By Thor and Odin, inspired by rules for “The Alamo” by
Mark Latham

With grateful thanks for ideas and support from the other Aesir and the Dwarves.
You know who you are!

The plain was dark with their marching companies...
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**Introduction**

“The Lord of the Rings Strategy Battle Game” (LotR SBG) is an excellent game for depicting skirmishes involving the soldiers and warriors of Middle-Earth, inspired by the Heroes of the Age. It is less effective at conveying a sense of huge armies vying for the future of the Free West in the face of Sauron’s endless hordes of slaves and allies.

The intention of these rules is to adapt the excellent system that Games Workshop have created for the LotR SBG to allow large numbers of figures to be involved in battles that don’t get bogged down in complicated manoeuvres and dice rolling.

It is possible to fight big battles of 1000 points or more with the standard rules, but the game can slow down and that is where these rules come in. Instead of every warrior being an individual he is grouped into a unit, called a Company, and the army is formed of these Companies, whether they are disciplined units under an appointed officer or war-bands held together by a chieftain or strongman.

Most of the standard LotR SBG rules are still used, but they are slightly amended to take account of dealing with bodies of troops.

The biggest changes are “who wins a fight” and the introduction of the idea of Troops being Unsettled. They aren’t scared enough yet to flee, but they are nervous and not working at full efficiency, usually because they have just been beaten in a fight or charged by a monster.

**The Companies**

Troops are not individual soldiers or warriors, they are assembled in companies of similar troops.

Infantry is divided into two types, *Formed* and *

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<table>
<thead>
<tr>
<th>Company Type</th>
<th>Number Range</th>
</tr>
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<tbody>
<tr>
<td>Skirmish Infantry</td>
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<tr>
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<tr>
<td>Siege Artillery Weapons</td>
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</tr>
</tbody>
</table>

**Generals and Heroes**

One Hero in the army is the general, who can use his courage to affect all companies within 12”. You can also appoint Heroes to be Sub-generals with a 6” range.

Companies must follow the rules below at all times.

They must stay in Cohesion at all times (see box-out).

They must move at the speed of their slowest member. So if any in a company crosses difficult terrain then the company slows to keep pace with him. (Difficult Terrain doesn’t affect Skirmish Infantry or Light Cavalry so badly, see later).

Units charging into melee must have at least one model able to see the enemy at the start of the move.
If you decide to lie models down so they can’t be seen, then the whole Company must lie down.

**Mixing Weapon types**

Although companies in the more organised nations, e.g. Gondor or Isengard, will tend to be issued standard equipment, even in these nations Companies will have individuals with different weapons, the sword and shield men at the front may be backed up by spearmen, and the less organised war-bands of Rohirrim and Orcs may add missile weapons to the mix.

**Formations**

Usually *Formed Infantry* and *Heavy Cavalry* are formed up into rectangular Blocks, wider than they are deep, to allow them to bring their force to bear in the most effective way possible. *Formed infantry* and *Heavy Cavalry* must stay in Block or Column formations. The exception to this is when they win a fight when they can try to envelop their enemy.
Moving the Companies

As long as Companies are in Cohesion then the normal rules for movement for all the model types apply. Mumakil still use their ‘spin the base and charge in a straight line’ rules, cavalry still move quickly, and flyers still fly. With some exceptions Companies cannot move through each other.

Crossing Obstacles

Make one Jump or Climb roll for the Company when crossing an obstacle. If the move of the Company will split models on either side of the obstacle then the Company has lost Cohesion and it must try to re-establish it in its next Move phase, but it may need another Jump or Climb test to do so.

Unsettled

The rules will keep mentioning Companies being “Unsettled”. An “Unsettled” Company is not so scared that it is about to run away, but it is disordered and unnerved and its confidence has taken a bit of a knock.

The effects of being Unsettled are

- Unsettled troops cannot charge into combat
- If Unsettled troops need to take a Courage test then they subtract 1 from their Courage roll
- They cannot use missile fire
- If involved in a fight they always strike last.

Troops can become Unsettled when

- A Company that doesn’t cause Terror fails a courage test when they charge a Terrifying Company
- Skirmish Infantry fail a courage test when charged by cavalry
- A Terrifying Company charges a Company that doesn’t cause Terror which then fails a courage test
- Skirmish Infantry or Light Cavalry move more than half-movement through difficult terrain
- A Company loses a quarter of its number in one Missile Phase and then fails a Courage Test
- A Company loses a Fight and the models in that Company are outnumbered by at least 2 to 1 and then fail a Courage Test
- A Formed Infantry or Heavy Cavalry Company tries to squeeze through a gap too narrow for it
- A fleeing Formed Infantry or Heavy Cavalry Company hits a friendly Company which then fails a Courage Test.

