Armour
Most warriors wear armour, although it can vary hugely in appearance and construction. The Men of Rohan favour a combination of leather jerkin and iron scalemail, whereas the Men of Minas Tirith protect themselves with steel plate and the Haradrim chiefly rely on dense-woven wicker and bamboo. The degree of protection each kind of armour bestows is incorporated into a company's Defence characteristic.

Shields
In addition to basic armour, some companies carry shields. As with armour, shields can be made of wood, metal, wicker or other materials, but for simplicity we apply one rule to all shields.

A company with shields counts its Defence as being one point higher against all shooting and close combat attacks to its front facing. This increased Defence is represented by a bracketed number, as shown below:

<table>
<thead>
<tr>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Riders of Rohan</td>
<td>Cavalry</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>4(5)</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

If attacked from the side or rear, the shields provide no benefit, and the company's normal Defence is used instead. If the infantry formation has both shields and two-handed weapons, it must choose which it will use at the start of the Fight phase – it cannot use both.

Enchanted Cloaks
A cunningly woven enchanted cloak can conceal the wearer from view. He appears to melt into the background making it harder for the enemy to shoot him.

Enemies wishing to shoot at an infantry formation equipped with enchanted cloaks cannot do so if the target is more than 12" away.
Command Companies

A formation normally marches to war bearing the colours and heraldry of their master. It might also be led by a Captain or Chieftain, who in turn is accompanied by advisors, shamans or taskmasters. Such groupings are referred to as command companies.

The command company is the first company in a formation, and is always placed as near to the centre of a formation's front rank as possible. As the formation moves around the battlefield and takes casualties, the command company may find that it is no longer in the centre of the front rank. This is clearly unacceptable – even in the rabbles of Mordor, the leader always leads from the front! Accordingly, whenever a formation has finished any action, including moving, shooting, fighting, taking casualties, has fallen back etc, the player must swap around the companies to ensure that the command company is in its proper place. This reorganisation cannot be used to alter the position or configuration of the formation as a whole, it purely represents the formation's commander pushing his way to the front.

Sometimes there will not be room in the command company for all the upgrades you may wish to buy. In this case it is perfectly acceptable to place any additional upgrades in a different company in the same formation.

Models in a Command Company

Most of the models in a command company will be the same rank and file troops as makes up the formation as a whole. However, as shown in the Bestiary, individual models can be upgraded to Captains, Banner Bearers and other special types of fighters. If the command company takes casualties, the controlling player will want to remove any rank and file troops first – if an upgraded model is slain, the advantage it conveys is lost.

Heroes

Heroes (also referred to as Captains or Chieftains) lead formations into battle. See page 64 for more details on Heroes and their abilities.

Banner Bearers

As one might expect, Banner Bearers carry the formation's banner into battle. Banners provide a point for the whole formation to rally around, whether they are charging into combat or simply advancing across the battlefield. If the Banner Bearer advances, the whole formation will advance, but if the Banner Bearer flees, the whole company will surely follow him.

When charging, a formation with a Banner Bearer is allowed to re-roll the dice to determine how far it moves. In addition, a formation with a Banner Bearer is allowed to re-roll its Panic test.

Army Banner

Army Banners are larger and more impressive standards that serve as a rally point, not just to a single formation, but to the army as a whole. Army Banners make for not only powerful gaming pieces, but also incredibly impressive models – there are few sights finer than a mighty Rohirrim army going to war beneath the Royal Standard of Rohan, or the Grey Company doing battle in the shadow of Halbarad's mighty standard.

Army Banners follow the same rules for Banner Bearers. In addition, any Hero in the same command company as an Army Banner gains a special Heroic action, called 'Heroic Advance'. When called, a Heroic Advance follows the same rules as a Heroic Charge, with one exception: any friendly formation that has a banner and is within 12" of the Army Banner bearer's company may move first, not just the Army Banner's formation! We've not yet talked about Heroes, so if you've not yet read that section, this won't mean much to you. Don't be concerned about that – you'll find all the rules for Heroes later on in the book – but we wanted to include the Army Banner rules here, alongside the other command company options.

Hornblowers and Drummers

Many armies use musicians as a swift method of communication and to drive the troops ever faster into the fray. A warband marching to the beat of a drum or the wailing of a horn will reach its destination all the faster. A formation with a Hornblower or Drummer adds 1 to its Move value.

Taskmaster

By ensuring that their fellows fear them more than the foe, Taskmasters can instil an enthusiasm for battle in even the most cowardly of Orcs! A formation with a Taskmaster adds 1 to its Courage characteristic, on top of any other bonuses.

Other Upgrades

There are many other types of upgrade available to the various races, such as Elven Stormcallers, Dwarven Shieldbearers and the Hásharii of Harad. Each has its own special rules, as detailed in its Bestiary entry.
Special Rules

The creatures of Middle-earth are many and varied. Some have extraordinary abilities and skills that cannot be represented by a characteristics profile. A company or Epic Hero may have one or more of the following special rules. It may even have one or more special rules that are unique to it. If this is the case, the effects of the special rule will be detailed in the company’s or Epic Hero’s bestiary entry. Unless otherwise noted, all effects from special rules, wargear etc. are cumulative.

Ambushers
Some fighters lurk in concealment, revealing themselves only when the enemy is vulnerable and the moment to strike has come. If a formation has the Ambushers special rule it can be deployed as normal, or be held on one side as reinforcements. If the latter is chosen, in reality the Ambushers have hidden themselves somewhere on the battlefield and are just waiting for the moment to strike.

Ambushers can only hide in defensible terrain features. The controlling player must make a secret note of which feature his Ambushers are hiding in during deployment. If a player has more than one formation of Ambushers, each must be allocated to a different defensible terrain feature. Ambushers cannot be assigned to a defensible terrain feature with a Capacity lower than the size of their formation.

A player can reveal his Ambushers at the start of any Move phase in the second turn or later, before any Heroic actions are declared. If the defensible terrain feature the Ambushers are assigned to is unoccupied, the Ambushers automatically occupy it – place them in the defensible terrain feature. If the defensible terrain feature is occupied, the Ambushers are instead placed as if they had just exited the defensible terrain feature (see page 53) and then shuffled 1” away from the feature – if this cannot be done, any companies that cannot be placed are destroyed.

Epic Heroes may join a formation of ambushers during deployment, subject to the rules given on page 68. If there is more than one formation of Ambushers, the controlling player must declare which formation each Epic Hero has joined.

Artillery
Artillery is capable of hurling massive iron-shafted bolts or boulders across the battlefield with devastating effect. Artillery is deadly at range, but the relatively small number of trained warriors amongst the crew makes them vulnerable to melee. Siege engines are enormously heavy, and cannot easily be moved once deployed. Artillery can therefore neither move nor charge once deployed.

Artillery companies consist of a siege engine and three crew – only the crew can be removed as casualties. An artillery company is not removed from play when it goes below half strength; however, if all the crew are removed as casualties, the siege engine is rendered useless and the company is removed from play. If an Artillery company falls back, the enemy are assumed to wreck the siege engine, rendering the crew insignificant – remove the company from play.

Artillery companies can shoot, but do so in a different manner to other companies. When one of your Artillery formations shoots, choose a target as normal. Then roll a D6 on the Artillery table for each company in the firing formation that has the target in line of fire, range and arc of sight, and apply the result.

Artillery does not suffer the -1 Strength penalty for firing at targets at long range.

<table>
<thead>
<tr>
<th>Artillery Table</th>
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<tbody>
<tr>
<td>1 or less</td>
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<tr>
<td>2</td>
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<tr>
<td>3-5</td>
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<tr>
<td>6</td>
</tr>
<tr>
<td>7+</td>
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</tbody>
</table>

Siege engines are more effective when fired at large formations. When shooting at single companies, the dice roll suffers a -1 penalty. If the target formation consists of more than 4 companies, the roll on the Artillery table receives a +1 bonus. If the target formation has more than 8 companies, the roll on the Artillery table instead has a +2 modifier. If shooting at a formation in a building, the dice roll receives a further +2 modifier. However, it should be noted that a roll of a 1 will always produce a Friendly Fire! result.

