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Now is a time of war and strife throughout Middle-earth. From out of the black lands of Mordor Sauron's power has grown, his iron rule has been too long unchallenged. His confidence fed by the unbridled and ever-growing might that is his to command. A storm is rising that will cover the lands in darkness...

The War of The Ring has begun

The Black Gates of the Land of Shadow have opened, issuing forth Orcs, Trolls, Southrons, and Easterlings, the hosts of Mordor all bound under the banner of the Lidless Eye. From Lindon to Erebos the ground shakes beneath the marching feet of this endless swell of troops, the soldiery of darkness. Inexorably, as deliberate as it is destructive, the bastions of the Free Peoples are besieged.

Gondor has long been assailed, but the force that now presses upon its outer boundaries is far greater than any seen in this Age of Middle-earth. Valour is now the only defence for the soldiers of Osgiliath and Cair Andros, Ithilien and Minas Tirith - valour, high walls, and the hope of aid from the Rohirrim.

Yet the kingdom of Rohan must look to its own borders, for a new power is rising. At long last Saruman has revealed his true intentions - he strives to claim The One Ring as his own. The vale of Isengard is wreathed in smoke as forges toll endlessly, girding a new army for war. And so it falls to the horse-lords of Rohan who must blunt the growing might of Saruman, or perish, trapped between the two towers of Orthanc and Barad-dûr.

Far to the north, in Erebos and in Dale, it is only through the combined strength of Men and Dwarves fighting as one that Sauron's hand is denied. The Dark Lord is doubtless enraged by the continued resistance yet still they stand firm, a defiance that causes the forces of the Eye to break upon the Lonely Mountain like a dark forbidding sea.

In Mirkwood, Thranduil finds his borders embroiled in war once more, and his people hard-pressed against the foul creatures that seek to lay low the sylvan realm. Further south and west, Goblins and Orcs prowl the edges of Lórien and Fangorn, seeking to humble the two woodland realms of old, for Sauron hates and fears the power concealed by the trees. Even now his own might is not yet sufficient. Once more the Dark Lord is halted by those that oppose him, as the Elves have stood against him through all his long years of power.

Each of these battles, and more besides, have a part to play in these, the closing days of the Third Age. To preserve anything that is wholesome in Middle-earth, the forces of Good must withstand the storm of battle that now rises out from Mordor.

"Sauron's wrath will be terrible, his retribution swift... The Battle for Middle-earth is about to begin."

-Gandalf, The Two Towers
Introduction

Welcome to War of The Ring. The book that you now hold in your hands is a gateway to tabletop battle gaming in Middle-earth.

War of The Ring puts you in charge of the army of your choice – the bold and noble men of Gondor, the dwindling but powerful forces of the Elves, the evil might of Mordor, or the armoured Uruk-hai of Isengard. At the head of each of these armies you’ll find all the Lord of The Rings characters ready to join your battles, from the likes of Aragorn, Gandalf, and King Théoden of Rohan, to Saruman, the dreaded Ringwraiths, and even the Dark Lord of Mordor, Sauron himself.

During a game it will be up to you to command your army of Citadel miniatures – manoeuvring your formations across a tabletop battlefield and positioning your heroes where they are most needed. You can choose to relight the great battles of The War of The Ring – such as the Relief of Helm’s Deep, the desperate fight amidst the ruins of Osgiliath, or the swirling maelstrom of the Battle of Pelennor Fields. Or, if you decide, you can try your hand at inventing your own legendary battles – sending the glittering Elven hosts of Lothlórien against the Orc hordes, or pitting the sturdy Dwarves of the Lonely Mountain versus all comers. Regardless of the theme of the battle, it will take deft moves and bold tactics to defeat your foe.
But War of The Ring is more than just a game – it is an entire hobby with a host of different activities. There are miniatures to collect and paint, battlegrounds of great renown to model, and a whole community of players across the entire world to engage and challenge. Each new step spurs on the next. You’ll find yourself planning which models to collect next, thinking of tactics for an upcoming battle, trying a new painting technique, or discussing the minutiae of The Lord of The Rings and how it applies to a certain scenario.

Getting Started
If you have never played a tabletop battle game before, there is no need to be overwhelmed by the amount of rules or the level of modelling needed. The basics of the game are relatively easy to learn and the more detailed special rules can be added once you’re comfortable with the core mechanics of moving, shooting, charging and fighting. Similarly, don’t be daunted by having to paint all your models straight away; our first games were played with unpainted miniatures. Likewise, acquiring or making a gaming board is not a prerequisite – playing across a kitchen table with piled books representing hills will still allow for exciting battles and is how most of us started.

Before you go further, we want to offer fair warning – creating the spectacle of a fully painted army, or recreating one of the iconic battles from The Lord of The Rings is a stunning accomplishment. The game and the collecting and painting of models can become consuming, we find ourselves talking or thinking about War of The Ring even when we are away from paintbrushes and modelled battlefields. It takes time and a labour of love to achieve the level of detail in the painted models, armies, and terrain you’ll see throughout this book. The best way to get started is to jump in and give it a try. The fate of Middle-earth is yours to decide...
What You Need to Play

In order to play a game of War of The Ring you will need the items shown here.

The Rules Manual – When first learning the game, a player may often find himself flipping through the rules during a battle. After a few games the core mechanics (moving, shooting, and so on) become second nature and the rules manual will only be checked occasionally for reference, or in case of an unusual game situation.

An Opponent – It goes without saying (although that won’t stop us from writing it) that you will need a foe worthy of fighting. It is worth noting that War of The Ring is a game fought between two sides – it is quite possible for each side to be represented by a team of players.

Tape Measure – A tape measure or some similar measuring device marked in inches is required. The movement of miniatures, as well as the ranges for shooting attacks and other distances, are measured in inches.

A Battlefield – Your battlefield can be any flat surface – the kitchen table is a good start and the floor will do at a pinch (though mind you don’t step on any models and beware of pets!). The table shown here is the premade Realm of Battle Gameboard, which is made up of 2’ by 2’ sections that can be rearranged to give players a variety of set-up options.

Terrain – The term terrain covers any features placed on the battlefield, such as hills, forests, ancient ruins, and so on. Terrain adds tactical challenges and can serve as areas to take cover, obstacles around which to manoeuvre, or even objectives to be captured. Terrain really helps to set the scene for the battle, be it the rolling hills of Rohan or the eaves of Fangorn Forest.
Armies of Citadel Miniatures – Both you and your opponent will need an army to battle with. When you first start playing it is a good idea to aim for roughly even numbers of models on both sides. After a few games, however, you will want to use the points system found in this book to organise your forces. This points system both ensures fair battles and still allows for purposefully lopsided games.

**Dice** – The game uses ordinary six-sided dice to work out shooting and combat results. It’s handy to have quite a few dice on hand for the bloody close combats.

**Models** – It may take a while to build up a good-sized collection of painted figures, but a finished army arrayed for battle on the tabletop is an impressive sight.

**Pen and Paper** – In a War of The Ring battle it is well worth having a pen and some paper on hand. In the heat of a game it is easy to forget key information. Jotting down notes will help players keep track of any vital game statistics.

**Movement Trays** – In War of The Ring, models are organised into companies – two cavalry or eight infantry per company. These companies are placed on trays or bases which can either be bought or custom made out of thin card or other durable material (see page 230 for more information about basing your models).
Collecting an Army

In order to play a War of The Ring battle you will need an army. It is possible to play with a collection of whatever models you have, collating a variety of different forces, but most players choose to focus on a particular army. Choosing and collecting an army is one of the most important (and enjoyable!) aspects of tabletop battle gaming. Inside this book you will find rules, army lists and advice for building armies alongside plenty of examples for inspiration. But how large an army should you collect?

Armies can be any size – from a small force of three formations led by an Epic Hero (about 50 models) to a sprawling horde that covers the battlefield and contains many Heroes, monsters and even allied formations. There is no right or wrong, but the more models you own, the larger the size of game you can play.

Points

War of The Ring uses a system of points values that allow players to fight out evenly matched battles, or to purposefully ‘stack the odds’ and give one side an advantage. Each formation, Hero, or monster is given a cost that reflects its value in a game. For example, a formation of Warriors of Minas Tirith (made up of one company of eight models) is worth 25 points, while Aragorn, Isildur’s Heir is worth 200 points by himself.

In game terms the Warriors of Minas Tirith are a sturdy lot, able to hold their own against like-pointed formations, while Aragorn is an Epic Hero, capable of single-handedly changing the course of an entire battle with his special abilities, which can greatly increase both the fighting prowess and the manoeuvrability of friendly formations.

An Elven army attempts to defeat an Uruk-hai attack. Each force is made up of 750 points of formations and Heroes.

When starting off it is best to keep things manageable – a small army with only a few Heroes per side will allow players to concentrate on the basics.
The Size of a Game
The size of a War of The Ring battle is based on how many models you have, how much time you dedicate to the battle, and what type of game or scenario you will be playing. A battle between armies of 500 to 1,000 points should last an hour or two, whereas a game pitting 2,000+ point armies per side could take all day, or even a weekend to reach a satisfying conclusion, be it glorious victory or bitter defeat.

Whether you play all day or start and finish a battle in an evening, the choice is yours. War of The Ring is equally flexible when it comes to the kind of battle you wish to play as there are an endless variety of scenarios – prearranged guidelines for deployment, victory conditions, and the like. Some scenarios are straightforward, whilst others add special rules or conditions. It is possible to recreate famous battles from The Lord of The Rings or you can invent some from your own imagination.

War of The Ring battles can be small or massive. The game pictured above would take all day (including breaks for snacks and drinks!).

This large army incorporates models from the Mordor army list as well as the cruel Haradrim and war-like Easterlings from the Fallen Realms army list. The army lists found later in this rules manual detail how players can organise their collections into armies.
Overview of Game Play

Profiles
To represent the various abilities and skill levels of the different types of Warriors found in War of The Ring each company of models has a profile listing the characteristics that make up their physical and mental demeanour. Each company has the following characteristics, which are explained briefly on these pages and more thoroughly on page 28.

- Race
- Type
- Move (M)
- Fight (F)
- Strength (S)
- Defence (D)
- Attacks (A)
- Resilience (R)
- Courage (C)
- Might (Mt)

The Turn System & Priority
Each game of War of The Ring is played over a series of turns. During each turn both sides can move, shoot, charge and fight with all of their formations. One side will go first during all the phases of a particular turn, based on priority. The first step of each turn is to roll dice to see who wins priority – with the highest roll choosing to go first or second for all the phases of that turn.

1) The Move Phase
In the Move phase a player may move any or all of his formations up to their full Move distance. After one player has moved all the formations he wishes, the opposing player moves any of his models. Cavalry and monsters are faster than infantry, and some races move more quickly than others, so be wary of faster-moving enemy formations outflanking your own troops! The Move phase is fully covered on page 32.