Troops that have an Unsettled marker have it removed at the end of their next Movement phase.

If an Unsettled company is included in a “With me” action then it isn’t Unsettled any more.
Crossing lakes and fast flowing Rivers

Use the normal rules for this (page 73 of the main rule-book), just roll all the dice at once. Remember to use different coloured dice for Heroes and different troops. The owner of the unit chooses any casualties.

Marching along Roads

If a company is in a ‘travelling column’ (i.e. deeper than it is wide) and is on, or straddling, a road then it increases its movement by D6” providing it is at least 6” away from any enemy companies for the whole of its movement. Skirmish Infantry and Light Cavalry can take advantage of this if they are formed up into a column with all bases touching.

Skirmishing Infantry

Skirmish Infantry, including Heroes on foot, can travel across difficult terrain more easily than Formed Infantry. To account for this Skirmish Infantry can ignore all movement penalties for difficult terrain, but if they do so they end their move as Unsettled. Woodland Creatures are not Unsettled by moving their full move through woods.

They can also deal with barriers more easily than units in a formation and a Skirmish Infantry Company making a jump or climb roll adds 1 to their dice roll.

A Skirmish Infantry Company can move through a friendly Skirmish Infantry or Light Cavalry Company at no penalty. A Skirmish Infantry Company can move through a friendly Formed Infantry or Heavy Cavalry Company as long as the friendly company doesn’t move more than half its movement.

Charges

If the Company can see an enemy Company within its movement range (remember only one model needs to do so) then it can charge, as long as no model moves further than its movement allowance.

A charge is against just one Company (whether that is an actual company, artillery battery, Monstrous mount or Hero). The Company must try to get all of its front engaged against the enemy. If the front of the Company is wider than that of its enemy then it may end up charging more than one enemy Company but only if its front is wider than its target Company.

More than one Company can charge the same enemy.

When a Formed Infantry or Heavy Cavalry company is charged it is fixed in place, i.e. it cannot move, not even to reform its ranks. A Light Cavalry or Skirmish Infantry Company can move up to a quarter (round up) of the figures that aren’t already engaged into combat if they have enough movement left for it.

Skirmish Infantry are wary of Cavalry as they don’t have the mass and order to resist a cavalry charge. Skirmish Infantry must take a Courage test if Cavalry charge them. If they fail this they are Unsettled.

Charges and Terror

Unless they themselves are Terrifying, a Company must take a courage test before charging a Terrifying creature, or being charged by one. If they fail, then they are Unsettled and, if they were intending to charge, they do not move that turn.

Moving through narrow gaps

Formed Infantry and Heavy Cavalry will sometimes find themselves trying to move through a gap narrower than the width of the company. In this case if the gap is half the width of the company or less then treat it like a barrier and use the jump rules.

If it is more than half the width of the Company
then the Company can move through at half speed or it can choose to move through at normal speed, but it has to take a Courage check otherwise it ends up Unsettled.

Fleeing into other Companies

Sometimes, when under heavy fire or having lost a fight to an opponent that outnumbers it by 2 to 1, a Company will have to flee, and sometimes, when fleeing, it will make contact with another Company.

If the Company in the way is an enemy company then the fleeing unit must stop 1” away from it.

If a fleeing *Formed Infantry* or *Heavy Cavalry* Company hits another friendly *Formed Infantry* or *Heavy Cavalry* Company as part of a fleeing movement then it is stopped dead in its tracks. Both units are now Unsettled.

If either are *Skirmish Infantry* or *Light Cavalry* then, if the flight would put the fleeing Company behind the Company in the way then it can do so otherwise it has to stop in front of the Company. If the Company being passed through are either *Skirmish Infantry* or *Light Cavalry* then they become Unsettled. If the Company being passed through is *Formed Infantry* or *Heavy Cavalry* then they are not Unsettled, unless they were to start with: they don’t care about ‘flighty’ light troops.

Cavalry Companies

Most of the normal rules for Mounted figures still apply. Cavalry are split into *Light*, usually scouting cavalry and horse archers, and *Heavy* like Knights and Kataphraktoi.

Heavy Cavalry

When *Heavy Cavalry* charge into combat each model in the Company gets an extra attack, as long as:

- they didn’t have to cross any barriers;
- they didn’t have to enter, or pass through, difficult terrain;
- the enemy must not be defending a barrier.

*A Company of six knights charges a Company of orcs. One knight on the left has to cross a barrier, and two on the right have to pass through an area of difficult terrain. The one on the left and the two on the right roll their usual number of attacks (normally 1 each), whilst the three in the middle each make one extra attack.*

Light Cavalry

*A Light Cavalry* Company must keep its models within 3” of each other to maintain Cohesion. They are the Cavalry equivalent of *Skirmish Infantry* and all the same rules apply to them, including *Light Cavalry* Archers being able to fire through others in their Company without having to take an ‘In the Way’ shot.

