

Introduction

The following rules are inspired and based upon the great works of J.R.R. Tolkien's Middle Earth, they are designed to recreate and capture the essence of these lands and the legends that have been written about them. In doing so it is hoped that you will once again pick up these wonderful volumes and enjoy reading them anew.

Bring the journey through Middle Earth alive:

The road goes ever on and on, down from the door where it began.
Now far ahead the road has gone, and I must follow, if I can.
Pursuing it with weary feet, until it joins some larger way,
Where may paths and errands meet and whither then? I cannot say.

Frodo Baggins – T.A.3018

The rules that follow are the core rules which will allow basic battles to be fought in any of the three ages of Middle Earth. Accompanying these rules are specific period rules that give extra information and rules for a particular era in Middle Earth's history.

Designed around individual skirmish rules, they are fast, furious and very addictive. The ability to use close order formations on the battlefield by grouping the individual figures together, gives a realistic feel to the rules. With a figure's individual ability value marked upon its base, there is no need for charts and factors to be memorised, just add up these values with other figures in combat and roll the dice!

The heroes of Middle Earth are present as ever, they have a number of hero points to expend in doing heroic deeds that normal creatures dare not or cannot do. With archaic magic the wizards and wise influence the actions and feelings of mortals. But beware evil is always lurking around every corner and nobody knows when it might strike next.

The mechanics of the rules are simple all figures will have an ability value that is between 5 and 99. The ability value must be marked on the figures base because it indicates the figures skills with a weapon, its defence value and the chance required for various other checks. To carryout a check against a figures ability value a pair of percentage dice are required; the ability score or lower is required for a successful check.

With the aid of additional hero points heroic deeds can be performed by figures that have one or more hero points to expend, these deeds can take the form of extraordinary feats of manoeuvre, combat or missile fire. The points should be spent wisely and will aid a figure in becoming a powerful and revered opponent. The maximum number of hero points that a figure will possess is 10.

The knowledge of archaic magic is only possessed by a few individuals; these are very powerful adversaries, so use them wisely. Spells alter nature and affect the minds of lesser mortals, inspiring them to great deeds or turning their thoughts to despair and flight. But take care, spell points are not infinite and the maximum number a figure can possess is 10.

Although these rules use references to J.R.R. Tolkien's Middle Earth it is not our intention to breach the copyright of these works. We offer these rules free to all, with good intentions that they will inspire people to purchase the works for themselves if they already have not. The rules are based around the books and not the film trilogies by New Line Cinema.

If you have a question or enquire then contact us on-line at www.wargameshop.co.uk or by sending an email to support@wargameshop.co.uk.

Bound Sequence

1. **Initiative Roll**
 - a. Initiative
 - b. Sunlight
2. **Spell Casting**
 - a. Cast Spell
 - b. Negate Magic
 - c. Heroic Dispel Magic
3. **Special Ability**
 - a. Special Ability
 - b. Declare Shielding
 - c. Extraordinary Checks
4. **Movement**
 - a. Compulsory Movement
 - b. Heroic Movement
 - c. Normal Movement
 - d. Heroic Movement
 - e. Special Movement
5. **Missile Fire**
 - a. Heroic Missile Fire
 - b. Normal Missile Fire
 - c. Heroic Missile Fire
 - d. Contact Missile Fire
 - e. Reclamation Move
6. **Combat**
 - a. Heroic Combat... ...Impact Phase I
 - b. Reclamation Move
 - c. Normal Combat... ...Impact Phase II
 - d. Reclamation Move
 - e. Heroic Combat... ...Impact Phase III
 - f. Reclamation Move
7. **Morale Checks**
 - a. Recovery Check
 - b. Company Morale Check

Initiative

At the start of the bound each side rolls a 1d10 dice, the highest number gains initiative for that bound and goes first in each of the six rounds that are listed above. If both sides roll the same number then the side that held initiative last bound regains it again this bound. On the initial bound if both sides roll the same number, then the dice should be rolled again.

Sunlight

If a battle is fought through the day, then there will be a chance of bright sunlight which will affect the combat abilities of some evil creatures. Determine the chance of sunlight at the start of each battle and then roll for it each bound.

It is suggested that a 1d10 is used and the normal chance of bright sunlight is 1 to 3, the minimum chance should always be 1 and the maximum should never be above 1 to 6.

Spell Casting

Some special figures are able to call upon archaic magic; this enables the spell casting figure to influence the abilities and behaviour of other figures or to affect and alter nature in a specific way.

Spell casting figures have a fixed number of spell points to use in an encounter, each of the spells listed below uses a single spell point when cast.

A figure that casts a spell must remain stationary when casting, and must not be in combat.

Mind Spells

These spells have an effective range of 20cm from the casting figure. Figures that are within the range of the spell are affected at the time of casting, figures that move within 20cm of the caster after the spell has been cast are not affected.

Saving throws for the following spells are not required:

Courage

All friendly figures within spells area of effect will double their attack value for this bound.

Despair

All enemy figures within spells area of effect will halve their attack value for this bound.

Gain Initiative

The initiative for this bound is transferred to the side that cast this spell. The side that had initiative will lose it, but will gain it again if the initiative roll is drawn at the start of the next bound.

Valour

A single friendly figure is given an extra heroic action this bound.

Saving throws for the following spells are required:

Fear

All enemy figures within the spells area of effect will runaway in terror at the figures full movement speed and there is no reduction in movement rate for difficult terrain. The spell caster will decide on the figures final placement, *see* Fleeing in Terror. All figures are moved in the compulsory movement phase (4a).

Confusion

All enemy figures within the spells area of effect will be confused for the remainder of the bound, the affected figures cannot move or attack, but they can make a wound saving throw.

Control

The spell caster can take control of a single enemy figure for the remainder of this bound, the caster can attempt to cause the figure to make a heroic action in each of the heroic action phases, but the figure can attempt to save against each attempt. A successful save will break the control spell.

Shock

The spell caster can move a single enemy figure a randomised 1d10 centimetres in a direction that is directly away from the spell caster, the opponent will be stunned, knocked prone and will also lose a spell point if they are a spell caster too.

Saving Against Spells

Some spells have an automatic effect and do not allow a chance to negate their magic, whilst other more potent spells allow a chance of negation. A figure uses half of its ability value (rounded down) to attempt to negate the effects of any magic that is cast against it; a successful roll indicates that the spell has no effect upon the figure.

A figure that has the special ability of iron will can use its full ability value when saving against a spell.

Natural Spells

These spells have an effective range of 20cm from the casting figure, unless otherwise stated. Figures that are within the range of the spell are affected at the time of casting; figures that move within the spell range after the spell has been cast are not affected.

There are no savings throws required for natural spells.

Light

A dazzling bright radiance extends from the caster; it will cause all evil figures to divert their gaze and so it reduces their ability value by half for the remainder of this bound. The spell is not effective in normal daylight.

Commune

Birds and beasts will understand and act friendly towards to caster for a full bound. The caster can also understand the different languages that all creatures use, evil or good.

Darkness

This spell causes natural clouds to appear which will block out the sun, moon or stars within 30cm of the caster; a dark shadow is cast upon the land within this area. Creatures that shun the natural light of these celestial bodies will now receive no penalties to their ability values due to their obscurity.

Fire

The caster has the ability to ignite tree and bushes; there must be a fire source for the caster to use to initiate the spell. Any figure within 5cm of a burning tree or bush must save against its full ability value or it will receive a wound from the fire.

Obscurement

This spell affects the natural clothes of the caster, the colours and hues will alter to blend in with the natural surroundings. A figure must remain stationary for the spell to take effect, and then it can move at its normal movement rate in the following movement round. The figure can continue being invisible each bound by expending another spell point; this does not require the caster to remain stationary.

Shutting/Opening

This touch spell affects the natural properties of wood and stone doors; it causes such materials to swell or contract slightly. Once swollen the portal will be shut firm and only a counter spell can open it.

Special Abilities

A few figures will have one or more special abilities which they can use within the bound sequence. Some weapons or items can also bestow special abilities upon a figure when the weapon or item is used.

Agility

When executing any special manoeuvres the figure will make its attempt to succeed with the manoeuvre at half the required chance of failure. The figure may also move over or through difficult terrain at full speed. An agile figure can never be knocked prone by another figure.