Bane
Over the course of Middle-earth’s countless wars, some weapons were enchanted to increase their potency against certain foes. Most famous of these are the sundered swords of Gondolin, whose keen edges are all the more deadly when wielded against Orcs. Bane weapons are always crafted to wound a particular race. This is clearly noted in their name – trollbane weapons are enchanted to wound Trolls, for example, whilst elfbane weapons are crafted to wound Elves. A company armed with the Bane special rule always receives a +1 bonus to dice results when rolling To Hit against the target race, in addition to any other modifiers it may have.
Berserk
Some warriors work themselves into a black rage, throwing themselves at the enemy in a terrible fury that can only be sated by the spilling of blood. At the start of the fight phase, after Heroic Fights have been declared, roll a D6 for each formation with this special rule that successfully charged this turn and consult the table:

Berserk Table
1  **Madness.** The berserkers’ enraged state causes them to lash out at their fellows – the berserk formation suffers D6 hits resolved at its own Strength +2.
2-5  **Berserk Charge!** The berserkers strike at their foes with redoubled might – the Berserk formation’s Strength increases by +2 until the end of the turn.
6  **Carnage Unbound!** With a great roar, the berserkers smite the enemy with incredible force – the Berserk formation’s Strength increases by +4 until the end of the turn.

Counsellor
See page 69.

Expert Riders
The members of this company are amongst the most accomplished riders in Middle-earth, having spent much of their lives in the saddle.

Expert Riders may move at full speed and shoot in the same turn, and can even charge in the same turn. This does not apply if the formation moves (or attempts to move) ‘At the Double!’ (see page 64)

Hard to Kill!
If a model with this rule suffers hits equal to its Resilience characteristic, do not remove it as a casualty. Instead, the opponent rolls a D6 on the following table, adding one to the result for each wound counter the monster has accrued.

Hard to Kill! Table
1  **No Effect.** The blow hits home, but the monster seems blissfully unaware of the injury.
2-3  **Flesh Wound.** The attack cuts deep into the monster’s flesh. The monster gains a wound counter (use a coin or other suitable marker to represent this).
4-5  **Debilitating Strike.** The strike inflicts terrible damage. The monster gains two wound counters.
6  **Death Blow.** The monster is slain outright – remove it from the game.

If the monster suffers enough hits to equal its Resilience several times over, roll a D6 for each. For example, if a Mordor Troll suffers 4 hits, it would cause two rolls on the table. Note that a second roll receives any bonuses from wound counters generated by the first, as would the third be boosted by wound counters generated by the first and second rolls, and so on. Note that wound counters are persistent effects – i.e. they remain in play until the monster is slain or they are removed by a magical power or special ability.

In addition, a model with the Hard to Kill! rule that is shot at, but not slain, is driven back D3’ for every wound counter it gains as the result of the attack.

Indomitable
Only the most determined or crazed warriors fight on to the last man.

A company with this special rule is not removed once it reaches half strength, but will fight on until all the models are removed.

Inspiring Leader
See page 69.

Overlord
See page 69.

Pathfinders
There are many beings in Middle-earth whose life in the wilderness has taught them how to move through dense terrain with ease. For example, the Rangers of Arnor and Gondor are adept at moving through woodlands, whilst Goblins are skilled at negotiating mountainous terrain.

A company with the Pathfinders special rule can move through some types of difficult terrain without penalty – which type this applies to is shown in brackets. There are three types of Pathfinder: Woodland, Mountain, and Master.

Pathfinder (Woodland) allows the company to ignore all penalties from moving through areas of scrubland, woods, swamps, underbrush and so on that have been identified as difficult terrain.

Pathfinder (Mountain) allows a company to ignore penalties for moving through scree, rubble, ruins, boulder-strewn slopes and other areas of mountainous terrain.

Pathfinder (Master), as the name suggests, means that the company can ignore all difficult terrain penalties.

Note that the Pathfinder special rule does not allow a company to enter impassable terrain.

Prowlers
Not all warriors prefer a face-to-face clash of swords and shields. Some, especially the more vicious and cowardly creatures, save their full effort for the moment when the foe’s back is turned.

A company with the Prowlers special rule receives a +1 to dice results when rolling To Hit in close combat, providing that it is attacking the enemy in the side or rear.

Skilled Riders
Skilled Riders are masters at taming and controlling ridden beasts. These riders control and guide their mounts by instinct more than conscious thought, leaving themselves free to shoot at the foe.

Skilled Riders may move at full rate and shoot in the same turn if their controlling player wishes. This does not apply if the formation moves (or attempts to move) ‘At the Double!’. Skilled Riders may not shoot and charge in the same turn.
Spirit Grasp
Armour is of scant use against the chill grasp of Ringwraiths and other ghostly creatures. Their chief weapon is pure fear and it can freeze the hearts of all but the boldest fighters.

When a company with the Spirit Grasp special rule attempts to hit an enemy (with shooting or close combat attacks), the controlling player uses the opponent's Courage, rather than its Defence, on the To Hit chart.

For example, if a company of Ghosts (Strength 3) attacks a company of Minas Tirith Archers (Defence 5, Courage 3) it strikes against the Courage value, and thus needs a 4+ to cause a hit.

Spirit Walk
No earthly barrier can block the passage of spirit-creatures – they can move through friend and foe with equal ease.

Companies with Spirit Walk suffer no penalties for moving through difficult terrain. Companies with Spirit Walk may also move through friendly formations, enemy formations and defensible terrain features, providing that the move is not ended on top of such things. Spirit Walk even allows a company to move through impassable terrain, although it may not end its move within the impassable terrain.

Stalwart
Some fighters fall back from the enemy in only the direst circumstances. Such warriors will press on through even the heaviest archery or artillery fire without pause or fear.

Companies with the Stalwart special rule are never driven back by shooting attacks.

Terror
Some creatures provoke fear in even the bravest fighter. Whether it is caused by the otherworldly aura of an Elf Lord or the brutish might of a Mordor Troll, the effects of Terror can stop a charging formation in its tracks or leave it frozen with fright.

If a formation wishes to charge a Terror-causing creature, it must first pass a Courage test. (see page 29). If the test is failed, the unit does not summon enough bravery and the charge automatically stalls.

If a formation is successfully charged by one or more Terror-causing creatures, it must immediately take a Courage test. If it passes, there is no effect.

If the formation fails the Courage test, its warriors are terrified and the formation’s Fight value is reduced to 0 for the remainder of the phase.

Note that the formation only takes one Courage test in this fashion, even if charged by several Terror-causing creatures.

Touched by Destiny
See page 69.

Very Hard to Kill
Creatures that are Very Hard to Kill are even tougher than those that are Hard to Kill! Models with this special rule follow all the rules for Hard to Kill! However, all rolls on the Hard to Kill! table suffer a -1 penalty.

We Stand Alone
These warriors are so mighty or unsettling that they are never led to battle, save by those of their own kind. A company with this rule cannot be joined by Epic Heroes.
Heroes

The tales of The Lord of The Rings are replete with mighty Heroes. These extraordinary warriors are skilled beyond the ken of lesser folk, and dangerous beyond measure. The presence of such beings can turn the tide of battle and spell the difference between victory and defeat. In terms of our game, Heroes are not necessarily good. The Forces of Darkness also have their own evil Heroes who are just as powerful as those of the Free Peoples.

When a formation is selected, you will often have the option to upgrade one model to a Hero. They represent the Captains and Warchiefs of the various armies and, as such, live and die alongside the warriors that they lead. Heroes cannot leave their command company.

At the Double!
Heroes are experts at urging their followers on to better exploit the opportunities of a battlefield. If a formation contains a Hero, it may take a Courage test to move At the Double! after it has completed its move. If the test is failed, nothing happens. If the test is passed, the formation may immediately move again, following the normal rules. Whatever the result, the formation may not shoot that turn. A formation may only move At the Double! once each turn.

As with a regular move, an At the Double! move is harder to perform if the enemy are nearby. If there is an enemy within 6", the Courage test suffers a penalty of -1. This effect is in addition to the movement being halved due to the enemy's proximity.

<table>
<thead>
<tr>
<th>Captain of Minas Tirith</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></td>
<td>Hero</td>
<td>4/</td>
<td></td>
<td></td>
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<td>2</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Orc Captain</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
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<tbody>
<tr>
<td></td>
<td>Hero</td>
<td>4/</td>
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</table>

Heroic Profiles
Heroes have slightly different characteristic profiles to ordinary warriors. As Heroes always act as part of a formation, they have no need of Move, Shoot, Strength, Defence or Attacks values, so these are omitted.

