

WAR OF THE RING CHARTS AND TABLES

TERRAIN EFFECTS CHART		
TERRAIN TYPE	MOVEMENT COST	DEFENSE MODIFIER
Clear hex	1	-
Mountain Path hex	1	x2
Road hex	½	-
Trail hex	1	-
Rough hex	3	x2
Forest hex	2	x2
Desert hex	3	-
Mountain hex/hexside	P	-
Forest-Rough hex	4	x2
Town hex	1	x2
Citadel hex	1	x3
Lake/Sea hex/hexside	P	-
Orodruin hex	3	\$
Minor River hexside	+1	-
Major River hexside	+2	-
Swamp hex	4	x½
Ford hexside	+1	-
Bridge hexside	-	-
Pass hexside	-	-
Tunnel hexside	+2*	-
Servant of Sauron hex	-	-
Magic hex	-	-
Port hex	-	-
Area Border hexside	-	-
Dunharrow hexside	&	-
KEY: * = In some cases, must be open to enter \$ = No armies permitted in hex. & = Only Aragorn accompanying Characters may cross Dunharrow hexside. P = Prohibited - = No effect		
NOTE: The Defense column refers to the effect of the particular terrain on a unit defending in a hex of that terrain type (e.g., a unit defending in a Citadel is x 3 (tripled) in its defensive strength)		

SHADOW POINTS						
	A	B	C	D	E	F
1	9	10	11	12	13	8
2	10	11	12	13	8	9
3	11	12	13	8	9	10
4	12	13	8	9	10	11
5	13	8	9	10	11	12
6	8	9	10	11	12	13

SHADOW POINT COSTS (Character Game)	
ACTION	COST
Move Orcs (<i>per group</i>)	1
Search with Orcs (<i>per group</i>)	1
Move Nazgul (<i>per Nazgul</i>)	2
Search with Nazgul (<i>per Nazgul</i>)	2
Reduce Citadel (<i>per Nazgul present</i>)	1
NOTES: Any action not listed may be accomplished at no cost in Shadow Points. Note that it never costs Shadow Points to <i>search</i> during the Fellowship Player-Turn; it costs Shadow Points to search only during the Search Phase. “Group” as used here in reference to Orcs means any number of Orcs occupying the same hex.	

SHADOW POINT COSTS (Campaign Game)	
ACTION	COST
Move Force of 41 or more Strength Points (<i>per Force</i>)	3
Move Force of 11-40 Strength Points (<i>per Force</i>)	2
Move Force of 10 or fewer Strength Points (<i>per Force</i>)	1
Move Nazgul for Search (<i>per Nazgul</i>)	1
Move Nazgul during Player-Turn (<i>per Nazgul</i>)	2
Initiate Army Combat (<i>per Army Combat</i>)	3
Defend at Full Strength (<i>per Army Combat</i>)	2
Defend at Half Strength	0

GOLLUM CONTROL TABLE	
ROLL	CONTROLLED BY
1 or 2	Fellowship Player
3 or 4	Neither Player
5 or 6	Dark Power Player
NOTES: If Gollum was controlled by the Dark Power Player on the previous Game Turn; add 1 to the die roll, treating a result of 7 as a 6. If Gollum was controlled by the Fellowship Player on the previous Game-Turn, subtract 1 from the die roll, treating a result of 0 as a 1. If Gollum’s allegiance remains the same, the Player holding Gollum’s Card retains control. If Gollum becomes “neutral,” the Player holding Gollum’s Card retains the Card, but does not control Gollum. If Gollum switches allegiance to the Player not holding Gollum’s Card, the Card must be given to that Player.	

SEARCH TABLE				
Number of Characters in Hex	Search Points			
	1-2	3-5	6-8	9+
1 or 2	1c	1c	1	1, 2
3 or 4	1c	1c, 2	1c, 2	1, 2, 3
5 or 6	1c, 2	1c, 2	1c, 2, 3	1c, 2, 3
7 or 8	1c, 2c	1c, 2c, 3	1c, 2, 3	1c, 2, 3, 4
9 or more	1c, 2c, 3c	1c, 2c, 3	1c, 2c, 3, 4	1c, 2, 3, 4

KEY:
= Die roll(s) necessary for Dark Power Player to *spot* Characters in hex
c = Dark Power Player may attempt to *capture* each of the spotted Characters

Cross-index the number of Characters in the hex to be searched with the number of Search Points available to the Dark Power Player in that hex (Note: each Nazgul is worth 2 Search Points; each Search Point of Orcs is worth 1 Search Point.) For each possible combination of Characters and Search Points, a range of die rolls is listed. For the Dark Power Player to spot the Characters, he must roll one of those numbers.

