

## Battle Chain

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### Generic 20/25/28mm Scale Fantasy Wargame Rules:

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#### Introduction:

These rules stem from (what I see as) a need for a more comprehensive and workable rules system for fighting our miniature battles than currently exists. Whether we choose to play games set in Middle Earth, one of the many Dungeons & Dragons campaign worlds, design a home brew multi-verse or even re-create scenes from the Siege of Troy. These rules should be more than adequate for meeting the challenge.

The original concept was borrowed from, STG`s (unwieldy) collectable miniatures game, cut and spliced, own rules added, extrapolated, altered and re-invented where necessary to create a usable and acceptable system that will work for almost any genre of game. My Battle Chain Middle Earth Supplement *with Core Rules added for convenience* concentrate on J.R.R.Tolkien`s Lord of the Rings, and was conceived after reading *and being disappointed with* Games Workshop`s LOTR Strategy Battle system. The enormity of Middle Earth gaming is so vast large a theme in itself, that I concluded a separate supplement book was needed to do the subject justice.

These rules require players to use six sided dice (D6) throughout, and owning multiples of these is advisable... the more the better. This game is intrinsically *very* simple to play and could probably have been made to fit onto a few dozen pages, but then many of the explanations needed to *teach* you the system would have been lost. However, once the principles here are learned, you will find the `meat` of the rules are actually extremely streamlined and user friendly.

The only book keeping needed to enjoy the game is to create a stat list for each side *before* play begins. This list will mark the statistics for each miniature; movement, attacks, (& range if armed with a missile weapons), toughness, wounds and any special abilities (if any) the miniature possesses. All this will be explained in the rules as you read on, and will become self explanatory. Extensive and comprehensive army lists containing complete statistics for a myriad of miniatures are included at the back of the core rules, and within each supplement.

Just one more thing to remember - You will hear the terms **Hero** and **Minion** mentioned a lot throughout the rules. **Hero** refers to personality types, leaders, officers, and any other special troops you designate to be *non-minions* throughout play.

If you intend to use the same miniatures as heroes over and over again during your games, you might like to mark the base in some way so that you (and your opponent) will be able to differentiate. I advise painting the **Hero** bases differently from the minions... *I tend to paint the edges/sides of the Heroes bases but leave the sides of the Minion`s bases untouched.*

**Minion** refers to the rank and file troops, ordinary miniatures and all non-hero types. Paint the bases of **Minions** normally (I paint mine grass green), because the majority of miniatures will fall into this category, making it only necessary for us to tell the **Heroes** apart from the rest. Remember ~ if a model has more than 2 wounds – it is *not* actually a minion but is classed as a hero/personality/powerful monster etc, and its base should be painted differently to reflect this.

### **The Models and their Statistics:**

**Movement:** usually 4 (squares) per move, but some minions and heroes such as Dwarves and Hobbits have a movement of 3. Others such as elves may be as high as 5. Exceptionally big or swift monsters and creatures may move faster.

**Attacks:** the majority of minions will have an attack value of 2. This means the model will get to throw 2 dice when in combat. Some unfortunates, such as Moria Goblins, may have an attack value as low as 1. Hero types *tend* usually to be more effective and their abilities range from 1 all the way up to 10.

**Shooting:** similar to attacks, but applied only when projectile armed minions and heroes are shooting. It will be shown in the stat lists as two numbers separated by a slash. The first number is the amount of dice thrown when shooting, and the second number is the range in squares the weapon may reach.

**Toughness:** this is simply the number an enemy needs to equal or exceed (using a D6) to inflict damage. Toughness represents the model's ability to withstand adversity.

**Wounds:** *all* minions start with 2 wounds, heroes are usually higher. When damage dice inflict a wound on a model, that model's wounds drop to reflect this. If the model is a Hero type, place a marker beside the miniature *or underneath the model's base* for each wound received; minions are treated slightly differently (see below).

When a model's wounds drop to 0, that piece is removed from the game. During shooting and combat it is always the enemy who decides which of the opponent's models are damaged. Hero models that are not reduced to 0 by wounds have their status marked appropriately, so everyone can see at the drop of a hat exactly which model is at full strength and which is not. Minions who receive 2 damage dice are of course removed from the game immediately.

Opponents who choose to assign dice to minions but who only cause a single wound (not enough to remove a minion from the field) *instead* of using some kind of a wound marker as you do with heroes, simply place a single dice (it is useful to make this a different colour from the rest) to one side of the table: keep the original number rolled (put it to one side, showing the appropriate face to represent the carried over wound), and use the number displayed to assign damage only to enemy models whose toughness can be matched or beaten by that roll - at some later point in the game. This way; several abstract dice could be in play and put to one side of the table at once - showing (for example) a 2 and a 3, a 4 and a 5 and a 6... *but only one of each number should be in play at any given time*. Abstract wounds should be assigned as wounds/damage at the earliest possibility.

This abstract spare wound may be added to *any* other damage against a minion (**not** a Hero) *anywhere* on the game board on this or any subsequent move during the action phase.

**For example**, during a battle an Orc Minion receives 1 wound from a Hero in a combat over on the left hand side of the board. Not enough to kill the Orc, so the wound is carried over and put to one side as abstract damage, marked by a single dice. Later in the same move (or another move if you like), an Archer shoots and inflicts a single wound on a similar Orc minion on the *other* side of the board. The Archer's shot has not caused enough damage to remove the Orc outright, so he *adds* the carried over abstract wound marked on the dice, which means he has now caused 2 wounds on the Orc - which is enough to kill it outright. The Orc is removed from play, and the abstract wound dice is removed as well. An abstract wound *must* be used (added to) damage the first opportunity it can be used... *which is why there is never more than one of each number placed at the side of the board as an abstract wound at any given time.*

It sounds complicated, but believe me, once you get the hang of it, it's incredibly easy. Keeping wounds abstracted like this with minions greatly speeds up play and reduces book keeping. Only the hero types need be marked with wound counters during play, and you will find this greatly enhances the game.

### **Battle:**

A move is divided into 6 phases.

Battles are played out in a series of phases. Once the sides have completed all six phases - it is called a move. We then proceed to the second move and so on, repeating the steps as we go.

The phases and their order of play in the game are:

- 1 *Initiative Phase*
- 2 Attacker's Strategy Phase
- 3 Attacker's Action Phase
- 4 Defender's Strategy Phase
- 5 Defender's Action Phase
- 6 *Combat Phase*

*Initiative and Close Combat* are italicised to show these are joint phases which both sides participate in.

### **The Game Set Up & Initiative Phase:**

Players each throw a dice (D6) and the highest scorer chooses whether to be the attacker or defender for set up purposes. The defender chooses which map the battle will be fought on, *and* which of the map edges he will defend from (the attacker takes the opposite edge). Also, which map *side* is determined by the defender... if some of the commercially existing ones, which are often printed on both sides, are being used.

The attacker must then set his army up within a pre agreed number of squares *usually three or four* from the map edge\* of the same edge he has been allocated to attack from. The defender sets his army up *after* the attacker has deployed, and on the edge opposite his opponent.

{\* Set up may differ from game to game - depending on the scenario, and whether or not house rules are being used to determine the initial dispositions of troops. However, players must decide these factors themselves *before* play begins}.

On the **first** move of the game (*only this move*) the player who *originally* chose (or was chosen) to be the attacker gets a free +2 to his **Initiative** dice roll: on the **second** move that player gets +1 to his roll. This represents the initial advantage of carrying forward the attack.

Starting from the **third** move, each player must roll a dice in the **Initiative phase** (but with no further free bonuses for being the original attacker); the player rolling highest can decide whether to be the attacker or the defender, continuing to play out the battle in a series of phases and moves. Repeat this process on each succeeding move.

### **Alternative (optional) set up rules:**

Never forget, set up is only *suggested* here as an easy way of quickly determining a fair and balanced game, but if you prefer another way – please don't hesitate to use your own method. I always maintain that players and friends who can't agree on rules etiquette shouldn't be playing with one another in the first place; so although you will find me *constantly* telling you throughout the rules, to use your *own* instincts and *not* to be afraid of changing things to suit yourselves... this may not always be enough to defeat argumentative attitudes occasionally encountered among fractious and rebellious elements within the gaming community (you meet these types from time to time). If you ever have the misfortune of having to deal with this ugly situation, it might be time to re-consider your acquaintances a bit more closely. But I shall continue with the assumption that you will be playing in good spirit.

*Before* every **move** of the game, the players must roll one dice each. The player who rolls the highest may decide to be either the attacker (which means he will move/shoot first, before his opponent); *or* the defender, which means he moves/shoots after the attacker has completed his action phase. In the event of a tie, always re-roll the dice. The special ability **initiative** may be used on any move to add a bonus to a player's dice roll. This special ability is stackable, which means it can be used cumulatively with other models from the same side, allowing them to *add* their own **initiative** to the dice roll.

**Note on special abilities** ~ As well as determining who will be the attacker and who will get to defend for the move, *some* special abilities may only be activated during the Attacker's Strategy Phase (in the same way that some other special abilities only get to be activated during *other* phases). The key to playing the game properly lies in knowing how to use the special abilities and understanding exactly when (in the game move) they become activated.

## Attacker's Strategy Phase

The attacker can activate some of his special abilities during this phase if he intends to use these at all during the turn (see the **special abilities** list to see which phases they all become activated in).

## Attacker's Action Phase

During the attacker's action phase, *each* of his heroes and minions may perform 1 action (unless a **Special Ability** says differently). Possible actions include:

**Move:** see the movement section below.

**Shooting:** see the shooting section below.

**Using** special abilities does not count as performing actions: rather, they compliment the phases. More than one ability may be used by a figure, but an individual ability can only be used once per move by each figure.

*Note ~ a hero or a minion does not have to take an action if you don't want it to.*

### Movement:

Miniatures used in our games are listed extensively, and their movement allowance can be found in the stat sheets. While it is assumed throughout the rules that you will be employing squared maps to play your games on, there is absolutely no reason why you shouldn't use hexagonal tiled maps – or even dispense with using maps all together and simply measure distances in inches.

The number of movement points, indicated on a figure's stats, determines how far (in squares) it can move in a phase. Movement can be in any direction, regardless which way a figure is facing on the map, and may *end* the movement phase facing any of the four square sides. The movement cost to enter a square depends on the colour of the line the figure base has to cross to get there.

<b>Clear</b> (depends on map being used)	1
<b>Rough</b> (depends on map being used)	2
<b>Water</b> (always blue)	3
<b>Impassable</b> (depends on map being used) *N/A	

**\*Ledges:** Ledges must be designated before play commences. A ledge may be a castle wall, a vertical drop, the roof of a house etc. They are similar to solid red lines in that a miniature can not cross them, and kill zones are blocked by them. Line of sight is blocked (when firing *up* at a ledge) if it passes two squares *beyond* the ledge.

