

# WAR OF THE RING

## EXPANSION RULES II

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These rules were written in 1978-1980 as an enhancement to our favorite game "War Of The Ring". These were based on the first edition rules (as it turns out, the second edition rules really add/change very little).

### MERCILESS MARAUDERS

The Dark Lord had his spies roving over much of Middle Earth, be they birds, wolves, goblins, etc. To illustrate this, Merciless Marauders (and spiders) will now roam over various regions.

MARAUDER ZONES	
Brownlands	Enedwaith
Breeland	Eregion
Dimrill Dale	Fangorn
Dunland	Rhovanion
East Emnet	Rohan

You will need either blank counters or thin cardboard (like cereal boxes) to make 25 counters. With the exception of Rhovanion and Brownlands there are 2 marauders in each zone., with the zone name determining the placement of the marauder piece. They are set up on the northern most part of the first letter, and the southern most part of the last letter of the zone name. The Brownlands has an extra piece put on the single rough hex in the zone. Rhovanion has 2 marauders placed in Dol Guldur, and two spiders (written on top of the counter) on the Rhovanion name. There will always be two extra pieces that will not be used in the game (after shuffling all but the spider counters).

#### Movement:

Whenever an active (non-captured) Fellowship Character is in or adjacent to a zone containing marauders at the end of the game turn, then the marauders will move and attempt to find and kill the Fellowship characters.

To move: using a hex grid for visualizing... 1 is north, 4 is south... with the numbers going clockwise...

die roll #1 - direction

die roll #2 - number of hexes they must move

Marauders may not leave their zone; they must stop at borders, mountains and lakes (but ignore all other terrain... they lose all excess movement points. They cease moving upon touching a Fellowship controlled piece and attack. Attack is as with Servants of Sauron cards. The counters are all 5-4's except there shall be two 4-2's, two 7-5's, and the spiders be 5-5 and a 6-5. These numbers should be face down until an encounter.

One other note. As we now play the game, after the marauders in one zone have taken their move we then roll a single die... if a 1 or 2 comes up we move the marauders in that zone again.

## PERSUADING ALLIES

The Fellowship player may now attempt to gain allies simply by moving a character to the hex which contains the ally, and rolling a die for success. A Fellowship character must remain 1 full turn in the same space with an ally in order to "persuade" them to join in the quest.

At the end of that full turn is when you check for success or failure, and it is character specific...

Gandalf - always successful

Hobbits - 1,2 - success 3-5 - fail 6 - held one turn for questioning and at the end of that turn there is a 50/50 chance of the hobbit being killed as a spy.

All others depend upon the ally they try to recruit:

Brand: - Aragorn, Boromir, Legolas and Gimli - automatic

Dain: - Gimli - automatic Aragorn/Boromir - 1-3 success

Legolas - 1 -success 2-3 fail 4-6 held one turn (50/50 killed)

Faramir - Boromir/Aragorn - auto Gimli/Legolas - 1-3 success

Imrahil - Boromir/Aragorn/Legolas - auto Gimli - 1-3 success

Eomer - Boromir/Aragorn - auto Gimli/Legolas 1-2 success 3-5 fail 6 held one turn (killed 50/50)

Eowyn - Boromir/Aragorn - auto Gimli/Legolas 1-4 success

For the Dark Player the Chief of the Dunlendings may be recruited (he starts in hex 2320). Once Mordor is mobilized roll every Dark Player movement phase... 1-2 successful (no shadow points to move him).

## NEW MAGIC CARDS

We created 6 new magic cards and changed 2 others. To do this we made a whole new deck of cards so we couldn't tell what cards the new ones were. We also made new spots on the game map for magic cards... we used marker/counters for awhile until we were satisfied with our choices and made them permanent. We also made a new placement pad for the magic cards out of heavy paper as they would no longer fit on the original game map.

NEW MAGIC CARD LOCATIONS	
LOCATION	HEX
Barrow Downs	1612
Carn Dum	2204
Eryn Muil	0423
Framsburg	3008
Moria	2716

MAGIC CARD DISTRIBUTION	
LOCATION	CARDS
Barrow Downs	1
Carn Dum	2
Edoras	1
Eryn Muil	2
Framsburg	2
Lothlorien	2
Minas Tirith	1
Moria	1
Rivendell	2
Thranduils Halls	2

**\*\*note\*\*** Shadowfax cannot be placed in either Rivendell or Moria

New Cards:

Two "Whittled Wimpiness" cards - these cards are simply useless (like Frightening Rumors)

Balrogs Bane - The holder of this card receives a morale increase of +2 when fighting a Balrog.

