.	1	1	2	2	2	3	1
$\frac{1}{2}$ lost within 1 period.	1	1	2	2	2	1	0
A third lost in 1 period.	2	2	3	3	3	3	1
Unit in open order.	1	1	1	1	1	1	1
Unit unformed.	1	1	1	0	0	0	0
Unit scattered.	5	5	5	5	5	5	5
Unit leader killed.	1	1	2	2	3	x	1
$\frac{1}{2}$ unit lost in 1 move.	4	4	5	5	5	7	1
Elements of unit split by 100m.	1	1	2	2	2	3	1
Unit charged by larger force.	0	0	1	1	2	1	0
Unit charged by enemy infantry.	1	1	2	2	2	2	1
Unit charged in flank or rear.	2	2	2	2	2	3	1
Unit lost melee in last 3 moves.	1	1	2	2	2	3	1
Hero killed in sight.	3	3	3	4	5	7	3
Leader not in unit's front rank.	1	1	1	2	2	3	1

## FACTORS FOR FORCES OF LAW ONLY

<i>Minus:</i>	A	B	C	D	E	O	T
Charged by elephant.	3	3	3	3	3	-	-
Charged by mumakil.	4	4	4	4	4	-	-
Unit within 100m of W.K.A.	4	4	4	4	4	-	-
Unit within 300m of W.K.A.	2	2	2	2	2	-	-
Unit within 100m of Ringwraith.	3	3	3	3	3	-	-
Unit within 300m of Ringwraith.	1	1	1	1	1	-	-

*Rohan only:*

*PLUS*

Engaging Orcs.	4	5	-	-	-	-	-
Causing Orcs. to retreat.	2	2	-	-	-	-	-
Causing Orcs. to rout.	5	6	-	-	-	-	-
Dwarves engaging Orcs.	-	3	-	-	-	-	-

**N.B.** Shieldless. Troops such as Ents, Eagles, Beornings, Trolls and Elephants etc., do not suffer any deductions for this.

Effect of morale are cumulative e.g.: Enemy unit behind flank or rear factor is additional to enemy cavalry behind flank or rear if referring to cavalry. i.e. C class would lose 5 if cavalry (behind), or 3 if infantry.

### *FOR ORCS ONLY*

*PLUS*

Orcs charging equals or lowers.	4
Orcs charging higher unit.	1
W.K.A. within 100m.	6
W.K.A. within 200m.	4
W.K.A. in sight.	2
Ringwraith within 100m.	4
Ringwraith within 300m.	2
Unit charging for first time.	4

*MINUSES*

Unit in sunlight.	7
Leader killed.	7 (plus or minus) (1 normal dice 1, 2, 3, PLUS 4, 5, 6, MINUS).

## OTHER EVIL FACTORS

### PLUS

Dunlanders engaging Rohan.	3
Orcs engaging Rohan.	3
W.K.A. within 100m.	4
Ringwraith within 100m.	3

Also see section on aerial combat.

## ELEPHANTS AND MUMAKIL

These have a possible hit total of 6 and 8 respectively. If they receive wounds to the value of 3 or 4 respectively they run the risk of going wild.

To determine the reaction:

Throw 1 normal dice:	1, 2, 3.	STABLE.
	5, 6.	WILD.
	4.	Check again.

When an elephant/mumakil goes wild it will head in a direction determined by a dice throw. Throw 2 distinguishable normal dice:

DICE A—1, Straight on.	2—, Backwards.	3—, Right.	4—, Left.
DICE B—1, Straight on.	2—, Backwards.	3—, Right.	4—, Left.

The creature will move in the direction which is the resultant of the 2 directions indicated by the dice throws.

e.g. Dice A — — — 1.  
Dice B — — — 3.

The elephant will move in forward right direction. If the 2 dice have conflicting results dice B should be thrown again. If a 5 or 6 is thrown on either dice, the reaction should be that of the other dice. A 5 or 6 on both dice is taken as a conflicting result. A wild elephant will cut a swathe 2 figures wide in any foot unit it passes through and 1 figure wide in a cavalry unit. It will continue to rampage until a dice score of 1, 2, 3, is obtained on a dice thrown each move. Direction should also be tested for each period.

## HALF STRENGTH

When a unit falls below 50% strength, first move check morale, on the next move throw one normal dice. If the score equals that shown below, the unit will fight on until, it reaches 25% strength, with —5 on all its morale throws. At 25% strength the unit will throw another normal dice needing the score shown to fight on at —7.

AT 50%

A	B	C	D	E	O	T
4, 5, 6	5, 6	6	6	6	6	4, 5, 6

AT 25%

A	B	C	D	E	O	T
5, 6	6	—	—	—	—	5, 6

A unit failing to make this total will withdraw immediately from the board.

## DEFINITIONS OF REACTIONS

**RETIRE:** Back 1 normal move facing enemy, if followed up will fight as normal.

**RETREAT:** Back 1 normal move backs to enemy, if followed up will be hit in rear and at —1 on weapon factor in melee.

**ROUT:** Back 1 charge move backs to enemy, if followed up will be hit in rear and will take casualties as per impetus with 5 added to weapon factor. The routing unit will defend itself at —3 on factor. The routing unit must move straight back from enemy, will avoid buildings and melees, but will not avoid **any** woods, hills and unfriendly units etc.

*Also see Rallying Rules.*

## ORCS IN SUNLIGHT

At dawn or when sunlight appears, all Orc units must check morale. When the score falls below 8 proceed as ordered they must head for the nearest shelter eg. wood, cave, fortress etc. be it friendly or unfriendly, at charge speed. They will not be able to retaliate if attacked.

## RALLYING

Any unit which retires, retreats or routs has to rally in order to function normally.

To rally a retiring unit a morale result of "proceed as ordered" is needed. Any result worse means the unit will continue to retire. The same applies for retreat and rout except that failure means that the unit will continue to retreat or rout respectively. When a unit leaves the table, it may not return. (Orcs in sunlight with no cover will leave the table.)

The leader of each unit has a "charisma" value which will increase or decrease the chance of that rallying. It is decided before the battle by the throw of an average dice per leader:

- 5 — — — PLUS 3 on unit's morale.
- 4 — — — PLUS 1 on unit's morale.
- 3 — — — NO EFFECT.
- 2 — — — MINUS 2 on unit's morale.

Some troop leaders, however, will be hereditary leaders eg. Lords, Princes etc.

These leaders will have a greater effect on morale and no chance of detrimental effect being loved by their troops. Note that these leaders are not interchangeable between units.

However, certain names on the list, not marked with a \* are "born" leaders and have their bonus effect on any unit. The figures after the names are the bonus effect.

