

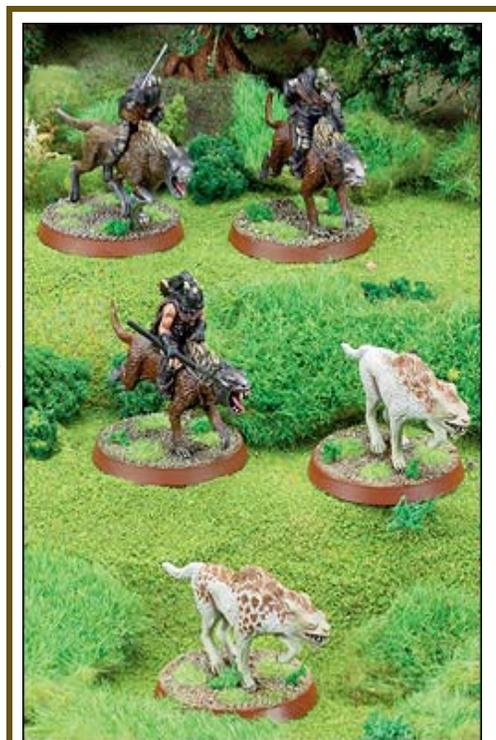
BATTLE COMPANIES REDUX

Updated Rules for Playing Experience-Based Campaigns in Middle-earth

STEP ONE: GATHER YOUR FORCE

The first step to creating a Battle Company is to choose which type of Company you wish to play. Currently, there are nine different companies to choose from: Gondor, Mordor, Rohan, Isengard, Dwarves, Moria, Dol Amroth, Harad, and Warg Riders.

Once you have selected your Battle Company, gather up the models you will need. Naming them individually will help enormously when it comes to record-keeping and entering their details onto a record sheet. Once you have selected your force, you may choose three warriors to be your Heroes. You should make up a suitable name/title for each of them. One of these represents a Lieutenant or other low-ranking leader; the other two are sergeants, masters-at-arms, or some other suitable titles (we will refer to them as Lieutenants and Sergeants here, although you're free to make up names that sound more thematic for your own Battle Companies). Add 1 Point each of Might, Will, and Fate to the profile of the Lieutenant. Both the Sergeants start with a single Fate Point each. All three of these models are Heroes in all ways from this point onward. Throughout your games, your Battle Company may grow in size. However, it may not normally exceed 15 models in total.



Speed and ferocity are the hallmarks of a Warg Rider Battle Company.

STEP TWO: PLAY A GAME

Find an opponent and agree which scenario you are going to play. During the game, record how many Wounds each Warrior and Hero inflicts. Keep models removed from play as casualties to one side. Doing so is essential for Step Three. If two or more warriors win a combat and inflict Wounds together, the controlling player may choose which of the models counts the Wound as his own.

STEP THREE: INJURIES

Once you have finished your game, it's time to work out the seriousness of the injuries your warriors have sustained. It's very important to remember this step. Ideally, it should be the first thing players do after the battle is over – even before the obligatory post-match bragging session, doughnut-eating contest, or traditional tea-brewing exercise! Roll on the respective Injury Table for every Hero and Warrior removed as a casualty. You'll notice that your Warriors are far more likely to die of their injuries than Heroes, which reflects the heroic nature of The Lord of The Rings, streamlines the game, and prevents too much book-keeping. It is very important that all your Injury rolls are worked out directly after your battle is completed. Ideally, players should make these rolls together, before playing another game. If any Hero or Warrior rolls the "Dead" result, all his equipment is lost and cannot be given to another member of the Company. If a Warrior or Hero has a mount that is killed during a scenario, do not roll on the Injury Table for it. All mounts are considered to survive their Wounds (or the character secures himself a new one). The only way a mount can be lost is if the rider dies, in which case the steed is lost along with the rider's other possessions.

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WARRIOR INJURY TABLE

D6 Effect

- 1 Dead.** This Warrior's adventure ends here.
- 2-3 Injured.** This Warrior must miss his next game.
- 4-6 Full Recovery.** This Warrior may play next game as normal.