**Light Cavalry** do not get an extra attack for charging infantry.

Loose Mounts

The biggest problem for Cavalry companies, whether horsemen or warg riders, is what to do about models that have their mounts shot from under them. The Advanced Courage Rules for mounts without riders are not used. Heroes can continue on foot as normal, but a Cavalry company must either slow to the pace of the unhorsed model or remove them as a casualty.

Optional rule

If you have multiple casualties in a turn, and have some mounts without riders and riders without mounts then you can make a Courage test for each dismounted rider. If the Courage test is passed then they have grabbed the spare mount and are back in the saddle – only until you run out of spare mounts obviously.
Optional Rule: Riders of Rohan

Companies of Rohirrim with 10 or fewer members can choose to be **Light Cavalry** or **Heavy Cavalry** depending on circumstance. The player must choose at the start of the move and form his troops accordingly. Rohirrim acting as **Light Cavalry** must move apart to indicate that they are being **Light Cavalry**.

**Chariot Companies**

*Chariot* companies, or Squadrons, must have a minimum of 1 model and a maximum of 5. *Chariots* obey the same Cohesion rules as **Light Cavalry** and **Skirmish Infantry**, but they move under the normal movement restrictions for *Chariots*.

**Bodyguards**

If using troops with the Bodyguard rule, like Khazad Guard or Rohan Royal Guard then the hero they are guarding must be in that Company.

**Military Pride**

When choosing the forces to put in your company you can promote up to three of the models to special positions of responsibility. You can appoint a Sergeant to provide inspiration, a Banner Bearer (the rules for this are slightly different to normal LotR SBG) and a musician to convey orders and set the beat for the march.

Each of these models costs an extra 10 points in addition to their normal model cost. This extra cost replaces the normal cost of a banner in LotR SBG i.e. an Orc Banner bearer costs 15 points instead of 30 points.

Banner bearers and musicians cannot be given shields.

**Sergeants**

A Sergeant (or sub-chief or whatever he is called) is usually a veteran with better combat skills and more determination under pressure. He adds 1 to his Fight and 1 to his Courage and as long as he is alive the Company uses his Courage score instead of the Courage score that most of the rest of the Company had. At least a quarter of a Company has to be of the same type as the Sergeant.

E.g. The War-band of Ughtakh contains both Uruk-Hai and Orcs, but only three are Uruk Hai and the other seventeen are Orcs, so Sgt. Ughtakh has to be an Orc. If there were two more Uruk-Hai, then the player could chose to promote one of the Uruk-Hai to be the Sergeant.

**Banners**

Many Companies will carry Banners into battle. If a Company includes one of these then, if it rolls a 1 as part of any Courage test, it can re-roll that die, though the result of the second roll must be used.

However, Banners can be captured, so be careful, as this affects your Company’s Courage.

**Musicians**

A Company finds it easier to march to the beat of the drum or the call of a horn. If a Company has a musician then, as long as it is not within 6” of any enemy Company, it may make a Forced March. The Company moves an extra D6” but it cannot fire missile weapons or charge into combat. If charged then it can fight normally. If a company is on the road and has a musician then it rolls 2D6 and picks the better of the two.

Moria Goblin Companies do not have musicians or banners in their Companies. Instead the Goblin Drums serve as both within 18”.
The Missile Phase

A company must fire all of its missile weapons against the same target, whether Monster, Hero or Company. Unless using volley fire then only the front rank and any figure standing behind them can shoot. Roll all the dice at the same time but, if different weapons or skills are being used, use different coloured dice to distinguish the different weapon or a model with a different S value.

In a Formed Infantry company only archers in the front two ranks of the body of troops are able to shoot.

Skirmishers

Companies in Skirmish Order can fire through each other without having to take ‘In the Way’ shots. They are assumed to be dispersed enough to do this. If they form up with bases together then they lose this and must follow the normal rules.

Removing Casualties

The player who owns the target company decides who gets removed as a casualty from missile fire.

Volley Fire

The normal rules for volley fire remain. Only the same kind of weapon can be joined in a volley, so Orc archers and Uruk-Hai Crossbowmen cannot volley fire in the same company, not that Uruk-Hai would choose to associate with Orc snaga anyway. Volley fire is by Company; two or more companies cannot join together for volley fire.

In the Way

To claim that an obstacle is in the way of missile fire then more than half the target Company must be obscured from the majority of firing models. If there is any doubt about this then roll a D6 in the normal way.