Sharkey's End - Stops Saruman from moving if he hasn't already left Isengard. Earliest use is turn 6. Also, the Summon Gandalf card cannot be used once this card has been played.

Wizards Will - If Gandalf is in possession of this card he can cause a loss of 2 shadow points instantly. However, Gandalf the grey loses his next turn (white is unaffected). This card may not be played if a fellowship controlled character is in Mordor.

Faramir's Rangers - no searches are allowed in either North or South Ithilien for 3 turns (inclusive).

Changed Cards:

Elven Cloak - also adds +1 to die roll when searching for a solitary character.

Shadowfax - No character may ride Shadowfax until the horse has been in the same hex as Gandalf.

Other note - If Edoras or Minas Tirith are lost due to Citadel Reduction, any magic cards still in these cities are lost to the Dark Lord.

## **NEW EVENT CARDS**

Boromir Goes Berserk –

1) if Boromir is with the ringbearer treat this as Boromir attempts to seize the ring. 2) otherwise Boromir must move towards the ringbearer using the shortest possible route with normal movement. He may move a maximum of one hex out of the way in order to avoid servants, marauders, nazgul or orcs. Upon reaching the ringbearer, Boromir reverts back to normal... he does not attack but he must remain with the ringbearer one full turn.

Gandalf Forestalled - Play of this card "BEFORE" a Gandalf the White die roll adds 4 turns to the outcome.

Switching Servants - Play of this card allows the Dark player to switch for another "unidentified" servant after flipping over a Servant Of Sauron card.

Durin's Axe - If Gimli reaches hex 2716 via Moria and has this card, he recovers the legendary axe of Durin. It's +2 against Great Warg, Orc Band, and Merciless Marauders. It's +1 against all others and it is considered a magic weapon. No hobbit may use this.

Gildor's Rebel Force - Play of this card allows one group of characters, in the same hex, to ignore any Merciless Marauder attacks during this turn. May be played after a Marauder lands on a group.

Roving Radagast - All Mirkwood forest hexes are treated as clear terrain for this turn only.

Brutal Beorn - This creates a 5-6 Beorn Bear. He may be used to battle any Marauder or Servant found in Rhovanian. If the Servant is an orc or warg it is automatically crushed.

## MISCELLANEOUS RULE CHANGES

1. Any Fellowship character only one wound from death has his movement reduced from 5 hexes to 3.
  2. Elrond and Galadriel heal one wound per full turn for everyone in their respective hexes i.e. Rivendell/Lorien.
  3. Galadriel.... If the ring is ever in Lorien roll a die.... If a six is rolled she takes the Ring and only Gandalf, Gollum or Saruman can attack her. Two full turns later she becomes a Dark Queen.... Both sides lose.
  4. No Nazgul Movement into non-abandoned fellowship cities before mobilization, including Eomer and Faramir locations.
  5. Citadels of Sauron - Fellowship Characters that enter a citadel controlled by the Dark Player are spotted. Roll for capture as if by 10 orcs and subtract 2 from the die roll. Only the Ring and eagles may be used for escape. See rule K.3
  6. The Sauron player may increase the combat value by +1 of any Servant card, at the cost of 6 shadow points.
  7. After a Servant battle the Fellowship player must roll a die to see if any magic cards were destroyed in the altercation. On a 6, one random card, from all cards in that hex, must be surrendered to the dark player. The One Ring is not affected.
  8. Ent Draughts - Merry and Pippen only, and they must be unaccompanied by others. They must remain stationary for two turns immediately after entering any hex in Fangorn Forest. Afterwards roll a die: 1-2 +2 combat increase, 3-4 +1 combat increase, 5 no affect, 6 killed by Treebeard
  9. Nazgul capturing - When searching with Nazgul if there is a "c" result, those characters have their movement halved in the next movement phase (rounded up).
  10. Passing the Ring - the Ring must first be passed to another Hobbit, if present, before being passed to any other Fellowship member.
  11. Carn Dum and the Barrow Downs - Hobbits and others may be scared away or even killed by evil spirits when attempting to get magic cards from these two places. Hobbits: 1-3 get cards, 4-5 scared away, 6 captured and in two turns are killed unless others arrive and battle a 5-4 wight before then. Others: 1-5 get cards, 6 battle a 5-4 wight.
- The event card Bombadil Intervenes - played before the die roll guarantee success.... Played after the die roll will mean no battle, but the hobbits still do not get the cards. Once an attempt fails that character or group may never try again.

## NEW SERVANTS OF SAURON

We created 6 new cards and spaces on the board to accommodate them.