Wargear
Heroes are always considered to have the same wargear as the troops with which they fight. We don’t concern ourselves with a Hero’s precise armament.

Fight
The presence of a Hero can transform even the most mediocre warriors into a formidable fighting force. If a company led by a Hero is in a fight, the company uses his Fight value, rather than its own, to determine its battle-skill combat modifier, provided that the Hero’s Fight value is higher (see page 60).

If the company contains more than one Hero, it uses the highest Fight value present. Note that an enemy Hero’s Fight value is not used when working out your battle skill modifier – a Hero’s Fight value only helps on the attack.

For example: A company of Orcs (Fight 3) led by an Orc Captain (Fight 4) is battling a company of Warriors of Rohan (Fight 3) led by Théoden (Fight 5).

When the Men strike, they compare Théoden’s Fight of 5 to the Orcs’ Fight of 3 – they thus have a battle skill modifier of +2.

When the Orcs strike, they compare their Captain’s Fight of 4 to the Fight 3 of the Warriors of Rohan for a modifier of +1.

Resilience
As with other troops, a Hero’s Resilience represents the amount of damage he can sustain before succumbing to his wounds. Unlike other troops, a Hero’s Resilience is used only in a duel (see Heroic Duels on page 67) or against certain magical powers (see page 70).

Courage
Heroes are inspiring individuals. They can bolster the flagging morale of those around them, either through fearless example, rousing speeches or sheer ruthlessness.

A formation that contains a Hero uses that Hero’s Courage value, rather than its own. If the formation contains more than one Hero, the formation uses the highest Courage value present.
Might
Heroes have an additional characteristic called Might (Mt), which represents their ability to perform heroic feats. Depending on the nature and history of a Hero, Might can represent inner determination, enchantments, blessings or merely the unflagging fortitude of a fearless fighter whose hour of glory has come.

Unlike other characteristics, the Might value represents a store of points that are used up during the game. Might has many uses, discussed later in this section, and its timely expenditure can snatch victory from the ashes of defeat.

As we'll cover later, Might is used to call Heroic actions – sweeping acts of derring-do to change the course of the battle. Might points can also be used to add to or subtract from any dice roll made to resolve something the Hero or (or the Hero's formation) has done. The most usual occasions are:

- To inflict a hit on an enemy company.
- To pass a Courage test.
- To increase the result of a charge.
- Modify results on charts (Hard to Kill! Heroic Duel etc).

Each point of Might that is expended can be used to adjust a single dice score up or down by one to a maximum of 6 or to a minimum of 1. If a player rolls a 3, for example, he can expend two points of Might to turn the score into 5. Rolls for charge distances and on tables (such as the Extremely Hard to Kill! table) have no upper limit – Might can be used to modify these rolls beyond 6 if the player wishes.

Note that when rolling To Hit, two rolls are sometimes required to inflict a hit (e.g., 6/4). In this case, the Might bonus is added to both rolls – so 1 Might point expended on the first roll automatically adds to the second roll.

A player does not have to decide to use his Might until the dice have been rolled. This means a player can always ensure the result he wants so long as he has enough Might points left. Note that if the player has the ability to re-roll one or more dice, this must be done first. Then, once the final scores of the dice have been determined, the player may decide to modify this final score with Might.

At the start of the game you must record the Might points available for each of your Heroes, either on a sheet of paper or by placing dice or counters next to the relevant model.

As Might is used up you must keep track of the remaining points. When a Hero's Might is all gone he can no longer adjust dice rolls or call Heroic actions.

It is important to remember that a Hero can use Might to affect any dice roll made by him or his formation, but not those of other formations whether friend or foe. Also, Might cannot be used to affect the Priority roll made at the start of each turn.

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A Heroic Death
Being a Hero is a dangerous business. As we'll cover later, a Hero can be slain in duels or by dark sorceries. In rare circumstances, a Hero's controlling player may even choose to remove him as a casualty.

Naturally, if a Hero is slain, we can't leave a space in the command company whilst there are able-bodied Men (or Orcs) elsewhere in the formation. Should the Hero be slain, remove the model from play. The controlling player must then take a warrior from the formation's depleted company (or from a rearmost company if all the stands are at full-strength) and place him in the Hero's now-vacant position. This warrior is not literally stepping forward to take the Hero's place – it represents the formation as a whole reorganising to fill the void.
**Heroic Actions**

Heroes are not merely skilled combatants, they are also great leaders and tacticians who can exploit any chance a battlefield has to offer. A single quick-witted decision by a Hero can change the outcome of the entire battle – particularly if he has followers enough to aid him.

As we have already described, priority is established at the start of each turn by rolling a dice. Whichever side has priority that turn takes all its moves and shots first, and decides the order in which fights are fought. This is the normal priority rule as described in the Turn Sequence section (see page 31).

During the Move, Shoot, Charge or Fight phase, any individual Hero can override the normal sequence by giving up one point of Might to make a Heroic action. The players must declare that they wish to make Heroic actions at the start of the phase, beginning with the player that has priority for that turn. If the player with priority does not want to make Heroic actions, then his opponent may decide to do so, but the player with priority is then allowed to change his mind and declare he wants to make Heroic actions as well.

If both players wish to make Heroic actions in the same phase, then the sides alternate picking a Hero to make a Heroic action. Roll a dice to randomly determine which side has the first pick – 1, 2 or 3 the Evil side goes first; 4, 5 or 6 the Good side goes first. Might cannot be used to affect the result.

Once all the Heroes who are making Heroic actions have been indicated, adjust their Might reserves accordingly and work out their actions in the order they were picked. It is easier to remember the order if you place a dice beside each model as it is nominated – 1 is first, 2 is second, and so on.

The order of Heroic actions will sometimes allow Heroes to anticipate the enemy and cancel their Heroic action. For example, charging (and thus pinning in place) a Hero who has himself declared a Heroic Charge or by shooting before the enemy Hero and his friends can do so and potentially killing the Hero.

If this happens, the points of Might used to declare the Heroic action are still spent. They are not restored because the Heroic action has not happened.

**Heroic Move**

If a Hero declares a Heroic Move at the start of the Move phase, he and his formation will move before all other models that are not making Heroic actions, friend or foe. In addition, he and his formation triple their move distance for that Move phase, although they are otherwise still subject to the normal movement rules. Performing a Heroic Move prevents the formation from shooting, charging or moving further that turn.

**Heroic Shoot**

If a Hero declares a Heroic Shoot at the start of the Shoot phase, he and his formation will shoot before other models that are not making Heroic actions. In addition, they may even shoot if they have moved their full distance (or even moved At double or performed a Heroic Move) in the preceding Move phase, even though most formations are not normally permitted to do so.

**Heroic Charge**

If a Hero declares a Heroic Charge at the start of the Charge phase, he and his formation will charge before other models that are not making Heroic actions.

**Heroic Fight**

If a Hero declares a Heroic Fight at the start of the Fight phase, the combat his formation is involved in is worked out before other combats that turn. In addition, if the Hero’s side wins the combat, then the Hero, his formation (and any friendly formation in the same multiple combat) can immediately charge and fight again before proceeding with the Fight phase.

For example, the Hero’s formation and accompanying friendly formations can charge the same (or other) enemies, although they don’t have to – others can simply hold position if they wish. A formation can only benefit from one Heroic Fight during a single Fight phase, and cannot benefit from an Earth-shaking Charge (see page 50) and a Heroic Fight in the same turn.
Heroic Duel

If a Hero declares a Heroic Duel at the start of the Fight phase, he may challenge one enemy Hero to a duel.

The Hero who declared the Heroic Duel chooses which enemy Hero he will fight, although the nominated enemy Hero's formation must be in base contact with the declaring Hero's formation – if there are no enemy Heroes in base contact with the declaring Hero's formation, then the Heroic Duel is cancelled and the Might point lost.

Once the challenge has been issued, neither Hero may back down from the duel – the opponent will hack his way through the entire melee if necessary. If they wish, players can move the two Heroes so that the companies they occupy are in base contact – there is no need to do this, but it looks suitably dramatic.

Both Heroes roll a D6 and add their relative Fight values – the Hero that initiated the duel adds +1 to his score. If the score is a draw, nothing happens – the Heroes' efforts cancel each other out. Otherwise, the Hero with the highest score cuts a swathe through the enemy to reach his foe. The winning Hero rolls a number of D6 on the Duel table equal to the difference in the scores, and applies the results.