Optional Rule: Skirmishers

Skirmishers are trained to take the best use of the cover available to them. When firing at a Skirmish Company then, if an ‘In the Way’ shot has to be made, on a 1-4 the missile misses, as opposed to the normal 1-3 miss. This also applies to Heroes on Foot.

Bolt from the Blue

If a company loses 25% of the warriors it started a Missile Phase with, then it must take a
Courage Test. If it fails then the whole Company flees D6" away from the Company that shot them, ignoring any penalties for terrain. The Company is Unsettled - place a marker beside them to indicate that.

The Fight Phase

The rules for resolving Fights are different from the normal LotR SBG where each model throws a dice and the highest roll wins, the Fight score breaking ties.

When two Companies, including heroes, clash, the Fight values determine who goes first; the higher the number then the faster you are. Certain weapons, like a two-handed weapon, a dagger or a banner, no longer penalise your Fight skill, instead they affect your model’s chance to hit, usually subtracting 1 from your dice roll.

Starting with the fastest, roll a dice for each attack. The target can only be another model in base to base contact, except where shown in the accompanying table.

Table showing numbers of formed troops which can attack a given single enemy.

<table>
<thead>
<tr>
<th></th>
<th>Formed Infantry (25mm)</th>
<th>Heavy Cavalry (40mm)</th>
<th>Monster (40mm)</th>
<th>Monster (60mm)</th>
<th>Mumak</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formed Infantry (25mm)</td>
<td>1</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>Heavy Cavalry (40mm)</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Monster (40mm)</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Monster (60mm)</td>
<td>1</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mumak</td>
<td>1</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Skirmish Infantry and Light Cavalry are worked out just as in the basic LotR SBG - i.e. only models in base contact can fight.

Supposing the front rank of one company has a gap (i.e. a model missing), then common sense would dictate that there would be one less model fighting the big-based enemy.

On a roll of 4-6 on the D6 the blow has landed - this roll can be affected by Might points. Once you have rolled the dice to hit then roll to wound as normal. Models with the same Fight value are considered to be striking simultaneously so both might get a chance to wound and you may have models killing each other in a “mutual”, but the side with Priority rolls first.

However if a model is killed by an enemy with a higher Fight value then it doesn’t get to strike back.

Spears and Pikes

These add extra attacks as normal.

Shielding

Shielding has no effect in War in Middle Earth.

Trapping

If the losing Company doesn’t have space to retreat because it is surrounded then it is trapped and may take more wounds. All the hits that actually caused a wound hit a second time automatically, so roll to wound.

Formed Infantry and Heavy Cavalry are trapped if there isn’t a gap at least half the Company width wide they can escape through. Normal trapping rules for individuals (i.e. if an individual model can’t get out of the way then it is trapped) do not apply in the MoM.

A Company of Morannon Orcs is surrounded on three sides by Gondorian units and on the last by a unit of Dwarves. There is only a gap three
Who can Fight?
Trapped

Not Trapped
models wide and the Orcs are seven models wide, and so is trapped. The Orc Company has suffered four wounds and loses the fight so the Good player gets four extra chances to cause wounds to the Company.

Thrown Weapons

If the Company has them then, like normal LotR SBG, weapons may be thrown into combat as a unit charges. For Skirmish Infantry and Light Cavalry only the troops actually making contact can throw their spears. For Formed Infantry or Heavy Cavalry Companies then the front two ranks can throw.

Holding the High Ground

Troops on the High Ground get +1 on their ‘to hit’ rolls. The “High Ground” must be significantly higher, uphill or on top of a block of stone etc. A good rule of thumb is to say they should be at least ½” higher than the enemy.

Removing Casualties

In the Fight Phase a model can only kill a target in base to base contact, but wounding attacks that have no-one left to kill aren’t wasted. Keep a note of them as they are used to determine who won that clash. If one Company is clearly outclassing the other it might cause their enemy to run.

The attacker determines who takes the casualties, so if an attacking model is in base to base with a normal soldier and a banner bearer, then he can choose to remove the banner.

Who won the fight?

For each fight in the battle, usually one Company versus one Company, count up the number of casualties on both sides and add any “wasted wounds” to this score. The side that has caused the highest number has won that fight.

The loser must back off directly and cannot restore any unit cohesion when they do this. Infantry back off D6” away, Heavy Cavalry back off D6+2” away and Light Cavalry and Chariots back off 2D6” away. The winner gets a free move to restore unit cohesion, but models can still only move their maximum distance and they cannot advance beyond their front line.

If the loser is outnumbered by 2 to 1, or is defeated by a Terrifying Creature then it must take a Courage Test. If it fails then it is also Unsettled. Any models not in cohesion are not counted towards the losing Company’s total. If the winner is cavalry and the loser is infantry then count both the rider and the mount.