The spaces are:

Emyn Muil(0423), Dol Guldur(3219), Trollshaws(2512), Dunland(2118), Isengard Road(2424) and Nurn(1030).

The cards are:

Great Warg - combat 3, morale 2, end 5

Old-Man Willow - combat 3, morale 3, end 5

Orc Band - combat 4, morale 2, end 6

Stone Giant - Combat 4, Morale 4, end 2

Dragonette - combat 6, morale 1, end 6 -1 on sorcery

Watcher in the Water - combat 4, morale 3, end 5 -1 on Sorcery

## SAURON'S DEADLY DARKNESS

We created a new chart to roll on. The reason behind it would be loosely based on a breaking of the Fellowship and the sudden scattering that happened in the book.

	1	2	3	4	5	6
1	Dunland	Anfalas	Dim Dale	Dunland	Anorien	Lebennin
2	Belfalas	Enedwaith	Brownlands	Anorien	Druwaith	Rohan
3	Rohan	Lebennin	Anorien	Rohan	Rhovan	Lamedon
4	Fangorn	Belfalas	East Emnet	East Emnet	Enedwaith	Fangorn
5	Druwaith	Rhovan	Dunland	Enedwaith	East Emnet	Brownland
6	Rhovan	East Emnet	Rohan	Dim Dale	Anfalas	Anorien

Roll after the Ring Phase on EVEN numbered turns.

Each character moves their full movement in a random direction using standard random movement hex chart... 1 being north, 4 being south going clockwise around a hex diagram. Each character moves separately and this is their movement for the turn.

## RANDOM EVENTS CHART

Another chart we created.

(roll on turns 3,6,9,12,15,18,etc. after deadly darkness)

	Die roll #1					
	1	2	3	4	5	6
1	A	J	-	N	-	B
2	F	A	S	-	-	L
3	-	D	N	A	P	-
4	K	O	-	-	G	C
5	R	-	M	F	E	-
6	-	-	C	H	O	T

A) Ringbearer succumbs to Sauron's will and puts the Ring on.

B) All wounds on fellowship members are healed by Gandalf if he is alive.

C) Crebain, working in conjunction with orcs, patrol crucial areas of Middle Earth. If any characters are located in Eregion, Dunland, Enedwaith, or Rohan, or they subsequently move into one of these areas this turn, they are "Spotted" and a capture roll is made with one added to the die. Use 10 orcs for a counter if captured.

D) Any future Rivers Flooded cards played causes minor rivers to remain flooded for the remainder of the game - it's a wet year.

E) Because of heavy snows, the Misty mtns. cannot be crossed by either Elven rope or Misty passes Open cards for the remainder of the game.

F) Sauron suffers mental lapse.... No Nazgul movement this turn.

G) Massive earthquake rocks Middle Earth. All magic cards not yet found are forever lost beneath the rubble.

H) Gandalf immediately becomes White.

I) none

J) Gandalf Displays immense power (at player's discretion) . He dies but all Nazgul within 3 hexes also die.

K) Sauron shows what power he has; Dark player may now turn over two search cards per turn for the remainder of the game.

L) eagles pick up one pile of the Fellowship and fly them to Minas Tirith. A die is then rolled... on a 5 or 6 the eagles are attacked by flying beasts above Minas Tirith. Roll again, if ODD the eagles are killed and the characters are dropped to their deaths into Minas Tirith. If the Ringbearer is killed the Ring becomes a magic card of Minas Tirith. Roll again... if a 5 or a 6, Denethor puts on the Ring, challenges Sauron and LOSES! A Total Dark Player Victory.

M) Saruman's forces control the 3 hexes between the isen and Rohan's border. No entrance to Fellowship pieces for the remainder of the game.

N) Any characters who have wounds add an extra wound because of festering.

O) The Dark Player subtracts 1 shadow point from his total for the entire game. i.e. 12 would now be high, 7 low.

P) Burning Sun -The Dark Lord has created a feverish heat to envelope the land, causing great thirst. Any Fellowship characters must move towards the nearest river, in the shortest amount of hexes, and for the next 5 turns must try to end their turns adjacent to a river.

Characters unable to reach water on the first turn of movement receive a wound, and continue receiving wounds until they reach water or die.

Ignore after turn 13, and Rivers Flooded and Fierce Storms have no affect during this time.

Q) none

R) Sauron Losses control of Servants... ignore them for the rest of the game.

S) Dark player's army is greatly weakened; add 1 to all Citadel reductions for remainder of game.

T) Fellowship player randomly takes a card from the dark player's hand. He may play or discard it at once.

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