# SUGGESTED TROOP LEADERS WITH BONUS CHARISMA

## *FORCES OF THE WEST*

Angbor, Lord of Lamedon.\* 5  
Aragorn. 7  
Bard, Lord of the Bardings.\* 5  
Boromir. 7  
Celeborn. 4  
Denethor. 4  
Elfhelm.\* 5  
Elladan. 4  
Elrohir. 4  
Elrond. 7  
Eomer. 4  
Erkenbrand. 4  
Farmir. 7  
Forlong, Lord of Lossarnch.\* 5  
Galadriel. 7  
Gandalf the Grey/White. 7

Ghan-buri-Ghan.\* 5  
Glorfindel. 7  
Grimbold of Grimslake.\* 5  
Gwaihir the Windlord. 7  
Halbarad. 4.  
Duinhir, Lord of Morthond.\* 5  
Dervorin, C-in-C. Ringlo Vale.\* 5  
Golasgil, Lord of Langstrand.\* 5  
Hirluin, Lord of Pinnath Gelin.\* 5  
Hurin the Tall, Warden of the Keys.\* 5  
Imrahil, Prince of Dol Amroth. 7  
Theoden, Lord of the Mark. 7  
Hama.\* 5  
Thranduil, King of N. Mirkwood Elves. 4  
Gloin. 5

## *FORCES OF MORDOR.*

Gothmog. 5  
Lieutenant of the Tower. 5  
8 Ringwraiths. 7

Witch-King of Angmar. 9  
Sauron. 30

# COMBAT

## MELEE.

The course of events is best explained in the form of an example. A is attacking B.

**MOVE 1:** A charges B, B checks morale. A charges home, gets impetus.

**MOVE 2:** B checks morale, if stands fight melee as described below, A loses, A checks morale, retires, B has won melee.

To determine casualties, the tables on the following pages are used:

**STAGE 1:** Using weapon factor table, by cross-referencing the attacking troop type against defending troop type. (Attacker down left-hand side, defender along top). This gives the weapon factor.

**STAGE 2:** Add or subtract numbers from this factor as is shown on the tactical factors table.

**STAGE 3:** To this score, and the result of one average dice +, one average dice —. This is the combat factor.

**STAGE 4:** To calculate the number of casualties inflicted, the casualty determination chart is used. Cross-refer the number of attacking troops with their total combat factor, and the figure corresponding to these values is the number of casualties to be removed.

The loser of a round of melee is the unit which sustains the most casualties. A withdrawal from a melee counts as a retire move.

## TACTICAL FACTORS

### MELEE

Fighting in the dark

Unit charging

Unit charging uphill

Fighting in wood

Enemy in hard cover

Enemy in soft cover

Shieldless cavalry or heavy infantry

Fighting underground

Orcs and others plus 2

Dwarves plus 1

Others minus 2.

plus 2

plus 1.

Elves plus 1.

Rangers (Ithilien) no deduction.

Others minus 2.

minus 3.

minus 2.

plus 1.

Orcs plus 2.

Dwarves plus 1.

Others minus 3.

### FIRING

Archers firing overhead

Archers firing at more than  $\frac{1}{2}$  range

Archers firing at less than  $\frac{1}{2}$  range

Archers firing over low troops  
(Dwarves, Hobbits, Orcs etc.)

Target downhill from firer

Target 3 ranks deep (Not more than  
50m. front to back.)

Target in C. O. mass

Target moved

Target shielded

Target stationary during period

Firer shooting on the move

Elves minus 1.

Others minus 2.

Elves — no deduction.

Ithilien Rangers — no deduction.

Others minus 1.

Elves — plus 1.

Ithilien Rangers — plus 1.

Others — plus 1.

Elves — no deduction.

Others — minus 1.

plus 1.

plus 2.

plus 2.

minus 1.

minus 1.

plus 1.

minus 1. (Not horse archers)

**N.B.** Troops may not charge and fire in the same move.

### IMPETUS

Heavy Cavalry plus 2

Medium Cavalry plus 1

Heavy Infantry plus 2

Medium Infantry plus 1

Unit charging downhill plus 2

Unit Charging uphill minus 1



On impetus, some units will push others back. The distances are shown on the table in metres.

CHARGED UNIT								
Charging Unit	Light Infantry	Medium Infantry	Heavy Infantry	Light Cavalry	Medium Cavalry	Heavy Cavalry	Orcs etc.	Trolls
Light Infantry	30	20	10				30	
Med. Infantry	35	30	10				30	10
Heavy Infantry	40	30	20				30	15
Light Cavalry	40	35	30	30	25	20	35	15
Med. Cavalry	45	40	35	35	30	25	40	20
Heavy Cavalry	50	45	40	40	35	30	50	25
Orcs/Urucks etc.	30	25	20					
Trolls	40	35	30	30	20		40	

For every rank behind the first (every 10 figures in Orcs) add in the number of metres to the push back as indicated by the second and smaller figure.

Units may counter charge, in which case both sides receive impetus casualties but neither are pushed back. (Units have to be ordered to counter charge).

## ENTERING MELEES

Once a melee has been joined, formed units may not enter it, except from the rear, taking no impetus.

Semi formed units may enter melees from any angle if the unit which it is passing through was also semi formed. If it is formed then the semi formed unit may enter from the flank or rear.

Troops may not fire into a melee.

## AERIAL COMBAT

Aerial combat will take place between the eagles and the winged steeds of the Ringwraiths. It is suggested that the models representing both be placed on thick wire set into a sturdy base. The lengths of wire should be about 10cm. long and this is taken as the operational height of the combatant. It is also the standard height taken when firing is directed at the figure, from the ground. The person controlling the figure may deem it necessary for the subject to land (take it off the stand) or to simply fly out of missile range (simply state that the subject is flying high.) However, if the figure is out of range from the ground it may not operate against the ground; (it may still take part in aerial combat).

Eagles have a Hit Sustention Total of	5
Hero eagles have a H.S.T. of	6
Winged Steed plus Ringwraith; H.S.T.	6
Winged Steed plus Witch-King; H.S.T.	7

To execute an attack the attacker moves adjacent to the defender and throws a 20-sided dice. Below are the scores which the attacker has to obtain in order to hit. (Ordinary eagles fight in pairs).

Pair of eagles v. Winged Steed plus Ringwraith	13
Pair of eagles v. Winged Steed plus Witch-King	16
Hero eagle v. Winged Steed plus Ringwraith	12
Hero eagle v. Winged Steed plus Witch-King	15
Winged Steed plus Ringwraith v. Eagles	12
Winged Steed plus Witch-King v. Eagles	10

The defender may choose to retaliate or carry on with another operation but not both. When the H.S.T. has been exceeded the flying creature is dead. If the victim is an eagle its partner must break away and not return to the fray until it has another partner. If the Winged Steed is killed it will crash to the ground and its rider will be ineffective for 2 moves, only being able to defend himself. He must also operate on foot until a new mount, horse or otherwise is found. Note that the fall of a flyer has a morale effect as follows.

	A	B	C	D	E	O	T
Enemy flying unit falls within 300m. and in sight. <b>PLUS.</b>	0	1	2	2	2	3	0
Friendly flying unit falls within 300m. and in sight. <b>MINUS.</b>	0	1	2	2	3	4	1

## GROUND TO AIR FIRING

To shoot down eagles; use weapon factor and tactical factors for;

1, Target moved and 2, Target at over  $\frac{1}{2}$  range.

To shoot down Winged Steeds; use a 20-sided dice;

ELVES: 15 or above per figure to hit.

ITHILIAN RANGERS: 16 or above per pair of figures.