Monsters on 40mm bases count as 8 figures, Monsters on 50mm bases or bigger count as 10.

Terrifying Creatures defeated by other Terrifying Creatures do not have to take a Courage test after losing a fight.

“Honours even”

If both sides caused the same number of wounds then all the companies involved stay where they are. The side with Priority can choose to attack or withdraw. Remember that a Hero calling “With me” can move a company out if its normal turn.

“After them!”

If the winning Company in a fight has a front line at least twice as wide as its enemy and a sergeant, a banner, and a musician then it may choose to try to pin the enemy in place and surround it before it can retreat. Seizing the initiative, the winner rolls a D6 to see how far it could surge around the enemy. A Heavy Cavalry Company trying to pin Formed Infantry gain +2 on this dice roll.

If this move would put the winning Company with at least one rank behind the losing Company then the losing Company is trapped and surrounded. If the move would not allow them to pin the enemy then the winning
After them!

Larger company wins fight

Larger company rolls 3 on D6, and can pin opponent

Larger company rolls 2 on D6, can't pin opponent and is unsettled
Company stays where it is and becomes Unsettled, with the losing Company making the usual ‘back off’ retreat move.

A Hero of the same nation as the winning Company can take the place of the Sergeant. Goblin Drummers act as standard and musician as normal.

A pinned Company can only fight with the outside ranks of its formation and any supporting spears or pikes. A pinned Company can’t use throwing weapons, move, or change formation.

If a Company which is pinning another Company is itself attacked, the fight continues as normal, but it loses its rank bonuses.

“All is lost!”

An Infantry or Cavalry company that suffers 50% or more (round up) casualties in a Fight Phase must test for Courage. If it fails then the Company will run away, otherwise it retreats just D6” away from the Company that caused the casualties, even if it won the Fight.

Don’t test Courage for any other reason in this situation, if the Company sticks around after having had half its members killed then losing to a Terrifying Creature or for being outnumbered doesn’t matter.

Running away means running right off the table. The Company is removed from the table.

**Multiple Fights**

If more than one Company is involved in a fight and you can’t split it into Company versus Company as you would do with model versus model in normal LotR SBG, then resolve it as one big fight. The difference is that the result of the combat affects every Company and Hero on the losing side.
Capturing Standards

If the banner bearer of a losing Company is killed in the Fight phase, then the Company that wins the fight has captured the banner. Place the banner behind the capturing Company to represent this. A Company that has lost its standard has its Courage reduced by 1 for the rest of the Battle unless it can defeat the Company that has the Banner and capture it back. If a banner is recaptured then an ordinary soldier in the Company is now promoted to Banner bearer and his model is replaced with the Banner bearer.

Captured banners have no effect for the Company capturing them.

Courage

Whenever a call for a Courage test is made then you make just one test for the whole Company. If you have a Hero within 6” or the General within 12” then you can use his Courage value if it is higher. Sergeants provide a higher Courage value only to the Company they are in.

Rank bonuses

*Formed Infantry* and *Heavy Cavalry* get some reassurance from being part of a big strong unit under certain circumstances. For each rank in a Block formation, after the first rank, add 1 to a courage test when

- Testing because you have lost a fight
- Testing because you are being charged by *Terrifying* Creatures

*E.g. Some men of Gondor are being charged by Trolls. The infantry is in a block four deep, they get a +3 to the dice roll to see if they stay ready to receive the charge.*

Unsettled troops and troops not in Cohesion do not get the benefit of Rank Bonuses.

If another enemy attacks a company in the flank or rear during the fight then it does not get the benefit of a rank bonus.

*“Flee, flee for your lives”*

When a force is Broken (half of the models in the entire army have been removed as
casualties) then, at the start of every Move Phase, any Company not currently in combat must take a Courage test. If the test is failed then the Company is removed, the soldiers have fled and may fight again one day, but not this day.

“Oh no, not again!”

When a Courage test is made in a turn for any reason, whether it is being charged by a terrifying beastie or because of massive loss of troops due to missile fire then you don’t have to test for that reason again that turn.

**Special Company Types**

There are special types of Company that do not fall into the simple categories of Infantry and Cavalry. These are Heroes, Artillery, Monsters (including Monstrous Mounts) and Chariots.

**Heroes**

Heroes are still heroes in much the way they are in LotR SBG, they count as being a Company in their own right. Heroes on foot count as *Skirmish Infantry*, those on horseback as *Light Cavalry*, but they still get an extra attack if they charge.

The biggest restriction on them is that if they join a company they must obey the same rules as that Company obeys, e.g. a Hero in a *Light Cavalry* company must flee 2D6” if that company loses a fight.

Heroes only join one Company at a time, so a Hero in a *Formed Infantry* Company has to be in base to base contact with others of his Company.