2) The Shoot Phase
The Shoot phase is when the skies darken with arrows. Any formation equipped with ranged weaponry, such as bows, is allowed to shoot. Using a formation’s Attacks and Shoot value a player determines how many dice to roll To Hit. Page 36 has the rules for the Shoot phase.

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<th>A</th>
<th>R</th>
<th>C</th>
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<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
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<td>3</td>
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2) The Dwarf Rangers may shoot any one of the Cave Trolls as they all be seen clearly in the front arc of the Dwarf models. The Dwarfs cannot shoot at the Cloud of Bats as they are not in the Ranger’s field of fire. See page 36 for a full explanation of the arc of sight rules.
3) The Charge Phase
In the Charge phase formations that are near enough to an enemy can attempt to move into contact with them – this is called a charge. The side with priority goes first and after he has moved any chargers the opposing player can make any charges of his own. As models typically gain an advantage for charging, it is usually better to ensure your formations charge, rather than be charged themselves. Full details on moving chargers can be found on page 42.

4) The Fight Phase
Once both sides have made all of their charges it is time for the swirling melee known as the Fight phase. The side that has priority chooses the order in which to resolve combats. In the course of these brutal clashes models are removed as casualties and the results end with opposing sides breaking off or perhaps being destroyed altogether. More can be found on the Fight phase on page 46.

Casualties
As models take hits from shooting, combat, or magic they are removed from play as casualties. Most troops have a single point of Resilience, meaning they will be slain by a single successful hit. Some models, such as monsters or Heroes, can absorb a substantial amount of damage. A Troll or Mûmak, for instance, can often take many hits before succumbing. Page 40 has more details.

Magic
In Middle-earth, magic is a potent and powerful force that players can use to aid friendly formations, thwart or terrorise the foe, or even blast away enemy models. Magic is done as part of the Move phase. Beginners may want to play their first few matches without using any magic and only add these more advanced rules once they are comfortable with the basics – moving, shooting, charging and fighting. The rules for using magic can be found on page 70.

The Next Turn
After both sides have completed their Move, Shoot, Charge and Fight phases it is time for another turn, which starts anew by rolling for priority.

Victory
The scenario, the guidelines set out for a particular battle, dictate how one side wins the game. There are a range of victory conditions, such as wiping out the other side, slaying particularly powerful or important Heroes, capturing objectives, and so on. Some scenarios last until a victory condition is met, and some stop after a predetermined number of turns. More on scenarios can be found on page 76, and recreating the legendary battles of the War of The Ring can be found on page 244.
Rules

War of The Ring is an involving game with a host of variables – there are endless combinations of armies, troop types, tactics, weapons, spells, and more. This is gratifying news to most experienced wargamers, however it may be off-putting if you are just getting started or want to get playing without delay. But fear not! The basics of moving, shooting, charging, and fighting in War of The Ring can be picked up and learnt quickly, and these straightforward battles are immensely satisfying. As players gain experience, the deeper levels can be more thoroughly explored – adding in defensible terrain, weapon options, special rules, and the extra rules for Heroes. As befits The Lord of The Rings, the heroes and villains from the rich tapestry of the books and films raise the game to a whole new level. The scope for manoeuvre, momentum-turning actions, and what-will-happen-next tension, or late game-saving heroics make for not just great battles, but epic ones.

Because of the vast range of possibilities and the wide variety of different gaming scenarios, it is conceivable (or even probable) to encounter a situation that lies outside of the written rules. Or perhaps the occasion is covered in the rules, but can be interpreted in several equally correct seeming ways. An insightful Wizard once said “even the very wise cannot see all ends” and it certainly will occasionally apply to your games. The point here is that players will need to ‘work it out’ themselves. Some prefer to debate rules options using logic, others prefer doing what ‘feels right’ for the character of the armies involved, while many simply roll a dice and let the high scorer choose. The only right answer is what best suits you and your opponent or gaming group. If you make your own interpretations or change rules altogether over the course of an exciting battle, then that’s just fine. May all the late, battle-winning heroics be yours!
Companies & Formations

In a War of The Ring game your warriors are organised into groups, which we refer to as 'companies'. A company consists of a number of loose models arranged on a rectangular base or movement tray.

By placing models onto trays to make companies we can move around large armies much more quickly and easily than if we were moving one model at a time. Note that we do not glue the models onto the trays at all – the trays and models are quite separate from one another.

A tray, and all models upon it, are treated as a single entity for the purposes of the rules. They move together, shoot together and fight together. The actions of the whole tray are worked out rather than that of each individual model. Casualties suffered by the company are represented by removing models from the trays. In this way, the number of models in the company directly correlates to their combat effectiveness.

Arranging models into companies in this fashion enables us to swiftly resolve movement, shooting and combat for hundreds (or even thousands) of warriors. We can therefore fight battles of any size, from relatively small encounters between warbands and garrisons to epoch-ending confrontations fought by mighty armies.

Movement Trays

Of course, this means that you'll need a number of trays to play a War of The Ring game – one for each company in your army. Trays can easily be made from cardboard, or sheet plastic (in fact, any kind of thin board) cut to the minimum dimensions shown below.

<table>
<thead>
<tr>
<th></th>
<th>Tray Width</th>
<th>Tray Depth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry company</td>
<td>110mm</td>
<td>60mm</td>
</tr>
<tr>
<td>Cavalry company</td>
<td>90mm</td>
<td>50mm</td>
</tr>
</tbody>
</table>

Alternatively – you might wish to invest in some of the moulded plastic trays that have been produced to accompany the game. Whichever method you choose, be careful that your models are secure to prevent accidents while gaming. Our trays are designed to hold either eight infantry or two cavalry models in a convenient fashion. You can find more information on making your own movement trays on page 228.

![Infantry are usually arranged eight models to a tray like this.](image)

![Cavalry are usually arranged two models side-by-side on a tray like this.](image)

Whilst there is a minimum size for movement trays, there is no maximum. They can be slightly larger if you wish – it makes no difference in the game. Some dynamic models, such as mighty Heroes, Banner Bearers and so on, look even more impressive if given more space. Provided the number of models on each tray is correct, we don't need to worry about the exact position of those models, so feel free to experiment with different configurations to customise your army's appearance.

Monsters

Some individual monsters are so large that a single monster is considered to be a company unto itself. Even so it is not necessary for a monster to have a movement tray – its own enormous base is quite sufficient. We will be discussing the role of monsters later – for now all we need to know is that no trays are required for them.

![Our plastic trays are designed to hold eight or two models as securely as possible during play.](image)

![This movement tray has been made out of plasticard, before being painted and textured.](image)
Companies
Before we describe how to arrange companies into larger formations, it is important to recognize some basic terms about companies and movement trays. This is all fairly obvious, but worth getting straight from the start to prevent potential confusion later on.

All models in a company are arranged facing one of the long edges, thus defining the front of the company. Models in a company must continue to face this direction during the game—they cannot turn to face their sides or rear. Each company therefore has a defined front, rear and two sides (or flanks).

In addition, the area around each company is divided into front, rear and side arcs as shown on the diagram below. This concept is important because troops are only able to see, and therefore shoot or charge, enemies to their front, as explained later.

Formations
A number of companies of the same type of warriors are arranged into whole regiments of infantry or squadrons of cavalry. These groupings of companies are called "formations." A formation can consist of any number of companies.

Companies in the same formation move and fight together for the entire game. Formations must always be arranged to make a straight line as shown in the diagram below. Each company is placed corner-to-corner beside the next company to make a legal formation.

A company's front, side and rear arcs—the division between each arc is established by drawing imaginary lines through opposite corners.

Companies must be arranged corner-to-corner to make a straight line.
Ranked Formations
Formations can be made deeper by arranging some companies behind those in front – which is to say by ranking some companies behind others. Companies can be arranged into a third, fourth or as many ranks as you wish, but each rank in the formation must be filled out before another can be started. Companies positioned in a rearward rank must always be placed directly behind a company to their front, corner-to-corner as shown in the examples below:

A company ranked behind another must be positioned corner-to-corner.

Remember that companies placed in rear ranks must be placed directly behind another. Each rank must be filled out before starting another.

Formations in Contact
Different formations are not allowed to touch unless they are engaged in a fight (which we’ll cover later on in the rules). Therefore, if two formations should happen to move into contact accidentally they must be separated by at least an inch. This makes it clear that they are separate formations.

In close combat things are a bit different. When opposing formations clash they are arranged so that they align into what we call base contact. Base contact means that the edges of their movement trays (or bases, if they have no tray) touch, but not necessarily exactly corner-to-corner as we have described for companies in the same formation. As this only happens during a fight, we will deal with this properly later on.
Dice and Measuring

Dice (D6)
In a War of The Ring battle you often need to roll dice to see how the actions of your models turn out — how effective their shooting is, what damage they've done in combat, how far they fall back from enemy fire, and so on. Almost all of the dice rolls in War of The Ring use standard six-sided dice (usually referred to as 'D6')

Rolling a D3
In rare circumstances you may be told to roll a D3. As there’s no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Modifying dice rolls
Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number to or from the score to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total of between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of between 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total between 5 and 30. Finally, a combination of methods may be used, such as 3D6-3 giving a total of 0-15.

Measuring
In the War of The Ring, players can measure any distance at any time, in order to decide on the best tactics and manoeuvres.

When measuring distances between two companies, use the closest point of their movement trays as your reference points (or the model's base if it does not have a movement tray). Some large war machines models are supplied without a base. It is handy to mount these on a custom-built base (see page 228), but if this is not possible, measure to the model’s body instead.

When measuring distances between two formations, use the closest points of the closest companies as your reference points, as shown in the diagram opposite.

So, for example, if any part of a company is within 6” of any part of an enemy company, the two companies are said to be within 6” of each other. Equally, if these companies are each part of a formation, then those formations are likewise said to be within 6” of each other.

Re-rolls & Roll-offs

Re-rolls
In some situations the rules allow you a 're-roll' of the dice. This is exactly as it sounds — pick up the dice you wish to re-roll and roll them again. The second score counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once regardless of the source of the re-roll. If you re-roll a 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule granting you the re-roll explicitly specifies otherwise.

Roll-offs
If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players roll the same result, both dice must be rolled again until one player is the winner.
Characteristics

Middle-earth is home to many kinds of warriors and all manner of Heroes, all of which have different strengths and weaknesses. In War of The Ring, fighting capabilities are expressed through characteristics.

There are ten different attributes that define a troop type's battle prowess: Race, Type, Move (M), Fight (F), Strength (S), Defence (D), Attacks (A), Resilience (R), Courage (C) and Might (Mt). Each of these attributes is written in the form of a characteristic profile.

Race
There are many races in Middle-earth, from graceful Elves and doughty Dwarves to verminous Goblins and brutal Trolls. Certain special abilities or magical powers only work on a particular race. For example, the Light of the Valar magical power reduces the Courage of all enemies in the game, but also inflicts hits on creatures designated as Spirits. Certain Races also have other special abilities, but these are denoted by the company's special rules.