OTHERS: 19 or above per pair of figures.

Archers are out of range if they are not within their bow range minus 100m. of the target's base or bow range minus 75m. if uphill from target's base.

## MAGIC

Gandalf, for the side of good; and the Witch-King of Angmar, for the side of evil, are the main users of magic. The High Elves and Ringwraiths also have magic of a lesser sort.

Thus we have allotted the following spells to the main wizards;

### GANDALF.

- A. Beam of good.
- B. Hold Portal.
- C. Talk to animals.
- D. Knock.
- E. Cause Fire.
- F. Limited Command.
- G. Impress.
- H. Defence Bolt.
- I. Light.
- J. Fire Burst.
- K. Break Staff.

### WITCH-KING OF ANGMAR.

- A. Hold Portal.
- B. Talk to animals.
- C. Knock.
- D. Limited Command.
- E. Impress.
- F. Defence Bolt.
- G. Break Staff.
- H. Rout.

There are no limitations on the number of spells cast each move or the number of times a certain spell is used. However it takes a certain amount of energy to cast a spell and the energy reserves of both wizards is limited. Each starts the game with a full number of energy levels (Gandalf —10, W.K.A. —12.) As a spell is cast the Energy Level Depletion Chart for the wizard is consulted.

The Letter corresponding to the spell is cross-checked against the energy level which the wizard is on. The figure in the corresponding box to the spell is cross-checked against the energy level which the wizard is on. The figure in the corresponding box is the number of energy levels which the wizard drops for casting that particular spell.. The spell will always succeed unless the energy drop will result in negative energy levels. There is still a possibility of success under these circumstances, however.

If the level drop is too great for a particular spell on a particular level;

1 — — Deduct the number of energy columns remaining from the proposed energy level drop.

2 — — Add 1.

This is the **lowest** score on a 10-sided dice that will enable the wizard to cast the spell.

The wizard, whether successful or not, is immediately reduced to energy level 0.

Energy levels are recovered by rest periods, does not move, fight or cast spells.

A semi-rest period is a period in which the wizard does not cast any spells but does move and/or fight.

Energy levels are recovered at the following rate;

1st Move Rest — — — 0 Levels.

2nd Move Rest — — — 1 Level.

Every Move After — — — 2 Levels.

1st, 2nd Move Semi-rest — — — 0 Levels.

3rd Move Onwards — — — 1 Level.

A fresh spell immediately stops the recovery and no recovery may take place the move a spell is cast. A wizard may change from a rest period to a semi-rest period without penalty but he may not recover an energy level the move following a change from semi-rest to rest; he must wait a period.

## ENERGY LEVEL DEPLETION CHARTS

### WITCH-KING OF ANGMAR

Spell	ENERGY LEVEL												
	12	11	10	9	8	7	6	5	4	3	2	1	0
A	1	1	2	3	3	3	4	4	5	5	6	7	8
B	1	1	1	1	1	1	1	1	1	1	2	2	2
C	1	1	1	1	2	2	2	3	3	3	4	5	5
D	1	1	1	2	2	2	3	4	4	5	6	6	7
E	1	1	1	1	1	1	1	2	2	2	3	3	4
F	2	2	3	3	3	4	4	5	6	7	8	9	9
G	3	3	4	5	5	5	6	7	7	8	9	9	9
H	2	2	3	3	3	4	4	4	5	5	6	6	7

## GANDALF

Spell	ENERGY LEVEL										
	10	9	8	7	6	5	4	3	2	1	0
A	2	2	3	4	4	5	6	6	7	7	8
B	1	2	2	3	4	4	5	5	6	7	7
C	1	1	1	1	1	1	1	1	2	2	2
D	1	1	2	2	2	3	3	4	4	5	5
E	1	1	1	1	2	2	2	3	3	4	4
F	1	2	2	3	4	4	5	5	6	6	7
G	1	1	1	1	1	2	2	2	3	3	4
H	3	3	4	4	5	6	7	7	8	9	9
I	1	1	1	1	1	1	1	2	2	2	3
J	1	1	2	2	3	3	4	4	5	5	6
K	4	3	5	5	6	7	7	8	9	9	9

## STRUGGLE OF WILL BETWEEN TWO MAJOR CHARACTERS

A major character can try to control the will of an enemy major character. A major character is one of the "Troop Leaders with Bonus Charisma" table with a score of 7 or more (excluding Gwaihir the Windlord).

This is not a spell as such but success or failure depends on the same criteria.

This "spell" may be cast over any distance in the following way; 1. Deduct the defendant's energy level from that of the assailant. 2. Subtract this result from 20.

This is the score which the assailant has to obtain on a 20-sided dice in order to succeed. If the score required is greater than 20, it is rounded down;; i.e. a character never has to obtain more than 20 to control another character.

If the score is equal to or greater than that required, the victim will drop 4 energy levels immediately. The assailant will drop 2.

On following moves the assailant may try again; providing he has been successful on the previous move, success a 2nd time results in the victim losing another energy level; the assailant, none. Providing the assailant succeeds again he may try the next move and so on.

If the assailant fails to make the required score; he immediately drops 3 energy levels, the intended victim, none. He may try again the next move but failure results in the same penalty.

Whilst under control the victim can not use any spells, loses all his morale bonuses and fights at  $\frac{1}{2}$  normal value. If his number of energy levels is reduced to 0 by being controlled or repeatedly controlled, he will not be able to fight at all. Whilst under control the victim may not use the periods of inactivity to recover his energy levels.

Whilst controlling, the assailant suffers no effect to any of his functions. He may fight and cast spells as normal.

## SPELLS

### 1. BEAM OF GOOD.

Gandalf may project a beam of light from the palm of his hand which will affect Ringwraiths in the following way;

#### (a) Against a Ringwraith.

##### *RANGE*

##### *EFFECT*

- |                      |  |
|----------------------|--|
| Short-0 — — 100m.    | Ringwraith must move to 500m. away from Gandalf and remain there for 1 move. |
| Medium-100 — — 250m. | Ringwraith must move to 500m. away from Gandalf.                             |
| Long-250 — — 1000m.  | Ringwraith may not move closer to Gandalf than 300m.                         |

#### (b) Against the Witch-King of Angmar.

##### *RANGE*

##### *EFFECT*

- |                     |   |
|---------------------|---|
| Short-0 — — 50m.    | W.K.A. must move to 500m. away from Gandalf.  |
| Medium-50 — — 200m. | W.K.A. must move to 300m. away from Gandalf.  |
| Long-200 — — 1000m. | W.K.A. must check morale; he should deduct 3 for the spell and on any result less than "proceed as normal" he may not move nearer to Gandalf. |

### 2. HOLD PORTAL.

This spell has the effect of locking any door, lid or similar. The spell always succeeds and the door or object affected will be given a value equal to the casters energy level (before casting the spell). The door will remain locked until the spell is broken or the door is physically destroyed.

### 3. KNOCK.

This spell has the effect of causing locked doors to fly open. The spell always succeeds unless cast against an object which has a hold portal spell on it.