Remember though that Heroes whose horses are killed are not removed from the game. If they survive the fall then they are placed on table on foot.

Captains, i.e. no-name Heroes, may only join Companies where at least a quarter of a Company is of the same type.

All Heroes that have joined a Company, including Captains, can use their Courage when a Courage test is needed, even if the Company has a Sergeant.

**Heroic Actions**

Heroes may use Heroic Actions in exactly the same way as described in the rulebook. “*With me*” and “*Fire!*” heroic move and shoot actions act as normal and, in fact, if one model in a Company is affected then all are. However only Heroes can be affected by Heroic Combat.

It is hard to target individual heroes. If a hero model is within 3” of a Company containing 10 or more models of a roughly similar type to the hero (i.e. Heroes on foot and Infantry, Mounted Heroes and Cavalry) then the hero cannot be targeted.

**Artillery Batteries**

An *Artillery Battery* consists of one or more Field or one Siege Artillery piece of the same type. The war machines must remain within 6” of another of its Battery and the crew must stay within 3” of their weapon. The benefit of forming a battery of more than one weapon is that one Sergeant can be appointed to look after the whole Battery.

<table>
<thead>
<tr>
<th>Field Artillery</th>
<th>Siege Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good Good</td>
<td>Good Good</td>
</tr>
<tr>
<td>Avenger Bolt thrower</td>
<td>Battlecry Trebuchet</td>
</tr>
<tr>
<td>Mordor Siege Bow</td>
<td>Uruk-Hai Assault Ballista</td>
</tr>
<tr>
<td>Evil Evil</td>
<td></td>
</tr>
<tr>
<td>Mordor War Catapult</td>
<td></td>
</tr>
</tbody>
</table>

The crew are Skirmishers and the weapon is part of their unit, but the war machine does NOT benefit from enhanced ‘In the Way’ rules or
movement. If an artillery piece is being moved then it moves as if it is *Formed Infantry*. A war machine in base to base contact with an enemy cannot be fired, and the artillery piece needs its crew in base to base contact to be fired.

Artillery follow the normal LoTR SBG rules, and count as missile weapons for the “Bolt from the Blue” rules.

If the scatter die indicates that the artillery hits another enemy figure then, if there is another company within range, that company can be nominated instead.

**Monsters**

Monsters are single figures so terrible and powerful that they are not used to fighting in formations. They also include Heroes on Monstrous Mounts.

Monsters are
- Ents
- Trolls
- Eagles
- The Balrog

Monsters count as a company by themselves.

If a Company, that isn’t itself *Terrifying*, loses to a *Terrifying* creature then it must take a Courage test just as if it were outnumbered by 2 to 1. If it fails the test then it flees.

**Mumakil**

The Mumak is a special class of Monster. Like other Monsters the Mumak is a Company all by itself, but it can also carry another Company on its back. Haradrim in the Howdah always count as *Skirmish Infantry*, but obviously they cannot leave the Mumak.

The Mumak is moved and fought as normal. The Haradrim on his back are not affected by the Mumak charging Cavalry or being charged by them, but they are affected if the Mumak charges, or is charged by, a *Terrifying* creature. If they fail the Courage test they are Unsettled and may not shoot missiles or strike in Combat.

A company that takes 25% casualties from the Mumak’s trample must take a Courage Test. If this is failed the Company flees D6” away from the Mumak, ignoring any penalties for terrain, and is Unsettled.

The Haradrim on the Howdah can be given a Sergeant, but if a Mahud is bought for the Mumak then he is classed as being with the Company and his courage is used.

**Magic**

Magic works in almost the same way as it does in the normal LotR SBG rules, with one or two exceptions:

Spells that affect only the caster work exactly as in the normal LotR SBG rules.

Spells which affect a single other model are unchanged except that the caster can’t target an individual they do not have Line of Sight to. If the target is hidden behind other models then use a normal “In the Way” roll. If another model is in the way then the spell cannot be cast.

If the Spell-caster has a scrying device, such as the Palantir, Galadriel’s Mirror or Radagast’s birds, then they always have Line of Sight to the target.

If the spell-caster is flying, such as a Nazgul on Fell-beast or Gandalf on Gwaihir, then they can ignore the first two ranks of troops between them and the target.

Spells with an area affect, like Fury which normally affects anybody within 6”, change their effect slightly. They can now only be cast on a single Company, any part of which is within 6” of the caster.
Heroes, however, are affected by these kind of area spells as per the normal rules.

*E.g. a Goblin Captain within 6" of a Goblin Shaman that has cast Fury gets the benefit of the spell, as well as the Goblin Company it was originally cast on.*

**Muster the Army**

The armies chosen for the muster should be logical within the confines of Lord of the Rings. They should be themed and appropriate - it is silly to take units and characters separated by thousands of years and miles.

