

A Shadow in the East III – The War of the Ring

February 9-10, Warwick Rhode Island

A Shadow in the East III - The War of the Ring is a six-game, two-day narrative campaign tournament for the Middle Earth Strategy Battle Game. Unlike most tournaments, this tournament represents a contest between two vast alliances, one of Good, the other of Evil, seeking dominance over Middle Earth.

Side Selection and List Submission:

Each player must elect to support or resist Sauron's bid for control. Players should submit a list that:

- (a) Does not exceed 700 points;
- (b) Includes only Historical (green) Allies;
- (c) Is appropriately themed for the War of Ring. Permissible armies (some with restrictions) are listed below in **Armies of the War of the Ring**.
- (d) Does not duplicate and named heroes previously selected by another player. Essentially, because this tournament represents a single war fought simultaneously across Middle Earth, the "Rule of One" (see Rulebook p. 131) will apply across all armies on the same team. The two exceptions to this are: (1) the Fellowship – one (and only one) player with an army taken solely from the Fellowship list may duplicate named characters already taken by other players; and (2) Gandalf one (and only one) player may take Gandalf the Grey, and one (and only one) player may also take Gandalf the White. Both exceptions represent Tolkien's non-linear time sequencing...
- (e) Each player is also responsible for bringing (1) a fully painted army, (2) a set of six objective markers, and (3) one additional foot figure, emblematic of their army, that will represent their force on the campaign map.

Lists should be submitted by email to lverson.jm@verizon.net for pre-checking with a caption stating "SITE List Submission." In order to ensure that Good and Evil are properly balanced, lists must be submitted no later than Saturday, January 26th. **HOWEVER** – because named hero selection is essentially first-come, first-serve, if you want to be sure to use your favorite heroes, you should submit your list **AS SOON AS POSSIBLE**.

Middle Earth:

Middle Earth is divided into several regions, each represented by a battlefield. Each region is connected to two or more adjacent regions as shown on a campaign map. Prior to the first engagement, the TO will assign armies to appropriate regions. For the subsequent engagements, the team will decide which armies to assign to which regions.

The Course of the War:

The War of the Ring will consist of a series of six engagements, and the scenario will be determined by a die roll at each table. Each Engagement will last 2 hours.

Engagement 1 – “Rumour grew of a shadow in the East, whispers of a nameless fear.” – The armies seek information about their opponents and dominance of critical terrain. On a roll of 1-3, the scenario is Reconnoiter. On a roll of 4-6, the scenario is Hold Ground.

Engagement 2 – “And the Ring of Power perceived its time had now come.” – Powerful artifacts and relics must be secured to gain advantage in the battles to come. On a roll of 1-3, the scenario is Seize the Prize. On a roll of 4-6, the scenario is Heirlooms of Ages Past.

Engagement 3 – “In the gathering dark, the will of the Ring grows strong.” – Night falls on Middle Earth, and the competing hosts seek to surprise one another in the dark. On a roll of 1-3, the scenario is A Clash By Moonlight. On a roll of 4-6, the scenario is Storm the Camp.

Engagement 4 – “It works hard now to find its way back into the hands of men.” – The opening skirmishes begin. On a roll of 1-3, the scenario is Fog of War. On a roll of 4-6, the scenario is Contest of Champions.

Engagement 5 – “The board is set, the pieces are moving.” – The armies maneuver for position and advantage over their opponents. On a roll of 1-3, the scenario is Domination. On a roll of 4-6, the scenario is Capture and Control.

Engagement 6 – “We come to it at last... The great battle of our time.” – The final battles that will decide the fate of Middle Earth begin. On a roll of 1-3, the scenario is Lords of Battle. On a roll of 4-6, the scenario is To the Death.

Army Deployment for Engagements 2-6:

Post-Battle Retreats: After each engagement, the losing army must retreat to an adjacent region chosen by the player. If the engagement ends in a tie, either player may retreat, but need not do so.

Redeployment: Once retreats are complete, armies may redeploy to different regions. An army that includes Infantry without the flying ability may redeploy to an adjacent region. An army that consists only of Cavalry models (or Cavalry models and models with the fly ability) may redeploy twice (i.e. move to a region two regions away from where it began). An army that consists entirely of models with the fly ability may redeploy to any region on the map.

Forced Marches: An army may redeploy further than normally allowed by forced marching. For each additional province moved beyond the normal maximum, a Hero in the force-marching army must surrender a point of might in the next battle. If the army contains a Task Master of any variety, the player may avoid surrendering this might point on a roll of 4-6. An army that contains a war drum that effects all units in the army counts as containing a Task Master for this purpose. If an army has both a Task Master and a war drum, the effects stack.

No Region May Be Surrendered: At the end of redeployment, every region must contain one army from each side. If necessary, armies must force march to reach any uncovered region. In case of disagreement, a Team Captain designated by each side will be the final arbiter of which army will fight in which region.

The Fruits of Victory:

If an army wins a Major or Crushing Victory (see below) and does not redeploy, it gains the following benefits during the next Engagement:

1. In standard deployment scenarios, the controlling player may decide which board edge (or corner in Storm the Camp) the players will deploy on, and he may force his opponent to deploy the first warband (or entire army in Storm the Camp).