If a hold portal is on a door; deduct the energy level of the door from the energy level of the caster. If the result is positive or zero, the spell is successful. If the result is negative, add it to the figure in the energy level chart for that spell. This figure is the revised energy level drop for the spell. Note that if the energy level drop is made too great, the spell still works.

### 4. CAUSE FIRE.

This spell, only Gandalf may cast. Gandalf causes a combustible object to burst into flames, if he has touched it in the same move. He may then throw the object as for a javelin, subject to limitations on size.

When firing against small or furry creatures a hit will result in immediate immolation of the victim.

When firing at larger, less inflammable, creatures a hit will cause the victim to stop and brush the missile off.

In both cases a hit will cause the whole unit to become disorganized.

*To hit:*

(a) Small furry creatures; goblins, orcs, wolves, wargs, hobbits and dwarves. Throw 1 average dice; the score is the number of potential victims; for each potential victim throw 1 normal dice; 3, 4, 5, 6. signifies a casualty.

(b) Larger creatures; men, man-orcs, elephants, mumakil, trolls etc. Throw 1 average dice, the score is the number of potential victims; for each potential victim throw 1 normal dice; a 5, 6. signifies a casualty. (N.B. hits not fatal).

Really sturdy creatures if hit will not suffer any affect but will have to check morale at minus 3. (incl. trolls, winged steeds etc.)

## **5. LIMITED COMMAND.**

This spell causes an inanimate object to respond to the will of the caster.

Casting the spell will cause a weapon etc. to drop from the hand of the bearer thus disarming him. The spell has a range of 50m. and can affect 2-5 normal creatures (throw an average dice); or 1 figure with a magical weapon or a hero. The unit to which the victim/s belongs must check morale suffering a deduction for "surprised". A weaponless figure may not attack and if attacked himself will be killed on a normal dice throw of 2, 3, 4, 5, 6. (This obviously does not affect troops which do not use weapons anyway.)

## **6. IMPRESS.**

This is a "theatrical" type of spell which enhances the caster's powers in the eyes of the onlookers. This will obviously cause enemy morale to drop and friendly morale to increase. The effect of the spell, along with the morale effects of other spells, is in a table at the end of the magic section. This spell affects all within 75m.

## **7. DEFENCE BOLT.**

This is a bolt of energy which will kill all within 15m. of the caster regardless of class, except one figure who is deemed to be in hand-to-hand combat with the caster. However, Gandalf, being willing to sacrifice himself for the cause, may choose to destroy this hand-to-hand assailant as well, but this will cost Gandalf his life. The Witch-King may not destroy himself. Such a powerful spell will have a morale effect on both sides for this see the section at the end of magic.

## **8. LIGHT.**

This spell provides light illuminating a circle of 10m. radius from the wand or the staff which produces it. (Whether this energy drop for the spell is used is optional, but in a battle where there is much stress it is suggested that it takes the energy stated to produce the light.)

## **9. FIRE BURST.**

Spell which causes a fire to explode sending burning debris over an area of 25m. radius. The burst will kill all within 10m. and those in the 25m. circle should test as for Cause Fire. Any unit even partly within the circle is disorganised. For the morale effect see the table at the end of this section.

## **10. ROUT.**

This spell may only be used by the Witch-King. When cast it will cause all enemy units to go into rout, for one period (no rallying needed) within 50m. of the caster. However, special figures (those with a charisma rating of 7 or above) will not rout. Units with a hero



attached to them must test to see whether they rout, throw 1 normal dice.

1, 2, —Rout

3, 4, 5, 6, —Stand.

Units with a special figure (rating 5-hereditary leader) must score;

1, 2, 3, 4, —Rout.

5, 6, —Stand.

Units with a special figure (rating 4) must score;

1, 2, 3, 4, 5, —Rout.

6, —Stand.

## 11. BREAK STAFF.

This spell enables one wizard to break the staff of another thus depriving him of the following spells.

### *GANDALF*

Defence Bolt.

Fire Burst.

Break Staff.

Light.

Impress.

### *WITCH-KING OF ANGMAR*

Defence Bolt.

Break Staff.

Rout.

The spell may only be tried when the victim is on energy level 3 or below. If the spell fails the caster drops  $\frac{1}{2}$  of the energy levels he would have dropped had he succeeded. For success consult the table below;

#### *Difference between Energy Levels*

9,  
8, 7,  
6, 5, 4,  
3, 2,  
1,

#### *Score Needed (20-sided)*

20  
19-20  
17-20  
15-20  
12-20

## MORALE EFFECTS OF CERTAIN SPELLS

	A	B	C	D	E	O	T
Ringwraith forced to retreat.	2/—	2/—2	2/—2	2/—3	2/—3	—/—5	—/—2
Witch-King forced to retreat.	4/—	4/—4	2/—4	2/—4	2/—4	—/—7	—/—5
Gandalf forced to retreat.	—2/—	—2/2	—2/2	—3/2	—3/2	—/5	—/2
Impress spell.	Plus or minus		two	; three		; five;	two
Defence bolt. (enemy)	—2/—	—2	—2	—3	—/—5	—/—6	—/—2
Fire burst.	1/—	2/—1	2/—2	1/—3	1/—3	—/—4	—/—1
Friendly leader under enemy control.	—2/—	—3	—3	—4	—5	—/—6	—/—2

*Explanation of table:* The figure before the slash refers to the side of good and after the slash refers to the side of evil. Where there is no slash the figure refers to both. The "plus or minus" line means that a friendly spell will be plus and an unfriendly one minus.

## RINGWRAITHS AND THE WITCH-KING OF ANGMAR

When within 50m. of an enemy unit, Ringwraith forces that unit to check its morale. An A, B, or C class unit will deduct 3 from its morale score. D or E unit will deduct 5.

When within 50m. of an enemy unit, the Witch-King forces that unit to check its morale. An A class unit will deduct 5, a B or C class 7 and a D or E class 10.

These deductions correspond to the "black shadow"; any unit with a hero within 25m. receives 3 and if Gandalf is within 25m., 5.

If the W.K.A. and/or the Ringwraith is on foot/horseback he should deduct 2 from his effect

Up to, 10 darts may be carried by the Nazgul. Up to 10 may be fired in 1 move. To replenish supplies of darts the Nazgul must return to a non-engaged ground unit or a pre-arranged point and stay there for 3 moves. The Nazgul fires his darts from the operational height and specifies his target. A hit is scored if he throws a normal dice and an average dice and the scores are the same. A hit is invariably fatal except on special figures who have a saving throw of 4, 5, 6, on a normal dice.

A winged steed must remain motionless for half a move whilst casting a spell.

If a steed wishes to land it may do so (—500 metres).

If it lands among friendly troops it is impervious to eagles.

Nazguls are telepathic.

When the hit dice of a Nazgul is exceeded it is not killed but must retire to at least 500m. from the enemy for 3 moves.

## HEROES AND SPECIAL FIGURES

All those on the "charisma" chart with a value of 7 or more are heroes. Those with a value of 4 are special figures. All these figures act as separate single units. Although they are mainly warriors the heroes can detect magic whilst the special figures can not. All the heroes (except Gwaihir) are allotted energy levels and thus can effect a struggle of will. The energy levels are;

Aragorn, Glorfindel and Elrond	7
High elves (Galadriel etc.)	6
Other heroes	5

The hereditary leaders, note, do not have energy levels and can not take part in struggles of will.