Command

A figure that as the special ability of command can with the aid of a heroic action inspire all friendly figures within a 10 cm radius to perform an heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and remain within the area of command.

Frenzy

A figure that is within 20cm of an enemy will become frenzied; the figure will gain two extra attacks in the heroic combat phases (6b and 6f). The figure will increase its stamina, which will give it the same effect as a figure that is shielded. The figure may make a reclamation move of 5cm after each phase of combat if it kills all its opponents. Spells will only have a 10% chance of affecting a frenzied figure.

Gallant

A figure that is gallant need not make a saving throw for any terror, fear or despair attack that is directed against it.

Iron Will

A figure may use its full ability value to attempt to negate any magic that is cast against it.

Impact Speed

A figure that charges with the impact speed ability will initiate its attack in the first heroic combat phase (6a); if successful the figure may continue with its attack in the normal combat phase (6c); again if successful it may have a final attack in the second heroic combat phase (6e), *see* Impact Movement.

Smite

An exceptionally strong figure may have the ability to smite an opponent; if the figure causes a wound then its opponent will make a half value wound recovery check (rounded down) against the wound.

Stealth

The figure ignores all zones of control and does not radiate a zone of control itself.

Sweep

This ability allows an attack against every figure that is in base contact with the sweeping figure. The sweep can start at any point, but it will be blocked and halted if any of the opponents make a successful wound recovery check against the sweep.

Swiftness

This ability allows a figure to make an extra attack at its normal ability value when any weapon is used.

Thrust

An exceptionally strong figure that is armed with a long reach weapon can make an extra attack against a supporting opponent if the initial attacking opponent as been killed.

Terror

A figure will continually emanate a feeling of overpowering terror. Any enemy figures that are within a 10cm radius will be required to make an ability check in the next special ability phase (3a). Failure indicates that the figure runs away in full flight for this move, this is carried out immediately in the compulsory movement phase (4a), *see* Fleeing in Terror; a hero point may be expended to Negate this.

Heroic Actions

A figure of outstanding ability will have a number of hero points to use in making heroic actions. A figure listed with a red ability value will have a single hero point to expend, whilst a figure with a red number next to its ability value will have this number of hero points to expend in a game.

Only a single hero point can be expended by a figure in each of the heroic action phases that occur within the bound sequence. The movement, missile and combat rounds each have two heroic action phases; a single hero point must be used in each if both heroic action phases are used.

Hero points can be used to do the following:

Accuracy

A good figure may use the first heroic missile fire phase (5a) to aim into a friendly combat, then in the normal missile fire phase (5b) the figure can fire without hitting any friendly figures. The figure may expend an extra hero point to continue aiming and firing in the next heroic missile fire phase (5c).

Evade Zone Of Control

A figure can evade an enemy's zone of control by expending a hero point in the first heroic movement phase (4b). The figure can then move in its normal movement phase (4c) and pass through all zones of control. When passing through a zone of control the figure is exempt from being attacked, unless it makes contact with a figure.

Extra Combat Attack

A figure can make a full set of attacks in the heroic combat phase.

Extra Manoeuvre

A figure can make a special manoeuvre, leap, jump, climb or balance in the heroic movement phase with a double chance of a successful manoeuvre check.

Extra Missile Attack

A figure can make a full set of attacks in the heroic missile fire phase.

Extra Movement

A figure can make an extra move at the figures normal movement rate in the heroic movement phase.

Manoeuvre Save

A figure that fails a manoeuvre check may use a hero point to reroll the manoeuvre check.

Negate

A figure can automatically shrug off the effects of a spell or special ability that directly affects it this bound.

Retreat

A figure can retreat from combat, in the special movement phase (4e). The figure leaves combat and makes a normal move, it can initiate combat with a new enemy this bound. When leaving combat the figure is exempt from being attacked.

Wound Recovery

A figure can reroll for a failed wound recovery check, roll again against the figures ability value. The figure can continue to expend its hero points to attempt to recover the wound, until it succeeds or it has exhausted its hero points. Success indicates that the figure survives to continue the fight, whilst failure indicates instant death.

Movement

All normal movement rates for figures are listed below in centimetres:

Good	Movement
Hobbits	10
Dwarf	12
Men	15
Númenórean	17
Grey-elf	20
High-elf	22
Ent	25
Horse (Mount)	30

Evil	Movement
Goblin	10
Orc	12
Men	15
Uruk-hai	17
Half-orc	20
Stone-troll	22
Olog-hai	25
Horse (Mount)	30

Pack animals can pull siege equipment and wagons 8cm a bound.

Restricted Movement

Any movement over or through difficult terrain will be executed at half the normal movement rate.

Difficult terrain includes:

- All Woods
- Broken Ground
- Boggy Ground
- Steep Hills
- Water Obstacles
- Inside Buildings

Special Manoeuvres

The success of a special manoeuvre is based on the distance in millimetres that a figure wishes to traverse. Each millimetre is equivalent to a 1% chance of failure, so a figure that tries to traverse over 100mm will automatically fail unless there are other factors to consider, these are covered below.

Special manoeuvres cover a number of different categories these are:

Leaping Gaps

The distance of a gap (B) in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. Treat a failure as a jumping down check from the height (C) that the leap started.

Jumping Down

The height of a drop (C) in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. Treat a failure as a fall check.

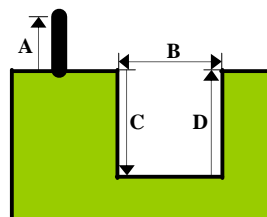
Climbing Obstacles

The vertical height (D) or vertical decent (C) of a climb in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. A single climbing check may be split into a number of checks that are carried out over a stated number of bounds.

Example: A figure wishes to climb the outside of a tower which has a vertical height (D) of 100mm.

The figure would automatically fail if it attempted to climb it in a single bound, but if it split the climb in two, the figure could make two 50% checks, one each bound. Checks may be reassessed each bound, the figure might have split the climb into five 20% rolls, but after the second successful check it may have decided to make the third check its final one at a 60% chance of failure.

A failure indicates a slip and fall, treat this as a jumping down from the height that was climbed too or from the height that still remains to be descended.



Example: Whilst attempting to climb the above tower the figure rolls 35% for its first climbing check; this indicates that the figure fell at the 35mm point. If the figure had successfully climbed the first half of the tower it would have fallen 85mm (50mm + 35mm) this figure is the vertical decent (C).

Crossing Obstacles

A foot figure may cross an obstacle that does not exceed half the figures height, whilst a mounted figure can cross an obstacle that does not exceed the full height of the mount. These obstacles can be simply crossed by vaulting or jumping over them. The vertical height (A) of obstacle in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. Failure indicates that the figure falls whilst crossing and a fall check must be taken, success indicates that the figure can continue with its full move.

Crossing Rivers

A figure can cross a shallow river or ford at half its normal movement rate, a deeper or swifter flowing river will require a check. The distance between the two banks of the river in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. The figure may split this into a number of checks that are carried out over a stated number of bounds. Failure indicates that the figure is sweep away 20cm down river, and an ability check is requires each bound in the extraordinary checks phase (3c). Failure indicates a wound, but a successful check indicates that the figure as once again gained a steady foothold in the river.

Agility Manoeuvre

A figure that traverses along a narrow obstacle or piece of terrain must take a manoeuvre check. The distance of manoeuvre in millimetres indicates the chance of failure, for success a figure must roll this measurement or above on a percentage dice. Treat a failure as a jumping down check from the height that the leap started.

Falling Check

If a figure falls, a check must be made to see if a wound is received from the fall. The chance of a wound is dependent upon the height of the fall in millimetres. A wound is caused if the number rolled is less than the height of the fall, but by rolling the same or above a wound will be avoided. A figure that is successful and survives the fall will be prone, unless it as the Agility ability which causes the figure to land on its feet.

Impact Movement

Most figures advance to contact with an enemy, this is done in a controlled and calculated manner. A few figures have the ability of impact which allows them to basically charge an enemy. There are two types of impact movement, these are impact speed and impact mass.

A few individual figures and all mounted figures will have the status of impact speed. This ability allows an individual figure to use its bulk to smash through enemy figures if they are not killed.

All formed close order formations that are at least four figures abreast and three deep will have the status of impact mass. This ability is imparted to the formation because of its sheer number of figures.