Duel Table
1. No Effect. The press of bodies and the chaos of battle keeps the Hero from his quarry.

2-3. Close Call. The Hero cuts through the enemy formation but fails to catch his foe. The enemy formation suffers D3 automatic hits. If the enemy Hero is a monster, this result is instead ‘No Effect’.

4-5. Success. The Hero lands a blow upon his foe. The enemy Hero suffers one automatic hit.

6. Rampage! The Hero is unstoppable, cutting down many of the foe before dealing a devastating blow to his quarry. The enemy formation and the enemy Hero each suffer D3 automatic hits (roll for each separately). If the enemy Hero is a monster he suffers D3 for being a Hero and another D3 for being a formation!

Rolls on the Duel table are cumulative – if the enemy Hero takes a number of hits greater or equal to his resilience, he is slain! If not, these hits are immediately discarded – the Hero shrugs off his wounds and fights on.

For example. A Captain of Gondor (Fight 4) challenges an Orc Captain (Fight 4) to a Heroic Duel. Both Heroes roll a D6 and add their Fight value. The Captain of Gondor rolls a mighty 4, for a total of 9 (including the bonus for calling the duel). The Orc Captain only manages to roll a 2, for a total of 6. As the difference between the two totals is 3, the Captain of Gondor wins the duel! Rolling 3 times on the Duel table, he scores 1, 3 and 5, inflicting D3 hits on the Orc formation and a single hit on the Orc Captain. As this is an insufficient number of hits to slay the Orc, the brute lives to fight another day!

Might points can be used to alter the dice in a Heroic Duel just as they can any other dice roll made by a Hero. However, if both Heroes wish to use Might, both players must secretly indicate with hidden dice or written notes how many points they are going to expend (to a minimum of 1) and reveal simultaneously.

Once the Heroic Duel has been resolved, the fight continues as normal. Any Heroes that have survived the duel lend their Fight and Courage values to their companies as normal. Indeed, if two or more Heroes declared Heroic Duels at the start of the phase, another duel will be fought (assuming that the Hero in question wasn’t slain, of course).

It should be noted that Heroes do not receive any modifiers for the wargear of their company. These duels inevitably descend into instinctive brawls where there is little time to bring a pike or two-handed weapon to bear – raw skill is everything!

Monstrous Heroes

Some monsters, such as the Balrog or the Dark Lord Sauron himself, are also Heroes, as is shown by the fact that they have Might in addition to their normal monstrous characteristics.

Monstrous Heroes use their Might in exactly the same way as normal Heroes, may attempt an At the Double! each turn and may even duel like other Heroes. Note that if a monstrous Hero survives a Heroic Duel he may still fight as normal.
Epic Heroes
In War of The Ring, there are some Heroes whose battle prowess and leadership are beyond compare. These are the mighty figures whose actions will shape the future of Middle-earth. Their names are many and legendary. Gandalf, Aragorn, Gothmog and the Witch-king are but four examples of the many dangerous individuals who bestride these dark times like colossi.

Obviously, such weighty individuals are capable of influencing a battle far beyond even the boldest Captain. As such we treat these Heroes accordingly, and refer to them as Epic Heroes. Note that any reference to 'Heroes' in the rules is considered to include Epic Heroes also.

Fielding Epic Heroes
For the most part, Epic Heroes are treated in the same way as normal Heroes. They may perform Heroic actions, use their Might to modify dice, and so on. However, there are some exceptions. Most importantly, Epic Heroes are not an upgrade to a formation – they are placed in the command company (see page 60) of the controlling player’s choice during deployment, displacing one of the other models in the company. The displaced model is kept to one side and is replaced if the Epic Hero leaves the formation, or is slain (note that if an Epic Hero is slain you do not bring a model forward from elsewhere in the formation as you would with a normal Hero).

You may never have more Epic Heroes in a company than that company has ‘normal’ warriors (i.e. not Heroes or upgrades of any kind). For this and other reasons, there will sometimes not be room in the command company for the Epic Hero, perhaps because there are already other Epic Heroes in the formation, or because the formation has a Hero, Banner Bearer or other upgrade characters (see page 60 for further information on command companies).

When this happens, it is perfectly acceptable for the Epic Hero to occupy another company as close to the front of the formation as possible. Note that this means you will be forced to remove the Epic Hero as a casualty if doing otherwise would leave the company with more Epic Heroes than normal warriors.

Moving Epic Heroes
Once per turn, an Epic Hero can travel from one formation to another at the start of his formation’s move.

An Epic Hero does not move in the same way as other troops. If you wish to move an Epic Hero, simply remove it from the formation it occupies (return the model it had earlier displaced to the company) and place the Epic Hero in another friendly command company within 18” – displacing one model as you would if the Hero had been deployed there (if the command company is full, you may instead place the Epic Hero in a different company as close to the front of the formation as possible). Both formations may move normally.

You don’t have to worry about intervening terrain, formations or suchlike when moving an Epic Hero – they are assumed to be able to make their way around such things without harm or penalty. Remember, however, that you may never have more Epic Heroes in a company than that company has ‘normal’ warriors.

Infantry or Cavalry?
An Epic Hero’s Type is always given simply as ‘Hero’. We don’t worry about them being infantry or cavalry. Epic Heroes are assumed to fight in the same manner as the formation that they join.

Simply use a foot version of the Hero when they join an infantry formation, and a mounted version of the Hero when they join a cavalry formation – Heroes are assumed to have a horse or other suitable mount close to hand if they need it! Destiny waits not for such triffing things. It should be noted that a Hero’s Resilience does not increase if he joins a cavalry formation or decrease if he joins an infantry formation – his inner fortitude never alters.

Designer's Note: This rule might seem a little strange, but it perfectly represents the right Epic Hero being in the right place at the right time – no matter the odds!
Epic Actions
The final thing that marks Epic Heroes out from their fellows is the ability to perform Epic actions. Essentially more powerful counterparts to Heroic actions, Epic actions can truly change the course of the battle. Not all Epic Heroes can perform all the Epic actions. The Epic actions each Hero can perform are shown clearly in its army list entry.

Epic actions are treated like Heroic actions, and require the expenditure of a point of Might. Epic actions do not always have to be declared at the start of the phase, but are called when the Hero's formation is due to act. Not all Epic actions are listed here, these are simply the most common.

Epic Challenge
If an Epic Hero declares an Epic Challenge at the start of the Move phase, he may challenge one enemy Hero within 18*. The challenged Hero's formation must take a Courage test with a -3 modifier. If the test is passed, the challenge is ignored.

If the test is failed, the target's formation cannot move that turn – Epic Heroes may not leave the formation. The challenged Hero's formation may still charge, provided that he attempts to charge the formation of the Hero that called the Epic Challenge. Similarly, the Hero that calls the Epic Challenge must move towards and attempt to charge the challenged Hero's formation this turn, including spending Might or using re-rolls if needed.

If the two Heroes find themselves in combat during the Fight phase, they must fight a Heroic Duel, although no Might points need be expended.

Epic Charge
If a Hero declares an Epic Charge before his formation charges, and the charge is successful, his formation has +2 Fight until the end of the subsequent Fight phase.

Epic Defence
If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase.

Epic Rage
If a Hero declares Epic Rage before his formation fights, his company has +4 Strength until the end of the phase. However, the Defence of the Hero's formation is reduced to 3 after other modifiers for the remainder of the phase.

Epic Sacrifice
If a Hero declares an Epic Sacrifice before his formation fights, roll a D6 for every hit inflicted on his formation for the remainder of the turn – on a roll of 3 or more, that hit is discounted. At the end of the phase, remove the Hero from the game.

Epic Shot
The Hero may declare an Epic Shot at any point during his Shoot phase. Nominate an enemy formation within 12* and in arc of sight – the target suffers D6 automatic hits.

Epic Strike
If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the phase.

Epic Hero Special Rules
Finally, some Heroes are so powerful that their abilities even exceed the limitations of Epic actions. Such individuals have one or more abilities represented by these powerful special rules – use them wisely.

Counsellor
When a Counsellor speaks, others pay heed. Through his words, vigour is renewed and fresh strategies unfold.

A Counsellor may choose to expend any number of Might points at the start of the Priority phase, before any dice are rolled. For each point of Might the Counsellor expends, he may nominate another friendly Hero within 6* and roll a D6. On a roll of 1-5, the nominated Hero immediately gains a point of Might. On a roll of 6, the nominated Hero instead gains 3 Might points. Might gained this way can take the chosen Hero's Might point reserve beyond its initial level.