**Ledges and Cover:** shooting at a target behind a ledge requires a 6 to score a hit - not the normal 5 or 6. *This rule similarly applies for other forms of cover (on or behind crates and boxes, walls, behind a hedge or tree, etc).*

A figure directly below (adjacent to) a ledge square may only use ranged attacks on a target *above* if the target is anywhere within the three front squares (facing the ledge) of the enemy model's base.

You can not cross a red (impassable) line, unless the rules for siege warfare are being used. You are allowed to move through your own figures, but you can not move through an enemy figure's base. You may *never* end your movement phase in a square that contains a figure (enemy or friend), similarly, a square designated as impassable.

If you move into an enemy *kill zone* (all the squares adjacent to an enemy model's base), you *must* stop moving with the figure that entered the kill zone, and no further movement *with that figure* may be made for the rest of this game move: using a special ability like **fast strike** or being targeted by an enemy using **magical force** are exceptions to this rule.

You may choose to disengage a model that *starts* the phase in an enemy kill zone by moving away from that enemy, into a non adjoining square. But if you do so, the enemy who's figure base you disengaged from makes a free (full dice privilege) *attack of opportunity* on the model moving away. This free attack is made immediately even though it is *out of phase*. Assuming your model survives, it may then carry on moving normally. A model that disengages from one enemy, but immediately enters the kill zone of another must stop moving for the remainder of that action phase *unless using sneak*. A model that disengages from multiple enemies is subject to a free attack from each. Add up their attacks and make a single combat and damage roll.

Note ~ free attacks of opportunity are covered fully in the combat section.

Also please note ~ the actual facing of a miniature is not relevant to the game.

### **Shooting:**

**Instead** of moving, a model with ranged attack ability may shoot. Check the miniatures stats from the list to see if the model has ranged attack and what its ability is.

**Example = 3/10**

The first number tells you how many dice you roll to hit with your shoot attack. The second number tells you how far (in squares) the model can shoot. Your model may only shoot at a single target (unless using certain special abilities). Before you can shoot at an enemy, you must check two things: range and line of sight. You may check both of these before deciding to shoot at an enemy.

**Range** ~ to check range, count the number of squares between the shooting model and the target, *including* the square the target occupies. If this number is greater than the one listed on the ranged attack of your shooting model, you can not shoot at *that* target.

**Line Of Sight** ~ if the target is in range, you must now check if the target is in the shooting model's line of sight. Remember, you can change the direction your shooting model faces before you check. Line of sight is determined by drawing an imaginary straight line to a target from the shooting model.

If the target is visible, you must now check to see if any impassable terrain blocks the actual line of sight. Draw an imaginary line from *any* corner of the square the shooting model is aiming from, and trace your shot to the target square. If that line passes through any impassable terrain or another model (friend or foe), the line of sight is blocked and the enemy model is not an eligible target.

In addition, if a model is out of sight (in a square directly behind the blocking terrain), the shooter has to be able to see the corner *diagonally opposite* the initial target square to get a clear shot. However, the golden rule is: if players are ever in doubt, the game host has the final word. An enemy model is either (a) not able to be seen... i.e. is not visible as an eligible target; or (b) is visible but in cover and entitled to a +1 *to hit* bonus.

**Trees** ~ Line of sight for Individual trees can be determined using the rules above. However, groups of trees (within three squares of one another) may constitute a Wood or part of a Forest. Tree squares count as impassable terrain, and a model may never end its move in a square containing a tree. Models who are *adjacent* to a Tree, or anywhere within a designated as Wood/Forest count as being `under cover` from enemy shooters, and are eligible for the +1 cover modifier. Movement into a hex which is adjacent to a tree *regardless whether its classed as Wood/Forest, or a single tree* costs 2 movement points (there are exceptions to this rule: e.g. Elves, Radagast the Brown, etc).

**Elevated Terrain** ~ If the shooting model is on elevated terrain, it gets one more additional dice (+1), and other models that are *not* on elevated terrain do *not* block line of sight (even if adjacent). Elevated terrain should be clearly marked and defined before play begins. Some big miniatures are classed as **Large** and elevated terrain and intervening models does not affect them in the same way. Elevated shooters also gain a range bonus of 1 square for each level of elevation over the target square.

### Using 3D (HeroScape hex tiles):

**Movement** – HeroScape map tiles utilizes a three dimensional playing area.

**Moving Up** – When you move up to a higher level, count the *sides* of each higher level as one space. If your warrior can't move enough spaces to reach the top of a ledge, then it can't move there.

**Moving Down** – When you move to a lower level, you don't need to count sides on the way down, but there may be a penalty for moving to a much lower level (see falling below).

**Falling** – When a warrior moves down to a much lower level, it may get wounded (this rule does not apply if a warrior drops onto a water space). A fall is defined as follows:

If the drop is equal to or more than the warrior's height, you must roll 1 die after moving to see if it was wounded. **Major fall:** if the drop is 10 levels or more then you must roll an additional die (for a total of two dice).

Each 4, 5, or 6 you roll, inflicts one automatic wound on the model.

Falling can occur one of three ways. (a) By deliberately moving off the edge of a ledge to reach the bottom quickly. Or (b) by being forced over the edge by an enemy model using **Magical Force** on one of your warriors, or (c) because of some other scenario specific situation

## Terrain Types:

*Grey hexes* represents rough terrain and costs 2 movement points to enter.

*Blue hexes* are of course water, and cost 3 movement points to enter.

*Sand coloured hexes* represent dry sandy beach, desert, or gravelly areas, and costs 2 movement points to enter. Water hexes which have sand coloured hexes next to at least part of a chain of water hexes only costs 2 movement points to enter, but miniatures may not drop from higher ground into the water without potentially taking damage (just like with normal terrain hexes).

*Green hexes* represent grass and costs 1 movement point to enter.

*Volcanic hexes* are treated as rough terrain and costs 2 movement points to enter... however, any warrior who falls equal to or more than its height onto a volcanic hex is immediately removed as a casualty.

*Lava hexes* cost 2 movement points to enter, though this type of terrain is an extremely dangerous place to tarry. Any model (except a Balrog or Fire Dragon) which ends its move in such a hex must throw a D6 at the beginning of the owning player's next strategy phase; if the roll is 1 or 2, the model loses 1 damage point. If the roll is 3, the model loses 2 damage points. If the roll is 4, the model loses 3 damage points. If the roll is 5 or 6, the model is unharmed this move.

*Snow hexes* slow all movement to a crawl. Movement costs 3 movement points to enter (4 moving uphill). A fall into a snow hex *never* harms the falling model **however far the fall**. A model with insufficient movement points to enter a snow square may still move 1 hex by default (even if uphill).

**Too few Movement Points to enter a hex** – A Warrior possessing too few movement points to enter a hex, may *not* move into that space.

**Moving large base figures** – A warrior can only enter a higher/lower level of terrain if its entire base can fit onto the hexes on the new level. If the terrain has insufficient hexes to accommodate the base, or the warrior does not have enough movement points to enter the new terrain, it *can not* move there.

**Tight Quarters** – Some battlefields have narrow passageways, ruins, and overhangs that may limit the movement of some warriors. A model can not move through or into a space that it can't fit completely onto.

**Engagement Rules** – Close Combat can not occur between adjacent warriors that are separated by a height which is equal to or more than the height of the lowest model.

**Line of Sight** – Check line of sight exactly the same way you would on a two dimensional playing area. You might find using a ruler (or long stick) handy for determining awkward lines of sight; in which case you can simply hold the ruler *horizontally* level between the two points of reference, and read the results by looking directly below the ruler to get an accurate LOS fix.



**The Shooting (or To Hit) Roll** ~ roll a number of dice equal to the number shown on the shooting figure's army list stat. Each roll of 5 or 6 scores a hit. Each score of 1 scores a *glancing blow*. For every 2 glancing blows you score, you may convert *one* of those into a 6.

**The Damage Roll** ~ for each hit you score, roll another die. These are called *damage dice*. For each damage dice that is equal to (or greater) than the target's toughness, that model loses 1 wound. Each die roll of 1 scores a *critical hit*. For every 2 critical hits you roll, you may convert *one* of these into a 6.

**Note** ~ you may *not* shoot at anyone engaged in combat... i.e. within a battle chain (*Spearman* and *Large* models are an exception to this rule). Similarly, the shooter can not use a ranged attack while within an enemy figure's kill zone.

#### **Defender's Strategy Phase:**

Certain special abilities (such as **healing** and **magical force**) are activated by the defender for his own use or to affect an enemy during this phase.

#### **Defender's Action Phase:**

Once the attacker has finished his strategy and action phase, and the defender has completed his own strategy phase: the defender moves on to his action phase. The rules for the defender's action phase are the same as the attacker's.

#### **Combat Phase:**

During the combat phase, all melees on the map are resolved. The attacking player for the move decides which order the combats are resolved in. A combat is defined as a single group of engaged figures that are all part of the same *battle chain*.

A battle chain is created by drawing an imaginary line between each model's kill zone, going back and forward between friend and foe until the chain can not be continued further. This *must* form a single *contiguous* link of kill zones, and all the dice for that combat are thrown as one roll.

Models who are not part of this single battle chain must resolve their combat(s) in separate battle chains – *even* friendly flankers who are involved in the same fight, but who do not meet the above criteria, do not count as part of one continuous battle chain.

**The Combat Roll** ~ each player totals up the number of attacks on their engaged models, then rolls that many dice. Each roll of 4, 5 or 6 scores a hit. Each roll of 1 scores a *glancing blow*. For every 2 glancing blow rolled, you may convert *one* of these into a 6.

**The Damage Roll** ~ for each hit you score, roll a damage dice. Exactly the same as with shooting, each 1 rolled scores a *critical hit*. For every 2 critical hit you roll, you may convert *one* of these into a 6.

**Assigning Damage** ~ after throwing for all hits and damage, the attacker assigns all his damage dice to enemy models (within the same battle chain). The player taking the Defender's Action Phase follows suit, *makes his Combat and Damage Rolls*, and

then assigns his own damage dice, **AFTER** any losses sustained during the Attacker's Combat Phase.

You may only assign damage to enemy models that are adjacent to any friendly models within a battle chain (though damage can usually be assigned to *any* model anywhere actually within the battle chain and which is adjacent to at least one of the opponent's miniatures), and only to enemy models whose toughness is lower or equal to the assigned damage dice. In other words... for each successful damage dice (i.e. a dice equal or higher than the target's toughness) assigned to an enemy, that enemy model loses 1 wound. Models reduced to 0 wounds are removed from the map.

Any damage die that can not be assigned to an enemy model is ignored. The attacker assigns damage dice to the defender and the defender assigns damage dice to the attacker's models.

After the first combat is resolved, the attacker chooses the next combat. Once all combats have been resolved in this way, check for victory. If neither side has won, a new move begins.

**Free Attacks** ~ some abilities and game situations (such as disengaging) grant free attacks. The model making the free attack gets to make a combat roll and damage roll, as it would in normal combat. The model can only assign damage dice to the enemy they are making the free attack against. Multiple free attacks must form a single battle chain. This form of attack is called an *attack of opportunity*.