Move all figures and formations as normal, but when contact is made with the enemy declare "Impacting". Then in the combat round follow the procedure for either Impact Speed or Impact Mass.

A figure or formation that has impact status does not have to use it every time contact is made.

The advantage on impacting is that the figure or formation may initiate three phases of combat in a single combat round. If enemies are killed, then reclamation movement may be undertaken in order to contact fresh enemy or extract the figure from combat in the case of impact speed, *see* Reclamation Movement.

Moving Siege Weapons and Equipment

The crew of a siege weapon can move it at a quarter of their normal movement rate, rounded down. If other friendly figures help to manhandle it then total up their ability values, each time the total value reaches the ability value of the siege weapon an extra quarter move can be made, to a maximum of $\frac{3}{4}$ speed.

A movement rate of 8cm is possible for siege weapons or equipment then is drawn by any pack animals, if any friendly figures help to manhandle it as above, an extra quarter movement rate can be achieved.

A full bound is required for siege weapons or equipment to be limbered or unlimbered.

Mounting/Dismounting

When mounting a figure must reduce its movement rate by a half to successfully mount, the remainder of its move can be expended before and/or after the mount takes place. A figure with the Agility special ability will only reduce its movement rate by a quarter.

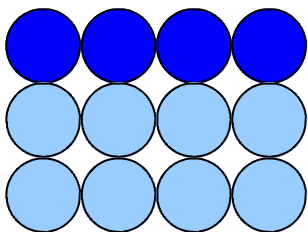
Dismounting does not require any reduction in movement rate, although if half the movement phase is not spent tying up the mount then it will wander away from the battlefield and is removed.

Offensive mounts like Worgs will continue to fight on the battlefield; these can only be remounted if they are not in combat.

Riders have to move to their mounts before they can remount, except heroic mounts who will come to their master's call; this is declared in the special ability phase (3a) the mount will then be placed next to its master in the following special ability phase (3a).

Close Order Formations

Figures from the same company that are within a 10cm radius can form into a close order formation if they spend the required amount of time doing so. The formations that can be achieved are:



Single Line: Half a movement round to form/reform.

Double Line: Three quarters of a movement round to form/reform.

Column: A full movement round to form/reform.

Large formations like pike phalanxes may require two or more movement rounds to form. Once the initial core of the unit is formed and ready, any loose figures within 10cm of it can then join the formation in the next movement round.

There will be no reduction in movement for breaking up a formation, either into its smaller components or disbanding it completely.

All close order formations move at half the figure type's normal movement rate. A formation cannot wheel, but it can about face which will reduce its movement rate by a further quarter. It may turn 90° to the side and reform to its front, but this will take a full movement phase to achieve or it may turn 90° to the side and move before returning again 90° to its front, each turn reduces the movement rate by a quarter.

A company commander who is part of the formation may use his hero point to make a heroic move in a heroic movement phase, the whole formation will be affected not just the figures within 10cm. Captains and figures with the Command ability can affect the whole formation just by being within 10cm of any part of it.

Figures that are killed in a formation may be replaced by moving the remaining figures from behind the lost figure forward so reclaiming the space; this is implemented in reclamation movement after each phase of combat. The victorious figure can now reclaim the space if it is not reclaimed by the supporting figures.

A formation may execute its final impact move at its full movement rate, but there is a 1% for each figure within the formation plus an additional 1% chance for each extra millimetre traversed over its permitted half move, that the formation will become unformed.

Example: If a column of human infantry with 18 figures (6 wide by 3 deep) charged 100mm to contact then there would be an 18% (figures) + 25% (100mm-75mm half the normal allowed movement rate) = 43% chance of becoming unformed.

A unit that is unformed will not receive any of the benefits of a close order formation until it is reformed.

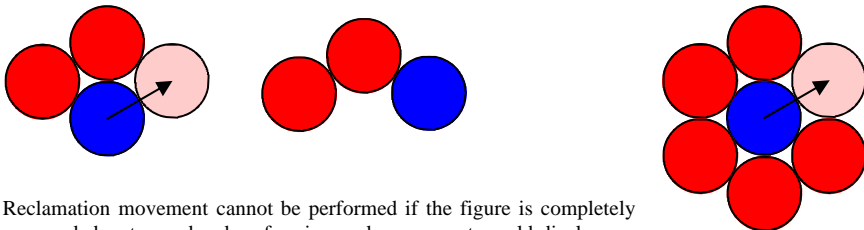
Close order formations cannot move through difficult terrain without becoming unformed.

Reclamation Movement

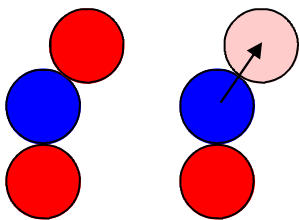
The only movement that is allowed in combat is reclamation movement.

After a figure is killed the space that is vacated by the dead figure may be claimed by the opponent that inflicted the wound. All figures are moved in the reclamation phase, this comes after the combat phase; except for a figure that has any additional attacks outstanding, this figure may be moved in the combat phase so that the attacks can be completed.

A figure may leave contact with other enemy figures as long as it remains in contact with at least one of them, *see* illustration below left and centre.



Reclamation movement cannot be performed if the figure is completely surrounded or trapped and performing such movement would displace an enemy figure, *see* illustration above right.



If a figure was attacked front and back and it killed either with its attack, no reclamation movement would be possible, due to the figure having to leave contact with the other enemy figure, *see* illustration on left.

A figure that contacts an enemy and kills it with contact missile fire can make a reclamation move of 5cm, but it can only veer up to 22½° of its frontal facing to contact a new enemy or move to safe ground.

Safe ground is any open space that is free from the zones of control of any enemy figures.

A frenzied figure that kills all its opponents can make a reclamation move of 5cm; it can veer up to 45° from its frontal facing to contact a new enemy. If an enemy cannot be reached, then only a normal reclamation move is allowed. If an exceptional hit occurs a figure may move a distance of 5cm; and it can veer up to 90° from its frontal facing to contact a new enemy, *see* Combat – Exceptional Hits. A figure that is performing an impact move can traverse a greater distance, impact speed is up to 10cm whilst impact mass is up to 5cm.

A figure that moves these greater distances cannot ignore the zones of control of figures about it, and so must contact a figure if it passes through its zone of control. For more information on reclamation movement for formations, *see* Combat and the appropriate sub section Impact Speed, Impact Mass or Close Order Formations.

Fleeing in Terror

A figure will be moved by the opposing side if it is affected by an aura of terror or the fright of a fear spell, this is done in the compulsory movement phase (4a).

The following rules must be adhered to when moving the figure:

- The figure must move away from the effect.
- The figure must move away from any other opposing figures.
- The figure must move its full movement rate, no deductions for restrictive terrain.
- If the figure is trapped or surrounded it will automatically surrender.

A fleeing figure does not radiate a zone of control and can interpenetrate friendly figures without effect. A figure that is contacted after a flee move will not fight, but it can make a wound recovery check.

Interpenetration

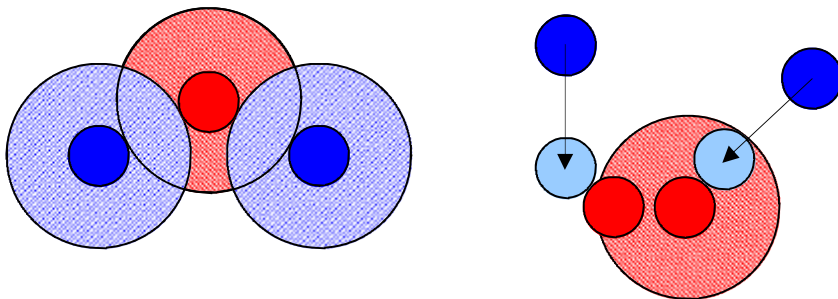
Under normal circumstances an individual figure may not interpenetrate another individual figure friend or foe, all figures must move around each other. The only exception to this rule is for figures that flee or suffer from an adverse morale result, these may interpenetrate friendly figures and then it is more of a dodge than interpenetration.

An individual figure may interpenetrate a formed friendly formation, the formation will open up to let the figure through. Figures that are part of the same formation may also freely interpenetrate. A figure that interpenetrates will be placed at the back of the formation, if it finishes its move within the formation.