Inspiring Leader
Some Heroes are so noble (or intimidating) that their influence extends not only to the formation that they lead, but also to any allies close by. If an Epic Hero has the Inspiring Leader special rule, he can inspire nearby formations of a particular race – which race this applies to is shown in brackets. All friendly formations of the appropriate race within 12* of the Hero must use his Courage value if it is higher. If the Hero has Inspiring Leader (Master) all races can use his Courage.

For example: Prince Imrahil is an Inspiring Leader of Men. All Mannish formations within 12* of Prince Imrahil will use his Courage value unless their own Courage is higher.

Overlord
Sauron and many of his chief lieutenants rule through fear and intimidation – even their merest glance can cause their minions to double effort.

A friendly formation within 24* of a model with the Overlord rule can use the Overlord's Might to call a Heroic action, rather than their own.

Touched by Destiny
Some participants in the War of The Ring stand at the forefront of their own personal fate. Win or lose, this is their hour to prove their worth or sink forever beneath the onrushing waters of history.

A model with this rule may call a single Epic action each turn without expending a Might point. Further actions may be called at the usual cost.

Epic Heroes and Special Rules
As the game progresses, an Epic Hero can find himself in a company that has one or more special rules that the Hero himself does not have. In this situation, the Epic Hero gains any special rules the company benefits from for as long as he remains part of the company. Likewise, a company can find itself joined by an Epic Hero who has one or more special rules. Unless explicitly stated otherwise, an Epic Hero's special rules are not shared by companies in the formation he has joined.
In Middle-earth there are many creatures capable of wielding powerful sorcery. Some are mighty Wizards, sent from the west to lead the fight against Sauron. Others are ancient Elves, steeped in magical lore from the earliest ages of the world. Sauron’s servants wield a far darker power, a magic both terrible and corrupting.

Using Magical Powers
Some Heroes have the ability to use magic – this is shown clearly in their characteristics entry, along with a list of the spell disciplines from which they can cast. Few of these abilities cause catastrophic harm to the foe. In Middle-earth, magic tends to be a subtle power, used to sap a foe’s strength or bolster the resolve of friendly troops.

A Hero can employ a magical power in the Move phase, when it is his turn to move. A magical power can be used at any point during the Hero’s movement – before moving, afterwards, or at any point in between.

Unless otherwise stated, the target of the magical power must be within both range and arc of sight and visible to the casting Hero’s company.

When a Hero employs a magical power, the player declares which power he will use and the target of that power. The magical power is then cast. A dice is rolled to determine the effect, which is then immediately applied to the target (you’ll notice that a roll of 1 has no effect). Some spellcasters can use more than one spell a turn, depending on their Mastery, although these additional spells will not be cast automatically.

Magical Mastery
All spellcasting Heroes have a Mastery level to represent their proficiency in the mystical arts. The higher a Hero’s Mastery level, the more spells he can cast each turn. A spellcaster with only a rudimentary knowledge of magic, such as a Goblin Shaman, has a Mastery level of 1, whilst a powerful Wizard, such as Gandalf, has a Mastery level of 3. Each Mastery level allows a spellcaster to use one magical power each turn. The Goblin Shaman, therefore, could only ever use one magical power each turn, whilst Gandalf could use up to three. Note that a spellcaster may not cast the same spell more than once in the same turn.

Focus
Using a magical power requires serious concentration – even the slightest wavering of mind can prevent a spell from being cast. To represent this, each spell has a Focus rating from 2 to 6, representing the amount of concentration a spell requires. A simple spell will have a low Focus, while a powerful spell will have a high Focus.

If the result is equal to or greater than the Focus rating, the spellcaster’s concentration has been successfully maintained.

He can immediately cast a second spell and, if his Mastery level allows, attempt a third spell once the second spell has been resolved, and more besides, if he has enough Mastery. If the dice roll is lower than the Focus rating, the caster’s concentration has lapsed – he cannot use further magical powers that turn.

A Note on Spell Order
Because a magical power’s Focus value increases in line with its effectiveness, players will want to think carefully about the order in which they wish to use magical powers. A destructive spell, such as Black Dart (Focus 6), has a high Focus rating, which means a spellcaster is much less likely to be able to cast another spell afterwards. Conversely, a caster who uses the Courage-sapping Sunder Spirit (Focus 3) is far more likely to be able to follow it up with another magical power. So, what do you do? Cast the Black Dart first, knowing that its success is guaranteed and that you might be able to follow it up with Sunder Spirit? Or do you cast Sunder Spirit first, knowing that you’ll probably be able to follow up with Black Dart?

The choice is yours, and may determine the outcome of the battle...
Counterspells
Some magical powers can directly counteract the effect of spells cast on the same target, as spellcasters vie with one another to influence the course of the battle. We call these counterspells. Sometimes this is obvious—a formation that has had its Courage drained by Sunder Courage (+1 Courage) and then boosted by Instil Valour (+1 Valour) will of course be left with no positive or negative effects as the two clearly cancel out.

On other occasions, the counter-combinations are less straightforward, for they are specified in the spell’s description. Call Winds disperses Pall of Night, for example—it’s easy to imagine Gandalf summoning a gale to blow away a cloud of darkness that envelops his allies. This interaction represents magical duels, with one spellcaster cancelling a previously cast magical power with a spell of his own.

When a magical power is successfully used on a target already under the effects of a spell it can counter, both the new spell and the existing spell cease to work and have no further effect that turn. If a magical power is capable of acting as a counterspell to another magical power, it will state as much in the description—otherwise, the effects of both spells run concurrently.

Spell Disciplines
In War of The Ring, spells of a similar nature are organised into disciplines. Each spellcaster knows one or more spell discipline. For example, an Elven Stormcutter knows the Spells of the Wilderness. Conversely, the Nazgûl are learned in all the Spells of Dismay and Spells of Darkness. A spellcaster can only use spells from a discipline he knows.

Will of Iron
Being made of sterner stuff than lesser mortals, Heroes can attempt to resist the effects of even the most powerful spells.

To resist a spell, nominate a Hero in the formation immediately as the formation is chosen as the target of a spell. That Hero must immediately spend a Might point. Roll a dice, on a 4 or more the spell dissipates and has no effect—further Might points can be spent to modify the roll. Any Hero in the formation may try to resist the spell, but only one attempt to resist may be made per spell.

Spells of Dismay
The Spells of Dismay attack the enemy’s will to live, sapping their strength and valour in equal measure. Evil creatures make wide use of such magical powers, whilst beings of good heart do so only as a last resort.

Sunder Spirit
Focus 3
Valour is an ephemeral quality, easily dispersed at the whim of an accomplished sorcerer.

Choose one enemy formation within 24° of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the turn. On a roll of 6, the target instead suffers a -3 penalty to its Courage. Sunder Spirit acts as a counterspell to Instil Valour.

Enfeeble
Focus 4
With an expansive gesture, the caster drains the strength of his chosen foe.

Choose one enemy formation within 24° of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Strength for the remainder of the turn. On a roll of 6, the target instead suffers a -3 penalty to its Strength (to a minimum of 1). Enfeeble acts as a counterspell to Strength from Corruption.

Transfix
Focus 5
The caster bends his power upon the foe, sapping them even of the will to move.

Choose one enemy formation within 18° of the caster and roll a D6. On a 2 to 5, the target must immediately pass a Courage test with a -1 penalty, or be unable to move, shoot or charge this turn. On a roll of 6, the target must instead immediately pass a Courage test with a -3 penalty, or be unable to move, shoot, charge or cast spells this turn.

Terrifying Aura
Focus 3
The caster and his companions suddenly seem to grow larger and more fearsome, instilling dread in even the bravest foe.

This magical power can only be used on the caster’s formation. Roll a D6. On a 2 to 5, the formation causes Terror until the end of the turn. If the formation already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. On a roll of 6, the formation causes Terror as described above and Terror tests caused by the formation are taken instead with a -2 penalty to Courage.

Visions of Woe
Focus 3
Reaching into their minds, the caster haunts his enemies with their greatest fears, freezing their hearts with panic.

Choose one enemy formation within 12° of the caster and roll a D6. On a 2 to 5, the target must immediately pass a Courage test at a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed.

On a roll of 6 the target must instead pass a Courage test on a single dice with a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed.
Spells of Command

Spells of Command subvert the body and will of other creatures, allowing the caster to hold them in place, or buttress their courage.