HERO INJURY TABLE

2D6 Effect

- 2 Dead.** The Hero's adventure ends here. Remove the warrior and from your roster.
- 3 Lost in Battle.** The Hero lies wounded somewhere on the field of battle. The players should, as soon after their book keeping is completed as possible, play Take the High Ground with the lost Hero as the objective. The Hero may not act or be attacked for the duration of the game. If his side wins, he is returned and makes a full recovery. If not, he is considered Dead.
- 4 Arm Wound.** The damaged arm may no longer be used, either to carry a shield or wield a weapon. Therefore, the Hero can use only a hand weapon or dagger from this point onward. A second Arm Wound will force your Hero to retire, per the Dead result.
- 5 Leg Wound.** The first Leg Wound results in a $-1\frac{1}{2}$ -cm move penalty. A second Leg Wound result will cause your Hero to retire, per the Dead result.
- 6-7 Full Recovery.** The Hero may play the next game as normal.
- 8 It's Just a Scratch!** The Hero must miss his next game. Alternatively, the controlling player may choose to roll again on this chart, but the second result will apply.
- 9 Flesh Wound.** The Hero must miss his next game.
- 10 Old Battle Wound.** Before each game, make a roll for a Hero with an Old Battle Wound. On a score of 1, the Hero's injury is plaguing him, and he cannot take part in the game. A Hero can have more than one Old Battle Wound, in which case he must make one roll for each.
- 11 The Wounds of a Hero.** The Hero's patrons are so impressed by the Hero's self-sacrifice that his force gains +D6 Influence this game. Additionally, he makes a full recovery.
- 12 Protected by the Valar.** Saved from injury by the Valar or perhaps some darker power, the Hero is protected from any serious harm. The Hero permanently gains +1 Fate. Additionally, he makes a full recovery.

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STEP FOUR: EXPERIENCE

Once you have resolved all the injuries sustained by your Company, it is time to see which of them, if any, have gained enough Experience to improve in some way. A Hero gains an Experience Point in the following circumstances.

- Each time he removes a Wound from any enemy model. If an enemy Hero regains this Wound thanks to a Fate roll, the Experience Point is not lost.
- Each time he plays in a scenario.
- Each time his side wins a scenario.

Every time a Hero gains 5 Experience Points, the controlling player may roll once on the Hero Advance Table for him.

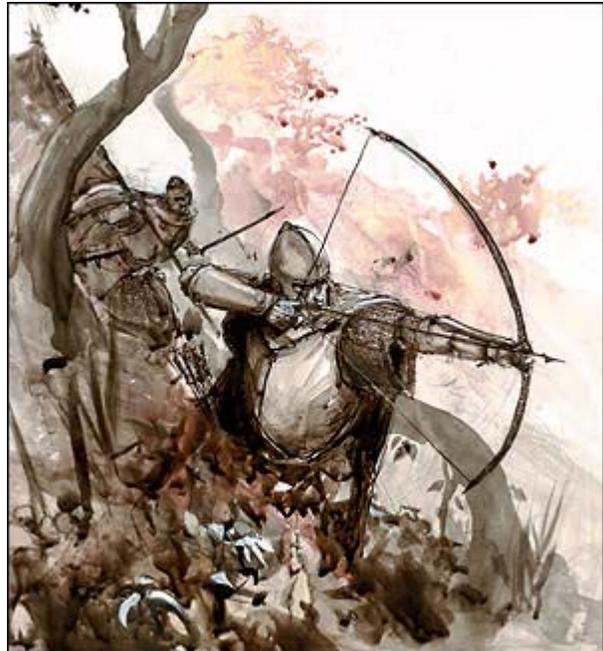
No Hero in a Battle Company may have more than 3 Might and 3 Will. If you roll a result for your Hero that you cannot use, either because he already has the special rule or because his profile has reached its maximum, you may choose any other result from the same table.

Warriors gain Experience in a slightly different fashion and advance more slowly than Heroes. A Warrior gains a point of Experience only in the following circumstances.

- Each time he removes a Wound from any enemy model. If an enemy Hero regains this Wound thanks to a Fate roll, the Experience Point is not lost.
- Each time he plays in a scenario.

Every time a Warrior gains 5 Experience Points, the controlling player may roll once on the Warrior Advance Table for him.

No member of a Battle Company can have more than 105 Experience Points. Once he has received this many, he cannot increase any further. He's become as good as he can be!