A figure that interpenetrates a close order unit and is suffering from an adverse morale result will cause the formation to become unformed for the remainder of the present bound. The unit will automatically reform in the following bound, unless other circumstances dictate otherwise.

Zones Of Control

Every figure has an invisible area of control around itself called a zone of control; this area extends out the same distance as the base size of the figure, *see* illustration below left. The zone of control cannot normally be moved through by an enemy figure without initiating combat, *see* exceptions below. Contact that is made to rear figures must be done without contacting the zone of control of other figures, *see* illustration below right.



In the illustration on the left the red figure can't pass in between the two blue enemy figures because there is not a sufficient gap between them. If the figure wishes to continue forward, it must initiate combat with one of the enemy figures.

Overlapping zones of control don't affect figures, it's only when a zone of control overlaps a figures base that it will stop the figure from passing.

There are a few exceptions to the rule for zones of control these are:

- A figure that expends a hero point can negate all zones of control for a single movement round.
- A figure with the stealth ability ignores all zones of control.
- A figure that fled or escaped this bound will not radiate a zone of control.
- A figure that suffered an adverse morale result will not radiate a zone of control.
- A prone figure will not radiate a zone of control.

If a figure does not radiate a zone of control, then opposing figures can pass it by without hindrance.

In a close order formation the second ranks of figures will automatically be protected by the zone of control of the figure that is in front of it, so contact to flanks must be made to the third or fourth ranks.

Simultaneous contact to a first and second rank figure on the flank of a formation will not unform it; only contact to the third or fourth rank figures can unform a formation.

Missile Fire

Observation

This is automatic when there is an unobstructed line of sight between two opposing figures. Otherwise the figures must be within the following required distances to be seen:

Terrain	Observation Distance		
	Into	Out From	Through
Building	1	2	4
Wood	2	5	10

To observe over an obstacle, like a hedge or wall a figure must be touching it and must have the height to see over it. The figure can then be observed by other figures that have a direct line of sight to the obstacle, but the figure against the obstacle will be in cover.

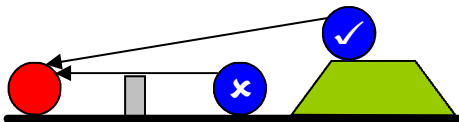
Condition	Distance
Night/Tunnel *	10
Starlight/Torch Light	20
Moonlight	30
Snow	30
Heavy Rain	60

A figure on higher ground can automatically see over terrain that is lower than themselves, no dead ground.

All other figures are considered to be out of sight and can't be observed until one of the above rules applies.

Lighting and weather conditions will affect the maximum distance that a figure can observe at, *see* table on left.

* Evil figures at night or in tunnels will observe at a maximum distance of 30cm.



The above illustration is an example of who can and cannot fire, but if the red figure had been against the obstacle then both blue figures would have been able to fire with the cover modifier.

Missile Ranges

The following table shows the wounding range in centimetres for normal and volley fire:

Missile Type	Ranges	
	Normal	Volley
Axe	5	N/A
Spear	10	N/A
Sling	20	40
Short Bow	30	60
Cross Bow	40	80
Long Bow	50	100
Composite Bow	60	120
Great Bow	70	140

Crossbows

The impact of this weapon causes all opponents to make their wound recovery check with a -5 penalty.

Targeting Figures in Combat

A good figure cannot fire into combat unless it uses the heroic action of Accuracy, but an evil figure may freely fire into combat. To determine whose figure is hit roll a 1d10, and add 1 for each good figure in combat and then subtract 1 for each evil figure in combat.

The resulting number shows who is hit 1-5 is evil, 6-10 is good. At this point let the opposing player select which figure the missile attack is against and then roll an attack as normal.

Moving and Firing

All bow armed figures may move any distance and fire at half their ability value, the exception to this are Wood Elves and any Mounted figures, these may move up to half speed and fire as normal.

A crossbow armed figure may move any distance and fire at half its ability value if the weapon is already loaded. It takes half a bound to reload, so after reloading a figure could move the remaining half move, but it would still fire at half its ability value. Loading counts as moving so if the figure loads and remains stationary in the same bound it will still receive a penalty. Turning does not count as moving.

Contact Missile Fire

Contact weapons consist of all thrown weapons; these are launched at an opponent just before contact is initially made in the contact missile fire phase (5d). If the missile attack kills an opponent, the attacking figure can make an immediate 5cm reclamation move. No contact missile fire is allowed on a new opponent that is contacted within the reclamation move (5e). A defending stationary figure can throw its contact weapon, but it will not make a reclamation move after the kill.

Grouping Missile Fire

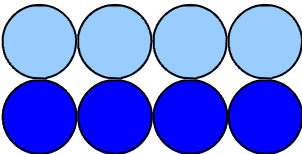
Any number of figures that can observe the same target may group their ability values in the missile fire phase. Total up their ability values and make a single check to see if the target receives a wound.

Direct and Indirect Fire

Direct fire takes place when the firer has an unobstructed line of sight to its selected target. Indirect fire takes place with any unobserved missile fire and when volley fire is at the extended range (beyond normal). For indirect fire the opponent chooses the target that is hit, if there is a cluster of figures. A cluster will occur when a number of figures are within each others zones of control; a single stray figure can be chosen by the firer.

Volley Fire

A volley fire team can be formed with 3 to 6 figures that are armed with the same missile weapon and are from the same squad. Their ability values are added together to give one final ability value.



The illustration on the left shows a double line, the back ranks are archers that can fire over the heads of the friendly figures in the front rank, because they are in base to base contact.

If all the figures were archers, this would be a double volley team, which could either fire with two separate ability values rank by rank or one total ability value for the whole team.

The advantage of volley fire is that the effective range of the missile is doubled. If the target is within the normal fire range then it counts as direct fire, a target that is within the extended fire range will count it as indirect fire.

Unobserved Missile Fire

This can only used by volley fire teams, 3rd and 4th ranks of a close order formation and siege weapons. If the target is unobservable by the missile armed figures, a spotter of the same company can be used to call in the fire. The spotter must have a direct line of sight to the target and must also be within 20cm for a volley fire team or siege weapon.

The chance of a successful hit with this unobserved indirect fire is half the ability value (rounded down) of the siege weapon or volley fire team.

Shielding Against Missiles

A figure may shield against all normal missile fire, this excludes siege missiles, *see* Shielding.

Figures in Cover

A figure must half its ability value when attacking a figure with a missile that is in or behind cover.

Quarter Chance

A Quarter is the maximum that a figure will reduce its chance of hitting by, so a figure that moved and fired at a figure in cover will reduce its ability value by a quarter. But figures that moved and fired indirectly at a figure in cover will still only reduce their ability value by a quarter.

Siege Missiles

Missile Ranges

The following table shows the maximum and minimum wounding range in centimetres for siege missiles:

Siege Missile Class	Ranges		Rate of Fire	Base Ability Value	Traverse of Projectile
	Minimum	Maximum			
Direct Fire					
Troll Hurlled Rock	0	30	2 / 1	½ Value	0-9
Repeating Bolt Thrower	0	80	3 / 2	24	0
Light Bolt Thrower	0	100	1 / 1	34	0-9
Medium Bolt Thrower	0	125	2 / 3	44	0-9
Heavy Bolt Thrower	0	150	1 / 2	54	0-18
Indirect Fire					
Light Rock Thrower	10	100	1 / 1	49	0-9
Light Catapult	15	150	1 / 2	59	0-18
Medium Catapult	20	200	1 / 3	69	0-18
Trebuchet	30	300	1 / 4	79	0-27

The Rate of Fire indicates how many times in a bound a piece of siege equipment can fire, 3 / 2 indicates that it can fire 3 times in a bound, but it can only fire every 2 bounds due to reloading.

If a troll helps to reload a siege weapon, then the reload time will be reduced by 2 to a minimum of 1 / 1.

The Base Ability Value is the equipments basic value before any 1d6 dice are added; roll dice as listed in the *Basic Statistics* at the back of these rules. Models should be based with crew and the final value represents the attack and defence value of the equipment and crew, once killed all are removed. A troll who hurls a rock will do so at half its normal ability value, a quarter if it is moving and or against a target in cover.