2. In Maelstrom of Battle deployment, the controlling player may choose to reroll his priority die on the first turn, or add +1 or -1 to each warband deployment roll (note this is cumulative with the Iron Hills army bonus). The player can choose between these options after rolling for priority.

The Palantirs:

At the beginning of the tournament, the TO will assign one Palantir to one player on each team. A player with a Palantir may use it just like Saruman's Palantir on p. 167 of the Rulebook. However, if the player with the Palantir is defeated, the Palantir will pass to the victorious player. That player may use it (and lose it, if he is defeated) in the next battle. The player that ends the tournament with the Palantir may use it again during a Shadow in the East IV.

Victory:

The result of the War will be decided based on each team's dominance over the various regions of Middle Earth throughout the course of the war. Victory in each engagement in each region will gain the prevailing side a variable number of Control Points (CPs). CPs are awarded by the following formula:

$(\text{Victory Type} + \text{Region Bonus}) \times \text{Engagement number} = \text{VPs}$.

Victory Types are: Minor (1 CP, 0-2 VP differential), Major (2 CP, 3-8 VP differential), and Crushing (3 CP, 9-12 VP differential).

So, for example, if Good won a Major Victory (2 CP) in the Pelennor Fields (+1 Region Bonus) in Engagement 4, it would score 12 CPs $([2+1] \times 4)$.

Note, players do not need to do these calculations for themselves if they don't want to. The TO will handle that.

Armies of the War of the Ring:

The following lists from the Armies of the Lord of the Rings and Armies of the Hobbit can be used (note, the Evil team may include no more than nine Ringwraiths of any type):

- The Fellowship
- The Shire (no Bandobras Took)
- The Rangers (no Arathorn)

- Minas Tirith (no Boromir, Captain of the White Tower, or King of Men)
- The Fiefdoms
- The Dead of Dunharrow
- Rohan (no Eorl the Young)
- Wildmen of Druadan
- Rivendell (no Gil-Galad)
- Lothlorien
- Fangorn
- The Misty Mountains
- The Kingdom of Khazad-dum (representing the dwarves of the Blue Mountains, no named heroes may be taken)
- Wanderers in the Wild (Murin and Drar only)
- Angmar (no Witch-King)
- Mordor
- Moria
- Isengard
- Easterlings
- Khand
- The Serpent Horde
- Far Harad
- Corsairs of Umbar
- The Iron Hills (note, may be historical allies with the Garrison of Dale)
- The Garrison of Dale (Girion represents Brand, King of Dale. May be historical allies with The Iron Hills.)
- The Army of Laketown (May be historical allies with Survivors of Lake Town. Only the Master, Braga and Laketown Guard Captains may be taken as heroes. The Master and Braga represent generic equivalents.)
- Survivors of Laketown (Represent Laketown militia. May be historical allies with Survivors of Lake Town. Only Percy, Hilda, and Laketown Militia Captains may be taken as heroes. Percy and Hilda represent generic equivalents.)
- Halls of Thranduil
- Radagast's Alliance (Note: Beorn represents Grimbeorn the Old. Radagast and Grimbeorn the Old may include Warriors of Rohan in their warbands.)

These represent Beornings, and may be upgraded to S4 for + 1 point/model).

- Azog’s Legion (No Azog or White Warg. These represent the armies of Gundabad. Bolg represents a generic equivalent).
- Dark Powers of Dol Guldur (No Necromancer. No Nazgul of Dol Guldur. Instead, the army may include Khamul the Easterling and/or up to two Ringwraiths from the Mordor list. May be historical allies with Dark Denizens of Mirkwood).
- Dark Denizens of Mirkwood. (May be Historical Allies with the Dark Powers of Dol Guldur)
- Goblin-town (Note: If this army includes the Goblin King, the controlling player must sing his song at the start of the tournament).

Note, I am willing to consider proposals for additional lists outside the parameters, so long as (1) the proposal has a basis in the War of the Ring, and (2) the player is willing to actually convert their figures to match the basis. For example, using Survivors of Laketown to represent the militia of Bree might be acceptable, provided one actually converts the figures to look like Bree militia in some distinctive way.

Schedule:

Saturday, February 9		Sunday, February 10	
10:00 AM	Registration and setup	10:30 AM	Initial Deployment
10:30 AM	Initial Deployment	11:00 AM	Engagement 5
11 AM	Engagement 1	1:00 PM	Lunch
1 PM	Lunch	2:00 PM	Engagement 6
2 PM	Engagement 2	4:30 PM	Awards
4:45 PM	Engagement 3		
6:45 PM	Dinner		
7:45 PM	Engagement 4		

Figures and Substitutions: All figures must be painted. Reasonable substitutions and conversions may be used for figures that are not commercially available from GW. All wargear must be depicted on the figure.

Miscellaneous: A player not present at his assigned table at start time will be docked one VP. A player not present at his assigned table 15 minutes past starting forfeits the game and awards the opponent Crushing Victory. A player who concedes a game already in progress causes his opponent to win a Crushing Victory.