Type
There are four broad categories for troop types in War of The Ring: infantry, cavalry, monster and flying monster. As we saw earlier, troop type informs the number of models in the company.

A company's Type is used for several other things. It determines the stage at which it strikes in close combat, as well as the bonuses it receives. It can also affect how the company interacts with terrain, magical powers or special rules, as we'll explain later on.

Move (M)
Move (M) shows the number of inches a company can move on the battlefield. A company of Minas Tirith Warriors, as shown below, could move 6" whilst a Mordor Troll could move 8".

Fight (F)
A company's Fight value (F) consists of two numbers divided by a slash. The first represents skill in hand-to-hand fighting – the higher this number, the better!

The second number is the Shoot value. This is used to work out the number of bonus dice the company will get when it shoots: if a company does not have ranged weapons it is convenient to miss out the Shoot value and replace it with a dash (-). Unlike other characteristics, the lower the Shoot value, the better! A Fight value of 3 is average for hand-to-hand fighting, and 4 is average for shooting.

Strength (S)
The Strength value (S) represents the physical might of a company, and how powerfully it can strike its enemies. Minas Tirith Warriors have Strength 3, whilst the slavering mount of the Warg Riders gives them a Strength of 4.

A mighty Mordor Troll Chieftain has a Strength of 8 – just the thing for crushing shieldwalls!

Defence (D)
A company's Defence value (D) indicates how tough or hardy it is. Many monsters are incredibly hardy, whilst armour and shields all increase a warrior's resistance to a blow. A Defence value of 3 is about average for a company of unarmoured Men. Defence 5 would be about average for the same warriors fully armoured for battle. A company equipped with shields will normally have a split Defence characteristic, i.e. 5(7), with the first number representing the base Defence and the number in brackets representing the increased Defence offered by the shield to the company's front.

Minas Tirith Warriors

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Minas Tirith</td>
<td>Man Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>9</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Captain of Minas Tirith</td>
<td>Man Infantry</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Captain of Minas Tirith 50 points
- Banner Bearer 35 points
- Hornblower 15 points

This is the characteristic profile for a company of Minas Tirith Warriors. Most ordinary Men will have similar characteristic values, but elite warriors and mighty Heroes will have greater values to represent their superior abilities.
Attacks (A)
The Attacks value (A) indicates how many blows a company can strike in close combat, and how many shots it can fire. Infantry companies have 8 Attacks. Cavalry companies have 2 Attacks. As a company suffers casualties, its Attacks value drops. For each casualty a company has taken, its Attacks value is reduced by 1. For example, a company of Minas Tirith Warriors that has taken two casualties will have an Attacks value of 6 (8 Attacks on the profile, less 2 casualties).

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.

Might (Mt)
Might allows Heroes to perform incredible feats of leadership and combat. It can be used to modify dice rolls and call Heroic actions that can drastically change the shape of a battle.

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. Rules for wargear can be found on page 56.

- **Absolute Zero**
  Some magical powers or special abilities can alter characteristics. It should be noted, however, that a characteristic cannot be reduced below 0, and 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. Details of the most common special rules can be found on page 61.

Resilience (R)
The Resilience value (R) indicates how many hits a company can suffer before a model is removed as a casualty. In the case of most infantry companies this value is 1; a single hit is sufficient to kill. Cavalry are more durable and can suffer 2 hits before a casualty is taken, whilst a monster can suffer 2, 3 or even more hits. We’ll discuss casualty removal in more detail later in the rules.

Courage (C)
The Courage value (C) shows the bravery and determination of the company. The Minas Tirith Warriors’ Courage of 3 is about average, whilst at Courage 2, Warg Riders are a little more crave. By contrast, Elves are stalwart indeed with their Courage of 5, or even higher. Sometimes, a formation is called upon to take a Courage test. Here, two dice are rolled and added together, and 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.

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**Mordor Troll Chieftain**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mordor Troll Chieftain</td>
<td>Troll</td>
<td>Monster</td>
<td>8</td>
<td>8+</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
Heavy armour, thrown weapons and massive sword or spear (hand weapon).

**Special Rules**
Inspiring Leader (Trolls). Terror, Very Hard to Kill!

**Troll Charge.** During a turn in which a Troll Chieftain calls a Heroic Charge, all friendly Trolls within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

**Rare Formation**
Single model.

Fearsome monsters, such as Trolls, have high Fight, Strength and Defence values. They also take more hits to slay than infantry or cavalry.
The Game Turn

The game is divided into turns. During each turn, formations can move, shoot, charge and fight in close combat.

**Taking Sides**

There are always two sides in a War of The Ring battle. Normally one side commands the forces of Good and the other the forces of Evil. Of course, players may find themselves in a situation where two similarly aligned armies must clash. This is nothing to worry about. Good realms have come to blows many times in Middle-earth, for fair reasons and foul, whilst the minions of Sauron will squabble amongst themselves with little or no provocation, so you’ve a fine tradition to uphold!

Each side is represented by a number of formations controlled by one or more players. Refer to the Scenarios section for rules about choosing models.

There must be at least one player on each side. If there are more players taking part, each controls a portion of the models. The bigger the game, the more useful it is to have extra players to help with such things as movement and rolling dice.

**The Turn Sequence**

During each turn both sides move, shoot, charge and fight with each of their formations in the order given below. This is called the ‘turn sequence’. Each part of the sequence is called a ‘phase’.

1. **Priority phase.** Both sides roll a dice to determine which side has priority that turn.
2. **Move phase.** Both sides move their formations. Once the side with priority has moved, the other side moves.
3. **Shoot phase.** Both sides shoot. Once the side with priority has finished shooting, the other side shoots.
4. **Charge phase.** Both sides charge into combat. Once the side with priority has charged, the other side charges.
5. **Fight phase.** Both sides fight in hand-to-hand combat. The side with priority decides the order in which combats are fought.
6. **End.** The turn is over. Begin another turn starting with Phase 1: Priority.
The Priority Phase

Wars are won and lost for many reasons. The relative strengths of the opposing sides, the lay of the battlefield, the determination of individual warriors – all these things are important, but gaining the initiative is all-important. A general who acts boldly will command the flow of the battle, often dictating when and where the armies will clash. In War of The Ring, the relative initiatives of the two sides are determined by priority.

In War of The Ring, priority can be your closest ally or your deadliest enemy. You’ll often want your opponent to seize priority and act first, leaving you free to capitalise on his mistakes. However, as the game progresses you’ll encounter situations where acting first is crucial to your plans, only to discover fickle fate has abandoned you and now favours your opponent.

The scenario you are playing will normally tell you which side starts the game with priority. If it does not, the players roll-off to determine who has priority.

In the second and subsequent phases, both players roll a D6 at the start of the Priority phase. Whoever scores the highest chooses which side has priority for that turn.

If the dice rolls are equal, the players roll off to decide which side has priority this turn.

It is important to remember which side has priority each turn. You can use a token such as a coin or a suitable model, passing it from one side to the other as indication of who acts first in that turn.
The Move Phase

With priority established, the Move phase begins. During the Move phase, each side gets to move its formations, attempting to outmanoeuvre the enemy and seize vitally important areas of the battlefield.

The Move phase is the only part of the turn where the player is completely in control of what his warriors do. Unlike subsequent phases, there are few dice to blame (or thank) for strategies gone awry, so careful manoeuvre of your troops can prove decisive. A canny general will use the Move phase to great effect, setting the stage for devastating attacks later in the turn, or dictating the shape of the battle for several turns to come.

Who moves first?
The side that has priority moves first.

There are advantages to both moving first and moving second. By moving first, a player forces his opponent to react to his manoeuvres. On the other hand, by moving second, a player can exploit weaknesses in the other side’s strategy. Once all of the first side’s moves are complete, the other side moves all of its formations.

Moving the Formations
Each player can move any or all his formations in any order. The distance each formation moves depends upon its Move value – for example, Elves move 8” whilst Orcs move 6”. Formations do not have to move their full distance, and can move less or not at all if desired – necessary if the player wishes the formation to shoot.

Formations move one company at a time. You must move all the companies in a formation before you start moving companies from a different formation.

As they move, companies can move through other companies from the same formation. The companies themselves are after all merely representations of the formation’s shape – they are not intended to represent the warriors’ precise positions. As the formation moves, we assume the individual warriors exchange places, part ranks to let others through, and so on to allow the formation to adopt its new shape with a minimum of delay and confusion.

That said, companies are not permitted to move through (or even come into contact with) companies from other formations. To do so would be to invite chaos as the two formations collide and collapse into a disordered mess – and that’s between two friendly formations. Trying to move through an enemy formation would surely provoke carnage!

As a formation moves, you can rearrange its companies as you wish. Companies must remain touching but can be turned round or arranged into a different legal configuration as you wish.

This company of Orc Warriors (Move 6) travels 6” directly forwards.

This company of Warg Riders (Move 10) travels directly forwards and turns anticlockwise. No part of the company has moved more than 10”.

This company of Warg Riders has moved 10” directly forwards and then turned, causing its right-hand corner to travel further than its Move value.
Difficult Terrain
A company's Move value assumes that the warriors will be moving over firm and level ground with a minimum of obstructions. This is fine for gently sloping hills, fields, roads and other surfaces, but often a formation will find it needs to traverse difficult terrain.

Areas of difficult terrain represent various kinds of treacherous footing or obstructions such as swamps, scree or undergrowth and are largely flat. Larger battlefield terrain elements, such as houses, forests and ruins, are called defensible terrain features and are discussed later (see page 52).

All distances moved over difficult terrain count as double the actual distance. This means that a company that normally moves 6" would instead move a maximum of 3" through difficult terrain.

Impassable Terrain
Some terrain is so difficult to traverse that movement of any kind is impossible! This impassable terrain comprises such things as lava flows, fast or deep rivers and sheer cliffs. Formations may not move into or through impassable terrain.

Moving off the Battlefield
Formations are not permitted to move off the playing area — the gaming table (sometimes referred to as the 'board') represents the extent of the battlefield, and all participants must remain until the bloody work is done. This might perhaps seem a little harsh — after all, battlefields are rarely enclosed environments — but it is necessary to keep the game moving.

The Enemy are Upon Us!
Formations do not move as swiftly if the enemy are nearby. As the commander of the army you may have your view on the larger battle, but individual warriors have eyes only for the nearest foe. If the enemy gets too close, the entire formation will slow down as its warriors draw swords, nock arrows and brace their shields.

To represent this, if there is an enemy within 6" at the start of a formation's move, all distances moved by the formation count as double the actual distance.

Note that the penalties for nearby foes and moving through difficult terrain do not stack — the doubling of distance is counted only once.