**Aura of Blinding Light**  
_Focus 3_  
The caster reveals his hidden power, dazzling nearby foes and confounding enemy archers.

This magical power can only be used on the caster’s formation. Roll a D6. On a 2 to 5, any enemies shooting at the formation do so with a -1 penalty to their Shoot value (for example a formation with Shoot 4, would instead take the shot with Shoot 5). In addition, any enemies striking the caster's formation in close combat suffer a -1 penalty to their Fight value. On a roll of 6, these penalties are doubled. _Aura of Blinding Light_ lasts until the end of the turn.

**Immobilise**  
_Focus 5_  
Under the caster's influence, the enemy's limbs feel heavy and they must summon the greatest of effort to even move.

Choose one enemy formation within 18” of the caster and roll a D6. On a 2 to 5, whenever the target wishes to move or charge for the remainder of the turn it must immediately roll equal to or under its Strength value on a D6 – if this test is failed, the formation may not move or charge (a roll of 6 is always a failure). If a 6 is rolled when casting the spell, the target formation must pass any such tests with a -1 penalty to its Strength.

**Light of the Valar**  
_Focus 2_  
The caster brings the full glory of wholesome white magic to bear on the foe, who shrink away from its cleansing power.

Choose one enemy formation within 24” of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the turn. In addition, if the target enemy are Spirits, they suffer D3 automatic hits. If a 6 is rolled when casting the spell, the target formation instead suffers a -2 penalty to its Courage. If the target enemy are Spirits, they suffer D6 automatic hits, rather than D3.

**Instil Valour**  
_Focus 3_  
Enfolding an ally's mind with protective sorcery, the caster banishes doubts and fears.

Choose one friendly formation within 12” of the caster and roll a D6. On a 2 to 5, the formation’s Courage is increased by 1 for the remainder of the turn. On a roll of 6, the formation’s Courage is instead increased by 3. _Instil Valour_ acts as a counterspell to _Sunder Spirit_.

**Blessing of the Valar**  
_Focus 6_  
Focusing all his power, the caster bestows a boon of renewal, healing wounds and rejuvenating flesh.

This magical power can only be used on the caster’s formation. Roll a D6. On a 2 to 5, the formation replenishes up to D3 casualties suffered earlier in the battle. On a roll of 6, the formation replenishes up to D6 casualties suffered earlier in the battle. This power can only heal depleted companies – it cannot restore companies that have been removed from the game.

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**Epic Heroes and Spell Interaction**

A magical power that is targeted against a formation will also affect any Epic Heroes that have joined that formation. However, should the Epic Hero leave to join a different formation he does not take the spell effect with him – it remains in play on the first formation.

Example: Gandalf is leading a formation of Minas Tirith Archers and casts _Blinding Light_. He then moves into a formation of Citadel Guards – _Blinding Light_ remains in effect on the archers.

Similarly, if an Epic Hero joins a formation that is subject to a spell effect, he becomes subject to that same effect.

Example: A formation of Morannon Orcs is subject to _Sunder Spirit_. Gothmog moves to join their formation and so comes under the effect of _Sunder Spirit_ himself.
Spells of the Wilderness

Spells of the Wilderness are spells of survival, of controlling wild nature and roaming beasts. They are subtle but still effective when used at the proper time.

Call Winds  Focus 3
The caster implores the four winds of Middle-earth to do his bidding and drive the foe from his sight.

Choose one formation (friendly or enemy) within 18° of the caster and roll a D6. On a 2 to 5, the onslaught of the summoned winds drives the formation D3+1" directly away from the caster in the same manner as being driven back by a shooting attack. If the roll is a 6, the target is instead driven back D6+2". Remember that a formation that is being driven back will stop immediately if it comes to within an inch of another formation or an occupied terrain feature. Call Winds acts as a counterspell to Pall of Night.

Entangle  Focus 3
Focusing his will, the caster rouses the slumbering vegetation of the battlefield, commanding it to bind his foe and hinder their movement.

Choose one enemy formation within 24° of the caster and roll a D6. On a 2 to 5, the target is impeded by entangling vines, roots and branches — any further movement makes this turn will be as if through difficult terrain (if the formation is already in difficult terrain, or elects to move through difficult terrain, there is no further effect). If a 6 is rolled, the target is not merely hindered, but held fast and may not move further this turn. Entangle acts as a counterspell to Wings of Terror.

Panic Beast  Focus 4
The caster reaches into a monstrous mind, inducing a stark terror that drives it to flight.

Choose one enemy cavalry or flying monster formation within 24° of the caster and roll a D6. On a 2 to 5, the target must pass a Courage test or immediately be driven back D6+6" as if it had suffered casualties from shooting. If a 6 is rolled, the target must pass the Courage test with a penalty of -3.

Guide Arrows  Focus 3
Binding the fickle winds to his bidding, the caster directs an archery volley to its mark.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation's Shoot value improves by 1 for the remainder of the turn (a formation with a Shoot value of 4+ would have a Shoot value of 3+ for example). If a 6 is rolled, the formation's Shoot value improves by 2 for the remainder of the turn.

Nature's Wrath  Focus 4
Trees lash out, boulders tumble and rivers rush with fury as the caster exorts the natural world to assail the foe.

Choose one enemy formation within 24° of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 4 hits if on clear terrain, D6+3 Strength 6 hits if in difficult terrain, or D6+3 Strength 9 hits if occupying a defensible terrain feature. If a 6 is rolled, the target instead suffers 2D6+3 hits at the aforementioned Strength. Note a formation targeted by this spell does not receive a Defence bonus for being in a defensible terrain feature.
Spells of Ruin

The Spells of Ruin are spells of destruction, of wild magical energy shaped and discharged to cause maximum damage. Creatures of good heart avoid using such power, but evil beings revel in the harm it can cause.

**Exsiccate**

*Focus 2*

As the caster utters the five terrible words of withering, flesh grows brittle and vegetation perishes.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6 Strength 1 hits for every company in the formation (Ents instead suffer D6 Strength 6 hits). If a 6 is rolled, the target instead suffers D6 Strength 3 hits for every company in the formation (Ents instead suffer D6 Strength 8 hits). *Exsiccate* acts as a counterspell to *Entangle*.

**Tremor**

*Focus 3*

At the caster's command, the earth bellows with rage, throwing fragments of jagged rock into the air.

This magical power affects all formations (friendly and enemy) within 6" of the caster. Roll a D6. On a 2 to 5, every formation within range suffers D6+3 Strength 6 hits. If a 6 is rolled, every formation within 6" instead suffers D6+3 Strength 8 hits.

**Bolt of Fire**

*Focus 4*

The caster's anger coalesces into a rolling ball of flame that hurtles towards the foe.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 5 hits (Ents instead suffer D6+3 Strength 6 hits). If a 6 is rolled, every formation instead takes D6+3 Strength 7 hits (Ents instead suffer D6+3 Strength 9 hits).

**Dark Fury**

*Focus 2*

Bellowing forgotten curses in the blackest of tongues, the caster awakens a terrible anger that acknowledges neither fear nor pain.

This magical power can only be used on the caster’s formation. Roll a D6. On a 2 to 5, the formation must re-roll 1s and 2s when rolling To Hit in close combat. On a roll of 6, they must re-roll all failures, not just 1s and 2s.

**Shatter Shields**

*Focus 4*

With a sweeping gesture, the caster causes the foe's shields to splinter and break apart.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target receives no Defence bonus for their shields for the remainder of the turn (although they are assumed to have managed sufficient repairs by the start of the following turn). On a roll of 6, the target's shields are destroyed – they receive no benefit for their shields for the rest of the game.

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**Combining Spells**

As you become more practiced in the arcane arts of sorcery, you'll notice that it's possible to cast your spells in a particular order to increase the devastation they inflict. Why not attempt to *Shatter Shields* on an enemy formation before striking them with a *Bolt of Fire*? If you're going to assail the foe with Visions of Woe, why not cast *Sunder Spirit* on them first? In truth, the only limit is your imagination – and the ability to pass Focus rolls.

**Magic and Might**

As they are Heroes, all spellcasters start with Might. This opens up new opportunities for Might expenditure. A timely point of Might can be used to modify the Focus roll, either to stop a spell-failing roll of a 1, or to boost the result to get the super-effective 6 result.