It is also more fun to play with a realistic force rather than one comprised solely of special effects. How else are you going to know how good you are if you succeed despite the disadvantages of a nation as well as the advantages?

An army is built of its Companies. One Company is defined as:

| 1  | Hero |
| 5 – 15 | Skirmish Infantry |
| 5 - 30 | Formed Infantry |
| 5 - 10 | Light Cavalry |
| 5 - 20 | Heavy Cavalry |
| 1 - 5 | Chariots |
| 1 | Monster |
| 1 – 5 | Field Artillery |
| 1 | Siege Artillery |

Not all Infantry or Cavalry are suitable for all roles. It is hard to imagine a Company of Hobbit Pike-men, or Khazad Guard Skirmishers, so the table below indicates the roles each can fulfil.

**Guidelines for the Muster**

- Depending on the scenario, players should choose models for their force up to the points they are allowed by the scenario.
- A single Warlord or General should be appointed to an army. You can use Captains and Heroes as sub-generals and chiefs to command smaller portions of the army.
- Normal rules on characters apply. You can only take a named character once and if your opponent has the same character then you should dice off for who takes him or her.
- Normal restrictions on force composition apply. You can only take a maximum of 25% of the *models* as being armed with bows.
- No more than 25% of the companies in an army can be *Skirmish Infantry* or *Light Cavalry*. This does not include heroes.
- How many named characters can I take? Unless the scenario specifies otherwise, the following table gives maximum numbers:

<table>
<thead>
<tr>
<th>SIZE OF GAME (POINTS)</th>
<th>NUMBER OF NAMED CHARACTERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - 1000</td>
<td>1</td>
</tr>
<tr>
<td>1001 – 1500</td>
<td>2</td>
</tr>
<tr>
<td>1501 - 2000</td>
<td>3</td>
</tr>
<tr>
<td>2001 - 2500</td>
<td>4</td>
</tr>
<tr>
<td>Per additional 500 points</td>
<td>+1</td>
</tr>
</tbody>
</table>
(*) These can act as *Skirmish Infantry* or *Formed Infantry*, but the decision as to what they are must be made when the Company is created.

(**) These can act as *Light Cavalry* or *Heavy Cavalry*, but the decision as to what they are must be made when the Company is created.

(***) Rohirrim Companies of more than 10 Members must act as *Heavy Cavalry*, otherwise they can choose to be either at the start of their move.

If a Company is created that includes both *Skirmish Infantry/Light Cavalry* types and *Formed infantry/Heavy Cavalry* types then three-quarters of the Company must be of one type.

*E.g. Tim wants to create a Dwarf Skirmish company of 15 Dwarves giving some shields instead of bows to give them some protection. There can be no more than 3 non Archer Dwarves. Even though those 3 Dwarves have heavy armour and Shields, they are assumed to be skilled in Skirmishing and use the Skirmish rules, even if all the archers are slain.*
Shaken Markers

In order to play ‘War in Middle Earth’ you will need some ‘Shaken’ markers. These could be as simple as little pieces of card with the word ‘Shaken’ written on with a ball-point pen. However, in our opinion, this game, like all miniature wargames, is about making things look good on the table. We suggest, therefore, that it would be nice to have ‘Shaken’ markers which ‘blend in’ with your game board. They don’t even need to say ‘Shaken’: so long as they can’t be mistaken for anything else on the table, they can be anything you like.

We think that using a standard 1” round Lord of the Rings base with some suitable item of scenery on it is a good idea. They’re quick to make, easy to move around with the unit, and don’t stand out too much whilst it remains obvious what they are. Examples could include one or two small rocks, a particular kind of bush, a small puddle, or clump of grass, or even a combination of these. Just remember that whatever you decide to use must be unique to ‘Shaken’ markers, to avoid any chance of confusion. To be on the safe side, you probably need to provide at least as many markers as you have separate companies in your army.

You could, if you felt like it, make some ‘casualty’ figures, by converting models to look dead, and use these as shaken markers too, though this is perhaps a little more involved.

The two photographs show a selection of ideas for different types of markers and how to use them. If you had more than one army you could ‘theme’ the markers - bushes for wood-elves, a pile of skulls for the Army of the Dead, or rocks for dwarves for example.
Designers’ Notes

by Odin and Thor

Aragorn and Arthur: two Kings involved in mighty quests, deeds of heroism and treachery, fighting in great battles. The difference being that there is more documented evidence for Aragorn and Middle-Earth than there is for Arthur’s Britain. Even so, what constitutes the ‘real’ Middle-Earth is subjective, but ours includes mighty battles as well as the heroic skirmishes provided for by Games Workshop’s LoTR SBG. The lure of Middle-Earth brought Thor back into figure wargaming after an absence of over a decade and we both really enjoy the game Games Workshop has provided us with.