### COMBAT OF HEROES.

Each hero has a certain amount of "Hit Dice".

Aragorn has 7; Faramir and Boromir have 6.

The H.D. of the other heroes and special figures is left to the discretion of the player, but do not put anyone on a par with Aragorn and the figure has to be really special. It is suggested that the number of heroes in a battle be regulated by the size of the battle. About 1 hero per 5-7 units seems fair.

The total of all the H.D. added together is the "Defence Score" of that hero; i.e. Aragorn has a maximum of 42 and minimum of 7, possible.

Every figure on the board has a number of "Attack Dice". For the heroes the H.D. number equals the A.D. number. Other figures have A.D. as follows;

Orcs — — 1. Man-Orcs — — 1½. Trolls — — 3. Men — — 2.

When combat takes place the attacker's A.D. is compared to the defender's A.D. The score needed to inflict a hit, on a 20-sided dice, is shown on the table below.

		DEFENDER'S ATTACK DICE							
		1	1½	2	3	4	5	6	7
ATTACKER'S ATTACK DICE	1	7	8	10	12	14	16	18	20
	1½	6	7	8	10	12	14	16	18
	2	5	6	7	8	10	12	14	16
	3	4	5	6	7	8	10	12	14
	4	3	4	5	6	7	8	10	12
	5	2	3	4	5	6	7	8	10
	6	1	2	3	4	5	6	7	8
	7	1	1	2	3	4	5	6	7

The role of attacker and defender is then reversed and the procedure used again.

If a hit is made, throw the number of A.D. for the attacker; the total is deducted from the defender's Defence Score. When the Defence Score has been reduced to 0 the figure is dead.

The frontage of a hero may be taken up by; 3 Orcs or; 2 Man-Orcs or; 2 Trolls or; 2 Men

A hero may be attacked by as many assailants as can be placed along his frontage but can only attack one assailant. When surrounded, the victim may be attacked by; 5 Orcs or; 4 Man-Orcs or; 3 Men or; 3 Trolls.

## DEATH OF LEADERS.

During the course of a melee or when subjected to missile fire the leader of a unit may be casualty simply because it is he who has been unlucky enough to stop an arrow. To test to see whether the leader is among any casualties sustained, divide the number of figures who could be hit by the number of men who were hit. If the number is less than 1 then the leader is a casualty. If the figure is greater than 1, divide the figure into 20. This is the lowest score that is needed for survival, on a 20-sided dice.

Normally the leader is in front rank and the casualties are taken from the front rank, providing that the front rank is that rank nearest to the action.

# SIEGES

Each of a stronghold's walls and doors have a strength factor, decided beforehand, by the throw of three average dice.

Breaches in the defences are made by battering rams. Rams have a strength value depending on their points value, and the stronger the ram the more "expensive" in points they cost. The table below is used in determining whether a breach has been made.

		DOOR/WALL STRENGTH VALUE									
		6	7	8	9	10	11	12	13	14	15
<b>RAM VALUE</b>	<b>1</b>	C/D	C/D	C/D	D/E	D/E	D/E	E/F	E/F	E/F	E/F
	<b>2</b>	C/D	C/D	C/D	C/E	D/E	D/E	D/E	E/F	E/F	E/F
	<b>3</b>	B/C	C/D	C/D	C/E	C/E	D/E	D/E	D/E	E/F	E/F
	<b>4</b>	B/C	C/C	C/C	C/D	C/D	C/E	D/E	D/E	D/E	E/F
	<b>5</b>	B/C	B/C	C/C	C/C	C/D	C/D	C/E	D/E	D/E	E/F
	<b>6</b>	A/B	A/C	B/C	C/C	C/D	C/D	C/E	D/E	D/E	D/E

The letter before the slash is used if a door is rammed and after the slash is used if a wall is rammed. The letters refer to the success in making a breach by throwing a normal dice;

- A. — — — 2, 3, 4, 5, 6, — — — Success.
- B. — — — 3, 4, 5, 6, — — — Success.
- C. — — — 4, 5, 6, — — — Success.
- D. — — — 5, 6, — — — Success.

The following conditions have the effect of increasing the letter by one eg. A to B.

- 1. If ramming uphill. 2. If under attack from above.

The letter is increased by 3 if;

- 1. If the ram has no roof.

## SCALING LADDERS.

Scaling ladders cost 1 point per 2m. section.

It takes Orcs 1 move per 6m. to move up ladders.

It takes Others  $\frac{1}{2}$  move per 4m. to move up ladders.

Two figures are needed to hold the ladder and not more than one figure per 2m. may be on the ladder at any time. The ladder may be pushed away by the defenders if they manage to throw a 4, 5, or 6 with a normal dice. (Not more than 1 attempt per ladder per move.) These defenders can not fight a melee or fire and push a ladder away.

If the ladder is pushed away, any occupant above 4m. will be killed by the fall. Below 4m. a throw of 5 or 6 on a normal dice means that the fall is fatal.

## GUNPOWDER

The Forces of Mordor had a rudimentary form of gunpowder which may be used in a battle for sieges.

One standard charge of gunpowder is carried by 3 Orcs or Man-Orcs.

Gunpowder may never be carried by men. A standard charge is the equivalent of a 1 point ram and a barrel is the best model to signify a charge.

The powder is extremely unreliable and unpredictable. On the move a charge is placed in its required position throw a dice, a 6 means that the charge has blown up killing a bearer. On the move a charge is due to explode throw another normal dice, a 6 means that the charge has failed to go off and is useless for the rest of the game. However, if any attempt is made to shift the powder or if it is tampered with in any way throw a normal dice, a 4, 5, 6 means that the keg has exploded killing anyone within 5m.

If the powder does explode to schedule damage is done to the wall or door as per the ram rules.

A successful explosion means that all good troops within 100m must check morale with the following deductions;

A, B. — — minus 1.      C. — — minus 2.      D. — — minus 3.      E. — — minus 4.

A successful explosion resulting in a breach means that the occupants have to check morale with the following deductions;

A, B. — — minus 2.      C, D. — — minus 3.      E. — — minus 5.

A breach made by a ram or powder will admit men-size creatures in 2—a breast.

Boiling oil may be poured on the attackers from above, inflicting 1 average dice worth of casualties on close-order troops and 1 average dice —1 on open-order troops. 1 pot of oil costs 3 points.

## FIRE

Woods, houses, and other buildings such as fortresses may all be set alight.

To make a "fire brand" requires 5 figures to stop for 2 moves by a source of wood.

The brand must then be carried to the sight of the prospective fire with the brand-carrying figures being declared by the owning player. Brands may be dropped onto rams in which case no declaration has to be made but the same time is still taken in making the brand.

To set something on fire, throw 1 normal dice; the score need to be successful is shown below (per brand).

Small House	...	...	4, 5, 6.
Large House	...	...	5, 6.
Stone House	...	...	6.
Stone Tower	...	...	6. (2 Brands Needed)
Stone Fortress	...	...	6. (3 " " )
Battering Ram	...	...	6.
Wood	...	...	4, 5, 6.