SORCERY TABLE				
DIE	Sorcery Rating			
	A	B	C	D
1	1	0	0	0
2	1	1	0	0
3	2	1	1	0
4	2	2	1	1
5	3	2	2	1
6	3	3	2	1

KEY:
= The Number of Wounds inflicted against an opponent in Individual Combat; or the Number of Points added to the Leader's Individual Morale Rating for use in Army Combat only.

If it is necessary to subtract a number from the die roll (see the Balrog's Card), the lowest number you can get is 1; thus a roll of 2 minus 3 would be a final roll of 1, while a roll of 6 minus 3 would be a 3.

INDIVIDUAL COMBAT RESULTS TABLE										
Combat Differential (Attacker minus Defender)										
DIE	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
1	k/-	k/-	k/-	-/-	-/-	-/-		-/k	-/k	-/k
2	k/-	k/-	1w/-	2w/-	1w/-	-/1w	1w/k	1w/k	-/k	-/k
3	k/-	2w/-	1w/-	-/1w	-/1w	-/2w	-/1w	-/2w	-/3w	-/2w
4	3w/-	3w/-	k/1w	2w/1w	1w/1w	1w/1w	-/2w	-/2w	-/2w	-/3w
5	2w/-	2w/-	2w/1w	1w/1w	1w/2w	2w/1w	1w/1w	-/2w	-/2w	-/k
6	1w/-	-/1w	2w/-	1w/-	2w/-	1w/-	1w/2w	1w/1w	1w/k	-/k

KEY
1w (2w, 3w) = Affected individual receives one (two, three) wound(s).
k = Affected individual is killed.
- = No effect

Result to the left of the slash refers to attacker; result to the right of the slash refers to defender. Thus, a k/1w means that the attacker is killed and the defender receives one wound.

In Individual Combat (Duel), both contenders roll the die and apply the results of their die roll. The Player who is rolling the die is referred to as the Attacker, and the other Player is referred to as the Defender, for purposes of resolving duels on the Individual Combat Results Table. Both results - i.e., the results obtained by each Player - are applied simultaneously at the end of the combat.

A Combat Differential of less than -4 is treated as -4; a Combat Differential of greater than +5 is treated as +5.

ARMY COMBAT RESULTS TABLE Combat Differential (Attacker Strength to Defender Strength)									
DIE	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
-1	100/-	80k/-	80/-	50k/-	50/-	50k/-	30/-	30k/-	20/-
0	80k/-	50/-	50k/-	30/-	30k/-	30/-	20k/-	20/-	20k/-
1	50/-	30k/-	30/-	20k/-	20/-	20k/-	20/-	20k/-	10/20
2	30k/-	20/-	20/-	20/10	20/10	20k/10k	10/20	10/20	-/10
3	20k/-	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10
4	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10	-/20k
5	10/-	20/10	20/10	10/20	10/20	10/20	-/20	-/20	-/30
6	20/10	10/20k	10/20	-/20k	-/20	-/20k	-/30	-/30k	-/50
7	10/20k	-/20	-/20k	-/30	-/30k	-/30	-/50k	-/50	-/80k
8	-/20	-/30k	-/30	-/50k	-/50	-/50k	-/80	-/80k	-/100
9	-/30k	-/30	-/50k	-/50k	-/50k	-/80	-/80k	-/100	-/100k
KEY: # = Percentage of affected force eliminated (refer to S.9, Percentage Loss Table to determine number of Strength Points lost) k = Individual Character accompanying Fellowship Player-controlled force (only) killed (see S.7) - = No losses Result to the left of the slash refers to attacker; result to the right of the slash refers to defender. A Combat Ratio of less than 1-5 is treated as 1-5; a Combat Ratio of greater than 5-1 is treated as 5-1. An Adjusted Die Roll of less than — 1 is treated as — 1; and Adjusted Die Roll of greater than 9 is treated as 9.									

PERCENTAGE LOSS TABLE Percent of Force Lost					
Force Strength	10%	20%	30%	50%	80%
1-5	1	1	1	2	2
6-10	1	2	2	4	6
11-15	1	3	4	5	10
16-20	2	4	5	9	14
21-25	2	5	7	11	18
26-30	3	6	8	14	22
31-35	3	7	10	16	26
36-40	4	8	11	19	30
41-45	4	9	13	21	34
46-50	5	10	14	24	38
51-60	5	11	16	27	44
61-70	6	13	19	32	52
71-80	7	15	22	37	60
81-90	8	17	25	42	68
91-99	9	19	28	47	76
KEY: # = Number of Strength Points lost.					