However, where we feel it is less good is in depicting epic battles. With large number of troops on the field of battle the game slows down badly, but we like battles with large numbers of troops. The Siege of Minas Tirith with about forty good and sixty evil models doesn’t even begin to feel like the titanic struggle it was. Not just the Siege of Minas Tirith, the Battle of Pelennor Fields or Helm’s Deep, but the Battle of the Five Armies, the battles of the Last Alliance, the civil war between the fractured kingdoms of the North and their battles versus against Angmar, which even included a company of Hobbit archers at the end, and others throughout the four Ages of Middle-Earth.

We are not the only ones to notice the slow down. Mark Latham, who wrote ‘Legends of the Old West’ - gun-fight rules for the Wild West based on the LotR SBG rules, published by Warhammer Historical Wargames, wrote an “Alamo” supplement which has rules to take care of armies. We found ourselves inspired by his lead and have written these rules, which have the joint aim of providing a way of playing large games quickly and also providing a bit of a redress to the poor old Rohirrim, who have been robbed of their role as the premier cavalry of Middle-Earth by subsequent releases and by paying the points for a bow that two-thirds of their warriors can’t use.

These are not intended to replace GW’s rules, you still need them to play the game, but we have departed from those rules where we felt the need in order to make the game faster. The earliest decision was to make the basic tactical unit the Company and thus to allow them to have mixed weapons like rabble of Orcs, or bands of provincial Gondorians, while Minas Tirith and the forces of Isengard can afford to put forward troops all armed and armoured alike. The next decision we took was about the role of troops in the game. LoTR SBG treats all infantry and Cavalry as essentially the same but there are different roles in armies and one size doesn’t fit all.

Skirmishers and Light Cavalry harass formed bodies, provide some missile cover and can be used to disrupt stalled charges and this was the thinking in the division in these rules and the special rules we have given them. Skirmishers have to be able to filter through their line infantry colleagues - to use missiles against foes and to retire at need. Skirmishers can hurt cavalry when the cavalry is stalled, but are at a disadvantage when they are charged. That effect is noticeable in the difference between attacking cavalry and being attacked in LoTR SBG and we wanted to keep the distinction. In early playtests we noticed some players taking companies of skirmishers that ended up being too powerful given the movement advantages and so we limited the numbers you could take. Skirmishers are inferior in numbers to line troops in any historical ancient army we have records of.

Many rule-sets give bigger ordered bodies of troops a combat advantage in having extra ranks, somehow we didn’t feel quite right about that, especially as the basic rules give troops with spears and pikes an advantage already. Instead having a big body of lads with you
gives a morale boost, which we felt was more realistic, though from experience Thor says that when you are in a shieldwall facing a charge it feels like all the enemy are charging straight at you. As morale is a bit of an all or nothing thing in LoTR SBG we introduced ‘Unsettled’ to allow for companies who were nervous but who could be rallied and returned to the fray. In a way this returns to the way troop morale worked in the earlier editions of the rules where troops would run away, but could head back in rather than fleeing as soon as they failed morale.

For instance, early on in the design process, we were still moving figures individually - albeit in base-to-base contact. This was slow (as you’d imagine), but allowed us to have troops in larger companies ‘lapping around’ those in smaller ones. This seemed like a good idea, but it quickly became apparent that, after a round of combat, the companies were so mixed up that it was very hard to disentangle them, and to know how to get them to dress their ranks and get back into some sort of formation. This is probably realistic - but it didn’t make for a particularly satisfying game experience.

So we took the decision to use ‘movement trays’ and to keep the troops together in fairly ‘fixed’ formations. This in turn was a little unsatisfying, in that it seemed to preclude the possibility of the remnants of units being surrounded and making ‘glorious last stands’. We therefore thought hard again, and came up with the “After them” rules. These are somewhat ‘abstract’ in that the troops doing the surrounding don’t actually move off their movement tray to surround the unit (unless you want them to of course- but bear in mind that moving individual figures slows the game down), but it’s a reasonable compromise, and it ‘works’ in the sense of simulating the result of surrounding a smaller unit.

You are, of course, free to change the rules in any way you see fit - wargaming is a ‘broad church’ and what’s gospel for one is likely heresy to another. Having said that, we would ask that you give the rules, as written, a good try before changing them - there are some subtleties built in which aren’t apparent until you’ve played a few games with them.

We hope that they give a good balanced game and that, above all, they provide you with lots of fun exploring aspects of the history of Middle Earth which the standard LoTR SBG doesn’t cater for very well.