Formations can change configuration as they move, provided that none of the individual companies exceed their Move value. In example 1, the formation has taken advantage of this to turn right. In example 2 the formations alters its frontage to pass between two forests. In the third example, the formation expands its frontage.
Measurement Etiquette
When changing direction or shape of a formation, it's a good idea to first move the company with the furthest distance to travel. In these situations, companies in the rear ranks of a formation will often be unable to keep pace with those at the front. By moving the rear companies first, you can reduce the distance travelled by the front companies accordingly – this is far easier than having to rearrange the entire formation when you discover one company cannot move far enough!

Of course, when moving an entire formation in this manner, its likely that a company’s final position will be blocked by another part of the same formation that has yet to move. Don’t worry about this happening, simply mark the position as best you can (with a counter, or in relation to other companies perhaps) and move the rest of the formation until you can place your uncooperative company. A little inaccuracy is bound to slip in when this happens, but this should be seen not only as permissible, but inevitable.

It’s also worth remembering that you’re never quite going to be able to measure distances completely accurately. Models fall over at inopportune moments, trays slide down hills and stray hands inevitably knock companies into slightly different facings. As a result, you’ll inevitably lose (or gain) the odd fraction of an inch each time a company moves. This is not to be worried about. It’s far better to keep the game moving rather than fretting over being precise – distances are rarely so crucial that these tiny inaccuracies will prove important. This is not to say that players should seek to take advantage in an unsportsmanlike manner. As such, where a move is particularly important it’s a good idea to agree what you are doing with your opponent before any companies are actually moved.

Monsters and Movement
Remember that unlike other companies, monsters, such as Mordor Trolls, are mounted on circular bases and therefore need not worry about corners – you just need to ensure that the distance moved does not exceed the monster’s Move value.

Some monsters, such as Dragons and Mûmakil, are mounted on oval bases. Remember to pay close attention to the extreme ends of the oval as the monster moves – like corners, these parts of the base may end up exceeding the model’s Move if you’re not careful.

Flying Monsters and Movement
Flying monsters, such as Great Eagles, Fell Beasts and Dragons, are able to sweep across the battlefield on their powerful wings. As you might expect, this gives such creatures a distinct advantage when it comes to moving in a timely and efficient fashion.

A flying monster can fly over other companies (both friendly and enemy) or impassable terrain and suffers no penalty for difficult terrain. It cannot land on other companies, in impassable terrain, or enter defensible terrain features.
Moving Disordered Formations

As the game goes on, a formation can become disordered if it has lost a fight (see page 50). You'll not have any disordered formations in the first turn of the game, so feel free to skip this section for now if this is your first read through of the rules.

A disordered formation is of little use unless its leaders can restore order. A disordered formation must therefore take a Courage test at the start of its move (with a -1 penalty if an enemy is within 6"). If the test is passed, discipline has been restored - the formation regroups and may move, shoot, charge and so on as normal. If the test is failed, the formation remains disordered for the duration of the turn. A disordered formation can do little save defend itself, and so may not move, shoot or charge - its leaders have their hands full preventing the warriors under their command from fleeing!

Fall Back!
The only action a disordered formation can take is to fall back - it does not have to do so, the controlling player can simply choose for it to remain in place. Falling back is a risky business, because any form of obstacle will instil further panic amongst the formation and cause warriors to flee.

A disordered formation may only fall back in the Move phase, immediately after it has failed a Courage test to regroup. When falling back, formations always move directly towards the nearest board edge as described below. The rate at which a formation falls back depends upon its type, as shown below.

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Fall Back Value</th>
<th>Max. Fall Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>D6+4&quot;</td>
<td>8&quot; + bonuses</td>
</tr>
<tr>
<td>Monster</td>
<td>D6+4&quot;</td>
<td>10&quot; + bonuses</td>
</tr>
<tr>
<td>Cavalry</td>
<td>D6+6&quot;</td>
<td>12&quot; + bonuses</td>
</tr>
<tr>
<td>Flying monster</td>
<td>D6+8&quot;</td>
<td>14&quot; + bonuses</td>
</tr>
</tbody>
</table>

Note that fall back moves are not slowed by enemy proximity - the retreating formation is already in flight and cares little for nearby foes.

When a formation falls back, you need to nominate a company to lead the fall back move. This can be any company in the formation. Once nominated, this company is turned directly towards the nearest board edge, and moves forward the full fall back distance, ignoring other companies from its own formation.

Once the final position of the initial company has been determined, the controlling player then arranges the remainder of the formation around it in a legal configuration, ensuring that these other companies do not move further than twice their Move value. Any companies that cannot be placed in this fashion are removed from play - their warriors give up all hope and scatter from the battlefield.

You Cannot Pass!
If the initial company cannot make its full move because another formation (friend or foe) a defensible terrain feature or area of impassable terrain lies in the way, the entire formation is destroyed. The warriors see the obstacle looming out of the battle haze and realise their only option is to disperse and flee. Similarly, if the initial company moves off the board (or even moves into contact with the board edge) the warriors escape the fray and the entire formation is removed from the board.

Flying monsters can pass over intervening obstacles as they move. As such they will only be destroyed if their fall back move would cause them to land on another formation, a defensible terrain feature, or an area of impassable terrain.

Note that if a formation survives its fall back move it is still disordered and will have to test its Courage at the start of its next move. Hopefully the formation's retreat will have managed to put enough distance between itself and the enemy to give it a further chance to regroup - but that remains to be seen...

This formation of Orc Warriors elects to fall back. The initial company rolls 4 for its fall back value, therefore moving a total of 6" towards the nearest table edge. Fortunately, it stops a little short of the enemy formation - all is well.

This second formation of Orc Warriors has not been so fortunate. Having rolled 6 for its fall back move, it has blundered into the woods. Unless the Orcs have some way of modifying their dice roll, they're doomed.
The Shoot Phase

Once both sides have moved, the Shoot phase begins. In this phase, formations from both sides can shoot with their bows and other ranged weapons at enemy targets they can see. The player that has priority shoots first, and can shoot with his formations in any order. Once the first side has completed all of its shooting attacks, the other side makes its shooting attacks.

Though shooting will rarely win the game outright, the hail of arrows, crossbow bolts and artillery payloads can thin the enemy numbers before they can charge into battle. If you’re lucky, your formations will inflict enough damage to drive the enemy back, giving you another turn to prepare for their onslaught.

### Missile Weapon Characteristics

Different kinds of missile weapons have different characteristics. Some shoot further than others, whilst some are harder hitting. The chart below covers two common shooting weapons – these are described in more detail on page 58.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>24&quot;</td>
<td>2</td>
</tr>
<tr>
<td>Longbow</td>
<td>36&quot;</td>
<td>2</td>
</tr>
</tbody>
</table>

### Shooting Procedure

1. Choose Shooting Formation
2. Choose Target
3. Calculate Number of Dice
   - a. Shooting Directly
   - b. Accuracy Bonus
   - c. Supporting Fire
4. Roll To Hit
5. Remove Casualties
6. Target Driven Back

### 1) Choose Shooting Formation

First, the player nominates the formation which will make a shooting attack. A formation may not shoot if it is disordered, or has moved more than half its Move value in the preceding Move phase. Once the first formation has completed its shooting attacks, the player chooses another formation to shoot, and so on until all formations that are able to shoot have done so. A player’s formations can shoot in any order he chooses, but each can only shoot once each turn. If a company has a Shoot value of 0, or ‘-’, it may not shoot.

### 2) Choose Target

A formation can shoot at a target within range as long as at least one company from the target formation lies within its arc of sight and can be seen by the firer. All companies in a formation must fire at the same enemy formation. If some companies in the firing formation cannot see the target (because it is out of their arc of sight, or because another formation or terrain feature blocks their view) those companies cannot shoot that turn.

### Am I In Range?

All missile weapons have a maximum range that indicates the furthest distance they can shoot. Your formations may not shoot at enemies that lie outside their weapons’ maximum range. Some companies are armed with weapons that have a minimum range, normally trebuchets and similar huge war engines. Where this is the case, the company cannot shoot at the target unless at least part of it is beyond the minimum range. As you can measure at any time, you are free to determine the range to all potential targets before you select which to shoot at.

### Arc of Sight

The close press of bodies in a formation means that the individual warriors are limited in the amount they can turn to face a target – the formation itself must be positioned to face its target if a shooting attack is to be made. This is where arc of sight comes in.

Arc of sight is not worked out for the formation as a whole, but on a company by company basis. Enemies can only be shot at if they are within a company’s arc of sight. Imagine projecting lines through the company’s corners. This is the company’s arc of sight (its forward arc as explained on page 25) and thus its field of fire. If any part of the intended target is within the firing company’s arc of sight, it can be shot at – provided, of course, that it can be seen, as discussed opposite.

This will sometimes lead to some of a formation’s companies having the target in arc of sight, whilst others do not – in which case, only those companies that have the target in arc of sight can shoot. Enemies within the front facing of a company are said to be in its arc of sight, and may be eligible targets.

For example: Only the two leftmost companies of Rangers may shoot at the Orc Warriors – the target is not in the rightmost company’s arc of sight.
 Monsters’ Arc of Sight
As they fight as individuals, monsters and flying monsters have a greater freedom of movement and vision than other troops. To represent this, all monsters and flying monsters have a 360-degree arc of sight – i.e. all around them.

Can I See?
A company must be able to see the target to shoot directly at it – a company that cannot see the target may still provide supporting fire, but we’ll get on to that later.

If you can trace a straight line between any point on the firing company and a point on at least one company in the target formation, the enemy can be seen.

This ‘line of fire’ cannot be traced through other formations, defensible terrain features or hills. Players should assume that the entire base of the terrain feature blocks a company’s view in this manner, regardless of how the specific feature is modelled. We assume that the warriors in question, which after all do not have the luxury of our eagle-eyed overview, can see only shadowy shapes beyond gaps in trees, ruins and so on.

This convention is used for two reasons. Firstly, terrain features are often modelled in a fairly stylised fashion. Most ‘forests’, for example, only contain three or four trees – this is fine as a representation, but doesn’t have the same effect on line of fire as we might wish. Secondly, and most importantly, formations can occupy terrain features as the game goes on. You might wish to remove one or more trees, walls or boulders to accommodate the occupying companies.

By having this rule to cover line of fire and terrain features, we allow players complete freedom in modelling their terrain, whilst preventing unsportsmanlike behaviour, such as shuffling the positions of a wood’s trees to benefit one side over the other.

Hills and Elevated Positions
Hills offer hugely important tactical positions, allowing archers to overlook the battlefield. This greater freedom of vision allows troops armed with missile weapons to choose targets much more freely, making hills very valuable features of the battlefield.

A company on a hill is assumed to be able to see (and be seen) over other troops, and even terrain features. You are therefore permitted to trace its line of sight through formations or terrain features that are on the lower level. Conversely, a company on a hill can be seen by formations on the flat in the same manner. Note that companies or terrain features behind hills elsewhere on the battlefield cannot be seen. Other hills are assumed to be sufficiently lofty to block even an elevated company’s line of fire.