**Elevated Terrain** ~ fighting on elevated terrain also provides an advantage during combat. Each model on elevated terrain receives +1 dice for *each and every* enemy in its kill zone that is on a lower terrain level than self (regardless of any situation where there are enemies in it's own kill zone, the +1 applies). Remember, kill zones include all squares adjacent to a model.

#### **Determining Victory:**

The first player, whose army is reduced to *over* % 50 of its original number of models, loses the game. Determine victory conditions at the *end* of each move.

#### **Using Special Abilities:**

A model's **Special abilities** are shown by name on the stat list. Activated abilities don't 'deactivate' until the end of the move. A model may activate an ability once per move. An exception to this rule is if borrowing an enemy's ability (by using **steal essence**) and then activating the same ability again yourself, using a model possessing the duplicate ability.

## ***SPECIAL ABILITIES***

**Battle Cry:** *This ability should be given to leader and charismatic hero types. Your minions involved in this battle chain each get an additional dice (+1 attack dice) until the end of the move (**Battle Cry** is cumulative with other friendly models possessing the same ability). Activate when you are adding up the combat attacks for the model possessing this ability.*

**Berserker:** *This ability works well when Berserker models are lumped together into units of similar minions. Certain hero types (such as lone barbarians, dwarves, chaos knights etc) might also fit the Berserker role. Each **Berserker** model gets +1 attack dice for each enemy adjacent to it within the battle chain. Activate when you are adding up the attacks for the model with this ability.*

**Spearman:** The friendly figure in front (anywhere within the kill zone - adjacent to - the spearman behind) gets +1 attack dice. **Note** ~ a spearman taking part in combat in this way is *not* classed as part of the battle chain (unless it is adjacent to an enemy model) and may *not* have damage assigned to it as a legitimate target. However, it can be fired upon by shooters if it is not in the kill zone of any enemy models. Activate when you are adding up the attacks for the model directly in front of this model. *Please note that most infantry armed with spear-like-weapons possess the ability **spearman**. However, commoners armed with makeshift weapons, pitchforks, shovels etc do not.*

**Dirty Fighting:** This special ability is subtly very powerful, and should only be given to exceptionally fierce and scary hero types, and represents the influence these characters have over the whole combat. 2's you roll (for all dice within this battle chain) count as glancing blows and critical hits as well as 1's. Activate before you roll the dice for this battle chain.

**Aggressive Strategy:** *This special ability should be given to exceptional leader types, and represents strong instincts and quick initiative, which give them an edge and allows these types to predict what to do in any given situation. You may re-roll any number of your damage dice (throughout the whole battle chain). This ability is cumulative. Activate after you make your damage roll for this battle chain.*

**Assassin:** Until the end of the move, **all** *glancing blows* and *critical hits* are converted to 6s. Dice converted this way must attempt to be applied to enemy models within the assassin model's kill zone, but converted dice *can* be taken from across the whole battle chain. Active when you assign damage to models in this model's kill zone.

**Deathless:** An army with half it's remaining figures consisting of **deathless** models does not lose when it sustains %50 casualties. Victory does not automatically go to the opposing side while (a) at least half the army comprises **deathless** models; and (b) if the *whole* army is undead to start with – the %50 victory condition *never* applies to this side during the game. A fully undead army has to be led by an undead leader – who must remain alive throughout the game *otherwise immediate victory falls to the other side* – this reduces the army's initiative by minus 1 (-1) for the whole game.

**Bodyguard:** Your enemy may not assign damage dice to a figure *next* to the bodyguard in this battle chain. The model possessing `bodyguard` can decide who he wants to protect *when* he activates the ability (so long as the chosen model is in a square next to the bodyguard). Other models with the bodyguard ability may, similarly, protect other heroes or minions. Activate *after* your enemy rolls his damage dice for this combat, but *before* he assigns damage.

**Paralyze:** This Hero inflicts 1 additional wound (+1 assigned damage) to enemies within its kill zone during Close Combat for every *ordinary* (non paralyze) point of damage assigned. If the model possessing **Paralyze** is a Minion, e.g. a ghoul, or Shade of Dunharrow, etc, it can only have a single +1 per combat. Active when you assign damage to models in this models kill zone.

**Breathe Fire:** Demon types, and Dragons can make ranged attacks using their natural breath weapon. Similar to **Arrow Flurry**, except all the dice must be placed on a single enemy model or/and those *adjacent* to the initial target. (Note ~Remember, if the breath user is **large**, then the fire breather may target models *behind* other troops). Active in the shooting phase.

**Battle Awareness:** *A favoured special ability of players who love the idea of their beloved Dwarves wading neck deep through their enemies, axes and hammers sweeping left and right as they go.* This model may *ignore* enemy kill zones, when moving, enough to push forward *one* square (but must not at any time move into a square actually containing an enemy model) and does not evoke attacks of opportunity while moving in this way. Activate when the model moves in the action phase (even on the phase of initial contact).

**Fast:** Useful ability to give your scouts and `shooty` troops. This model gets double its normal move (as long as it doesn't shoot or move into an enemy zone of control on this move). Activate before you move this model.

**Fast Strike:** *This special ability is absolutely deadly when used properly.* Provided the model is not in an enemy's kill zone at the start of its action phase, this model may interrupt its move at any time to get a single free attack (full dice) versus enemy models in the kill zone it enters, and then continue moving (provided all enemy in its own kill zone are removed as a result of the free combat). Activate during this model's movement.

**Magical Force:** This one is real wizards` duel or mind manipulation stuff. You may move any single enemy that this model has line of sight to (provided neither the target nor the ability user starts in the kill zone of an enemy) using the target model's full movement ability (but not by using the special ability **fast**). This special ability has no effect on models who occupy more than one square. Activate in either the attacker or defender's strategy phase.

**Sneak:** *Spy types, insignificant beings that no one takes any notice of, vermin, ghosts, spectral beings, wraiths, and Ring Bearers should use this one.* This model ignores all terrain while it moves, even terrain which would otherwise be considered impassable. It may move through enemy models and is *not* subject to free attacks for leaving enemy kill zones. However, if adjacent to an enemy or enemies while activating **sneak** the model must check to see whether it can `break away.` Throw a die: if the roll is 4, 5, or 6 this model may break away from any adjacent enemies; if the roll yields a 1, 2, or 3, it may not break away this move. It may not end its movement in an impassable square or a square that is occupied by another model. Activate when you move this model.

**Gaze Attack:** A single target model within range of the **gaze attack** remains frozen to the spot, unable to move, shoot, use a special ability, or add any dice to combat for *this* move (place a coin or similar token next to the piece to show the model is under the influence of the gaze attack). If (a) the gazer loses line of sight with the target, (b) the affected model takes damage in any way, or (c) another special ability is used on the affected model, then the **gaze attack** is broken and the model can act again as normal. Activated *only* during the Attacker's Action Phase.

**Fly:** Winged/repulsion engine models may move *over* impassable terrain (including enemy and friendly models), and alight in any legal square within the model's flight range. The fly allowance is usually displayed by a second number (in brackets) right after the normal move amount. E.g. **6 (12)**. Where there is only one number shown, then flight speed and normal speed are the same.

**Crack Shot:** This model may shoot before or after it moves (not in the middle). This in effect means the model gets to move and shoot, *both* in the same move. Activate before this model takes an action.

**Arrow Flurry:** *This ability was simply MADE for Legolas and elite hero types.* The model gets double its shots (X2 dice), and it may assign damage dice to *any number* of enemy models within range and line of sight. Activate before you shoot with this model. (Throw dice for this model's shooting separately from other dice). Please note; the special ability **arrow flurry** does not just apply to bow armed troops. When **arrow flurry** is given to a wizard, or belongs to a rogue/thief type possessing a magic scroll etc, imagine the flurry working a bit like the magic missile spell in the Dungeons & Dragons game.

**Elite Shooter:** Other friendly models in front of the shooter (up to 2 deep) do not block line of sight for this model. In addition, targets may be chosen from *anywhere* amongst the enemy ranks, *not* just at the front (a bit like the shooter is on elevated terrain, but without the +1 dice). Activate before you shoot with this model.

**Shot Caller:** Choose an enemy that this model has line of sight to. Your minions each get +1 dice if they target *that* enemy. Activate before you shoot with any of your minions.

**Perfect Aim:** When using this ability, immediately remove one dice from the total (before throwing). The removed dice is an automatic hit and inflicts one wound. Turn the dice to a 6 and return to the pile as though it were a converted *critical hit*. Active before shooting.

**Dread:** *Typically, this ability belongs to anti-hero types and minions that cause fear and horror in their enemies.* No enemy next to a model using **dread** (or anywhere within the *same* battle chain during that phase) may use a special ability. Activate whenever an enemy attempts to spend action points.

**Dread Immune:** Totally counters the effects of **dread** for any friendly model either next to the **dread** immune hero *or* anywhere within this combat chain. Activated when **dread** itself would otherwise become activated.

**Healing:** One friendly hero or minion adjacent to this model gets +D6 wounds, up to its maximum. This model may neither heal itself, or anyone within an enemy model's kill zone. Activate in either the attacker or defender's strategy phase.

**Initiative:** *This ability greatly increases your chances of controlling the pace of the battle, especially as you can stack the ability with other models to get an even bigger advantage.* You get +1 to your **initiative** roll each move. This ability is cumulative with other friendly models possessing the same ability. Activate *before* the **initiative** roll.

**Ward:** Throw a die to see if the chosen ability takes effect this move: if the roll is 1, 2, or 3, the special ability fails to take effect. If the roll is 4, 5, or 6, then the **ward** ability is successful. Activate *after* an enemy model activates a special ability (regardless which phase) either in this model's combat or within line of sight. **Ward** cancels the effects of that ability; but can not be used to cancel another **ward**. **Ward** can only be used once a move per user.

**Steal Essence:** This model gets to use the ability of any enemy hero or minion (on the map). Provided - using a D6 to make the attempt - a 5, 6 can be rolled. The ability may *not* be used to steal ranged attack abilities if the model using **steal essence** does not naturally possess statistics for ranged attack. Neither can the ability be used while the ability user *but not the target* is within an enemy model's kill zone. Activate whenever you would use the copied ability (provided the stolen ability is used in the correct phase it normally would be activated in).

**Dire:** Monsters and creatures with **dire** are exceptionally fierce and *no* enemy minion in a square adjacent to a **dire** model can add more than 1 dice to a battle chain, *unless* there is a hero type model within that battle chain. Active when the adjacent models add their dice during combat.

**Large:** Large models have several benefits:

Non-large models do not block their line of sight.

They can shoot even while in a non-large enemy kill zone.

They do not have to stop when entering a non-large enemy kill zone, and are *not* subject to free attacks for leaving kill zones.

They may convert every *glancing blow* and/or *critical hit* each turn (that means every dice within the combat chain the large creature is involved in).

They block the line of sight of models on elevated terrain.

**Large** models have a few drawbacks:

When shooting at a **large** model, non-large models do not block line of sight.

They do not get the bonus for being on elevated terrain.