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WARRIOR ADVANCE TABLE

D6 Effect

1-3 **No Effect.**

4-5 **Promoted.** The Warrior is promoted. Not all Warriors are eligible for this advance. See your Battle Company's Promotion Table. If the Warrior is ineligible, treat this result as No Effect.

6 **A Hero in the Making.** From now on, the Warrior is treated as a Hero. He also adds 1 Fate Point to his stat line. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from the next game on.

HERO ADVANCE TABLE

D6 Effect

1 **Fight/Shoot.** The Hero's Fight or Shoot characteristic is improved by 1. The controlling player may choose which. The maximum score is 6/3.

2 **Strength/Defense.** The controlling player may choose to advance either Defense or Strength. Each may be improved only once.

3 **Courage.** The Hero's Courage characteristic is improved by 1 to a maximum of Courage 6.

4 **Attack/Wound.** The controlling player may choose to advance either Attacks or Wounds. The Hero's Wounds and Attacks may not exceed 3 each.

5 **Special Rule.** The Hero has gained a special rule. Roll again on the Fighting, Shooting, or Leadership Special Rule Table. The controlling player may choose which table to roll on. Alternatively, the controlling player may choose to select the special rule that applies to his Battle Company instead.

6 **Choose.** One result from above.

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SPECIAL RULES

FIGHTING SKILLS

Blade Master. The Hero is a master of fighting in hand-to-hand combat. He may reroll one die per turn to determine which side wins a fight that he's in.

Deadly Strength. Stronger than his peers, this Hero is able to use a two-handed weapon without the -1 penalty to his die score.

Parry. The Hero can turn aside incoming blows with ease. The Hero may force his opponent to reroll a single die when determining who wins the fight.

Furious Charge. The Hero throws himself into combat with a savage war cry. When the Hero charges into combat, he receives +1 Attack. This bonus counts only if the Hero is fighting on foot.

Heroic Presence. Wherever the fighting is hardest, this Hero is always found, fighting with an unmatched fury. The Hero may fight a heroic combat in the Fight Phase without expending Might to do so.

Might/Will Point. The Hero gains 1 Might or Will Point. The controlling player may decide which.

SHOOTING SKILLS

Cunning Shot. The Hero is capable of making shots that others would consider impossible. This Hero may reroll failed "in the way" rolls.

Expert Shot. The Hero can fire arrows with uncanny speed. The Hero is allowed to shoot his bow two times in the Shoot Phase instead of once.

Rapid Fire. Able to see the flow of battle and react to it in an instant, the Hero can call a heroic shoot each turn without expending a point of Might.

Lethal Accuracy. The Hero is a master with a bow and may reroll a failed roll to hit each turn in the Shoot Phase.

Seasoned Archer. The Hero is capable of firing his bow while still moving at speed. The Hero can move at full speed and still shoot, though will require a 6 to hit if he does so.

Might/Will Point. The Hero gains 1 Might or Will Point. The controlling player may decide which.

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LEADERSHIP SKILLS

Favor of the Court. The Hero has the patronage of a powerful being within the leadership of his nation. When you roll on the Influence Table, you may reroll one Influence Die for each Hero with this ability in the Company at the end of each game.

Courageous. There is little in the world that can shake the resolve of this Hero. This Hero can reroll any failed Courage tests.

Master of Battle. The Hero can read the ebb and flow of battle with incredible skill. If this Hero is within 6"/14 cm of an enemy Hero calling a heroic action, he may immediately call an action of the same type without expending a point of Might. Note that he may not use this ability to call a heroic move or heroic shoot action if he has already been engaged in combat. **Headless Determination.** This Hero has a strength of will like hardened steel and will fight on despite his injuries. Each time this Hero suffers a Wound, roll a die. On a 6, the Wound is ignored, exactly as if a Fate roll had been passed.

Rally to Me. Strong and clear, the voice of this Hero inspires his Warriors to stand firm. This Hero's Stand Fast! range is doubled.

Might/Will Point. The Hero gains 1 Might or Will Point. The controlling player may decide which.

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STEP FIVE: INFLUENCE

Influence represents the patrons of the various Companies sending reinforcements and support to the Heroes leading them. The more victories the Company gains, the more a patron will offer them aid. Influence is measured with Influence Points. Companies always receive 2 Influence Points for playing a scenario.