If players agree, tall buildings can also be treated as elevated positions – these are treated in precisely the same manner as hills for the purposes of whether or not formations can see.

Company A can see Company 1 as there are no intervening terrain features or formations, but cannot see Company 2 as a forest lies in the way. Company B can see neither Company 1 nor Company 2 because the forest is in the way. Because it is on a hill, Company C can see Companies 1 and 2, despite the presence of terrain features in the way. This also means that Companies 1 and 2 can see Company C in return.
3) Calculate Number of Dice

The total number of dice rolled in a shooting attack is determined by three things: the combined Attacks value of any companies shooting directly, the accuracy bonus of those companies and the amount of supporting fire.

Shooting Directly

Archery is more accurate if the company can see its target. While a company can sometimes shoot at things it cannot see (we’ll get onto this with supporting fire later in this section) such shots are far less effective.

If a company’s target is in arc of sight and can be seen, the company shoots directly. Companies that are shooting directly contribute their Attacks value worth of dice to the shot. I.e. if the company has 8 Attacks, it will contribute 8 dice. Remember – a company that has suffered casualties will have a reduced number of Attacks, based on the number of models it has lost.

For example: A full-strength company of Minas Tirith Archers (Attacks 8) firing directly would contribute 8 dice to the shooting attack. If the company had suffered two casualties, it would only contribute 6 dice to the shooting attack.

Accuracy Bonus

Warriors are not all equal in shooting skill. Whilst an Elf might be able to split a cornstalk at three hundred yards, a Goblin would be lucky to hit a barn door at a quarter of the distance. We use a company’s Shoot value – and the accuracy bonus it provides – to differentiate between poor, fair and excellent shots.

A company’s accuracy bonus is determined by its Shoot value, as shown in the table below. Most warriors in Middle-earth have a Shoot value of 4, and so receive only a slight bonus. Exceptional shots, such as Elves, receive a bonus of 2, whilst troops with a poor Shoot value, such as Goblins, will not receive any bonus at all, and might even suffer a penalty.

<table>
<thead>
<tr>
<th>Shoot Value</th>
<th>Accuracy Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
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<tr>
<td>5</td>
<td>0</td>
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<tr>
<td>4</td>
<td>1</td>
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<td>3</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

A handy way of remembering your accuracy bonus is by subtracting your Shoot value from 5 – the result is your accuracy bonus.

Applying Accuracy Bonus

Every company in the formation that is shooting directly contributes additional dice (or loses them) based on its accuracy bonus.

For example, a company of Galadhrim Archers (Shoot value 3) would have a accuracy bonus of 2, and therefore contribute two extra dice to the shooting attack. On the other hand, a company of Orc Archers (Shoot value 5) would have an accuracy bonus of 0.
Supporting Fire
Companies that have the target in range and arc of sight, but cannot see the target do not receive an accuracy bonus or contribute their Attacks to the shot. However, they provide supporting fire. Supporting fire represents warriors that cannot see the enemy following the lead of those that can, firing a wild volley in support of their comrades' more precisely aimed shots.

We handle supporting fire in a fairly abstract fashion, assuming that most of these extra shots will miss as a matter of course. Supporting fire is not accurate and contributes far fewer dice than shots fired when the enemy is visible. However, it does allow companies in the shooting formation that could otherwise not shoot to make an attack — these companies are referred to as supporting companies.

All supporting companies in range of the target contribute 1 die each. Companies that are out of range or for whom the target does not lie in arc of sight do not contribute any extra attacks.

Note that the number of dice contributed by supporting companies does not decrease if the company has suffered casualties.

For example: A formation of Galadhrim Archers is shooting at a formation of Mordor Orc Archers. There are four full-strength companies in the Galadhrim formation. All of them are in range, but only two can see the target — the other two are in the formation's second rank. This leaves us with two companies shooting directly, and two companies providing supporting fire.

The companies that are shooting directly each contribute dice equal to their full Attacks plus their accuracy bonus. As Galadhrim Archers have a Shoot value of 3, they have an accuracy bonus of 2 — meaning that each company shooting directly contributes 10 dice, for a total of 20 dice.

As each company in the rear rank has the target in both range and arc of sight, they can both contribute supporting fire and add 2 dice. The shooting attack therefore has a total of (20+2) 22 dice.

4) Rolling To Hit
Now you know how many dice your shooting attack has, unleash the volley! Not all the shots will cause a significant hit on their target. Some will miss altogether, whilst others will glance off armour or cause injuries so minor we ignore them for the purposes of the game. To find out how many casualties you have caused, you now need to roll 'To Hit' with all the dice for the attack.

Consult the chart below, and cross-reference the weapon's Strength with the target's Defence. The number shown is the minimum score needed To Hit on with each dice.

A score of 6/6, 6/5 etc means that you must roll a single D6 and score a 6, followed by a further die that must score either 4, 5 or another 6, depending on the number after the slash. 6/5, for example, would require a roll of 6, followed by a 5. Note that if a special rule allows you to re-roll missed hits, then either or both of these dice can be re-rolled.

To Hit Chart

<table>
<thead>
<tr>
<th>Defence</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>7</th>
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</tr>
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<tr>
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<tr>
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<td>4</td>
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<td>6</td>
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<td>6/5</td>
<td>6/5</td>
<td>6/5</td>
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<td>3</td>
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<td>6/5</td>
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<tr>
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<tr>
<td>10</td>
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<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

Continuing the example, the Galadhrim Archers must now roll To Hit. They are armed with longbows (Strength 2). The Orcs have a Defence of 4. Cross-referencing on the chart, it can be seen that the Galadhrim require a score of 5 or more to cause a hit. The 22 dice are rolled and score two 5s and three 6s — a total of five hits.

Long Range
At long range, attacks from missile weapons lose momentum, and thus their hitting power. To represent this, if a company shoots at a target that is more than half their weapons' range away, the Strength of the weapon is reduced by 1. For example, a bow (Strength 2, Range 24*) would only be Strength 1 if the target is more than 12* away.

Note that this means that different companies in the same formation might end up making shooting attacks at two different Strengths because some companies are at long range and some are not. When this happens, roll the dice separately for each set of shots to avoid confusion.
5) Remove Casualties
Every dice that has successfully rolled the required score has the potential to cause significant damage to the enemy. Infantry will be killed or incapacitated, but cavalry and monsters may just be wounded, or shrug off the damage altogether.

Where a troop type has a single point of Resilience, casualties are removed as follows. For each hit suffered, one model is removed as a “kill”. Casualties are removed one at a time.

If there is a depleted company in the formation, the next casualty is removed from that depleted company. Casualties may only be removed from a full-strength company if there are no depleted companies in the formation.

If there are no depleted companies in the formation, the next casualty is removed from a full-strength company of the controlling player’s choice in the rear rank. This keeps the formation neat and represents warriors stepping forward to take the place of fallen comrades. If the formation is deployed in a single rank, casualties are taken from one of the endmost companies (controlling player’s choice).

Hope is Lost!
The final company in a formation is instantly removed as soon as it is reduced to half strength or below (to 4 models for infantry, and 1 for cavalry. This represents the warriors losing heart and fleeing once the majority of their compatriots are slain. Note that as monsters are only ever fielded as single models, this rule does not apply to them.

Casualties and Resilience
Warriors such as cavalry and monsters that have a Resilience value of 2 or more are substantially harder to kill or drive off than normal infantry. For cavalry, this represents the chance of shots striking the horse instead of the rider and the fact that cavalry formations are not so densely packed as infantry. On the other hand, monsters have higher Resilience to represent their huge and unstoppable mass and (in some cases) an intellect incapable of registering pain in a timely fashion.

In these cases, it takes one hit for each point of Resilience on the target’s profile to cause a casualty. In other words, when shooting at a company with Resilience 2, the firing formation needs two hits to kill a single model. Troops with Resilience 3 require three hits, and so on. Any hits that are left over are immediately discounted – the durability of the formation has allowed them to shrug off the extra damage.

Later in the game, the Galadhrim Archers shoot at a formation of Warg Riders and score three hits. Warg Riders have Resilience 2, and so the attack causes one casualty with one hit left over. The extra hit is immediately discounted.

There are no depleted companies in the Warg Rider formation and the companies are arranged in a single rank, so the Evil player removes one Warg Rider from a company at the end of the line.

Redress the Ranks!
As a company takes casualties, the hale and healthy inevitably push their way to the front, ready to carry their blades against the enemy. Accordingly, whenever a formation has finished any action, including moving, shooting, fighting, taking casualties, falling back from a fight and so on, the player must swap around the companies to ensure that the depleted stand (if there is one) is in its proper place – i.e. in one of the endmost positions on the rearmost rank. This reorganisation cannot be used to alter the position or configuration of the formation as a whole.

“...”}

Arwen, The Fellowship of The Ring
6) Target Driven Back
Shooting not only thins the foe’s ranks – it can also drive the enemy back! All but the bravest soldiers must harden their hearts if they wish to hold position when under a sustained archery attack, otherwise they shuffle backwards, instinctively shrinking away from danger.

A formation is driven back if one or more companies is removed as the result of a single shooting attack. A formation that is driven back immediately moves D3⁺ directly away from the formation that made the Shooting attack for every company that has been lost.

To do this, imagine a line extending from the centre of the shooting formation to the centre of the target formation. Extend this line by D3⁺ and reposition the target formation (in the same facing and configuration) at the new endpoint, as shown opposite. Essentially, you’re ‘pushing’ the target D3⁺ away from the firer.

A formation that is being driven back will stop immediately if it comes to within an inch of another formation or a terrain feature. Note that difficult terrain does not slow a formation that is being driven back.

Providing there is room for it to be driven back, a formation can be driven back more than once in a single Shoot phase.

That said, it’s acceptable to alter the line of movement a little so that the formation avoids terrain and/or other formations. In reality, it would take a substantial obstacle to halt a formation that is being driven back by archery. How much is a little? We’d suggest up to about 1⁺ – although players are free to agree a different value.
The Charge Phase

Once both sides have made their shooting attacks, the Charge phase begins. In this phase, formations from both sides charge forwards, engaging their enemies in close combat. The actions taken in the Charge phase will determine which formations fight during the ensuing Fight phase. Charging is the only way that a formation is allowed to move into close combat.

The side that has priority makes all its charges first. It's important to charge your foes before they can charge you, as although both sides strike blows in the Fight phase, the formation that charged is at a distinct advantage.

**Charge Procedure**
1) Choose Formation that will Charge
2) Choose Spearhead
3) Choose Target
4) Roll Charge Distance
5) Move Spearhead
6) Move Remaining Companies

**1) Choose Charging Formation**
A player can charge with his formations in any order that he wishes. A formation does not have to charge – often a good idea with archers or other vulnerable formations.