When moving a **large** model, it can squeeze through small openings and gaps (such as single square doorways, down narrow halls and passages etc) at normal terrain cost, provided they end their movement in an area they can normally occupy. Large models can not squeeze past enemy models if any of their base squares enters an enemy one. They pay the highest terrain cost for moving over low objects and through difficult terrain if any part of their space moves into a square containing the obstruction.

**Extended Reach:** This model may make a free attack (full dice privilege) on a single enemy up to 2 squares away, even if another non **large** friend or foe stands in the way. Active *instead* of this model's action phase (note ~ this ability is not *instead* of the combat phase).

**Regeneration:** When using this special ability on any given move, roll a D6 for each wound the model has lost in the game so far. For each roll of 4+ the troll recovers 1 wound. Active *instead* of this model's action phase (note ~ the combat phase is not effected).

**Hero:** A model possessing **hero** must be assigned 2 damage dice for each *actual* point of damage received. Active just before damage is assigned to a model. Note ~ **Dread** and **Ward** can't cancel the effects of this ability.

**Ring Bearer:** When playing Middle Earth games involving the Ring Bearer, if Frodo is killed or moves off the enemy's side of the board, the game ends immediately; otherwise, victory is only determined at the end of the move after both players have completed their turn.

If Frodo is killed, that player *immediately* loses the game. In some games, if Frodo manages to escape off the board (on the side the enemy player set up on) the owning player *immediately* wins the game.

Other victory conditions can, of course, be made up by the players themselves to cover game specific scenarios.

**The One Ring:** If Frodo is in your army, *either during the attacker or defender's strategy phase* you can have him put on the Ring. This happens before his normal action phase. Replace your Frodo model with the (clear plastic) Frodo Wearing the Ring model.

### **The Struggle Roll**

Once he is wearing the Ring, each move—including the first move he puts the ring on—you must make a *struggle roll* to see if Frodo keeps his wits about him. This roll is made only once per move, before action. He must make this roll even if you decide not to move him.

Take a die. If the number is 3, 4, 5, or 6 then Frodo's spirit has won out and he may act normally.

If the die roll is 1, or 2, Frodo has succumbed to the dark lure of the Ring and is now classed as being `controlled by the ring`—he cannot move this turn *and* he loses a wound as the Black Breath overtakes him, and he does not participate in combats this turn, unless actually attacked in combat.

### **Wearing the Ring**

While wearing the Ring, Frodo automatically gains **sneak**, but loses all other special abilities for the duration he is wearing his `burden`.

While Frodo wears the Ring, all Ringwraiths on the board must try to move towards him during their action phase and try to get Frodo in their kill zone. If they can move to a hex adjacent to Frodo, they must do so.

If they are engaged in combat, the Ringwraiths must disengage and move towards Frodo.

Ringwraiths may still participate in any combats they are engaged in.

While Frodo Wearing the Ring is on the map, he may only have damage dice assigned to him if he is in a Ringwraith's kill zone, although he may attack normally.

Non-Ringwraith models *can* add their attacks to the combat if Frodo wearing the ring is the only enemy model in their damage chain *provided* there is at least one Ringwraith within Frodo Wearing the Ring's kill zone.



Only Ringwraiths may shoot at Frodo while he wears the ring. While Frodo wears the ring, he does not block the LOS of non-Ringwraith warriors.

If Frodo starts the turn with the Ring on, he can try to take the ring off before you act with him during your action phase. Make another struggle roll. But this time, If Frodo can roll 4, 5, or 6 he is able to take off the Ring. Replace the Frodo Wearing the Ring figure with the Frodo model you used earlier.

If Frodo rolls 1, 2, or 3, Frodo does not remove the ring. Frodo may not move this turn and loses a wound.

While Frodo is wearing the Ring, he can only be the target of special abilities possessed by Ringwraiths.

If Frodo is ever killed, you automatically and *immediately* lose the game. This victory condition takes precedence over any other victory condition.

The rules concerning Ringwraiths apply to Nazgul, Barrow Wights, and Sauron as well; though neither Sauron nor Barrow Wight's *have* to move towards Frodo wearing the Ring, and they can perform their actions as they wish from move to move.

**Sauron and Frodo on the map at the same time:** Frodo may *not* deliberately use the ring while Sauron remains on the map. Any move that Frodo tries to make an action (including moving or using an ability, but *does not* effect his ability to engage in combat) he must roll a dice *before* he carries out the intended action. If he rolls 1,2,3,4 he may carry on with his intended action. However, if he rolls a 5, 6 he takes an *immediate* point of damage as he struggles and fails to control the ring and slips it on his finger, and may partake in no other action beyond defending himself in combat. Frodo will regain control of himself on subsequent moves if (during the strategy phase) he can remove the ring, using the normal rules to determine this. But he *must* make struggle rolls every move he is wearing the ring even if he doesn't try to make any actions.

This represents the terrible power Sauron's presence near Frodo inflicts. Once the ring is removed, we go back to normal, until Frodo tries to make an action again, just like before.

All Wraiths (but not Sauron, Barrow Wights, or Ghosts) on the map with Frodo must act as though Frodo is wearing the ring, *if* he ever wears it during the game.

If Frodo is on the map at the same time as Sauron - Sauron's forces suffer minus 1 to initiative rolls each move due to Sauron being distracted and unable to think and co-ordinate his thoughts properly. The close proximity of ring's influence is crippling to Sauron while not in his possession. This minus 1 would be in addition to the rules for Sauron controlling a fully **deathless** army during play.

If Frodo is killed, the game ends immediately and victory goes to the enemy. If Sauron is killed the game ends immediately and victory goes to the forces of good.

## Stat Lists:

The lists are pretty straight forward, and show the stats for the hero/minion/creature (critter) & monster type. **Attacks** include bracketed numbers for similar troops possessing missile weapons.

You can of course mix things up and create new combinations of abilities and stats to suit your own needs *don't just take my word for it... after all, the list as it stands simply suits my own tastes and beliefs* or you can wait until I get round to writing the supplements. Hero types can be created differently each time or when ever your gaming needs alter – to fit the scenario being played. Additional models can be added to suit your, no doubt, growing collections. Wandering Monsters can even be included if you like. It only takes moments to add a model to the stat list, either on the computer or with pen and paper.

The rules in this manual are spell light... basically because Middle Earth *is* spell light! Plus, I personally like magic light games best. I *strongly* suggest you create **new spells** and new **special abilities** for yourselves - It's both easy and fun to do; I only urge that you keep it simple and in tune with the rest of the game... and make sure you all agree on any additions before testing them out in play. Just be sure to remember, *all* minions start with 2 wounds. There are reasons for this, which will become more obvious and clear once you have played a few games.

Even inventing *one* new special ability will greatly increase the range and scope of the game, but be careful not to invent new things just for the sake of doing so. There are all ready over thirty special abilities for this game supplement, and each and every new one created should have a *reason* for existing, and a *place* within your chosen mythos. The temptation to over-complicate by trying to re-create all the wonderful special effects we see in our favourite films or read about in our thousand page fantasy novels is sometimes very seductive. But be gently advised... seldom do these `icing on the cake` extra bits increase play potential – or ultimately add enjoyment. Also, when a desired *new* special ability is required, try (first) looking at *existing* abilities to see whether a name change or slight modification to an existing rule might not in itself be enough to suit our needs?

Finally, for the Lord of the Rings fans out there, I would like to point out that *I know* I have inserted a lot of pseudo-Tolkienesque model types into the Middle Earth supplement (mostly from other *non* Games Workshop ranges of miniatures). I simply quote Tolkien's words.

*“There are older and fouler things than Orcs living in the deep places of the world.”*

*Gandalf the Grey.*

# Generic Fantasy Stat List

## Bugbear/ Hobs etc

4	1 (1/12)	3	2
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## Lizard Kin, Troglodytes, etc

5	1 (1/12)	4	2
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**Lizard Chief**  
**Aggressive Strategy.**

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## Drow Fighters

5	3 (2/12)	5	2
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## Drow Hero / Drow Wizard

Add which ever special abilities the scenario demands. For Hero I suggest **Battle Awareness, Berserker, Fast.** ----- For Wizard try **Magical Force, Arrow Flurry, Sneak.**

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## Ghost

4	4 (1/6)	5	4
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**Sneak, Magical Force, Deathless.**

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## Zombie

3	1	2	2
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**Dread, Deathless.**

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## Skeleton

4	1	3	2
---	---	---	---

**Deathless.**

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## Ghoul/Ghast

4	2	3	2
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**Fast, Paralyze, Deathless.**

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**Lich**

4	3	5	5
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**Magical Force, Steal Essence, Arrow Flurry, Ward, Dread, Deathless.**

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**Necromancer**

4	4	6	6
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**Dirty Fighting, Aggressive Strategy, Ward, Battle Awareness, Deathless.**

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**Giant Rats/Weasels/Vermin Swarm etc**

6	1	3	2
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**Fast, Dire, Sneak.**

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**Gnolls**

5	2 (2/14)	4	2
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**Fast Strike.**

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**Chaos/Death Knight.**

4	6 (5/12)	5	5
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**Battle Cry, Aggressive Strategy, Battle Awareness, Fast Strike.**

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**Carrion Crawler**

3	4	5	4
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**Fast, Berserker.**

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**Umberhulk**

4	5	6	6
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**Sneak, Berserker, Assassin, Gaze, Large.**

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**Great Unclean One (Demonic Monster):**

3	6 (6/6)	4	4
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**Arrow Flurry, Fast Strike, Ward, Regenerate, Dread, Large.**

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**Oozes, Slimes & Jelly.**

<b>2</b>	<b>2 (1/5)</b>	<b>6</b>	<b>6</b>
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**Regenerate. Fast, Sneak.**

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**Owlbear.**

<b>4</b>	<b>5</b>	<b>6</b>	<b>5</b>
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**Sneak** (*Burrow*, would be more appropriate. See the D&D Monster Manual for more details), **Gaze, Fast Strike, Fast, Dire, Large.**

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# Middle Earth Stat List

*\* Moria Goblins only count 1 square (instead of 2) for crossing obstacles, and moving over rough terrain*

## Moria Goblin

Movement	Attacks	Toughness	Wounds
5	1 (1/10)	2	2

Fast.

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## Generic Goblin Champion or Leader

Movement	Attacks	Toughness	Wounds
5	4(3/10)	5	4

Battle Cry, Fast, Initiative.

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## Generic Goblin Shaman

Movement	Attacks	Toughness	Wounds
5	5(3/10)	5	4

Fast, Steal Essence, Initiative.