Might can also be used to modify any dice rolled by the caster regarding the spells effect – increasing the number of hits caused perhaps, or boosting a dice roll to cause a successful hit. Might can even be used to pass a failed Focus roll, providing the Hero has enough points to sufficiently modify the result.
Spells of Darkness

The Spells of Darkness are synonymous with evil, with the smothering of hope and the slaughter of innocence. There is no blacker magic in all of Middle-earth.

Wings of Terror  Focus 3
The caster binds the unquiet spirits of the land to his will. Desperate to escape these terrors, the caster’s formation close with the enemy at incredible speed.

This power can only be used on the caster’s formation. Roll a D6. On a 2 to 5, the formation has its Move value increased to 12 and its Charge value increased to D6+8 until the end of the turn. If a 6 is rolled, the target also causes Terror until the end of the turn – if they already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. Wings of Terror acts as a counterspell to Immobilise.

Pall of Night  Focus 4
The caster envelops his foe in a cloud of deathly darkness, as impenetrable and cloying as the void beyond the stars.

Choose one formation within 24" of the caster and roll a D6. On a 2 to 5, the formation is swallowed by the darkness and has its Shoot value reduced to 6 (companies with the artillery special rule instead suffer a -1 to their artillery table) and may not charge. On a roll of 6, the formation must also pass a Courage test or suffer a number of automatic hits equal to the amount the test was failed by. Pall of Night acts as a counterspell to Aura of Blinding Light.

Black Dart  Focus 6
Harnessing the blackest of sorceries, the caster sends a chill bolt directly into the heart of his foe.

Choose one enemy Hero within 6" of the caster and roll a D6. On a 2 to 5, the Hero suffers D6-3 automatic hits (to a minimum of 1) and loses D3-2 Might (to a minimum of 1). On a roll of 6, the Hero instead suffers D6-2 automatic hits (to a minimum of 1) and loses D3-1 Might (to a minimum of 1).

Strength from Corruption  Focus 3
The caster channels dark sorcery through his minions, increasing their raw strength at a terrible cost.

Choose one formation (friendly or enemy) within 12" of the caster and roll a D6. On a 2 to 5, the formation’s Strength is increased by 2 for the remainder of the turn but immediately suffers D6 automatic hits. On a roll of 6, the formation’s Strength is instead increased by 4, but immediately suffers D6 automatic hits. Strength from Corruption acts as a counterspell to Enfeeble.

Black Breath  Focus 4
The dread nature of the caster is channeled into a poisonous fume, sending a nearby foe into a fugue state.

Choose one enemy Hero within 6" of the caster and roll a D6. On a 2 to 5, the Hero is all but paralysed for the remainder of the turn – his Fight and Courage are reduced to 1. On a roll of 6, the target Hero also suffers D3 automatic hits.
To Battle!

Now that you've learned how to move, shoot, charge and fight with your Lord of The Rings models, it's time to organise a game of War of The Ring.

Preparing for War
1) Choose Forces
2) Prepare the Battlefield
3) Determine Objectives
4) Deployment
5) Play the Game!
6) Winning the Game

Choose Forces
A game of War of The Ring can use as many models as you can collect. The Army Lists section of this book (see page 83) gives the characteristic profiles and special rules of each type of company, as well as detailing maximum formation size and points values. The better a company is, the more points it will cost. Some companies can be further enhanced with weapons, Heroes or other upgrades at an extra cost.

Agreeing a points' limit with your opponent is the easiest way of playing a game. A limit of 1,000 to 3,000 points per side will give a well-balanced battle that can be concluded in a few hours - perfect for an evening's play! Larger games take proportionally longer - by the time you reach 4,000 points you should have enough battle on your hands to last an entire day. Once the points limit has been agreed, you and your opponent can select your forces (see page 83 for more details). To save time, it's always worth picking your army before the battle is due to start - thusly do you leave more time for gaming!

The Battle Scenario
The battle scenario provided here is designed to give a well-balanced game against any opponent, set in the world of Middle-earth. Players can, of course create their own variations on this scenario, with new objectives, deployment types and special rules to govern the battle. Elsewhere in this book you'll find more specialised gaming scenarios that recreate famous battles from Middle-earth's history. The scenario presented here requires no special planning or preparation - it's perfect for a 'pick-up' game at a club, for example. These different ways are all equally valid, so feel free to swap between them as you see fit.

Prepare the Battlefield
The battle scenario is designed to be played on a 6' x 4' gaming area - a good size for armies of about 1,000 to 2,000 points each. However, if you are playing with very large or very small armies, you may want to consider a larger or smaller gaming area. Remember it's always better to have too much space and not use it all, rather than try to cram your battle into too small an area.

Terrain
An evocative battlefield, with well-modelled and interesting terrain, can really bring Middle-earth to life! Terrain is incredibly important, because not only will it present new and exciting tactical opportunities for your games, but even small alterations in how you set up your gaming area can present fresh challenges and lead to even more exciting games.

It's best if both players place the terrain together, ensuring that the set-up is acceptable to them both. Alternatively, you could ask another person to set-up the terrain in a fair manner. A third common way of setting up the terrain is for the player hosting the game to set the terrain up, and then allow his opponent to choose the objective and deployment type (see later).

How Much Terrain?
It's important to get the amount of terrain about right. Too little, and your games will all seem curiously similar. Too much, and formations will have a tricky time manoeuvring through the battlefield. Generally speaking, a standard 6' x 4' table should have no more than four or five terrain pieces (assuming that these are each roughly 12" by 12"). Just as important as the amount of terrain is the separation between each terrain piece. Remember that you need to leave enough room between terrain pieces to allow a company to pass through. The wider the distance between terrain, the wider the formations that can pass through the gap.

Define the Terrain
Before continuing further, you should agree the rules for each piece of terrain with your opponent. This doesn't usually take more than a couple of minutes, but it is important to do before the battle starts - if you don't, it has a tendency to cause confusion or arguments in the middle of the game. What one player thought to be difficult terrain might have been assumed to be impassable by his opponent. While its no big deal to sort these things out as the game goes on, it's better to do so before it becomes a potentially game-winning move for one player or another.

Of course, if you are playing with your usual adversary on the same terrain that you always do, this can be as simple as saying "just the same as last time, yes?" However, if playing with a new opponent (or adding a new piece of terrain) you should remember to clarify the following:

- Which terrain pieces are difficult terrain?
- Which terrain pieces are impassable terrain?
- Which terrain pieces are defensible terrain features, and what is their Capacity and Defence bonus?

Determine Objectives
Each side has a series of objectives it must meet to claim victory. These are crucial deeds that will shape the course of the battle. Players always share the same objective. As such, by achieving his objective, a player will also deny the enemy's objective. Players can either agree an objective, or roll a D6 and consult the chart below:

1-2 The High Ground
3-4 Seize the Prize!
5-6 The Field of Swords
The High Ground
A vital position overlooks the battlefield. He who controls it will surely dominate the battle.

Designer's Note: If players agree, the objective need not be the highest point on the battlefield, but another suitable feature worthy of The Lord of The Rings narrative. For example, perhaps the objective could be an Elven sanctuary, an Isengard forge or a Gondor outpost filled with refugees. You can fight over pretty much anything that would have value for both sides!

This objective requires the players to fight for control of an agreed terrain feature. This can be a hill, building or other suitable feature. If players cannot agree which terrain feature should be used, they can use a dice to randomly determine which will be used. Regardless of method, an objective marker (a coin, counter or other such convenient reminder) is placed in the nominated feature before the deployment zones are established.

In The High Ground, the objective marker is worth 10 victory points to whoever captures it at the end of the game.

The objective marker is captured at the end of the game. If only one side has one or more formations within 3" of the objective marker at the end of the game, that side automatically captures it.

Example: The Good player has a formation of Galadhrim Warriors within 3" of a objective marker. There are no enemy within 3", so the objective is automatically captured.

If both sides have one or more formations within 3" of the objective marker, the unit type of those formations becomes very important. Infantry can capture a contested objective marker from cavalry and monsters, whilst cavalry can capture a contested objective marker from monsters alone. Monsters cannot capture contested objective markers. So, if one side has an infantry formation within range of the objective marker and the other side only has cavalry or monsters, the infantry formation captures the objective marker. Similarly, cavalry formations automatically capture the objective marker if the only enemy formations within range are monsters.