Once the first formation has completed its charge, the player chooses another formation to charge, and so on until all formations that want (and are able) to charge have attempted to do so.

**Who can charge?**
Formations are normally free to charge. Most formations in an army are equipped and trained for close quarters battle and are determined, or perhaps even eager, to get to grips with the foe.

However, there are some important conditions under which a formation is not permitted to charge. A formation may not charge if it is disordered, or if it made a shooting attack in the preceding Shoot phase. Similarly, a formation may not charge if it has itself been charged earlier in the Charge phase – it is now engaged in a fight and must battle for supremacy in the Fight phase.

**2) Choose Spearhead**
With the charging unit chosen, you now need to select a spearhead. The spearhead is the company that leads the charge. It will move first, and it is the spearhead's distance from the target that will be used to determine whether or not the charge is successful. The spearhead's location relative to the target will also determine whether the charge is made against the target's front, side or rear.

You may select any company in the charging formation's front rank to be the spearhead. Normally, this will be the closest company to the enemy, as this increases the chance of the charge being successful. Sometimes, however, you may find advantage in choosing a more distant spearhead whose position offers a tactical advantage, such as charging into the enemy's flank.

**3) Choose Target**
You must now select an enemy formation that your spearhead will attempt to charge. Choose your target carefully – if your spearhead cannot reach the nominated target, you will not be able to select another. Remember that you are free to measure the distance between the spearhead and its potential target(s) before declaring who it will charge, so you don’t need to worry about accidentally attempting a charge against a target that is too far away.

A spearhead may only attempt to charge a visible enemy within its arc of sight. Remember that monsters and flying monsters can see all around them, and so can charge in any direction.

---

"By all that you hold dear on this good earth, I bid you stand, Men of the West!"

Aragorn, The Return of the King
4) Roll Charge Distance

It's now time to see if the charge is successful. Compared to the disciplined and ordered manoeuvring of the Move phase, charging is an uncertain business. Warriors that are eager for the fray will charge further than reluctant combatants. Similarly, if order breaks down in the formation, individual warriors can start to get in each other's way, slowing the charge down, or even bringing it to a grinding halt.

To represent this, each charging formation has a Charge value. Unlike normal movement, Charge values include a random element (provided by a handy D6) to represent the kind of factors mentioned above. Some factors, such as special abilities can further increase the maximum charge distance, but these are covered elsewhere in the rules, so don't worry about them for now.

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Charge Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>D6+2*</td>
</tr>
<tr>
<td>Monster</td>
<td>D6+4*</td>
</tr>
<tr>
<td>Cavalry</td>
<td>D6+6*</td>
</tr>
<tr>
<td>Flying Monster</td>
<td>D6+8*</td>
</tr>
</tbody>
</table>

A spearhead may only charge an enemy that is within its maximum charge distance – i.e. the best result a formation can hope for when rolling its charge (including bonuses). Infantry have a Charge value of D6+2*, so the maximum charge result they can manage is normally 8*.

Cavalry, monsters and flying monsters have higher charge values than infantry. They therefore can charge more distant targets, or more reliably charge close targets.

For example: A company of Minas Tith Warriors is infantry, and therefore has a charge value of D6+2*. It may therefore normally attempt to charge an enemy up to 8* away.

**Unstoppable Charge!**

Make a note if the formation rolls a 6 for its charge – this means that it has made an unstoppable charge! and allow it to strike more blows in the ensuing fight phase.

**Stalled Charge**

If the D6 roll is a 1, the charge stalls and the formation does not move. The warriors in the formation lose their nerve at the last moment, or manage to obstruct one another to such an extent that all momentum is lost. If the charge stalls, the formation does not charge this turn.

If the D6 roll is anything other than a 1, the formation attempts to charge towards the enemy, starting with the spearhead company.

**Attack of the Flying Monster!**

Flying monsters can ignore other formations and terrain features when they charge, just as they can when they move, providing that they don't end their move on top of another formation or terrain feature.

5) Move Spearhead

With the charge distance determined, the spearhead immediately makes a move up to its charge distance, without passing through companies from other formations. The spearhead must move with its front in base contact with one or more companies in the target formation.

If the spearhead is mostly in the target’s front arc, it must move into base contact with the front of the target. Similarly, if the spearhead is mostly in the flank or rear arc of the target, it must move into base contact with the flank or rear respectively.

Don’t worry if the spearhead only has enough movement to touch the enemy formation, but not move into “true” base contact. Once the spearhead touches the enemy formation, the charge is considered to be successful and any move required to complete the charge is considered to be free. A company repositioning in this fashion does not need to align corner to corner (indeed, sometimes this will be impossible because the company sizes are different) – it just needs to touch edge-to-edge.

**Charging Through Difficult Terrain**

Charges are affected by difficult terrain, just as normal movement. If a spearhead charges through difficult terrain, every inch moved through the difficult terrain will use up two inches of the spearhead's charge move. However, the alignment move of any remaining companies is unaffected – they are assumed to keep pace with the spearhead.
6) Move Remaining Companies
If the spearhead successfully moves into base contact with the target formation, the rest of its own formation will then charge in alongside it.

Arrange the companies in a legal configuration (see page 26) around the spearhead. Remaining companies may move up to twice their Move value (not their Charge value) when aligning to the spearhead in this way. You must bring as many companies into base contact with the enemy formation as possible. This will often mean that your formation changes shape as it charges. This represents the warriors fanning out in their eagerness to get to grips with the foe.

As with moving the spearhead, you don't need to worry about your companies aligning exactly edge-to-edge with the enemy companies — just make sure your formation ends the charge in a legal configuration.

Impacting Monsters
As monsters have round bases, a charging spearhead can move into contact with any part of the monster's base it can reach. However, it should be noted that as a monster's base is always circular or elliptical, only the spearhead will be able to move into base contact. Essentially, despite the monster's bulk, only a relative handful of foes can bring their weapons to bear against it. Similarly, a charging monster can only ever be placed in base contact with a single enemy company.

Impacting Multiple Targets
It is possible that when moving either the spearhead or the remaining companies, the charging formation comes into contact with enemy formations other than the target — we call this 'clipping'.

If this happens, complete the charge as normal against one target. When all companies in the charging formation have been moved, the opposing player must immediately align with any other formation(s) contacted. We do this by 'closing the door', i.e. moving the other formations so they end up in base contact with the charging formation. This move is free and immediate.

When closing the door you must bring as many companies from the aligning formation into base contact with the charging formation as possible, although neither may change their configuration. The charged formation always aligns to the nearest facing of the charging formation, i.e. the facing that requires the smallest angle to close — see diagrams opposite.

A Note on Charging and the Spirit of the Game
In a tabletop wargame, rules that govern charging are always a somewhat inexact science. No matter how tightly the rules are written, there will always be a situation that can't be fully covered. The more the rules attempt to cover all such possibilities, the more labyrinthine the rules become. The more labyrinthine the rules become, the more you lose the spirit of the very game you're trying to write. Worse still, no matter how many pages of rules and exceptions are written, there will still be situations that are not fully covered.

As such, these rules have been written specifically to keep charging simple whilst covering as many situations as possible. Inevitably players will sometimes have to use common sense when applying the rules to a situation in which there is no obvious solution.

When faced with such a situation it's worth bearing in mind what you're trying to achieve in the game. The first thing, obviously, is for all the players to have fun! The second, and only slightly less important principle, is to fight a battle that really captures the spirit of Middle-earth.

To this end, it's perfectly acceptable to shuffle a formation an inch or so one way or another to make sure everything reaches base contact the way it should, providing both players agree. If a charging formation can't quite align against its intended victim because another formation partially blocks the way, nudge one or both formations just enough to allow the charge to proceed. The important rule to observe all the way through this game is that only formations that are in close combat can be touching — providing this rule isn't broken, the game will run fine for all parties. This isn't 'cheating' — it's just making sure that sordid reality and inflexible geometry don't interfere with enjoying the game and fighting great battles.
In this example, the chargers clip a second formation (1). The clipped formation must now align to the charger.

The second enemy formation must align to the front facing of the charging formation, as this is closest — i.e. it takes less of a change in angle to reach this facing than any other (2). It is not allowed to align to the charging formation’s flank (3) as this is further away.

Here, the Elves have charged the Mordor Troll. The spearhead has aligned to the Troll in such a way that the rest of the Elves are able to clip into the Orcs behind, forcing them to align into the fight as well.

“Look for your friends, but do not trust to hope. It has forsaken these lands.”

Éomer, The Two Towers
Fight Phase

Once both sides have made their charges, the Fight phase begins. In this phase, formations in base contact clash in bloody melee. This is often the most important phase of the game – a solid victory in the Fight phase can change the course of the battle.

**Fight Procedure**
1) Choose Which Fight to Resolve
2) Determine Striking Order
3) Calculate Number of Dice
   a. Fighting Directly
   b. Combat Modifiers
   c. Supporting Attacks
4) Roll To Hit
5) Remove Casualties
6) Determine Victor
7) Loser Tests For Panic

**2) Determine Striking Order**
Formations strike blows in a specific order within each fight, based on their troop type. Monsters (including flying monsters) strike first, then cavalry and finally infantry. Warriors of the same type always strike simultaneously with their foes – though this does not mean you literally have to roll the dice at the same time. Striking order is very important as companies that are depleted before their turn to strike will fight with less Attacks, and companies that are destroyed before their turn to strike will not fight at all.

For example: In fight 1 earlier, a formation of Orc Warriors is fighting an Ent (monster) and a formation of Rohan Warriors (infantry). The Ent will strike its blows first, then the Orcs and Men will strike simultaneously. Casualties caused by the Ent are removed instantly and reduce the number of Attacks made by the Orcs when their turn comes around. Casualties inflicted by the Warriors of Rohan do not reduce the number of Attacks made by the Orcs, as they are fighting simultaneously. For convenience’s sake, the Good player decides to roll his dice first. A note is made of how many casualties are inflicted, but models aren’t removed until after the Rohan Warriors have struck.

**3) 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 and the number of supporting attacks.

**Fighting Directly**
Companies in base contact (including those in corner-to-corner contact) with the enemy fight directly.

There are three fights in this part of the battlefield:

1) An Ent and a formation of Warriors of Rohan fighting a formation of Orc Warriors.
2) A formation of Warg Riders and a formation of Orc Warriors fighting a formation of Warriors of Rohan.
3) A Mordor Troll fighting a formation of Warriors of Rohan.

In this example, only the middle three companies of Orcs will fight – the others are not in base contact.

Companies that are fighting directly strike blows equal to their full Attacks value. For example, if the company has 8 Attacks, it will roll 8 dice. Remember – a company that has suffered casualties will have a reduced number of Attacks, equal to the number of models it has lost.
Supporting Attacks
Companies that are not in base contact with the enemy (but whose formation is engaged in a fight) do not receive combat modifiers or contribute dice based on their Attacks value. Instead they provide supporting attacks.