Direct Sequence of Firing

The firing sequence for direct weapons is as follows:

- Select Target, weapon must have direct line of sight to target
- Determine Traverse of Projectile
- Resolve Attacks on all figures within the projectiles traverse

Indirect Sequence of Firing

The firing sequence for indirect weapons is as follows:

- Select Point of Aim, indicate this with a marker
- Determine any Deviation of Aim
- Determine Traverse of Projectile
- Resolve Attacks on all figures within the projectiles traverse

Point of Aim

For indirect fire weapons place a Point of Aim Marker at any point between the minimum and maximum ranges of the projectile and within a 45° arc of the weapons frontal facing.

Deviation of Aim

There are four possible results from a deviation check rolled on a 1d100, these are:

- **Land at Point of Aim** Less than or equal to half the weapons ability value
- **Minor Deviation** Above half, but less than or equal to the weapons ability value
- **Major Deviation** Above the weapons ability value, but less than 100
- **Damage Weapon** A roll of 100

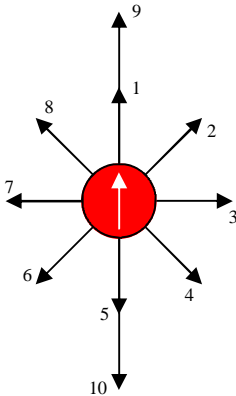
An indirect fire weapon that does not have a line of sight to its Point of Aim will treat a Land at Point of Aim result as a Minor Deviation. All halved weapon ability values must be rounded down.

If a 100 is rolled, then the siege weapon suffers a cataclysmic disruption; something breaks. It can no longer be used for the rest of this game and should be removed from play.

Deviations

Two rolls are required to determine any deviation that occurs. The first indicates the Direction of Deviation and the second indicates the Distance of Deviation.

To determine the Direction of Deviation roll a 1d10 and refer to the indicator below left:



Minor Deviation Distances

For all minor deviations roll a 1d10 and move the Point of Aim marker this number of centimetres in the determined direction.

If the direction roll was a 9 or 10, then a minor deviation will become a major deviation, see below.

Major Deviation Distances

For all major deviations roll 3d10 and move the Point of Aim marker this number of centimetres in the determined direction.

If the direction roll was a 9 or 10, then a major deviation will become an extreme deviation, see below.

Extreme Deviation Distances

For all extreme deviations roll 1d100 and move the Point of Aim marker this number of centimetres in the determined direction.

Traverse of Projectile

The traverse of a projectile is the flight or bounce of a projectile from its point of first impact. For both direct and indirect fire roll a 1d10, a zero (0) indicates that the projectile stops at its first point of impact. A roll of 1 to 9 indicates the number of centimetres that the projectile traverses in a direct line from the firer and through its point of aim. For direct fire this is measured from the front of the targets base, whilst indirect fire indicates the distance that the marker is moved. If the traverse of the projectile is greater than 9cm and a 9 was rolled then roll a 1d10 again, add zero for 0 or add the second number to 9 to extend the traverse up to 18cm. For a trebuchet repeat the roll again if a second 9 is rolled, this gives a final distance of up to 27cm of traverse.

Frontage of Projectile Path

A medium catapult will have the frontage of an infantry base, whilst a trebuchet will have the frontage of a cavalry base, it is suggested that these bases with an appropriate rock are used for their Point of Aim marker. All other siege weapons have a 7mm frontage, the size of a standard pencil.

Resolve Attacks

Make an attack against every figure or object that the projectile frontage passes over on its final path. If a wound is inflicted on a figure then it must make its wound recovery check with the standard reduction for a Smite Attack, half ability value rounded down. Objects that are hit must also save or be damaged.

Objects

These are doors and walls etc. each will have an ability value which relates to its wound recovery check. Objects of stone or rock will not undergo a Smite Attack and so make a full wound recovery check.

Examples of object ability values are as follows:

Object	Normal	Smite
Door	40	20
Door, Reinforced	60	30
Building Wall	75	75
Curtain Wall	90	90

Repositioning Weapons

A siege weapon can be man-handled around to present a new fire arc. Small weapons will take half a move to reposition, these can still fire but at half their ability value. Medium and larger siege weapons will take a full move to reposition; this must be added to their reload time.

Combat

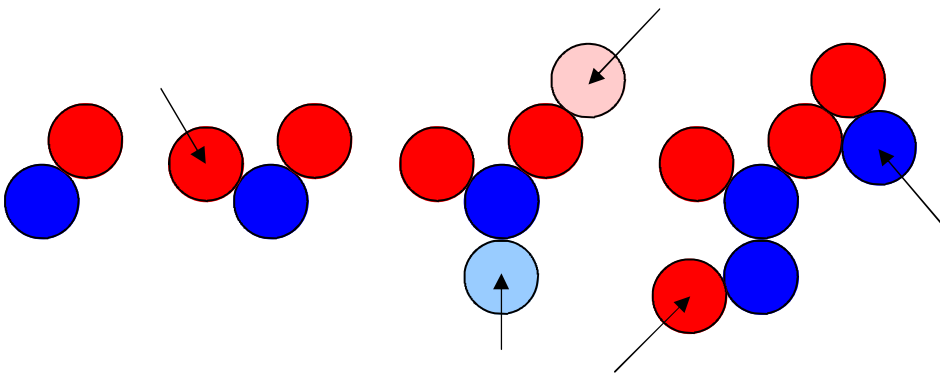
Combat is initiated when two or more opposing figures make base to base contact.

A figure is not permitted to move normally once it is in contact with an enemy figure; the only movement allowed is reclamation movement. A figure cannot leave combat unless it either kills all of its opponents or it initiates a heroic action to Retreat from combat.

Mechanics of Combat

The side that holds the initiative receives the first attacks in all of the combat phases, heroic and normal for the present bound.

The following illustrations below shows some of the possible configurations of combat from a single one on one, left most illustration, through to a more complex three on four, right most illustration. The illustration also shows how a basic combat can expand into a mass melee, with figures coming in to support, pink and light blue and then these becoming parts of the mass melee.



Each figure will have its own personal ability value; this is also its attack value, so roll this number or less on a set of percentage dice to inflict a wound on an opponent.

Figures can use their individual ability values to make single attacks or they can add their ability values together to generate a larger attack value. A supporting figure must add its ability value to the figure which it is supporting.

How accumulated attacks are calculated is entirely up the player controlling the figures. When a figure is touching a base it can be attacked by all the opponents that are in base contact with it, but the figure can only make a single attack each bound against one opponent, unless it expends a hero points or it as multiple attacks.

A final attack value that is over one hundred indicates one automatic hit for every hundred, with a remaining percentage roll for the possibility of another hit.

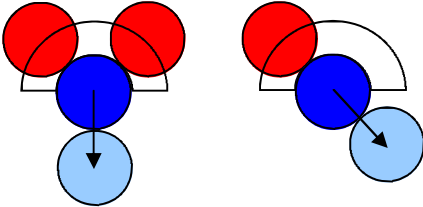
Wound Recovery Rolls

If a figure is hit by an attack, it must make a successful wound recovery roll to survive. The figure must roll against its own unmodified ability value, unless it is a Smite attack, in which instance its ability value is halved (rounded down). If the roll is successful the figure will survive to continue fighting, if unsuccessful the figure may expend its hero points to make additional wound recovery checks.

A figure that fails all of its wound recovery checks is killed and removed from play.

Shielding

A figure that is carrying a shield may forego its attack in a bound and choose to shield against any figures within its forward arc. A figure that attacks a shielding opponent will do so with its normal ability value, if a wound is inflicted then the figure will make a normal wound recovery check. If the roll is successful then no further action need be taken and the figure survives the wound, if unsuccessful the figure receives a second wound recovery check due to the shielding. Again if the figure is successful, it survives the wound but it will be pushed back the figures full base size, otherwise the figure receives a critical wound and dies.



The illustration on the left shows that if a figure is pushed back it must move directly away from any enemy figures.

A figure is only pushed back if at least one of its opponents follows-up the push back.

A figure that is surrounded or trapped will not be pushed back if it fails its first wound recovery check.

Prone Opponents

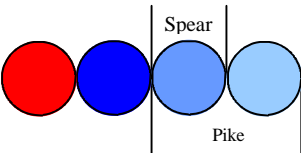
An opponent that as been knocked prone will not radiate a zone of control, it cannot attack effectively and it cannot shield. A prone figure that is not in combat can stand; this will reduce the figures movement rate by half for this bound. A prone figure that is in combat must make a successful attack against its opponent to stand; the attack doesn't inflict a wound, so a wound recovery check is not required.