-----

## Goblin Drummer\*

Movement	Attacks	Toughness	Wounds
5	1	4	3

*One, two, (or more) Moria Goblin models beating a Moria Drum will strike chill and fear into the hearts of most enemies encounter on the map. All enemy Minions and all Hobbits count 1 attack dice less (per model) during Close Combat while the Drum is on the map and beating.*

*Two (or more) Moria Goblins adjacent to a Drum model may move (with the drum) up to 3 squares, but may not beat the drum on any move the instrument is manhandled.*

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### Man Orcs

Movement	Attacks	Toughness	Wounds
4	2(2/12)	4	2

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### Orc Berserkers

Movement	Attacks	Toughness	Wounds
4	2	4	2

Berserker

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### Mordor Orcs

Movement	Attacks	Toughness	Wounds
4	2(2/12)	3	2

---

### Grishnakh

Movement	Attacks	Toughness	Wounds
4	5	4	5

Hero, Sneak, Battle Cry.

---

### Generic Orc Champion or Leader

Movement	Attacks	Toughness	Wounds
4	4(2/12)	4	4

Battle Cry.

---

### Generic Orc Shaman

Movement	Attacks	Toughness	Wounds
4	4(2/12)	5	4

Gaze, Shot Caller, Initiative.

---

### **Lurtz**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4(2/12)</b>	<b>4</b>	<b>5</b>

**Hero, Aggressive Strategy.**

---

### **Gothmog (Lieutenant of Mordor)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>3</b>	<b>4</b>	<b>5</b>	<b>4</b>

**Hero, Aggressive Strategy, Battle Cry, Initiative.**

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### **Gothmog on Warg (Lieutenant of Mordor)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Hero, Aggressive Strategy, Battle Cry, Initiative.**

---

### **Generic Ringwraith**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>5</b>	<b>5</b>	<b>4</b>

**Steal Essence, Deathless, Dread, Sneak.**

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### **Generic Ringwraith Mounted**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Fast Strike, Dread, Deathless.**

---

### **Witch King**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>5</b>	<b>5</b>	<b>7</b>

**Hero, Sneak, Dread, Deathless, Magical Force.**

---



### Witch King Mounted

Movement	Attacks	Toughness	Wounds
8	5	6	7

Hero, Dread, Deathless, Fast Strike.

---

### Nazgul on Fell Beast

Movement	Attacks	Toughness	Wounds
10	6	6	6

Dread, Deathless, Fast Strike, Fly, Large.

*Add `Hero` if the model is Witch King.*

---

### Shades of Dunharrow (Paths of the Dead)

Movement	Attacks	Toughness	Wounds
4	2	5	2

Paralyse, Sneak, Deathless.

---

### Warg

Movement	Attacks	Toughness	Wounds
7	5	5	2

Fast.

---

### Warg Rider

Movement	Attacks	Toughness	Wounds
7	5	5	2

Fast, Fast Strike.

---

### Sharku (Warg Rider)

Movement	Attacks	Toughness	Wounds
7	6	5	4

Hero, Fast, Fast Strike.

---

### **Giant**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4(3/6)</b>	<b>6</b>	<b>5</b>
<b>Fast Strike, Large.</b>			

---

### **Cave/Hill Troll**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>6</b>	<b>5</b>	<b>6</b>
<b>Regeneration, Extended Reach, Large.</b>			

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### **Mordor Troll**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>6</b>	<b>6</b>	<b>7</b>
<b>Regeneration, Extended Reach, Large.</b>			

---

### **Barrow Wight**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>3</b>	<b>5</b>	<b>2</b>
<b>Hero, Paralyse, Deathless, Sneak.</b>			

---

### **Generic Dwarf.**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>3</b>	<b>2(2/10)</b>	<b>6</b>	<b>2</b>
<b>Battle Awareness.</b>			

---

### **Generic Dwarf Champion or Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wound</b>
<b>3</b>	<b>4</b>	<b>6</b>	<b>5</b>
<b>Battle Awareness, Battle Cry.</b>			

---

### Generic Wood Elf

Movement	Attacks	Toughness	Wounds
5	2(2/16)	3	2

Crack Shot.

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### Generic High Elf

Movement	Attacks	Toughness	Wounds
5	2(2/16)	4	2

Elite Shooter.

-----

### Generic Wood/High Elf Champion or Leader

Movement	Attacks	Toughness	Wounds
5	4 (3/16)	4	4

Crack Shot, Battle Cry.

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### Haldir

Movement	Attacks	Toughness	Wounds
5	5 (5/16)	5	5

Hero, Crack Shot.

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### Elladan and Elrohir

Movement	Attacks	Toughness	Wounds
5	5(3/16)	5	5

Hero, Dread Immune, Crack Shot, Battle Cry.

-----

### Elrond

Movement	Attacks	Toughness	Wounds
5	8	6	6

Hero, Dread Immune, Healing.

-----

### Arwen Evenstar

Movement	Attacks	Toughness	Wounds
5	5	5	5

Hero, Dread Immune, Healing.

---

### Arwen Mounted

Movement	Attacks	Toughness	Wounds
8	5	5	5

Hero, Dread Immune, Fast Strike.

---

### Galadriel

Movement	Attacks	Toughness	Wounds
5	4 (*10)	4	5

Hero, \*Gaze Attack, Ward, Initiative.

---

### Celeborn

Movement	Attacks	Toughness	Wounds
5	4	4	5

Hero, Initiative.

---

### Thranduil

Movement	Attacks	Toughness	Wounds
5	4(6/16)	5	5

Hero.

---

### Glorfindel

Movement	Attacks	Toughness	Wounds
5	6	6	6

Hero, Ward, Dread Immune, Fast StrikeX2.

*Glorfindel may **Fast Strike** his enemy, clear a path and move again... then make an additional **Fast Strike** and still move again if a free path is cleared and enough movement points remain.*

**NOTE** *Movement (for all Elves) through Wood/Forest costs 1 movement point per square.*

**ALSO** All Elf bows hit on the die roll of 4, 5, or 6 (as opposed to just a 5, or 6).

**PLUS** All elf bows possess **Elite Shooter**.

---

**Ranger (Dunedain) of the North**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>5(5/16)</b>	<b>5</b>	<b>5</b>

**Fast Strike.**

---

**Soldier of Gondor**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>4</b>	<b>2</b>

---

**Mounted Soldier of Gondor**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>4(2/14)</b>	<b>5</b>	<b>2</b>

---

**Gondor (Leader)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>4</b>	<b>4</b>

**Battle Cry.**

---

**Mounted Gondor (Leader)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>4(2/14)</b>	<b>5</b>	<b>4</b>

**Battle Cry.**

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### **Gondor Ranger**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>3(3/14)</b>	<b>4</b>	<b>2</b>

**Crack Shot.**

---

### **Ranger Sergeant (e.g. Damrod & Madril)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>3(3/14)</b>	<b>4</b>	<b>2</b>

**Shot Caller, Crack Shot.**

---

### **(Foot) Knight of Dol Amroth**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>

**Fast Strike.**

---

### **Mounted Knight of Dol Amroth**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>5</b>	<b>6</b>	<b>2</b>

**Fast Strike**

---

### **Prince Imrahil of Dol Amroth**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>6</b>	<b>6</b>	<b>6</b>

**Hero, Dread Immune, Aggressive Strategy.**

---

### **(Mounted) Prince Imrahil of Dol Amroth**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>7</b>	<b>6</b>	<b>6</b>

**Hero, Dread Immune, Fast Strike. Aggressive Strategy.**

---

### **Beregond of the Tower Guard**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>5</b>	<b>4</b>
<b>Hero, Bodyguard.</b>			

---

### **Rohan Soldier**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>4</b>	<b>2</b>

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### **(Mounted) Rohan Rider**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>5(2/14)</b>	<b>5</b>	<b>2</b>
<b>Crack Shot, Fast Strike.</b>			

---

### **Generic Rohan Leader (e.g. Gamling, Hama)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>4</b>	<b>4</b>
<b>Battle Cry.</b>			

---

### **Mounted Rohan Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>5(2/14)</b>	<b>6</b>	<b>4</b>
<b>Battle Cry, Crack Shot, Fast Strike.</b>			

---

### **King Théoden**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>5</b>	<b>5</b>	<b>5</b>
<b>Hero, Dread Immune, Aggressive Strategy.</b>			

---

**King Théoden (Mounted)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Hero, Dread Immune, Aggressive Strategy.**

---

**Eowyn**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>4</b>	<b>5</b>	<b>5</b>

**Hero, Dread Immune, Battle Cry.**

---

**Eowyn (Mounted)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Hero, Dread Immune.**

---

**Gandalf**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>5(6/10)</b>	<b>5</b>	<b>6</b>

**Hero, Dread Immune,, Magical Force, Arrow Flurry, Initiative.**

---

**Gandalf (Mounted)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>10</b>	<b>6(6/10)</b>	<b>6</b>	<b>6</b>

**Hero, Dread Immune, Magical Force, Arrow Flurry, Initiative.**

---

**Saruman**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>5 (6/10*)</b>	<b>5</b>	<b>5</b>

**Hero, Magical Force, Steal Essence\*, Initiative.**

---



### **Grima Wormtongue**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>4</b>	<b>4</b>	<b>5</b>

**Hero, Sneak, Steal Essence.**

---

### **Sharkey**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>2</b>	<b>4</b>	<b>3</b>

**Hero, Magical Force\*** (\*his voice still holds the power to command and persuade).

---

### **Worm**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>

**Sneak.**

---

### **Sharkey`s Ruffians**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/12)</b>	<b>4</b>	<b>2</b>

### **Aragorn**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>5(4/14)</b>	<b>5</b>	<b>6</b>

**Hero, Dread Immune, Fast Strike, Healing.**

---

### **Aragorn Mounted**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>6</b>	<b>5</b>	<b>6</b>

**Hero, Dread Immune, Fast Strike.**

---

### **Merry, Pippin, and Sam.**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>3(6)</b>	<b>3 (3/6)</b>	<b>5</b>	<b>4</b>

**Hero, Sneak.**

**Frodo**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3(6)	3	4	5

**Hero, Initiative, The One Ring.**

---

**Generic Hobbit Militia**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3	2 (2/10)	4	2

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**Bullroarer Took**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3*	3	4	5

*\*6 if mounted on Pony.*

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**Generic Hobbit Civilian**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3	1	4	2

-----

**Lobelia Sackville Baggins**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3	1	6	4

**Battle Cry.**

-----

**Farmer Maggot**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
3	2	4	2

**Hero.**

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**Farmer Maggot's Dogs (Grip, Fang and Wolf)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
7	3	5	2

*The above can, obviously, represent any generic Hobbit Farmer and Dogs.*

### Paladin Took

Movement	Attacks	Toughness	Wounds
7	2	4	4

Hero, Aggressive Strategy\*, Shot Caller.

*\*only in an all Hobbit Battle Chain.*

---

### Fredegar (Fatty) Bolger

Movement	Attacks	Toughness	Wounds
3	2	4	2

Fast, Hero.

---

Treebeard (or generic Ent, without `Hero`)

Movement	Attacks	Toughness	Wounds
5	10(6/10)	6	8

Hero, Large.

---

### Boromir

Movement	Attacks	Toughness	Wounds
4	6	6	6

Berserker, Battle Cry. (*notice, Boromir has no Hero ability... this is deliberate*).