Supporting attacks represent Warriors pushing forwards, adding their mass to that of their comrades in an attempt to overwhelm the enemy. Supporting attacks contribute far fewer dice but do allow companies not in base contact to make an attack – these companies are referred to as supporting companies. All supporting companies contribute 1 extra dice each.

Note that the number of dice contributed by supporting companies does not decrease if the company has suffered casualties.

When combined with the supporting attacks of the two other Dwarf Warrior companies in the formation, the total number of dice rolled by the Dwarves is \((30 + 2) \div 2\).

The Haradrim also have three full-strength companies fighting directly. Each Haradrim company fighting directly therefore contributes 8 dice, but receives no bonuses (they have not charged and their Fight value is lower). When combined with the supporting attacks of the three companies in base contact, the total number of dice rolled by the Haradrim is \((24 + 3) \div 27\).

4) Roll To Hit
Rolling To Hit in a fight uses the same procedure as for shooting – in fact, you’ll notice that both close combat and shooting use the same To Hit chart. Roll the dice calculated previously and consult the To Hit chart, cross-referencing the attacker’s Strength with the enemy’s Defence. The chart indicates the minimum score required on a D6 to cause a hit.

As before, a score of 6/4, 6/5 etc means that you must roll a single D6 and score a 6, followed by a further dice that must score either a 4, 5 or another 6, depending on the number shown after the slash.

<table>
<thead>
<tr>
<th>Defence</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<tbody>
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<td>1</td>
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<td>6/4</td>
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</tbody>
</table>

Three full-strength companies of Dwarf Warriors are fighting directly. Each company has 8 Attacks and so contributes 8 dice. In addition, the Dwarves charged (for an additional +1 dice for each company that is fighting directly) and their Fight value is one point higher than that of the Haradrim (for a further +1 dice per company that is fighting directly). Each company that is fighting directly therefore contributes 10 dice, for a total of 30 dice in all.
**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, and 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.

The most common combat modifiers are shown below:

<table>
<thead>
<tr>
<th>CONDITION</th>
<th>COMBAT MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charging (Infantry and Monsters)</td>
<td><strong>+1 dice.</strong> Note the company receives this bonus even if it is itself charged later in the Charge phase — the momentum has already been built up!</td>
</tr>
<tr>
<td>The company charged this turn.</td>
<td></td>
</tr>
<tr>
<td>Cavalry Charge (Cavalry and Flying Monsters only)</td>
<td><strong>+6 dice/+2 dice vs Cavalry and Flying Monsters.</strong> Note the a 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 dice. Cavalry charges are less effective against other cavalry (and flying monsters) as the enemy are able to spur towards the charging formation and rob them of crucial momentum. Note the company receives this bonus even if it is itself charged later in the Charge phase.</td>
</tr>
<tr>
<td>The company charged this turn.</td>
<td></td>
</tr>
<tr>
<td>Battle Skill</td>
<td><strong>+1 dice per point of difference.</strong> For example, a company of Galadhrim (Fight 5) would receive +3 dice against a company of Moria Goblins (Fight 2).</td>
</tr>
<tr>
<td>The company has a higher Fight value than the enemy.</td>
<td></td>
</tr>
<tr>
<td>Fighting to the Flank</td>
<td><strong>-3 dice (to a minimum of 1).</strong> Note that 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.</td>
</tr>
<tr>
<td>The company has been charged in the flank by an enemy formation.</td>
<td></td>
</tr>
<tr>
<td>Fighting to the Rear</td>
<td><strong>-5 dice (to a minimum of 1).</strong> 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.</td>
</tr>
<tr>
<td>The company has been charged in the rear by an enemy.</td>
<td></td>
</tr>
<tr>
<td>Disordered</td>
<td>The company’s total number of dice is reduced to 1. Note that this penalty overrides all others — a disordered company only ever receives 1 dice, regardless of other modifiers.</td>
</tr>
<tr>
<td>The company is disordered.</td>
<td></td>
</tr>
<tr>
<td>Unstoppable Charge</td>
<td><strong>+D3 dice.</strong> Note the company receives this bonus even if it is itself charged later in the turn. This bonus is on top of other bonuses for charging.</td>
</tr>
<tr>
<td>The formation rolled a 6 for its charge value.</td>
<td></td>
</tr>
</tbody>
</table>
5) 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 and 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.

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.

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 assault 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.

In this example, the Ent has struck first, causing enough casualties to remove the depleted company of Orcs on the left.

Continuing the earlier example, the Dwarves roll To Hit, causing 11 hits in total, destroying one company in the Haradrim’s back rank and inflicting three casualties on a second. For their part the Haradrim’s 30 dice only cause three casualties on the Dwarves, which the Good player removes from an unengaged company in the rear rank.

The Warriors of Rohan fight after the Ent and are now left out of contact with the Orc Warriors. The Rohan player therefore immediately repositions his formation so that it is in base contact once more.

“The stars are veiled. Something stirs in the East. A sleepless malice.”

Legolas, The Return of the King
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 and retreating when the majority of their compatriots are slain.

6) 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.

Continuing the example above, the Dwarves inflicted 11 casualties and the Orcs inflicted 3. The Dwarves are therefore the victors!

As a further example, a formation of Easterlings has fought a formation of Riders of Rohan. The Easterlings have inflicted 4 hits, and therefore cause 2 casualties (the Riders of Rohan being Resilience 2). The Riders also inflict 4 hits, therefore causing 4 casualties (the Easterlings being Resilience 1). The Riders of Rohan therefore win by 4 casualties to 2.

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 Tests for Panic
When a formation loses a fight, confusion and panic set in. As individual warriors lose heart, the enemy press their advantage and hack deeper into the formation. Only the belloved 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 and scatter to the four winds.

Once all blows have been struck and the victor established, all formations on the losing side must take a Panic test – roll a D6 and consult the table below for each result.

D6 Result
1 Onset of Dismay. The formation must immediately take a Courage test. If the test is passed, the formation becomes disordered, (see page 35).

If the test is failed and the formation still has more than 50% of the companies it started the game with, several more warriors lose heart and 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.

If the test is failed and the formation has 50% or less of the companies it started the game with, the entire formation scatters and flees! Remove the formation from play.

2-5 Disordered. Warriors lose heart and shrink back from the foe, the shieldwall buckles and the formation loses cohesion. The formation is now disordered. In addition, the formation must immediately take a Courage test and 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, as described on page 35.

6 Steadfast. The warriors dig in their heels and refuse to succumb to panic! The formation holds fast and 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-shaking Charge
Cavalry excel in shattering formations. The combined mass of horses and riders can drive the enemy back in vulnerable disarray. If a cavalry formation charges and 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 6, the cavalry may immediately charge and fight again – this works the same way as a successful Heroic Fight – (see page 66). 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 and Retreats
It’s worth remembering that as a monster cannot suffer casualties in the same way as infantry and 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 flight by the deaths of smaller allies. With this in mind, make sure you back your monsters up with reliable formations or not at all!

Here, the Elven companies’ attacks can be divided as follows: Company A must fight Formation 1, as must Company B. Company C must choose to fight Formation 1, 2 or 3. The supporting Elven companies (S) add their dice to any of the companies fighting directly – which means that they may only strike Formations 2 or 3 if Company C chooses to do so.
Defensible Terrain

The environs of a battlefield can vary wildly, ranging from swampy riverbanks to craggy mountain passes. There are streams, rivers, forests and caves to be fought over, not to mention the many buildings (ruined and intact) that litter Middle-earth’s landscape.

In the section concerning the Move phase, we discussed the rules for difficult and impassable terrain. These cover many of the terrain types you’re likely to encounter in a War of The Ring battlefield, but not all of them.

In this section we’re going to look at the rules that cover defensible terrain features, such as buildings, ruins, forests and boundaryed fields. We single out these types of terrain for the simple reason that they are defensible – formations can occupy them and hold them against the enemy. Defensible terrain features are very important in War of The Ring, as they can provide protection against both shooting and close combat attacks in the form of a Defence bonus. However, a formation that occupies a terrain feature of this kind sacrifices its manœuvrability for a turn or two, and a cunning foe can take advantage of that!

Occupying a Terrain Feature

A formation may enter a defensible terrain feature at the end of its move if it fulfills the following conditions:

1) The terrain feature is unoccupied. A formation may not enter an occupied terrain feature, although it may charge an enemy formation inside (see page 55).

2) The formation has moved so that it is touching the defensible terrain feature and all the companies in the formation are within 6" of the terrain feature. A formation may not touch an unoccupied defensible terrain feature if it is not intending to occupy it. It does not matter which facing of the company is in contact.

3) The defensible terrain feature’s capacity is equal to or greater than the number of companies in the formation. There has to be enough room for everyone, after all! Formations that are too large to occupy a defensible terrain feature may still move through it if they wish (see Our Numbers Are Too Great on page 55).

If a formation enters a defensible terrain feature, place it in or on the defensible terrain feature. If it is impractical to place the formation in the defensible terrain feature, place a representative model in, on or next to the defensible terrain feature to show that it is occupied, and remove the rest of the formation from the battlefield. The defensible terrain feature is now considered to ‘be’ the formation for the purposes of range, base contact and so on.

It should be noted that some units cannot occupy certain types of terrain feature – cavalry cannot enter buildings, for example. See the Defensible Terrain Features Summary for details.

Capacity

A defensible terrain feature can only hold so many fighters. As a result, players need to assign a Capacity to each defensible terrain feature before forces are deployed. Each point of Capacity allows a defensible terrain feature to shelter a company’s worth of warriors.

Example One: This sturdy stone ruin can shelter several desperate warriors. A Capacity of 2 and a Defence bonus of +3 would be appropriate.

Example Two: This Rohan watchtower can hold a small garrison – a Capacity of 1 or 2 and a Defence bonus of +2 would be suitable.
Exiting a Terrain Feature

A formation may use its move to leave a terrain feature. If a formation leaves a terrain feature, it must be placed on the battlefield under the following conditions:

1) At least one company is in contact with the terrain feature. It does not matter which facing of the company is in contact.

2) Every company in the formation is placed within $6^\circ$ of the terrain feature.

3) The formation is legal (i.e. all the ranks are full, with the possible exception of the rearmost).

A unit that exits a terrain feature may not move further that phase – for the purposes of shooting it is considered to have moved at half rate. All of its move is used up in leaving the terrain feature.

Death Beyond the Gates

Warriors are often unwilling to leave the safety of defences when the enemy are in sight. A formation that wishes to leave defensible terrain while there is an enemy within $6^\circ$ of the feature must immediately pass a Courage test or remain inside.