Fires will continue to burn until burnt out or put out.

### *Fire Fighting:*

This requires a group of 5 men and a readily available source of water (there's one in every fortress). The dice throw to extinguish a fire on a normal dice is shown below;

Small House	5, 6.
Large House	6.
Stone Building	5, 6.
Battering Ram	6.
Wood	6.

Fire spreads in the direction of the wind. (see weather section)

Woods burn at a rate of 5 trees per move and at 7 per move in windy conditions.

Small House takes 3 moves to be destroyed.

Large House takes 5 moves to be destroyed.

Rams takes 3 moves to be destroyed.

A battering ram which has burned for 1 move fights at  $\frac{3}{4}$  strength.

A battering ram which has burned for 2 moves fights at  $\frac{1}{2}$  strength.

A battering ram which has burned for 3 moves fights at NO STRENGTH.

## MAGICAL WOODS

Woods are of three types: Good, evil and neutral. Any troops (evil) entering a magical wood will immediately take a morale test at —3.

### *GOOD WOODS.*

There are three types of magical woods that are good; dormant, sluggish and active.

If 0 Class enter an active good wood, they will not come out again.

If 0 Class enter a sluggish good wood, each figure stands a 4, 5, 6 chance on a normal dice of survival until the next move, when they must test again and so on.

A dormant wood does not actively destroy creatures, but if it or a sluggish wood is set fire to it immediately becomes an active wood.

Evil troops of other classes are not destroyed by magical good woods but they fight at —2 on their weapon factors as well as all other deductions.

### *EVIL WOODS.*

These are exactly the reverse of good woods, except that no Evil troops are destroyed by the woods.

### *NEUTRAL WOODS.*

Some woods may be classified as neutral, in which case they are inhabited by creatures which are unsympathetic to either cause. These may be traversed safely if the traveller sticks to the path, but as soon as he strays or is lured from a path, be he good or evil, he stands a 3, 4, 5, 6 chance, on a normal dice, of survival until the next move, when he must check again.

Horse troops may not go within 75m. of a neutral wood without taking a morale test.

It is suggested that the number of magical woods be limited, as they are rather powerful entities.



# WEATHER

Weather is an important facet of the Middle Earth scene. Inside Mordor it is assumed that the weather is controlled by Sauron, who keeps the sky overcast. It is also assumed that when the Forces of Darkness are on the offensive Sauron sends a protective umbrella of cloud with them. For without the cloud none of the Orcs may fight.

Outside Mordor there are normal weather conditions. The players decide mutually on the season and then one of them throws a 20-sided dice. The result is shown in the table below:

SCORE	SEASON			
	Ethuil/ Echuir	Laer/	lavas/ Narbeleth	Rhiw
1	S.R.	S.R.	S.	S.
2	S.R.	S.R.	S.R.	S.
3	S.R.	S.R.	S.R.	S.
4	S.R.	R.	S.R.	S.R.
5	S.R.	R.	S.R.	S.R.
6	R.	R.	S.R.	S.R.
7	R.	R.	S.R.	S.R.
8	R.	N.	R.	S.R.
9	R.	N.	R.	S.R.
10	R.	N.	R.	S.R.
11	N.	N.	R.	R.
12	N.	N.	R.	R.
13	N.	N.	N.	R.
14	N.	N.	N.	R.
15	N.	N.	N.	R.
16	N.	H.	N.	N.
17	N.	H.	N.	N.
18	N.	H.	N.	N.
19	H.	H.	N.	N.
20	H.	H.	H.	N.

S.R.-Stormy Rain. S.-Snow. R.-Rain. N.-Normal. H.-Hot.

This is a basic table for weather. Modifications should be made when at Southerly latitudes, Northerly latitudes, high latitudes etc. For those that do not know, the seasons are in order; Spring/Stirring, Summer, Autumn/Fading, Winter.

**In snow.** movement is cut to  $\frac{1}{2}$  normal and visibility to  $\frac{1}{4}$  (elves —  $\frac{1}{2}$  visibility).

**In stormy rain,** movement is cut to  $\frac{3}{4}$  normal and visibility to  $\frac{3}{4}$  (elves normal).

**In rain,** movement is normal, except after prolonged rain when it is cut to  $\frac{1}{2}$ , visibility is normal.

**Normal,** movement and visibility are normal.

**In hot,** movement, is normal, but 1 period extra is added to the rest periods between charges, visibility is normal.

Orcs may not fight in normal or hot conditions and in rain they deduct 3 from any morale throw they make. Orcs suffer no deductions in stormy or snowy weather.

## WIND

Throw 1 normal dice and 1 20-sided dice. The normal dice decides wind strength and the other dice direction.

**Strength**—1—Light Breeze. (Fires burn at  $\frac{1}{2}$  speed).

2—Normal.

3—Normal.

4—Normal.

5—Normal.

6—Storm Winds. (Reduce chance of lighting fires by 1 and increase the speed of burning by  $\frac{1}{2}$  again.)

**Direction**—1—3 North.

4—6 South.

7—9 East.

10—12 West.

13—14 N.W.

15—16 S.W.

17—18 N.E.

19—20 S.E.

A wind from the S.E. or East will cause the Forces of Law to deduct 1 from a morale throw; from the N.W. or West will cause the Forces of Evil to deduct 1. It is not recommended that weather be changed during a battle except when where there is a major happening i.e. Gandalf killed. In which case the weather will change to the advantage of the side benefiting from the happening.

# WEAPON FACTOR CHART I

	RANKS	LARGE ENT	SMALL ENT	BEORNINGS	EAGLES	DWARVES	ARMoured ELVES	UNARMoured ELVES	MEN						HOBBIT
									HI	MI	LI	HC	MC	LC	
HILL TROLL	1	0	1	10	-2	12	10	15	12	15	18	8	10	12	20
STONE TROLL	1	-1	0	9	2	11	8	13	11	14	18	8	10	12	20
CAV LANCE	2	-2	-1	3	-2	6	5	7	5	6	4	6	9	6	17
CAV SPEAR	1.5	-3	-2	2	-3	6	5	7	5	7	6	5	6	6	16
CAV SWORD	1	-4	-3	2	-4	6	5	7	6	6	7	4	5	6	15
MAN SWORD	1	-6	-5	1	-5	5	4	6	4	5	6	2	3	3	11
MAN SPEAR	1	-5	-4	1	-4	6	5	7	4	5	7	4	5	3	11
MAN-AXE/CLUB	1	-6	-5	1	-5	6	5	7	5	6	7	4	5	6	11
MAN-ORC	1	-7	-6	-1	-6	3	0	1	3	4	5	1	3	4	10
URUK	1	-7	-6	-2	-6	2	-1	0	2	3	4	-1	1	3	5
GOBLIN	1	-9	-8	-3	-7	0	-2	-3	1	2	3	-2	0	1	3
MTD GOBLIN	1	-7	-6	-5	-6	2	1	2	3	4	5	1	3	5	10
WOLF	1	-9	-8	-1	-8	2	2	3	3	4	5	2	3	4	7
WARG	1	-8	-7	0	-7	4	4	5	4	5	6	3	4	5	8
CHARIOT	1	-5	-4	-3	-6	4	4	5	4	5	6	3	4	5	20
ELEPHANT	2	1	2	12	-1	14	12	17	14	16	19	10	12	12	30
MUMAKIL	2	2	4	15	0	16	14	20	16	18	21	14	14	14	34