Example: The Good player has a formation of Galadhrim Warriors within 3" of a objective marker, but that objective marker is contested by a formation of Warg Riders and an Isengard Troll. As the Galadhrim are infantry, they capture the objective marker, despite the proximity of the enemy formations.

Sometimes both sides will have one or more formations of the same type contesting the objective marker. When this happens neither side can capture that objective marker.

Example: The Good player has a formation of Knights of Dol Amroth within 3" of a strongpoint, but that strongpoint is contested by a formation of Warg Riders and an Isengard Troll. The Knights of Dol Amroth can capture the strongpoint from the Isengard Troll, but not the Warg Riders, so the strongpoint remains contested – neither player scores points for its capture.
Seize the Prize!
Upon this field of battle lie several tokens, prizes whose power is great enough to turn the tide of the wider war.

Before deployment type is determined, the players must place 5 counters to represent the prizes. Both players roll off — the winner places the first counter, with both players then alternating until all the prize counters have been placed. Prize counters may not be placed in impassable terrain, nor within 9" of a board edge or another counter.

A prize counter is captured when a formation moves into base contact with it. The prize counter is then placed next to that formation to show that it has been captured. A prize counter is worth 5 victory points to the owning side at the end of the game — however, it might be hard to hold onto the counter that long. If a formation with a prize counter is beaten in a fight, an enemy formation in the same fight (of the enemy player’s choice) automatically seizes the prize — move the counter to the new owning formation to show this. If a formation is wiped out by any means other than in a fight, the prize counter is dropped and placed on the battlefield where the formation was eliminated.

Designer’s Note: You and your opponent can agree to fight over almost anything suitable — a selection of ancient artefacts, plunder, Rings of Power, the bodies of fallen warriors or lost Hobbits. If you wish, you could even secretly assign greater value to one of the counters to represent Frodo’s increased worth. It’s fine to rescue Merry and Pippin, but that’s no use if Frodo ends up in the dungeons of Barad-dûr — unless you’re Evil, of course.

The Field of Swords
Two opposing battlelines have clashed, and each now tries to drive his foe from the field. There are many ways to claim victory, the death of the enemy warlord, the capture of his banners or the simple slaughter of his men.

In this objective, there are three ways a player scores victory points — Kingslayer, Battle Flags and To the Death!

Kingslayer
A player scores 4 victory points for killing the enemy leader. He also receives an additional victory point for each enemy Hero slain.

Battle Flags
A player scores 1 victory point for each enemy Banner Bearer slain (the banner is assumed to be captured after his death).

To the Death!
When the game is over, total up the number of companies that have been slain by both sides. A player scores 1 victory point for every three enemy companies slain (rounding fractions up).

Designer’s Note: For a more tense and dynamic game, try randomly choosing one of the three methods of scoring points (i.e. Kingslayer, Battle Flags or To the Death!) and keeping it secret from your foe — your opponent does likewise. The two sides can only score victory points based on the method they have chosen this way, but their enemy will not know which it is until the game ends and the victory points are revealed!

Bigger Games
If you’re playing a larger game, you may wish to combine two or more of the objectives to create a truly epic battle. Imagine recreating Faramir’s ambush on the Morgul Road. Both sides are trying to eliminate each other (The Field of Swords) need to capture strategic points to rain arrows down on the foe (The High Ground) and in the middle of it all are Sam and Frodo, trying desperately not to get captured or killed (Seize the Prize!).
Deployment
Before a battle begins, armies manoeuvre frantically, endeavouring to bring their might to bear where the foe is weakest. The interplay of the march and counter-march ensures that the manner in which a battle comes about is never certain. The opposing armies might clash head-to-head, or one might turn the foe’s flank. Any advantage drawn from such a manoeuvre is wholly down to the skill of the commanding warlord. The ebb and flow of battle can deliver opportunity, but opportunities must be seized!

You can either agree with your opponent which type of deployment to use, or roll a D6 and consult the chart:

1-2 Shieldwalls
3-4 Battle for the Pass
5-6 Maelstrom

Regardless of the scenario, a formation may only deploy in a defensible terrain feature if the feature lies completely within the deployment zone.

Shieldwalls
The two opposing armies meet on an open field. A clash of shield walls, face-to-face and spear to spear, will be needed to carry the day.

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6’ x 4’ table would have two 6’ x 2’ halves.

Both players roll a D6, and the player with the highest score chooses whether to deploy first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force up to 12” from this table edge. His opponent then deploys in the opposite half. Once both players have deployed their formations, the game begins.

Reinforcement Zone
Each player’s table edge serves as their reinforcement zone.

Priority
The player who set up first decides who has priority in the first turn.

Designer’s Note: This deployment can represent any ‘formal’ battle where the two sides meet on suitable ground that favours neither side. Suitable narratives include a battle at Mordor’s Black Gate, or perhaps a skirmish on the edge of Lothlórien – almost any ‘historical’ event where two battle lines clash!
Battle for the Pass

The armies have clashed in a mountain pass, their flanks restricted by the rough terrain. Constrained by the walls of the pass, maneuvering the armies will prove difficult – a perfect opportunity for a general to show his cunning and skill!

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the long table edges. For example, a 6' x 4' table would have two 3' x 4' halves.

Both players roll a D6, and the player with the highest score chooses whether to deploy first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force up to 18” from this table edge. His opponent then deploys in the opposite half. Once both players have deployed their formations, the game begins.

Reinforcement Zone
Each player's table edge serves as their reinforcement zone.

Priority
The player who set up first decides who has priority in the first turn.

Maelstrom of Battle

The battle has been raging for hours and no end is yet in sight. Through charge and counter charge, advance and retreat, the two forces have become fragmented. There are no longer two obvious armies, merely a series of warbands fighting for survival and striking at the foe whenever they can.

At the start of the game, each table edge is assigned a number between 3 and 6. No forces are deployed on the table at the start of the game – they will arrive as play progresses. Unlike other deployment types, players are not free to choose when their reinforcements will arrive (as described opposite). Instead, the rules below are used.

Reinforcement Zone
At the end of his Move phase, each player rolls in turn for each formation in his army that has not yet arrived. If the dice score is 3 or more, that formation immediately enters the board via the table edge indicated by the dice roll (see ‘Deploying Reinforcements’ opposite for further information). On a 1 or 2, the formation does not arrive this turn – keep rolling for it in subsequent turns. Note that a reinforcement that is unable to enter the board will have to roll again in subsequent turns – it does not arrive automatically.

Priority
Roll for priority in the first turn.
Reinforcements

Sometimes you’ll not be able (or not wish) to fit all of your formations into your deployment area. When deploying their army, players can choose not to deploy one or more of their formations—such formations become reinforcements.

Reinforcements enter the table as the game goes on. At the end of each of his Move phases, after all his other formations have moved, unless otherwise specified, a player is allowed to choose which of his reinforcements he will bring onto the board—this can be all, some or none of the formations not yet in play.

Deploying Reinforcements

After he has chosen his reinforcements, the player then moves them—one at a time—onto the board from his reinforcement zone. Each type of deployment has a different reinforcement zone for each player. To deploy a reinforcement formation, position one company in base contact with the table edge. The command company may then make a full move as normal (although it may not At the Double!). When this move is completed, organise the remainder of the formation around the command company in a legal configuration. Once this has been done, the formation may not move further or charge that turn.

If there is insufficient space to place a reinforcement formation it does not arrive that turn. It may attempt to join the battle again in the following turn.

If a formation is not permitted to move, because it has the artillery special rule for example, it may make a single move to bring it onto the board—it may not move thereafter and is not permitted to shoot in the turn it moved onto the board.

Epic Heroes that are kept back as reinforcements must be assigned to a reinforcement formation at the start of the game—once they enter the board they may move as normal.

Play the Game!

With your armies deployed and your objectives set, it’s time for battle to commence—may the best Man/Elf/Dwarf/Orc/Goblin win!

Routed from the Field

An army that has been destroyed or driven from the field can no longer contest the battle. If one side has been completely eliminated, the other side automatically wins—regardless of any victory conditions that have been achieved by either side.

Winning the Game

Regardless of deployment type and objectives, all games last for eight turns (unless one side has been eliminated before that point, of course). As soon as the game ends, remove all formations that are disordered—these count as destroyed for the purposes of victory conditions, and cannot claim objectives.

When this has been done, total up the victory points for both sides—the player with the highest score has won! If the victory point totals are tied, the game is a draw—the two armies have fought one another to a standstill!