<table>
<thead>
<tr>
<th>Defensible Terrain Feature Summary</th>
<th>Def. Bonus</th>
<th>Who can occupy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walled field</td>
<td>+1</td>
<td>All</td>
</tr>
<tr>
<td>Forest</td>
<td>+2</td>
<td>All</td>
</tr>
<tr>
<td>Timber building</td>
<td>+2</td>
<td>Monsters, Infantry</td>
</tr>
<tr>
<td>Stone building</td>
<td>+3</td>
<td>Monsters, Infantry</td>
</tr>
</tbody>
</table>

The remainder of the formation is then placed in a legal configuration around the first company, and within $6^\circ$ of the building. Both examples shown above are acceptable.

Example Three: This wood can offer refuge for a substantial number of troops, perhaps as many as three or four companies. You can see that we’ve removed the occupying formation from their movement trays and placed the individual models throughout the wood to show that it is occupied.
Shooting at a Defensible Terrain Feature

All shooting attacks (or other attacks that are made at range, such as some magical powers) made against a defensible terrain feature are measured to its centre, not its edge, as we assume that the defenders are spread throughout the feature. A defensible terrain feature never prevents a shooter from seeing the formation inside.

Depending on the type of terrain feature, an occupying unit receives a bonus to its Defence to represent warriors taking cover behind walls, trees or other obstacles. See the Defensible Terrain Feature Summary for details.

The centre of the building is 19° away. As this is less than the range of the Elves' longbows, they may shoot at the formation inside.

Shooting from a Defensible Terrain Feature

A formation in a piece of defensible terrain may shoot. It is assumed that the warriors occupying the terrain can find suitable vantage points for their archery. As such, line of sight can be drawn from any point on the occupied terrain feature, and the formation's arc of sight is considered to be 360-degrees. Range, however, is always measured from the centre of the defensible terrain feature.

Of course, a formation will never find as many firing positions in a defensible terrain feature as it will on the open ground – the formation may only shoot with a number of companies equal to half the Capacity of the defensible terrain feature (rounded up). These companies are treated as shooting directly. Other companies may add supporting fire in this instance.

The Haradrim in the building may fire at Elf Formations A and B. They may not shoot at C because the formation is out of range. The Haradrim may not shoot at D, because B is in the way and blocks their view.
Charging a Defensible Terrain Feature

A formation occupying a terrain feature may be charged as normal. It is considered to be occupying the same space as the terrain feature, so the charge is completed against the defensible terrain feature as if it was itself the formation. Combat is then worked out as normal with the following exceptions:

1) All attacking companies in base contact with the defensible terrain feature fight directly – other companies make supporting attacks.

2) The occupying formation is considered to have neither a flank or rear – the occupying troops use the various defences to counter such weaknesses. As a result, it will not lose dice for a flank or rear charge.

3) Not all of the companies in the occupying formation can fight directly – there are only so many points at which they can defend their ground. A formation must defend a defensible terrain feature with a number of companies up to half the Capacity of the defensible terrain feature (rounded up) – all other companies can make supporting attacks as normal. If the defending player wishes, he can assign different companies to attack different attacking formations, just like a normal multiple fight.

4) The attacker receives no extra dice for charging a formation in a defensible terrain feature. In addition, each company in the occupying formation receives a bonus to its Defence. This represents the protection offered by the features, any traps the defenders might have set as well as any defensive positions (obstacles and so on) they may have prepared. Different types of defensible terrain give different bonuses. See the Defensible Terrain Feature Summary for details.

5) If a formation occupying a terrain feature loses a fight, it must take a Panic test as normal. Unless the formation is steadfast, it must immediately exit the defensible terrain feature as described earlier in addition to any other effects suffered as a result of the panic test. If it cannot do so, it is destroyed and removed from play – the enemy manage to corner the defenders and slaughter them to the last man.

Regardless of the defender's fate, one attacking formation can choose to immediately occupy the defensible terrain feature, providing that its number of companies does not exceed the feature's Capacity and provided its type is allowed inside. In all other circumstances, the attacker is moved slightly back until it is no longer touching the defensible terrain feature.

Elves have charged a wood occupied by Haradrim. Two companies of Elves are touching the wood and so fight as if they were in base contact with the Haradrim. The other three companies fight in support as normal.

The Haradrim have been defeated and flee the wood! Victorious, the surviving Elves immediately occupy the now-deserted feature.

Our Numbers Are Too Great!

As previously stated, a formation cannot occupy a defensible terrain feature if it has more companies than the feature's capacity can support. However, any formation is allowed to move through an unoccupied defensible terrain feature, counting it as difficult terrain in all respects. As a result, the formation receives no Defence bonus for being in the terrain feature, and can be shot at exactly as if it were in the open.

Whilst the formation remains in the terrain feature, all other formations (on both sides) treat the feature as difficult terrain. It cannot be occupied by either side until the formation moves away. Note that companies may not use this rule to enter terrain that they would normally be prevented from occupying for reasons other than capacity – cavalry could still not enter buildings, for example.
Arms and Armour

So far, we've assumed that it makes no difference how a warrior is equipped. However, it is uncommon for two different formations to have identical wargear. Some have shields, whilst others may carry two-handed weapons, pikes or lances. In this section you'll find additional rules covering the effect of a company's wargear.

Representing Wargear
All models in a formation have the same armament, and this should be represented on your models. As with everything else in War of The Ring, the rule of thumb is to ensure that your opponent is clear exactly what wargear each formation has at the start of the game. Provided that there is a clear representation of a company's armament, it doesn't matter too much how individual models are armed.

Hand Weapons
Most warriors carry a sword, axe, spear, club or similar weapon in one hand – these are collectively called 'hand weapons'. All hand weapons are used more or less in the same way, and how effective they are is more dependent upon a warrior's familiarity with his armament than any inherent difference between swords, axes and so on.

As the rules already assume that a warrior (and thus, by extension, a company) is armed in this way, we need not burden ourselves with additional rules for hand weapons. Indeed this covers models with no visible hand weapon, such as some archers. Even animals and monsters with no visible hand weapons, are considered to have hand weapons – we assume that their fangs, claws and bloody-minded nature provide ample compensation for a few feet of sharpened steel.

Special Close Combat Weapons
As detailed in their bestiary entry, many formations can be equipped with a special close combat weapon. Special close combat weapons bestow extra abilities as described below. A company that has a special close combat weapon must always use it – the new weapon effectively replaces its hand weapon.

Glaives
Some warriors fight with exceptionally well-crafted curved blades. These elegant weapons are so finely balanced that a skilled warrior can swing his blade in a fluid series of cuts and thrusts that would be impossible with a different weapon. A company armed with glaives counts its Fight value as being one point higher than it would otherwise.

Lances
Heavily armoured horsemen are sometimes equipped with long thrusting spears called lances. These are fixed in place underarm when the warrior is charging, thus allowing the warrior to bring the entire mass of his thundering steed to bear against the enemy.

Cavalry Special Rule
In a turn in which it charges, a company armed with lances receives a +1 bonus to dice results when rolling To Hit in close combat.

A company of Warriors of Rohan. The models are armed with an assortment of axes, swords and spears – in game terms, these are all counted as being hand weapons.

Some incredibly skilled fighters are proficient in the use of two hand weapons at the same time – the Watchers of Kárma are a good example of this. Such warriors can unleash a flurry of blows, although to do so means that they forgo the protection of a shield.

For simplicity, there are no particular rules for fighting with two hand weapons – any advantage will be included in the Fight value of the troop type in question.

Knights of Dol Amroth are armed with deadly lances, making them even more fearsome on the charge.
Two-handed Weapons
There are many kinds of two-handed weapons, from greatswords and battle-axes through to rarer falchions and halberds. Two-handed weapons are difficult to use because they are so heavy. Their advantage lies in the fact that this same weight makes them incredibly dangerous – two-handed weapons can smash through armour and shatter bones with horrific ease.

Infantry and Monsters Special Rule
Infantry companies and monsters armed with two-handed weapons receive a +1 bonus to dice results when rolling To Hit in close combat. However, due to the unwieldy nature of the weapons, the company also suffers a -1 penalty to its Fight value. For example, a company of Orc Warriors (Fight 3) armed with two-handed weapons would count as being Fight 2.

Pikes
Pike are massive spears, normally fifteen or eighteen feet in length. They are best employed in tight, ordered formations where any enemy foolish enough to charge will be met by a bristling wall of razor-sharp blades. Though a famously deadly foe for cavalry, pikes are also effective against infantry and monsters.

A company armed with pikes counts its Fight value as being one point higher than it would otherwise. For example, a company of Uruk-hai (Fight 4) armed with pikes would count as being Fight 5.

In addition, enemies that charge the front facing of a pike-armed company receive no extra dice for charging. However, pike-armed companies never receive bonus dice for charging.

Cavalry Special Rule
Cavalry armed with two-handed weapons are most effective on the charge, timing their blow to maximise the crushing impact. In a turn in which it charges, a company armed with two-handed weapons receives a +1 bonus to dice results when rolling To Hit in close combat.
Shooting Weapons
Archery and other types of missile fire can be a deadly force on the battlefield, scarring the enemy from sight or pinning them down for close combat troops to finish off.

Bows
The races of Middle-earth use all kinds of bows in warfare, ranging from the simple but practical hunting bows of the Shire to the elegant master-crafted longbows of the Elves. In War of The Ring all bows are governed by the same basic rules, with their differing effectiveness represented by variations in Range.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shortbow</td>
<td>18*</td>
<td>2</td>
</tr>
<tr>
<td>Bow</td>
<td>24*</td>
<td>2</td>
</tr>
<tr>
<td>Longbow</td>
<td>36*</td>
<td>2</td>
</tr>
</tbody>
</table>

Crossbows
The crossbow is still a comparatively rare sight in Middle-earth. Nonetheless, its ease of use and formidable firepower have already earned the crossbow a fearsome reputation amongst its victims.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossbow</td>
<td>24*</td>
<td>4</td>
</tr>
</tbody>
</table>

A formation may not fire its crossbows if it moved any distance in the preceding Move phase.

Isengard Uruk-hai armed with crossbows, weapons born of Saruman’s mechanical artifice.

Throwing Weapons
Some troops carry a variety of throwing axes, dirks and spears to battle. Though these weapons lack the range of a bow, they are deadly at close quarters. This same rule is also used by some monsters. In this case it represents the creature ripping out huge chunks of the battlefield and hurling them at the foe.

A company with throwing weapons may make a shooting attack with the following profile.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throwing weapon</td>
<td>6*</td>
<td>*User</td>
</tr>
</tbody>
</table>

*The Strength of a throwing weapon is always equal to that of the company making the shooting attack.

Unlike other shooting attacks, throwing weapons do not use the company’s full Attacks value, but rather half this number (rounding up). Thus, an undepleted infantry company (Attacks 8) would have 4 Attacks when using throwing weapons. Similarly, a depleted infantry company with only five models remaining (Attacks 5) would have 3 Attacks when using throwing weapons.

If the company also has a shooting weapon, you must choose which weapon they will use before making the shooting attack.

A company that makes a shooting attack with thrown weapons may charge in the same turn.