**MELEE**  
**EVIL v. GOOD**

# WEAPON FACTOR CHART II

	RANKS	HILL TROLLS	STONE TROLLS	MAN-ORCS	URUKS	GOBLIN	WOLVES	WARGS	WOLF-RIDERS	WILD MEN	HVY. CAV.	MED. CAV.	LT. CAV.	HVY. INF.	MED. INF.	LT. INF.	CHARIOT	ELEPHANT/ MUM.
LARGE ENT	1	3	3	15	17	20	20	16	19	20	12	14	16	14	16	17	12	8
SMALL ENT	1	2	2	10	12	15	15	12	14	15	8	9	12	10	12	13	8	6
BEORNING	1	1	1	10	12	14	14	11	13	14	7	8	10	8	9	10	6	4
EAGLE		0	0	9	12	14	14	12	13	14	6	8	10	8	10	12	10	3
ELF SPEAR	1½	4	1	7	8	9	8	7	7	7	3	4	5	4	5	6	3	1
ELF SWORD	1	6	1	6	7	8	7	6	6	6	1	2	3	3	4	5	1	0
DWARF AXE	1	1	-1	9	10	12	9	8	8	9	3	4	5	1	5	6	3	1
DWARF SWORD	1	-2	-3	4	5	7	4	3	3	2	0	1	2	2	3	3	-1	-2
HOBBIT	1	-10	-10	-8	-2	0	2	0	-1	-3	-9	-8	-7	-8	-7	-6	-9	-10
CAV/LANCE/SPR.	1	-6	-9	5	6	8	7	6	6	8	6	9	6	5	6	4	3	1
CAV. SHT. SPR.	1	-5	-9	6	7	9	8	7	7	9	5	6	6	6	7	9	3	1
CAV. SWORD	1	-4	-8	6	7	8	8	7	7	8	4	5	6	6	6	7	2	0
MAN SPEAR	1½	-6	-9	5	6	8	6	5	6	7	4	5	3	4	5	7	1	0
MAN.LNG. SPEAR	2	-6	-9	6	6	7	7	6	7	6	5	6	4	3	4	4	2	1
2-HANDED SWORD	1	-1	-2	7	8	10	6	6	5	5	4	5	6	5	7	7	3	3
SWORD	1	-3	-6	5	6	5	2	5	5	6	2	3	3	4	5	6	0	0
AXE	1	-1	-2	7	8	10	6	6	5	5	4	5	6	5	7	7	3	3

MELEE  
GOOD v. EVIL

# WEAPON FACTOR CHART III

	RANKS	RANGE	HILL-TROLLS	STONE TROLLS	MAN-ORCS	URUKS	GOBLINS	WOLVES	WARGS	WOLF-RIDERS	WILD MEN	MEN						CHARIOT	ELEPHANT/ MUMAKIL
												HC	MC	LC	HI	MI	LI		
DWARF BOW	1	250	-5	-7	4	5	6	6	5	6	7	2	4	5	3	4	5	3	2
HOBBIT BOW	1	200	-5	-7	4	5	6	6	5	6	7	3	5	6	4	5	6	3	2
ROHAN HORSE BOW	1	180	-7	-9	2	3	4	3	2	3	5	1	2	2	2	3	2	1	0
ELF BOW	1	320	-3	-5	4	5	6	6	5	6	6	3	6	6	4	5	7	3	2
FOOT LONG-BOW	1	280	-6	-8	3	4	5	5	4	5	6	2	3	4	3	4	5	2	1
JAVELIN	1	80	-5	-7	3	3	4	4	3	4	4	2	3	2	3	4	3	1	1
SPEAR	1	50	-3	-5	2	1	2	2	3	2	1	3	3	2	4	4	0	2	3
COMPOSITE BOW	1	250	-8	-10	2	3	4	4	3	3	5	1	3	4	2	3	5	2	1
SLING	1	100	-9	-10	1	2	2	3	1	3	3	-2	1	1	-1	2	1	0	-8

FIRING  
GOOD v. EVIL

# WEAPON FACTOR CHART IV

	RANKS	RANGE	LARGE ENT.	SMALL ENT.	EAGLE	DWARVES	ARMoured ELF	UNARMoured ELF	MEN						HOBBIT	BEORNING
									HI	MI	LI	HC	MC	LC		
MAN BOW	1	290	-7	-6	-9	4	5	7	3	5	7	2	4	6	7	-5
<del>CLARKS</del> MAN-ORC BOW	1	290	-7	-6	-6	4	5	7	3	5	7	2	4	6	6	-5
HORSE BOW	1	180	-10	-9	-9	2	2	3	1	2	3	0	1	2	4	-7
ORC JAVELIN	1	60	-11	-9	-9	1	2	3	0	1	3	-1	0	2	3	-8
MAN JAVELIN	1	80	-11	-9	-9	2	2	3	1	2	4	0	1	3	3	-8
SPEAR	1	50	-9	-7	-7	3	3	4	2	3	3	1	2	3	3	-7
URUK BOW	1	250	-18	-17	-17	-7	-7	-5	-8	-6	-4	-9	-7	-5	-5	-14
GOBLIN BOW	1	240	-19	-18	-18	-8	-8	-5	-8	-7	-5	-10	-8	-6	-6	-15

## FIRING EVIL V. GOOD

# IMPETUS

	LARGE ENT.	SMALL ENT.	EAGLE	BEORNING	DWARVES	ARMoured ELVES	UNARMoured ELVES	HVY. INF.	MED. INF.	LT. INF.	HVY. CAV.	MED. CAV.	LT. CAV.	HOBBITS
CAV. LANCE ETC.	-	-	-	-5	9	10	12	7	8	9	7	8	11	12
CAV. SPEAR	-	-	-	-4	8	9	10	6	8	10	6	8	10	11
WARGS	-	-	-	-10	4	4	5	2	4	6	0	1	2	6
GOBLINS, URUKS	-	-	-	-10	3	3	4	1	3	5	-2	0	1	7
<i>URUKS</i> MAN-ORCS	-	-	-	-11	4	4	5	2	4	6	0	1	2	7
MAN/SWORD	-	-	-	-12	5	5	6	3	5	7	1	2	3	8
MAN/SPEAR	-	-	-	-11	5	5	6	4	5	6	4	5	6	7
MAN/AXE	-	-	-	-13	6	6	7	4	6	8	2	2	4	9
WOLF RIDER	-	-	-	-10	7	7	8	6	7	8	4	6	7	9
ELEPHANT	-	-	-	-5	9	10	12	7	9	9	7	9	9	10
HILL TROLL	-	-	-	0	9	10	12	8	9	10	8	9	10	12
STONE TROLL	-	-	-	0	8	9	10	7	8	9	7	8	9	12