A figure that was knocked prone from an impact move will be dazed and will only be able to stand in the following bound if it makes a successfully ability check. In the next following bound, the second after the impact the figure may move as normal and is no longer dazed. Other figures that are still prone may now stand and move at half their movement rate, these too are no longer dazed.

A +10 attack bonus is received for each figure that attacks a prone opponent, if a wound is inflicted then the prone opponent makes a reduced wound recovery check at half the figures ability value (rounded down).

Long Reach Weapons

A long reach weapon is either a spear or pike; these weapons can be set against an impact charge or used to support a friendly figure that they are in base contact with.

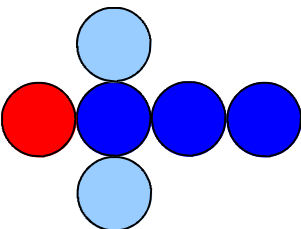


The illustration to the left shows that a spear can be used to support a single figure, whilst a pike can be used to support a single figure and also a figure that is armed with a spear or pike.

Long reach weapons can be used to attack down from higher ground or up to higher ground, a spear as a reach of 3cm, whilst a pike as a reach of 6cm.

Supporting ranks

Only figures that are armed with long reach weapons, and are directly behind a figure that is in combat can support it.



The illustration to the left shows that only the two figures that are directly behind the figure that is in combat may give support, the two light blue figures to either side may not.

Total the ability values of the supporting figures and add them to the value of the attacking figure, this gives a final ability value for the attack.

Supporting figures are not classed as being in combat for missile fire, and they may also move freely in their movement round.

Two Handed Weapons

The impact of these weapons causes an opponent to make its wound recovery check with a -10 penalty, with only a single penalty being deducted in a combined attack. A figure using a two handed weapon cannot employ a shield at the same time.

Exceptional Hits

If zero one is rolled "1" on the attack dice then an exceptional hit has occurred. The attacker immediately kills its opponent, no wound recovery roll is allowed unless a hero point is used. A free second attack is immediately obtained, if there are no enemy figures in base contact with the figure a 5cm reclamation move may be made to contact a new enemy. The free attack is then held until the next phase of combat, if no enemy is contacted then the free attack is lost.

Exceptional Misses

If double zero is rolled "100" on the attack dice then an exceptional miss has occurred. The attacking figure will stumble and fall to the ground prone; all figures that are in base contact with the figure will immediately receive a free attack.

Concussion Hits

A figure can attempt to concuss an enemy instead of inflicting wounds, this would be normal if a figure had to be captured. Declare all concussion hits before the attack dice are rolled, if the result is 5% or below a wound is inflicted instead of a concussion hit. A successful concussion hit will knock a figure out; the figure will roll (3c) in each successive bound against its ability value to see if it awakens.

Capturing Figures

An unconscious figure will be captured if two or more enemy figures can achieve base contact with it, before it regains consciousness. The figure will be disarmed and cannot escape as long as at least two figures remain in base contact to guard it. The captured figure will be moved by the capturing side in their own normal movement phase (4c). A figure can be bound if one full movement round is spent doing this; the figure can then be carried by a single figure of similar size or larger.

Escaping Capture

If the captured figure is not in base contact with an enemy figure, then it may attempt to escape its bonds if tied, if not it may move as normal in the figures movement round. To escape its bonds a figure must make a successful ability check in the special abilities phase (3a). If successful the figure can move at a half of its normal movement rate, due to being tied. A friendly figure can untie a prisoner in one full bound.

Company Standard

A company standard can only affect figures from the company that the standard belongs to. A figure that is within 10cm sight of the standard bearer will feel inspired and will add a +5 bonus to all combat and magic checks. If the standard bearer is killed, then all the remaining figures from the company will suffer the affects of Despair and will fight at half their ability value for the next full bound.

Army Standard

An army standard can only affect figures from the same army. A figure that is within 20cm sight of the standard bearer will feel inspired and will add a +10 bonus to all combat and magic checks. If the standard bearer is killed, then all the remaining figures within the army will suffer the affects of Despair and will fight at half their ability value for the next two full bounds.

Reclaiming the Standard

The standard will be lost if there are no friendly figures in base contact when the standard bearer is killed, the enemy is assumed to have taken or destroyed it. If a friendly figure of the same company or army (dependent on standard type) was in base contact with the standard bearer, then an attempt can be made to reclaim it in the next special abilities round, extraordinary checks phase (3c). For all figures that were in base contact with the deceased standard bearer roll a 1d10 the highest roll snatches the standard. If the same side reclaims it, then the reclaiming figure will become the new standard bearer. If an opponent claims it then the standard is lost, even if the claiming figure is killed in the same bound.

If a friendly figure reclaims a fallen standard, then remove the reclaiming figure and replace it with the original standard bear. The figure will retain its original ability value, unless the reclaiming figure is a personality, in which case the ability value and hero points of this figure will be kept.

Surrounded and Trapped Figures

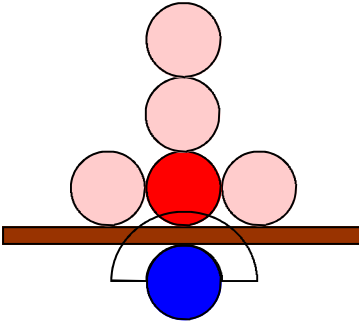
If a figure cannot leave combat without displacing an enemy figure then it is surrounded. When a figure is against an obstacle or barrier and cannot leave combat without displacing an enemy figure then it is trapped. All surrounded or trapped figures will receive a half wound recovery check, if a wound is inflicted on them.

Retiring, Retreating and Routing Figures

If a figure is contacted at the end of its adverse morale move, it will not fight and any wound recovery checks that it makes will be made at half the figures ability value. If the figure survives the attack it will move again in the next compulsory movement phase (4a) leaving combat without any attacks being made against it.

Cover in Combat

A figure that is defending a hedge or wall will be able to withstand the attacks of five enemy figures of a similar size; these include supporting ranks and figures.



When attacking a defended obstacle support may be given from the rear as normal, but also a figure on either side may give support to the attack.

Due to the defensive nature of the position the final attack value of the attackers will be halved (rounded down).

The defender will automatically count as shielded, due to the obstacle and the figure may attack as normal whilst shielded.

The effects of a push-back do not apply to the defender if the figure successfully saves against a second wound recovery check.

If the defender is killed, then the main attacking figure may move across the obstacle in the reclamation move.

No bonus will be received for figures that impacts to contact against a figure that is defending an obstacle.

Mounted Combat

Mounted combat is executed as normal with figures that are mounted on horseback, with the exception that all mounts have the ability of Impact Movement.

A figure that is mounted on a creature can simultaneously fight two different opponents, the mount will attack one, whilst the rider attacks another, each attack will be half the ability value of the mounted figure, rounded down.

To determine the ability values for figures mounted on creatures roll the ability value for each and add them together.

Killing Mounts

A mounted figure will fight and make a wound recovery check has a single figure, if killed both rider and mount are removed. The only time a rider and mount are treated as two separate entities is when the rider dismounts.

Siege Weapons in Combat

A siege weapon that is caught in close combat will attack at half its ability value, but will make all wound recovery checks at its full ability value.

Burning Brands

These may be snatched from any fire source to be used against figures that are affected by fire. It takes half a move to snatch a burning brand and four full bounds to make a fire source.

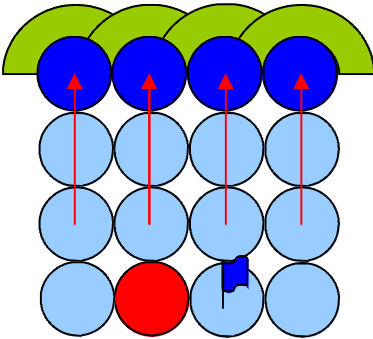
Sunlight in Combat

All evil creatures, except Uruk-hai, Half-orcs and Olog-hai will fight at half their ability values in sunlight. Stone-trolls will turn back to the stone of the earth from which they were made, no wound recovery check.

Determine the chance of sunlight before the battle starts if it takes place during the day and roll for it in the initiative phase (1b).

Close Order Formations

A close order formation obtains the following benefits for being formed:



Impact

If the formation initiates contact with an enemy and is at least four figures abreast and three deep, it will have the ability of impact mass.