---

### Faramir

Movement	Attacks	Toughness	Wounds
5	5 (5/14)	5	5

Battle Cry, Hero.

---

### Denethor (Steward of Gondor)

Movement	Attacks	Toughness	Wounds
4	5	5	4

Hero, Aggressive Strategy.

---

### Legolas

Movement	Attacks	Toughness	Wounds
5	5(6/16)	5	5

Hero, Arrow Flurry, Crack Shot.

---

### Gimli

Movement	Attacks	Toughness	Wounds
3	5 (5/6)	6	6

Hero, Battle Awareness, Berserker.

---

### Tom Bombadil.

Movement	Attacks	Toughness	Wounds
5	2	6	5

Hero, Dread Immune, Ward, Sneak, Initiative.

---

### Goldberry

Movement	Attacks	Toughness	Wounds
5	5 (5/10)	5	4

Hero, Dread Immune, Arrow Flurry, Magical Force.

---

### Radagast the Brown

Movement	Attacks	Toughness	Wounds
4	3	5	5

Hero, Dread Immune, Sneak, Healing.

*Movement through Woods only costs 1 movement point per square.*

---

### Shelob

Movement	Attacks	Toughness	Wounds
7	5	5	7

Hero, Fast, Fast Strike, Initiative\*  
\*only on home ground.

---

### Generic Giant Spiders

Movement	Attacks	Toughness	Wounds
6	5	5	2

---

### Werewolf

Movement	Attacks	Toughness	Wounds
6	5	6	4

Deathless, Gaze Attack, Fast Strike.

---

### Bat Swarm

Movement	Attacks	Toughness	Wounds
7	5	5	2

Dire, Fly.

---

### Vampire

Movement	Attacks	Toughness	Wounds
5	7	5	5

Hero, Ward, Steal Essence, Deathless, Initiative.

---

### Balrog

Movement	Attacks	Toughness	Wounds
6(10)	9(8/8)	6	10

Fly, Extended Reach, Deathless, Fast Strike, Large.

---

### Sauron

Movement	Attacks	Toughness	Wounds
5	10	6	10

Hero, Dread, Deathless, Initiative, Large.

*May not be targeted by any ranged attacks.*

---

### Sauron The Necromancer

Movement	Attacks	Toughness	Wounds
5	8(6/10)	5	9

**Hero, Steal Essence, Deathless, Large.**

*May not be targeted by any ranged attacks.*

---

### Gollum

Movement	Attacks	Toughness	Wounds
4	3	5	4

**Hero, Sneak, Initiative.**

*Players may like to create all manner of scenario specific conditions and special rules evolving around the use of Gollum in their games; the more elaborate and inventive the better.*

---

### The Watcher in the Water

Movement	Attacks	Toughness	Wounds
0 (special)	8	5	7

**Extended Reach, Initiative.**

This creature must be set up fully in water hexes only. At the beginning of each *owning player's* move (*before* the Initiative Phase), throw a die. If the result is a 5, or 6 - the Watcher model can be set up on any water hexes the owning player chooses - even adjacent to enemy models!

If the owning player decides to move the creature and set it up elsewhere in the game, remove the model immediately - and throw a die each move *in exactly the same way you did to set the model up* to see when it can next appear. Damage from earlier in the game still counts against the model's total.

---

### Castellan of Dol Guldur

Movement	Attacks	Toughness	Wounds
4	6	5	5

**Steal Essence, Battle Cry, Deathless.**

---

### The Mouth of Sauron

Movement	Attacks	Toughness	Wounds
4 (8)	4(8/10)	5	4

**Ward, Arrow Flurry.**

**Easterling Warrior**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2 (2/14)</b>	<b>5</b>	<b>2</b>

---

**Easterling Kataphrakt**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>6</b>	<b>6</b>	<b>2</b>

**Fast Strike.**

-----

**Generic Easterling Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4</b>	<b>5</b>	<b>4</b>

**Battle Cry.**

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**Haradrim Raider**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2 (2/14)</b>	<b>4</b>	<b>2</b>

**Crack Shot.**

-----

**Generic Haradrim Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>

**Battle Cry.**

-----

**Khamul (Nazgul Lord)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Hero, Dread, Deathless, Magical Force, Steal Essence.**

---

**Khamul (Mounted)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>7</b>	<b>6</b>	<b>6</b>	<b>6</b>

**Hero, Dread, Deathless, Fast Strike.**

*In games where all nine Ringwaiths are present, the Khamul model may replace one of its eight generic brothers (but it may never replace the Witch King model).*

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**Khandish Host**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2</b>	<b>4</b>	<b>2</b>

**Fast.**

---

**Khandish Mercenaries**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>2</b>	<b>3</b>	<b>2</b>

---

**Generic Khandish Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>

**Fast, battle Cry.**

---

**Khandish Cavalry**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>4(2/12)</b>	<b>5</b>	<b>2</b>

**Crack Shot, Fast Strike.**

---

**Khandish Cavalry Leader**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>8</b>	<b>6(4/12)</b>	<b>6</b>	<b>5</b>

**Crack Shot, Fast Strike.**

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### Hasharin (Assassin)

Movement	Attacks	Toughness	Wounds
5	6 (5/6)	5	2

Sneak, Assassin, Fast Strike.

*A Hasharin model may (on any move) be placed on the map at the beginning of the owning player`s movement phase. Replace any Easterling, Haradrim or Kandish minion (or hero) with an appropriate Assassin miniature. Once placed in the game, the Hasharin model remains in play.*

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### Khandish King & Chariot

Movement	Attacks	Toughness	Wounds
7	7	6	6

Fast Strike, Initiative.

---

### Khandish Chariot

Movement	Attacks	Toughness	Wounds
7	5	5	6

Fast Strike.

---

### Suladan

Movement	Attacks	Toughness	Wounds
4 (8)	5	5	5

Battle Cry X2.

---

### Mumak (Mumakil)

Movement	Attacks	Toughness	Wounds
7	15	6	10

Fast Strike X2, Aggressive Strategy, Large.

*A Mumak may **Fast Strike** its enemy, clear a path and move again... then make an additional **Fast Strike** and still move again if a free path is cleared and enough movement points remain.*

*Remember, a **Large** model (like a Mumak) can move through an enemy kill zone without attracting free attacks of opportunity. Passengers count as being on elevated ground, but do not gain a +1 to hit height advantage.*

*A Mumak howdah may carry as many warriors as there are spaces to hold models, and these may move about freely during the owning player's strategy phase without cost or hindrance. Firing from a Mumak howdah counts as standing still (even if the beast or passengers are moving).*

*Warriors mounted on a Mumak must remain mounted within the howdah at all times during the game, and if the beast is killed - so too are all the passengers. Firing at howdah mounted warriors counts as firing at an enemy in cover (-1 to hit).*

*Attackers shooting at a Mumak must declare, before shooting, whether they are firing at the beast or the passengers. Beast hits are determined in the usual manner, but remember: shots aimed at visible passengers/warriors are conducted with a minus 1 detriment due to cover from the howdah.*

*Warriors may be targeted so long as they are visible targets (determine with logic). All shots at a Mumak (even when shooting at passengers) are taken from shooter's base to the most logical Mumak's base square - and vice versa - from Mumak's base to the target base.*

*Many of a Mumak's Passengers may well be bow armed (and will be depicted by the model if so). Other non-bow armed models represent sundry crew, animal handlers, howdah guard... etc, and their relevance upon the model as a whole is academic - beyond counting casualty reduction using the **stampede** rules below, or unless the optional rules on **Mumaks and Walls** is being used.*

***Stampede:** Once a Mumak is reduced to 3 (or less) howdah crew models or if the beast itself is reduced to 2 wounds - the beast will 'stampede' in a random direction during each Action Phase (enemy and friendly phases). The stampeding animal will double **fast strike** anything it encounters (friend or foe)... and likewise, it will engage in Close Combat any model(s) which get in its way.*

*At the beginning of EVERY Action Phase (following the move the Mumak's crew are reduced to 3 or less models, or the beast is reduced to two wounds), throw a die: 1, the animal stampedes and attempts to move at full speed to the left: 2 the animal stampedes and attempts to move at full speed to the right: 3 the animal stampedes and attempts to move at full speed to the rear: 4 the animal stampedes and attempts to move at full speed straight ahead: 5 or 6, and the animal stands confused but aggressive (will Close Combat, but not **fast strike**, anyone it is in contact with).*

*If the animal stampedes off the map, the piece is removed from play. Once a Mumak starts to stampede, the beast may not be controlled again during the game, and crew still alive within the howdah can not do anything (no shooting, combat, or using special abilities of any kind) beyond holding on for their lives.*

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*If being shot at, or if the optional rules for 'Mumaks and Walls' are being employed, the following stats may be used to represent the howdah warriors, and can be used to represent **any** of the beast's crew.*

*Haradrim Mumak Crew*

<i>Movement</i>	<i>Attacks</i>	<i>Toughness</i>	<i>Wounds</i>
<b>4</b>	<b>2 (2/14)</b>	<b>4</b>	<b>2</b>

**Crack Shot.**

---

**Wild Men (Dunlanders)**

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>2(2/14)</b>	<b>3</b>	<b>2</b>

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**Lady Ann Westfold** (*Eowyn`s hand maiden and personal friend*)

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>4</b>	<b>5</b>	<b>5</b>

**Hero, Dread Immune, Fast Strike.**

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**Eisha** (Saruman`s illegitimate daughter, spy, and disguise artist)

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>5</b>	<b>4(3/6)</b>	<b>5</b>	<b>5</b>

**Hero, Sneak.**

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**Miscellaneous:**

**Game Scale** it is possible to play LotR Battle Chain involving as few as half a dozen miniatures; equally the rules can handle hundreds of models per side.

**Move Time Scale** I guess about 1 minute per complete move sounds right. However, if you prefer a different allotted time scale, please feel free to change it to sit your own preferences. At the end of the day, the move/time scale is unimportant to the actual running of the game and is only included here for aesthetic value.

**The stat lists** (as they are written now) are pretty extensive and complete; however there are bound to be additional minion types, heroes, monsters, etc you may wish to add to your games from time to time and as your model collection grows. Simply use the stats I have included as a guide for creating your own unique armies, or mimic the existing guidelines to invent *similar* sets of stats which better suit your personal tastes. Either way, have fun and enjoy your game.

## Rough Guide to Siege Warfare.

**Ladders** - two (or more) models may carry a ladder, and is represented in the game by placing a ladder along the `line` of models actually carrying the apparatus. Carrying a ladder does not reduce movement.

Once a ladder makes contact (at the bottom) of a wall square, it is raised to the top of the wall automatically and at no cost.

At the beginning of the owning player's Action Phase, a defending model in a square directly to the top of a ladder may attempt to push down the climbing apparatus *provided the defender is not in an enemy kill zone at the time*. Throw a die: 1, 2, 3, or 4 and the ladder remains in place. 5, or 6 and the ladder is toppled to the ground. A toppled ladder may be repositioned automatically at the start of the ladder owner's next Action Phase provided there is a `line` (2 or more models) of ladder carriers present.