A newly formed Dwarven scout force appears from the caverns.

Additionally, Companies receive the following:

- +1 Die for a draw
- +2 Dice for a win

You may use Influence in one of three ways. First, you may use it to roll on the Influence Table for your chosen Company. It costs 3 Influence Points for each roll you make on the table. The second way to use Influence Points is to adjust the roll you make on the Influence Table. Each additional point you spend can adjust the score up or down by one per Influence Point spent. Third, you may purchase additional equipment at the cost indicated in your chosen Company's equipment options. Players are free to spend Influence Points immediately or store them for later use. Players may purchase additional weapons and equipment for Heroes and Warriors from the armory and the equipment lists with Influence Points. All members of a Battle Company must be modeled with the correct weapons and equipment. Warriors may be armed with any wargear available to them in their entry section in The Lord of The Rings, Siege of Gondor, Battle of Pelennor Fields, and Scouring of the Shire rules manuals and supplements. Heroes are not bound by this restriction and may make any purchases their race's equipment options allow.

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STEP SIX: CALCULATE THE BATTLE COMPANY'S RATING

To calculate the rating of your Battle Company, you must work out the value of your Heroes and Warriors in points. The total is your Battle Company's rating. Working out the points value of the Warriors in your Battle Company couldn't be easier. Simply determine their points value by using the rules manual and supplement books.

Working out how many points a Hero is worth is a little harder than doing so for the Warriors. The first step is to determine how much the Hero is worth and then to add to that the value of his weapons. A simple guide for doing so follows.

- **Basic Cost.** Since every Hero in Battle Companies was once a warrior, start by taking the basic cost of that model. Nurbog, for example, who was an Orc Warrior, has a basic cost of 5 points.
- **Might, Will & Fate.** For each Might, Will or Fate point that the Hero has, add 5 points to the total value of the Hero.
- **Advances to F, S, D & C.** For each addition to the Hero's Fight (count only the Fight value, not the Shoot score), Strength, Defense, and Courage characteristics, add 5 points.
- **Advances to W & A.** For each addition to the Hero's Wounds and Attacks, add 10 points.
- **Skills.** For each skill the Hero has gained, add 10 points.
- **Wargear.** The cost of the Hero's wargear is determined by the number of Wounds and Attacks the Hero has. A Hero whose combined Wounds and Attacks add up to 3 or more will pay more than a Hero whose combined Wounds and Attacks add up to only 2. See the Wargear Cost Table.

Add the cost of all the wargear that the Hero is equipped with to the cost of the Hero's characteristics and special rules, and you have the total value of your Hero.

Before you play a game, compare the ratings of the two Companies. For every full 15 points of difference, the Company with the lower rating receives one reroll that can be used at any point during the game (but not in the after-game sequence). Additionally, after the game, the smaller Company receives 1 extra Influence Die for every full 15 points of difference in ratings.

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| WARGEAR COST TABLE | |
|---------------------------------------|------|
| Attacks + Wounds = Less than 3 | |
| Hand Weapon | free |
| Warg/Horse | 6 |
| Armored Horse | 9 |
| Spear, Pike, Two-Handed Weapon | 1 |
| Throwing Weapon | 1 |
| Lance | 1 |
| Bow/Orc Bow | 1 |
| Crossbow/Longbow | 2 |
| Shield | 1 |
| Attacks + Wounds = 3 or More | |
| Hand Weapon | free |
| Warg/Horse | 10 |
| Armored Horse | 15 |
| Spear, Pike, Two-Handed Weapon | 5 |
| Throwing Weapon | 5 |
| Lance | 5 |
| Bow/Orc Bow | 5 |
| Crossbow/Longbow | 5 |
| Shield | 5 |

REINFORCEMENTS

Battle Company games work best if neither side has too many bows within its force. As such, no Battle Company may receive bow-armed reinforcements or purchase bows with Influence Points if 33% or more of its members already have bows (this includes bows, Dwarf bows, Orc bows, Short bows, Elven bows, Uruk-hai crossbows, and any other sort of bow you can think of). If you roll for a reinforcement that has a bow in this situation, count the result as "choose one of the above" (and note that you can't then choose another bow-armed model!).

Models that are promoted are an exception to this rule and will exchange their weapons and equipment in the usual way.