The formation may execute three possibly attacks within the combat round of a bound sequence, *see* Impact Mass.

Shield Wall

If the formation is contacted and the front rank of figures is armed with shields, then the formation will gain the ability of Shield Wall.

This will allow all the front rank of figures with shields to simultaneously attack and shield at the same time, *see* Shielding.

Stead Fast

An individual figure within a formed formation cannot be pushed back; the only time push back can occur to a formation is after a successful phase of combat by another formation that is impacting, *see* Impact Mass.

Supporting Ranks

Figures behind a first rank figure that have appropriate long reach weapons can support it in combat. If the front rank figure is killed in combat the supporting figures have the first opportunity of any reclamation movement, all supporting figures are moved forward. Missile armed figures in the third and fourth ranks can give supporting indirect fire into the supporting ranks of the contacting enemy figures.

Defensive Ranks

When a figure is required to make a wound recovery check, add the ability values of any supporting figures that have appropriate long reach weapons. If the front figure is shielded, then reroll the total again if the first check was unsuccessful.

Unit Command

A company commander can issue a company command using his hero point and all the formation will perform the heroic action, even if the commander is not in direct contact with the threat; *see* illustration above, red circle.

Company Standard

If the company standard is included within the formation then all figures within the formation will receive a +5 combat bonus to their ability values.

Spells

If spells are cast against the formation, then the company commander need only save against the effects for the whole formation to successfully pass. If the commander fails then the whole formation is affected.

The disadvantages of close order formations are:

Company

It can only be formed by figures from the same company, so this may limit its size and effectiveness.

Unformed

Once the formation becomes unformed, it loses its battle cohesion and none of the above benefits will apply.

The formation will become unformed if:

- It is contacted on its side or rear at any time.
- It is pushed back into friendly figures.
- It cannot maintain a solid continuous front rank of 4 figures; *see* illustration above, dark blue circles.
- More than 50% of the initial starting figures are killed

Impact Speed

To count as impacting, a figure with the special ability of impact speed must initiate combat with a standing enemy figure; this is achieved in the movement round. No contact weapon is allowed to be thrown by the attacker, due to the speed of contact. The figure will cease its impact move if it contacts a figure that is prone or is in an existing combat situation, the figure may still make a normal attack if this is done prior to the normal combat phase (6c).

Impact Phase I. The attacking figure initially gains a free combat attack in the first heroic combat phase (6a); if the defending figure has initiative then it may use a hero point to call a heroic combat. If the defending figure is killed or knocked prone, the attacker can make a reclamation move (6b) of up to 10cm.

Impact Phase II. The attacking figure now uses its normal attack in phase (6c); if the defending figure has initiative then it will make the first attack. If the defending figure is killed or knocked prone, the attacker can make another reclamation move (6d) of up to 10cm.

Impact Phase III. The attacking figure now gains a second free combat attack in the second heroic combat phase (6e); if the defending figure has initiative then it may use a hero point to call a heroic combat. If the defending figure is killed or knocked prone, the attacker can make another reclamation move (6f) of up to 10cm. At this point the impact move ends.

The mechanics of each of the above combat phases is as follows:

The attacking figure makes an attack and checks against its ability value:

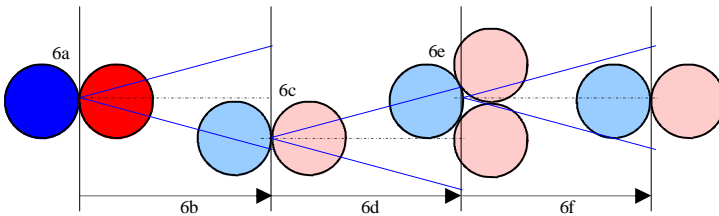
If successful the enemy figure must make a wound recovery check or die.

If unsuccessful the enemy figure must make a wound recovery check or be knocked prone.

If a defending figure is successful with its wound recovery check, then the impact move is stopped at this point, no further wound recovery checks are required by other figures that are still in contact. The attacker may still make a normal attack, not impact, if it was stopped in phase (6a).

A figure that is knocked prone will be thrown to the edge of the attacker's base, the figure will be dazed and must make a successful wound recovery check in the next special ability round (3c) to stand. Otherwise the figure will remain prone for the next full bound and then it can stand and move half in the following bound.

If more than one figure is contacted then make the number of attacks that is appropriate to the attacker and count all others as unsuccessful attacks.



The illustration above shows the possible stages of an impact speed charge, but if the defender makes a successful wound recovery check at any point the impact move will be immediately halted.

The attacker may veer up to $22\frac{1}{2}^\circ$ of its frontal facing to contact a new enemy figure or move to safe ground in its reclamation move (6b, 6d or 6f), if no contact is made the impact move immediately ends.

Impact Mass

To count as impacting, a formation must be at least four figures abreast and three deep, it must be formed and it must initiate the attack, this will give the formation the special ability of impact mass. The formation can use contact weapons in the contact missile fire phase (5d), but only on initial contact.

Impacting formations will lose their ability to shield, due to the vigour of the attack.

Impact Phase I. Each attacking figure initially gains a free combat attack in the first heroic combat phase (6a); if the defending figure has initiative then it may use a hero point to call a heroic combat.

Impact Phase II. Each attacking figure now uses its normal attack in phase (6c); if the defending figure has initiative then it will make the first attack

Impact Phase III. Each attacking figure now gains a second free combat attack in the second heroic combat phase (6e); if the defending figure has initiative then it may use a hero point to call a heroic combat.

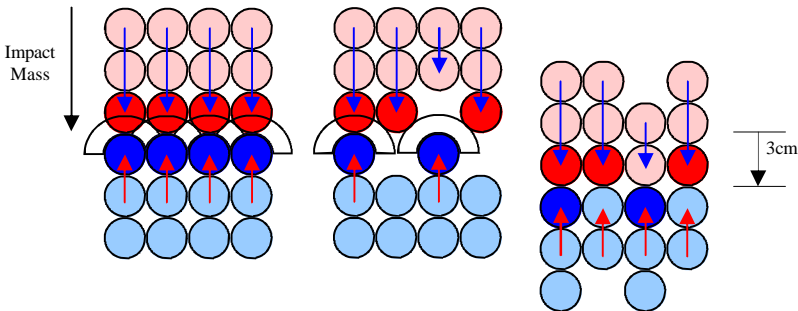
After each impact phase the formation can proceed with reclamation movement as normal to fill in gaps and close ranks, and then one of the following will occur.

If the impacting formation inflicts more casualties than it receives, then it will push back any figures that are in contact with it by 3cm, this includes other formations. New enemy figures that the push back contacts will also be displaced.

If the impacting formation draws by inflicting none or the same casualties on its enemy as it receives, then it will be checked and no push back will occur. If it is immediately checked again in the next combat phase, the formation will lose the ability of impact mass until it can extricate itself from the combat.

If the impacting formation receives more casualties than it inflicts, then the impact will be immediately halted and the formation will lose the ability of impact mass until it can extricate itself from the combat.

If all the opposing enemy figures are killed, then the formation may make a reclamation move of up to 5cm to contact fresh enemy figures. This must be done in a straight line with no deviation; if no figures are within this distance then no reclamation move is possible.



In the illustration above a formation with pikes impacts a formation with spears, the front rank spearmen have shields and so are shielded. The impacting pikes inflict two kills, whilst the spearmen call a heroic combat due to their company commander being with the formation and inflict one in response.

Reclamation movement sees both formations closing ranks and the pikes pushing back the spearmen by a distance of 3cm. Although both formations are still formed, a continuous front rank with four abreast, the spearmen lose their shielding due the second rank of figures not having shields. If the figures had shields then the formation would still be shielded.

Both formations are still formed, *see* Close Order Formations – Unformed, and will continue with the next impact phase.

Morale Checks

Morale checks will greatly enhance the game for larger battles of three or more opposing companies, but for smaller skirmish games it is suggested that the morale check round is ignored.

All morale checks are executed at company level, so squads and individuals are exempt from morale checks.