During the Movement Phase a ladder may be climbed (up or down) by any model. Models moved in this way must stop *immediately* upon completion of this move, either at the top or bottom of the ladder - or into an adjacent square next to the ladder.

A ladder can only be climbed in this way if the square moved into is *not* occupied by another model, and *not* within the kill zone of an enemy model.

**Climbing and Combat** - during the Combat Phase (exception: **fast strike**), a single model at the foot of a ladder may engage an opponent at the other end of the apparatus. The *attacking* model is at a disadvantage and fights with a -2 to hit chance detriment for each of its attack dice (i.e. a 6 to hit... not the normal 4, 5, 6). If the attacking model achieves any hits, the damage roll is conducted normally, without further detriment to the attacker. A defending model which survives an enemy attack may make its own attacks (after the attacker) as normal.

If a climbing model kills the defender, that climbing model may be placed in the square at the top of the ladder. Otherwise, the climber is returned to its starting position at the bottom. This applies *even if the defender takes damage but is not killed*.

**Fast Strike** *does* count with this form of attack, and is conducted during the Action Phase in exactly the same manner as above (but without the defender making any attacks). Should the climbing model kill the defender, the attacker may advance into the vacated square *even if this lies within another enemy's kill zone*, and may even continue to move if the way is clear of enemy kill zones.

This form of free attack does not alter the climber's chance of attacking again during the Combat Phase. If the climber advances onto the top of the ladder (by killing the defender), all ensuing combat will be conducted as normal *without the -2 to hit detriment for climbing*. This latter applies to any climbing model which kills its opponent and is subsequently placed at the top of a ladder, and not only to **fast strike**.

**Who can climb a ladder?** - Ladders may only be climbed by two legged humanoids (Orcs, Goblins, Men, Dwarves, Elves, and Hobbits); not by horses, beasts, or models with large bases.

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**Explosive Device** - A few of Saruman`s specially trained Orcs may possess explosive devices. These cost 100 points per device, and are capable of blowing apart a small door, wagon, tree, section of fence, etc. Be sure to mark the model carrying the explosive device in some way so it can be distinguished by both the owning player and his opponent.

The device must be placed in a square *at any stage* during the owning player`s Action Phase.

The placing of the device does not affect movement in any way.... e. g. the device carrier could move 2 squares, place the device, then continue moving another 2 squares away from the imminent explosion.

On the following Device owner`s Action Phase throw a die: 1, 2, 3, or 4 and the device explodes as planned. Throw a 5, or 6 and the device fails to go off and is removed from play.

If a device explodes, the door, wagon, tree, fence section, etc is removed from play along with any model (friend or foe) standing on *and* adjacent to the target square.

An enemy model may attempt to disarm an explosive device by moving next to it (during the next Attack/Defender`s Action Phase) and throwing a 5, or 6 on a single die. For obvious reasons, this course of action is not without danger for the model attempting to disarm the device.

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**Mumaks and Walls** - ordinarily, passengers/crew of a Mumak may not leave their howdah during a game. However, should a Mumak move along side a section of wall, and the game host deems the crossing (jumping across) is feasible, then models may be moved from the howdah onto the wall or made to attack defenders in a way similar to ladder attacks.

Similarly, wall defenders may attack a howdah if they so desire (dubiously advisable, because a Mumak can never be controlled by a non Haradrim crew).

Such *rare* Close Combat and **fast strike** forms of attack must be controlled and directed by the game host, because no set-in-stone rule conditions can ever fully cover the myriad of possibilities such types of fighting might entail. Be warned a lot of add-lib may be necessary to cover this subject properly, and players may decide this is a can of worms they don`t really need to open - and simply dis-allow howdah attacks all together.

**Battering Rams** - four (or more, depending on size) models may carry a battering ram, and is represented in the game by placing a ram between two `lines` of models actually carrying the apparatus.

Carrying a ram does not reduce movement.

Once a ram is `lined up` against a door, simply throw a dice at the end of each owning player's Action Phase (this is called a *ram roll*): if the initial roll is a 5 or 6, throw the dice again, and if this second roll is a 6, the door is removed from play.

Ram operators (minimum of four needed) need to be in contact with the ram *neither moving, shooting, or using special abilities* and `lined up` along the ram for the whole Action Phase to be eligible for a ram roll.

**Types of Doors** - These simple ram rules apply for all types of doors; which obviously is not absolutely realistic. Doors vary in thickness, and are often reinforced. Even the age of a door can alter the wood/metal's ability to withstand battering. Player's may like to adjust the ram roll dice to reflect tougher/weaker portals. However, these rules are adequate to cover most simple situations (such as the doors contained with Games Workshop's Mighty Fortress model).

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*Please note that the (above) siege warfare rules are simplified...even stylized, allowing us to `get on with` the game unfettered from over-complexity which inevitably slows down the game and reduces excitement and fun. Players who like more detail can, of course, flesh out the system to allow for more elaborate siege rules. Personally, I don't think it needs it, but that's only my opinion.*

## LotR Battle Chain Points System

*The following list provides a fairly extensive points value system which covers most the warriors, heroes, and beasties players are likely to want to use within their Middle Earth games. This should allow players to field balanced forces during play - created practically at the drop of a hat.*

*The costs have been tried and tested over hundreds of games, though players are (of course) free to tinker with the points system should views and tastes differ from mine. Though extensive, the list is not exhaustive, and if there is anything you feel I have left out, or wish I had included... please feel free to add to the list yourself.*

<u>Name of Model</u>	<u>Points</u>
Moria Goblin	2
Generic Moria Goblin Champion or Leader	10
Generic Moria Goblin Shaman	20
Goblin Drummer <i>The drum itself is free when you purchase at least one drummer.</i>	15 (each)
Man Orc	4
Orc Berserker	5

Mordor Orc	3
Grishnakh	15
Generic Orc Champion or Leader	15
Generic Orc Shaman	20
Lurtz	20
Gothmog	40
Gothmog on Warg	55
Ringwraith	35
Ringwraith mounted	45
Khamul (Nazgul) <i>mounted or on foot</i>	75
Witch King	80
Witch King mounted	90
Shades of Dunharrow (paths of the dead)	7
Warg Rider Leader (e.g. Sharku)	25
Warg Rider	20
Warg	15
<i>Wild Warg Chieftain counts as a Werewolf in the game... i.e. 25 points</i>	
Giant	30
Cave Troll	45
Mordor roll	55
Saruman	110
Eisha	40
Grima Wormtongue	40
Sharkey	40
Worm	15
Sharkey`s Ruffians	3
Wild Men (Dunlanders)	3
Barrow Wight	35
Nazgul on Fell Beast	90
Same as above but ridden by Witch King	110
Shelob	100
Generic Giant Spiders	25
Werewolf	25
Bat Swarm	10
Vampire	65
Balrog	100
Sauron	110
Sauron The Necromancer	80
The Mouth of Sauron	20
Castellan of Dol Guldur	20
Easterling Warrior	4
Easterling Kataphrakt	30
Generic Easterling Leader	25
Haradrim Raider	4
Generic Haradrim Leader	25
Khandish Host	4
Khandish Mercenaries	4
Generic Khandish Leader	15
Khandish Cavalry	20
Khandish Cavalry Leader	30

Hasharin	20
Suladan (foot or mounted)	30
Khandish King & Chariot	55
Khandish Chariot	40
Mumak and full crew	150
The Watcher in the Water	60
Gollum (may fight on either side, depending on scenario)	10
Explosive Device	100
Generic Dwarf	6
Generic Dwarf Leader	25
Generic Wood Elf	4
Generic High Elf	5
Generic Wood/High Elf Champion or Leader	25
Haldir	35
Glorfindel	50
Elladan and Elrohir	35 each
Elrond	70
Galadriel	70
Celeborn	40
Thranduil	30
Arwen	55
Lady Ann	55
Arwen mounted	45
Soldier of Gondor	4
Mounted Soldier of Gondor	10
Gondor Leader	25
Mounted Gondor Leader	30
Ranger of Gondor	5
Ranger Sergeant	20
(Foot) Knight of Dol Amroth	10
(Mounted) Knight of Dol Amroth	25
Prince Imrahil of Dol Amroth	70
(Mounted) Prince Imrahil of Dol Amroth	90
Rohan Soldier	4
(Mounted) Rohan Rider	25
Generic Rohan Leader	20
(Mounted) Rohan Leader	30
King Theoden	50
(Mounted) King Theoden	60
Eowyn	35
Eowyn mounted	45
Gandalf	120
Gandalf mounted	145
Aragorn	65
Aragorn Mounted	60
Merry, Pippin, Sam	25
Frodo	50
Generic Hobbit Militia	3
Generic Hobbit Civilian	1



Farmer Maggot	10
Wolf, Grip, Fang (Dogs)	6 each
Lobelia Sackville Baggins	10
Paladin Took	20
Bullroarer Took (foot or mounted)	20
Fredegar (Fatty) Bolger	10
Treebeard	160
Generic Ent	110
Boromir	40
Faramir	40
Denethor	60
Legolas	75
Gimli	45
Tom Bombadil	50
Goldberry	50
Radagast the Brown	70
Beregond of the Tower Guard	25
Ranger of the North	25

### **Balancing the Forces -**

Individual Players choose models which can be represented by the correct (or proxy) miniatures in their respective collections. Some logic will have to be applied in many cases.... E.g. there can be up to nine Ringwaiths in a game, only one can be the Witch King; likewise there is only one Khamul.

There can (usually) only be one of each *named* Hero type in play at any given time: e.g. only one Gothmog, Grishnakh, Saruman, Gandalf, Aragorn, Boromir, etc. There can only *ever* be one Gollum and one Frodo.

Some *loose* logic may also (in some instances) need to be applied when it comes to restricting the numbers of certain Minions in play at any one time. For example, perhaps no more than three or four Trolls or Ents... half a dozen explosive devices... maybe one Generic Leader/Hero type per 10 or 15 Minions, etc.

Also, be careful of creating scenarios which allow too many Hero types on the same side to have the special ability **Initiative**. This can end up unbalancing the game too dramatically in that side's favour. One or two (three maximum) characters possessing this ability is enough.

*I do not normally agree with using a points system with my table top wargames; however, in the case of Middle Earth, some players (who are not intimately familiar with the works of Tolkien) might find it too hard to work out for themselves what constitutes a properly balanced and enjoyable (fair) game. With this in mind, my stat lists will provide much needed aid to those LotR players.*

## Addendum:

**Mumakil and Horses** (Middle Earth Supplement) ~ It would have been tempting to include special rules concerning Mumakil and the un-nerving *real life* affects elephants have *and have had throughout history* upon horses/cavalry... as I'm sure the wisest of ancient generals (such as Hannibal) witnessed and experienced first hand.

I was sorely tempted to dis-allow a cavalry miniature from being able to move into base contact with a Mumak of its own free will, and to implement some form of morale test every time a horse came anywhere near the source of such terror; but then I realized it wasn't quite as easy as that... and although Tolkien himself seems to have been aware of the detrimental affects his gigantic creations might have upon the likes of Rohan Riders, he never made more than a cursory nod at this fact. After all, Tolkien wasn't trying to write a balanced set of wargame rules – he was telling a story.