# EVIL v. GOOD

# IMPETUS

	HILL TROLLS	STONE TROLLS	MAN ORCS <i>URUKS</i>	URUKS	GOBLINS	WOLVES	WARGS	WOLF RIDERS	WILD MEN	HVY. CAV.	MED. CAV.	LT. CAV.	HVY. INF.	MED. INF.	LT. INF.	CHARIOT	ELEPHANT
CAV. SHORT SPEAR	-4	-7	7	8	9	9	9	10	10	6	8	10	6	8	10	4	1
CAV. SPEAR	-6	-9	5	6	7	8	8	7	8	4	5	6	4	5	6	2	0
ELF SPEAR	-4	1	7	8	9	9	8	7	8	4	5	6	4	5	6	3	2
ELF SWORD	3	0	4	5	5	5	4	4	6	1	2	3	3	5	7	1	0
MAN SPEAR	-4	-7	6	7	8	8	7	6	8	4	5	6	4	5	6	3	2
MAN SWORD	-8	-9	3	4	4	4	4	4	6	1	2	3	3	5	7	1	0
MAN SWORD/AXE	-6	-9	3	4	4	4	4	4	6	1	2	3	3	5	7	1	0
DWARVES	0	-9	2	4	5	4	4	4	4	-2	-1	0	2	3	5	1	3
LARGE ENT.	-2	1	15	17	20	20	16	19	20	12	14	16	14	16	17	12	8
SMALL ENT.	-2	0	9	11	14	14	11	13	14	7	8	11	9	11	12	7	5
BEORNING	-2	0	9	11	14	14	11	13	14	7	8	11	9	11	12	7	5
CAV. LANCE/SPEAR	-2	-5	8	9	10	10	9	10	10	8	9	10	8	9	10	6	3
	-3	-6															

# GOOD v. EVIL



# CASUALTY DETERMINATION CHART

FACTOR VALUE

	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	4	4	5	5	5	
2	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	3	3	4	4	4	5	5	6	
3	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	5	5	6	6	7	7	
4	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	5	5	6	6	7	8	9
5	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	10
6	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	10
7	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
8	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
9	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
10	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
11	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
12	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
13	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
14	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
15	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
16	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
17	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
18	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
19	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
20	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
21	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
22	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	5	6	7	7	8	9	10	11
23	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	5	6	7	7	8	9	10	11
24	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	5	6	7	7	8	9	10	11
25	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	5	6	7	7	8	9	10	11

No. OF FIGURES

# MIDDLE EARTH: PLAYSHEET

## A morale throw is taken when;

Unit being charged.  
Unit lost 1 5th in 1 move.  
Unit shot at for first time.  
No friendly unit in 400m.  
Friendly unit routs in 150m.  
Orcs in sunlight.  
Unit subject to enemy magic.  
At opposing general's wish.

## Morale dice for troop types are;

- A. 1 Normal dice.
- B.  $\frac{1}{2}$  Normal dice.
- C. D. 1 Normal dice.
- E. No dice.
- O. 1 Normal dice—1 Normal dice.
- T.  $\frac{1}{2}$  Normal dice. (Halves rounded up.)

## Morale score reactions;

- 10+ Uncontrolled adv. 2 Periods.
- 8. 9. Uncontrolled adv. 1 Period
- 2—7. Carry out orders.
- 0. 1. Halt. 1 Period.
- 2. Halt. 1 Period.
- 3—4. Retire.
- 5—6. Retreat.
- 7—10. Rout.
- 11— Desperation.

## Desperation; Throw 2 normal dice;

- 2. 3. Uncontrollable adv. 2 Periods.
- 4. 5. Rallyable rout.
- 6. 7. Unrallyable rout.
- 8. 9. Rallyable rout.
- 10. 12. Uncontrolled adv. 1 Period.

*MORALE FACTORS +: PAGE 11.*  
*MORALE FACTORS —: PAGE 12.*  
*LAW SPECIAL FACTORS: PAGE 13.*  
*CHAOS SPECIAL FACTORS: PAGE 13.*

## Definition of reactions;

Retire. Back 1 move, face enemy, if followed, fight normal.  
Retreat. Back 1 move, backs to enemy, if followed, hit in rear, fight at —1.  
Rout. Back 1 charge move, backs to enemy, if followed, losses as impetus, with —5, defend at —3.

*ELEPHANTS/MUMAKIL: PAGE 14.*  
*HALF STRENGTH: PAGE 14.*  
*ORCS IN SUNLIGHT: PAGE 15.*

*RALLYING: PAGE 15.*  
*MAGIC MORALE EFFECT: PAGE 24.*

## Spells;

### Gandalf.

- A. Beam of Good.
- B. Hold Portal.
- C. Talk to Animals.
- D. Knock.
- E. Cause Fire.
- F. Limited Command.
- G. Impress.
- H. Defence Bolt.
- I. Light.
- J. Fire Burst.
- K. Break Staff.

## Spells;

### Witch-King of Angmar.

- A. Hold Portal.
- B. Talk to Animals.
- C. Knock.
- D. Limited Command.
- E. Impress.
- F. Defence Bolt.
- G. Break Staff.
- H. Rout.

*MAGIC: PAGE 19.*  
*STRUGGLE OF WILL: PAGE 21.*  
*DETAILS OF SPELLS: PAGES 21-24.*  
*MORALE EFFECTS: PAGE 24.*

## **Tactical Factors;**

### **FIRING;**

Archers firing overhead.	Elves—1.
	Others—2.
Firing over low troops.	Elves 0.
	Others—1.
More than $\frac{1}{2}$ range.	Elves 0.
	Others—1.
Less than $\frac{1}{2}$ range.	Elves+1.
	Others+1.
Target downhill.	+1.
Target 3 ranks deep.	+2.
Target in C.O. mass.	+2.
Target moved.	—1.
Target shielded.	—1.
Target stationary	+1.
Firer moving.	—1.

### **Impetus;**

Heavy Cavalry.	+3.
Medium Cavalry.	+1.
Heavy Infantry.	+2.
Medium Infantry.	+1.
Charging downhill.	+1.
Charging uphill.	—1.

*INSTRUCTION ON COMBAT: PAGE 16.*

*AERIAL COMBAT: PAGE 18.*

*GROUND TO AIR FIRING: PAGE 19.*

*SIEGES: PAGE 27*

### **Melee;**

Fighting in dark.	Orcs +2, Dwarves +1,
	Others —2.
	+2.
Unit charging.	—1.
Unit charging uphill.	Elves +1, Others —2.
Fighting in wood.	—3.
Enemy in hard cover.	—2.
Enemy in soft cover.	+1.
Shieldless cavalry/Heavy Infantry.	Orcs +2, Dwarves +1,
Fighting underground.	Others —3.

*RINGWRAITHS: PAGE 25.*

*FIRE: PAGE 28.*

*WEATHER: PAGE 30.*

*MOVEMENT: PAGE 6.*

*ORDERS: PAGE 9.*

*HEROES AND SPECIAL FIGURES:*

*PAGE 16.*

*MAGICAL WOODS: PAGE 29.*

*TROOP CLASSIFICATION: PAGE 2.*

*TERRAIN EFFECTS: PAGE 8.*