When to Check:

A morale check is required by a company when any of the following situations occur to it this bound:

- Company Leader is Killed
- Company Standard is Lost
- Shock Casualties – 3 or more figures lost in a single missile or combat round
- 50% of Company is Killed
- Broken Through by Routers

A single morale check is required by all the companies under the command of a lieutenant when the:

- Lieutenant is Killed

A single morale check is required by all the companies within an army when the:

- King or Heroic Commander is Killed
- Captain is Killed
- Army Standard is Lost

Morale Test: (1d100)

Roll a percentage dice for every company that requires a morale check and subtract the following modifiers:

Ability Value of:

- ? Company Leader
- ? Company Standard
- ? Lieutenant*
- ? Captain*
- ? Heroic Commander*
- 1 Per Figure Remaining**

* These higher level commanders must be with the company; this requires the commander to be in base contact with at least a single figure from the company, the figure must also be part of the chain of command, *see *** below. The commander can only influence the morale check of a single company each bound.

** Figures must be of the same company and should be within the zone of control of the next figure. This overlapping of the zone of controls forms a chain of command from figure to figure, figures that are out of this chain are counted as lost for the morale check, do not add them as a figure remaining. In future checks if these figures return to the chain then they will count as figures remaining.

Despair halves any modifiers, whilst Courage doubles any modifiers that apply to a figure of the company.

Chains of Command

The chain of command for a company starts with the company leader and then interlinks through the zones of controls. This relates to the next figure within the chain not being more that two base widths away from the last, and so on. If the company leader is killed, then the company standard bear is the figure that starts the chain of command. If both company leader and standard bearer are killed, then the next highest ability value figure within the company starts the chain.

If at any time the link cannot be maintained between two figures that are within two base widths, the chain is broken and the calculation for morale stops at this last figure.

If a higher level commander is with the unit, then the chain of command may start with this figure.

Adverse Morale Effects

To successfully pass the morale check the final dice roll with modifiers must be a NEGATIVE SCORE. If the company is successful then it will act as normal, else it must obey the follow result:

Failure Result

1 to 20

Retire

21 to 50

Retreat

51 or above

Rout

All Figures Of The Company Must:

Move one full move towards own baseline in phase 4a

Move two full moves towards own baseline in phases 4a and 4c

Move three full moves towards own baseline in phases 4a, 4c and 4e

If a company is still present on the battlefield after all movement, then it must undertake a Recovery Check in phase 7a of the same bound to attempt to recover its normal morale status. A Recovery Check is not taken if there is another cause for a morale check this bound, in which case the recovery phase is ignored and the company morale check phase is used instead.

A company that takes a morale check whilst suffering from an adverse morale result can never improve its morale status; the result can only get worse. Recovery is only achieved in the recovery phase.

A higher level commander, who is with a company that suffers an adverse morale result, will be moved with that company. The commander may use a heroic action to extract himself from the adverse effect of the morale result in the heroic movement phase 4b or 4d.

Recovery

A company may once each round attempt to recover its morale, unless it suffers another morale check. If the recovery is successful then the company may move as normal in the next movement phase. A close order formation must reform, taking the appropriate time to do so, before it continues with it move.

Organisation

The forces of good and evil are organised into formations which consist of a number of companies, leading these formations are lieutenants, captains and heroes.

Companies

A company is a group of figures that have trained and fought together in a cohesive structure. Companies can vary in size, but the average company consists of 3 squads of 6 figures with a company leader and standard bearer, this equates to 20 figures in an average company. Larger companies can be formed by using more squads; 4 squads would form a 26 figure company. It is suggested that each company as its own identity, either a different style of uniform or some colour difference around its base.

Company Leaders

The company leader is denoted by a **Red Base**, the figure will have a single hero point to expend and it will have the special ability of Command which will allow it to influence a number of its own company figures with the use of its hero point.

Company Standard Bearers

Carrying the company's colours the standard bearer will influence the ability values of figures from its own company. The standard affects combat, magic and morale checks of figures; *see* Company Standard.

Lieutenants

A lieutenant figure is denoted by a **Blue Base**; it will command two companies and will have two hero points to expend. It will have the special ability of Command which will allow it to influence a number of figures that are under its command with the use of its two hero points.

Captains

A captain figure is denoted by a **Purple Base**, it will command an army which consists of any number of companies and auxiliary figures. The figure will have three hero points to expend and it will have the special abilities of Command and Gallant which will allow it to influence a number of figures that are under its command with the use of its three hero points.

Army Standard Bearer

Captains are normally accompanied by an army standard bearer who will influence the ability values of figures within the army. The standard affects combat and magic checks of figures; *see* Army Standard.

Auxiliary Squads – 6 Figures

Any figures that are non structural, skirmishers or specialists like the Berserkers of Saruman will fall into this category. These figures will come under the direct control of the lieutenant or captain and there is a maximum limit of one squad per company.

Heroic Commanders

A heroic commander is an individual of special notability who possesses a number of hero points that exceeds those of an ordinary figure and also has the special ability of Command. The hero will normally possess a number of other special abilities and in some cases the ability to cast archaic magic. The heroic figure may be a company leader, lieutenant or captain.

Heroic Figures

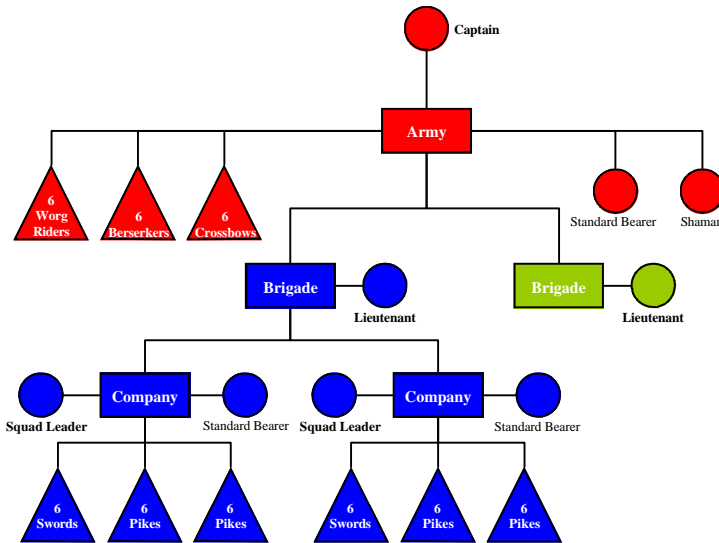
A hero is an individual of special notability who possesses a number of hero points that exceeds those of an ordinary figure. The hero will normally possess a number of other special abilities and in some cases the ability to cast archaic magic. Normal heroes do not possess the special ability of Command, so they will attempt to aid the army in individual acts of bravery. These figures normally fall outside the command structure of an army, so they can act independently as needed, but because of this they are not inspired by company or army standards.

Special Figures

These are normally unique figures that have special purposes and dwell in specific locations; examples from the "War of the Ring" Third Age are Gollum and Shelob. Although Shelob will be classed as a monstrous creature since she will have her own special abilities that are available only to her.

Organisational Chart

The following organisational chart shows the units and leaders within a strike force of Saruman the White.



The formation consists of 103 figures with the majority of these being rank and file, 15 squads of 6 figures which equates to 90 figures. The remaining 13 figures consist of 1 army and 4 company standard bearers, 1 shaman and 7 officers including the captain.

Basic Statistics

The ability values and hero points for basic rank and file figures are randomly determined when the figure is first painted. The following system should be used to determine the statistics of each figure:

Firstly determine the basic ability value, see the following table:

Good	
Hobbit	4
Rohirrim	9
Gondorian	14
Dwarf	19
Grey-elf	24
Númenórean	29
High-elf	34
Ent	74

Evil	
Goblin	4
Orc	9
Haradrim	14
Uruk-hai	19
Warg	24
Half orc	29
Stone-troll	64
Olog-hai	74

Once the basic value has been determined, roll a 1d6 and add this number to the value, except when a 6 is rolled, add 5 and roll again. If a second 6 is rolled continue to add 5 and roll again, but issue this figure with a single hero point. Continue to roll until a 6 is not rolled; the final value is the figures ability value, note that a final ability value should not exceed 90.

The ability values are then marked on the back of a figures base with a black permanent marker, if the figure has a single hero point, then mark the ability value with a red permanent marker.

For squad leaders and company standard bearers add +5, for lieutenants and army standard bearers roll 3d6 and reroll any sixes. For a captain double its base value and roll 3d6, rolling any sixes again.

For any figures not listed either see the period rules or contact us at support@wargameshop.co.uk.