The problem with making up rules to reflect the adverse influences of these huge, smelly (stinky), strange sounding, and scary looking beasts is that *in reality* it is extremely unlikely horses would encounter anything nearly so strange or frightening on the battle field. Where as, in a fantasy setting, it is quite reasonable to expect our cavalry miniatures to deal with: Werewolves, Giants, Wargs, Wraiths... sometimes mounted upon flying Pterodactyls, Legions of Ghosts (Shades of Dunharrow), Trolls... hardly to mention mundane creatures such as Orcs and Goblins. Personally, I think the odd elephant or two would almost have been a welcome diversion from the other dangers the average war horse was expected to encounter – almost on a regular basis.

So! You see where I'm coming from?

Where do you actually draw the line, and stop making rule exceptions for all the weird and exotic creations found within this accepted fantasy mythos? Instead, I have chosen to ignore the real world, shrug my shoulders and say to myself: *Ah well, this is high fantasy, and I leave the real life behind me the second I start to play the game.* Therefore, in my version of Middle Earth, at least, it is assumed that mounted soldiers (and their horses) are well used to living in this weird and terrifying world, where horrific and terrifying monsters are all part of what is familiar.

**A note on Bases** ~ My miniatures (almost exclusively) are mounted on Games Workshop's circular bases. Infantry on 20mm, and cavalry and large creatures *such as Trolls, and Wargs* on 40mm roundels. A few of the massive models like *the Mumaks, Giants, Dragons, and Balrog* are mounted on even larger bases *more befitting the model.*

In almost all cases, the miniatures are based according to my deliberate specifications and personal desires. In some instances *especially with a few of my special figures* I have based the models an larger sizes than normal, either to show they are different... lone berserkers (Amazon/Conan types)... or because the figure simply looks better on a larger base... and in a few instances the base is dictated by the manufacturer. But in all instances, the varying figure stats are taken into account.

## Southron Oliphaunt (100 points)

Movement	Attacks	Toughness	Wounds
6	9 (2/12)	6	6
<b>Fast Strike X2, Large.</b>			

Unlike a Mumak, an Oliphaunt does not have a separate crew, and all attacks from shooting or close combat are directed at the whole model. The Oliphaunt always uses the (printed) shooting value until the beast is removed as a casualty.

The optional rules for Mumaks and Walls do not apply with Oliphaunts.

An Oliphaunt will stampede if the beast is reduced to 1 wound. The beast/crew may still shoot whilst stampeding. Other than the above, follow the normal rules for stampeding (see Mumaks).

### *Ecology of the Southron Elephant (by Stephen Gilbert)*

*The Southron Oliphaunt is a smaller breed of Mumak, indigenous to vast plains of Far Harad. Like their larger cousins (the Mumakil) Oliphaunts are naturally gentle natured and extremely timid around humans. They are herbivores, and detest fighting... unless protecting their young or defending the weaker members of the herd from predatory attack. The Haradrim of the far south (often called Southrons by their enemies in the North) delight in capturing these rare and exotic creatures, and by a brutal system of indoctrination, pain and suffering, delight in teaching these once noble beasts to hate all other humans – yet they are expected to obey their masters with unswerving loyalty. Perhaps it is because death is their only release from suffering, but these animals often charge into the thick of battle with seemingly mindless and berserk ferocity and wanton abandon. It is no wonder that enemies of the Southrons harbour a fear and loathing for these giant beasts, and will often quail and rout at the mere mention of their approach.*

*Paradoxically, if the Oliphaunt and Mumak do have a weakness, it is probably their intrinsically gentle and non violent nature. Perhaps this accounts for the reason why they can't abide excessive pain (or maybe it simply reminds them of their masters' cruel tutelage). An Oliphaunt that faces stiff opposition will often stop dead in its tracks and thrash about with its tusks and trunk to clear a path ahead rather than just wade in to a situation where it might get hurt. The image of Oliphaunts piston hammering it through ranks of closely formed enemy soldiers is a myth which proceeds these creatures where ever they go.... and the Southrons, naturally, do nothing to dissuade their enemies of this fictitious belief.*

*The same applies to the greater Mumaks; these also usually choose caution over blind berserkism. And when you consider how many years it takes a Southron crew to train an Oliphaunt or Mumak with complete obedience and full fighting efficiency, its no wonder these 'shock troops' are often held back in reserve until they are genuinely needed. In fact a good crew will usually let the animal lead, and merely guide the beast in its general directional movements.*

*“Grey as a mouse,  
Big as a house,  
Nose like a snake,  
I make the earth shake,  
As I tramp through the grass;  
Trees crack as I pass,  
With horns in my mouth,  
I walk in the South,  
Flapping big ears,  
Beyond count of years,  
I stump round and round,  
Never lie on the ground,  
Not even to die.  
Oliphaunt am I,  
Biggest of all,  
Huge, old, and tall,  
If ever you`d met me,  
You wouldn`t forget me.  
If you never do,  
You won`t think I`m true;  
But Oliphaunt am I,  
And I never lie.”*

*A poem from The Two Towers. Sam Gamgee the hobbit recites it when asked what an Oliphaunt is.*

### Crew rules for the Mumak (Optional):

If a Mumak is slain during a battle, the crew may check to see whether they survive the fall, are crushed under the weight of the thrashing animal, or are dragged to their deaths among the sharp and tangled web of ropes, pulleys, and disintegrated howdah.

Immediately a mount is dead *but before the piece is removed as a casualty*, each crew member must throw a single die: if the result of is a 5, or 6: that miniature is also removed along with the Mumak model. If the die roll yields a 1, 2, 3, or 4: the crew member survives the death of the Mumak and may fight on. Surviving crew members may not move any further on the phase they are placed on the map, but can be targeted by enemy shooters during the current Action Phase. Crew who are placed on the board during the Combat Phase may not participate in combat in any way or be attacked during the current phase.

Place each surviving crew miniature *one at a time as each is checked for* adjacent to the Mumak model. The owning player may decide where each piece is placed, so long as (a) the surviving crew miniature is not placed within an enemy *kill zone* (b) the surviving crew miniature is not placed in an illegal square i.e. impassable terrain or in the same square as another miniature. Crew who can not meet the above criteria must be removed as casualties.

Once all crew have been checked for, the Mumak is removed from play.



**Morgul Stalkers**

*Bred from the Orcs of Minas Morgul, these twisted creatures came into being by the will and evil malice of the Witch-king to keep safe his domain from intruders. Though the Stalkers are not ideally suited for leadership... their natural ferocity makes them an ideal compliment to the hard hitting combat value of any Orc assault group, who all benefit from the Stalker's **dirty fighting** SA.*

<b>Movement</b>	<b>Attacks</b>	<b>Toughness</b>	<b>Wounds</b>
<b>4</b>	<b>4(2/12)</b>	<b>4</b>	<b>4</b>
<b>Dirty Fighting.</b>			

**Morgul Stalkers (above) 10 Points**



**Queen Beruthiel & Sabertooth (Sheebra)**

Movement	Attacks	Toughness	Wounds
4	6 (7/14)	5	7

**Hero, Fast, Dirty Fighting, Berserker.**

**Sheebra - Sabretooth Tiger**

Movement	Attacks	Toughness	Wounds
8	8	5	6

**Bodyguard** (*Queen Beruthiel only*), **Fast Strike**, **Keen Eyes & Nose** *No enemy may use sneak when adjacent to Sheebra.*



**Generic Amazonians**

Movement	Attacks	Toughness	Wounds
4	7	5	5

**Fast, Berserker, Fast Strike.**

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**The Ring Bearer and Sneak SA** – The Ring Bearer (*usually Frodo or Bilbo, though special game scenarios could conceivably occur that might include other magical rings of invisibility, or even alternative Ring Bearers*) does not have to throw a die to break away from an adjacent enemy... this is considered automatic. The rules for **The One Ring** (succumbing to it's influence/maintaining control of the Ring) however, do apply.

<b>Queen Beruthiel</b>	<b>85 Points</b>
<b>Sheebra</b>	<b>30 Points</b>
<b>Generic Amazonians</b>	<b>25 Points</b>

## **An Optional Points Reduction System for Special Abilities:**

### ***(Middle Earth Supplement Only)***

Add up the wounds for each Minion and Hero being used in a given scenario - and make a note of the army total. This amount is called the **Special Ability Points Pool (SAPP)**, and represents the sum total of SAPP's available to that side during play.

Every time a special ability is used during play, it will cost the player using the ability a portion of his/her collective pool of Special Ability points for the game. Once all the points are used up *or the player doesn't have enough SAPP's left to allow him/her to activate some of the more expensive abilities* that player can no longer use any *or those* special abilities.

The Special Ability Points Pool is an abstracted generalisation, which reflects the overall diminishing combat ability of tired combatants, and allows us to represent the fatigue of each player's fighting force as a whole.

Simply jot down (on a piece of paper) any SAPP's that are used up during the game, and keep a close eye on them as play proceeds in case they run out. Your opponent may look at the enemy SAPP's any time he/she chooses during the game.

#### **Special Abilities:**

#### **Points Cost:**

<b>Battle Cry:</b>	<b>1</b>
<b>Berserker:</b>	<b>1</b>
<b>Dirty Fighting:</b>	<b>2</b>
<b>Aggressive Strategy:</b>	<b>2</b>
<b><u>Assassin:</u></b>	<b>2</b>
<b>Deathless:</b>	<b>0</b>
<b>Bodyguard:</b>	<b>0</b>
<b>Paralyze:</b>	<b>1</b>
<b>Breathe Fire:</b>	<b>2</b>
<b>Battle Awareness</b>	<b>1</b>
<b>Fast:</b>	<b>1</b>
<b>Fast Strike:</b>	<b>2</b>
<b>Magical Force:</b>	<b>3</b>
<b>Sneak:</b>	<b>0</b>
<b>Gaze Attack:</b>	<b>2</b>
<b>Fly:</b>	<b>0</b>
<b>Crack Shot</b>	<b>2</b>
<b>Arrow Flurry:</b>	<b>2</b>
<b>Elite Shooter:</b>	<b>0</b>
<b>Shot Caller:</b>	<b>0</b>

<b>Perfect Aim:</b>	<b>1</b>
<b>Dread:</b>	<b>0</b>
<b>Dread Immune:</b>	<b>0</b>
<b>Healing:</b>	<b>3</b>
<b>Initiative:</b>	<b>1</b>
<b>Ward:</b>	<b>3</b>
<b>Steal Essence:</b>	<b>4</b>
<b>Dire:</b>	<b>1</b>
<b>Large</b>	<b>0</b>
<b>Extended Reach</b>	<b>1</b>
<b>Regeneration:</b>	<b>3</b>
<b>Hero:</b>	<b>0</b>
<b>The One Ring:</b>	<b>0</b>