

WAR OF THE RING

EXPANSION RULES

Steve Burt, Martin Burt, John Kleeman, Gordon Barbour

HIDDEN MOVEMENT

Up to nine(9) Fellowship characters may be hidden. Hidden characters may not lead armies, though they can voluntarily reveal themselves at any time. Hidden characters are not placed on the map; the Fellowship player notes their locations on a piece of paper.

Any magic cards used by hidden characters are played in secret, and all search rolls on hidden characters are kept secret. There are no 'self-reveal' throws.

SEARCHING

Remove the bottom search card to see whether Saruman or Sauron may search, and whether with Orcs or Nazgûl. There is only one search phase per turn, even in a 3-player game. The searcher declares before looking at the card whether he wishes to use the area(s) on the card, or search any single area of his choice. Whichever he chooses, the search uses the forces listed on the card.

Search Modifiers:

+1 to capture rolls (only) in rough and forest hexes.

-1 to search rolls on characters that used a road that turn to move.

'Dead or Alive':

Characters spotted trying to move through a hex with your pieces in it may be challenged to individual combat instead of trying to make a normal capture attempt.

[**Design Note:** Some characters are almost impossible to capture, or to keep captive, so this is often a better bet.]

RESCUE ATTEMPTS

Any uncaptured characters may try to rescue captured ones who fail to escape if they are in the same hex.

Add Combat and Morale of all rescuers, and subtract Strength of captors (including the value of all characters with the captors).

If you roll less than or equal to this number on 2 dice you have rescued them.

Separate attempts may be made for each captive.

Citadels:

No rescue attempts may be made on characters in Citadels, and Escape rolls add 1 in these circumstances.

Isengard and Barad-dûr:

It is not possible to escape or rescue characters from Barad-dûr. Escape from Isengard is possible only by using Eagles.

Automatic Success or Failure:

A raw roll of 2 is always a success, and a raw roll of 12 always fails and kills all the rescuers.

MOVING CAPTIVES

Ten or fewer unmobilized troops may move with captives.

MERRY AND PIPPIN

May inflict 1 'real' wound on a Nazgûl, but must then move to a Citadel and remain there for d6 turns before they can be used again. During this time they may take no actions. If attacked during the move to a Citadel they defend as normal but do not cause any damage.

EOWYN

Eowyn may inflict 'real' wounds on a Nazgûl, but must then move to a Citadel and remain there for d6 turns before she can be used again. During this time she may take no actions. If attacked during the move to a Citadel she defends as normal but does not cause any damage.

DENETHOR

May not leave Minas Tirith.

GALANDRIEL

May move normally if Dol Guldur is taken. But Lórien's *Intrinsic Defense* is 0 while she is not present.

CELEBORN AND THRANDUÏL

Celeborn and Thranduïl have Elven Swords.

SEIZING THE RING

Aragorn or Gandalf may put on the Ring and try to seize power. They follow the same rules as Saruman for this.

However, if they succeed in killing all the Nazgûl the game is a draw - they can never win using this option.

RING RATING

If a character takes off the Ring at the first attempt, there is no penalty.

However, for each turn after the first that it stays on, your Endurance *and* your Ring rating drop by 1.

SARUMAN

Two Player Game

Garrison:

In a 2-player game Saruman must capture and garrison the following locations:

GARRISONS

| | |
|-----------|----------------------------|
| Bree | Fords of Isen (both sides) |
| Bywater | Fornost |
| Buckland | Helms Deep |
| Dunharrow | Hobbiton |
| Edoras | Michel Delving |
| Far Downs | |

Isengard:

Isengard need not be garrisoned, but Saruman must remain there unless Sauron takes over.

Sauron:

The Sauron player may choose how to attack, and with how many of Saruman's units, but may attack targets only on the above list, and maintain garrisons on them unless he pays Shadow Points to seize direct control.

Control Costs:

2 Shadow Points to 'Take Control' of Sarumans forces for one turn.
1 Shadow Point per attack with each unit while under his control.

Three Player Game

Reinforcements:

Saruman gets extra forces as follows:

| Unit | Location |
|-----------------|----------|
| 10-6 Warg Rider | Isengard |

Dark Alliance:

Saruman and Sauron are Allied. Units from either side may move freely though each others territory. The exception being that Saruman units may not move into Mordor and Sauron may not move into Isengard.

Saurons Displeasure:

Sauron may attack Saruman at any time

Eye-Orcs:

Saruman cannot move eye-orcs.

Conversion:

Saruman may 'convert' captured leaders who have been taken to Isengard, at a rate of one per turn. Converted units are thereafter under the control of the Saruman player

INTRINSIC DEFENSES

Certain areas have an Intrinsic Defense even when there are no troops in them. This generally represents magical safeguards of one form or another, as you will see from the list. Intrinsic Defense is used only when the location is undefended. Intrinsic Defenses are destroyed by a -/100 or a -/100k result. Once destroyed, a locations Intrinsic Defense never returns.

Leaders function normally in such locations, but 'k' results are ignored by defending leaders so long as the Intrinsic Defense is intact.

| Location | Intrinsic Defense |
|--|-------------------|
| Barad-dûr | 40 |
| Isengard* | 20 |
| Lorien | 20 |
| Rivendell | 20 |
| Grey Havens | 20 |
| Morannon | 10 |
| Dol Guldur | 5 |
| Minas Tirith | 5 |
| *Isengards Intrinsic Defense is permanently negated by Ents. | |

MIGHTY CITADELS

To reflect the great strength of Minas Tirith and Barad-dûr these Citadels quadruple the defenders strength.

THRANDUÏL'S PALACE

Thranduïl's Palace counts as a Citadel (per the description in *The Hobbit*).

MOUNT DOOM

No non-Fellowship characters, including Saruman, may be placed on Mount Doom unless:

- The Ring is put on in Mordor.
- The Ringbearer is spotted in Mordor by Nazgûl or the Mouth of Sauron.

If either of the above occurs, all restrictions are removed and any unit may move to Mount Doom.

[Design Note: This prevents a highly implausible guarding of Mount Doom.]

RIVENDELL AND LINDON

There were Elves here, though they did not happen to take part in the War of the Ring.

However, on M+4 a 5-5 Elf unit appears in Rivendell, and 5-5 units also appears at Harlond and Grey Havens.

Elrond may then leave Rivendell, but if he does *its Intrinsic Defense* is 0 until he returns.

He can give Sorcery benefit to an army, although he cannot lead one.

PATHS OF THE DEAD

May only be traversed once!

GORGOROTH

No army units may finish their move in Gorgoroth unless they are in a Citadel or Udûn.

Note that this restriction only applies to armies, and that it is lifted, like the Mount Doom restriction, if the Ring is worn or spotted in Mordor.

Nurn:

Nurn is exempt from these restrictions and may be occupied as desired.

Starting Locations:

The units listed as starting anywhere in Gorgoroth are instead placed as follows:

| Unit | Hex | New Location |
|------------------|-------|--------------|
| 25-4 Orc | E0829 | Minas Morgul |
| 3 x 5-5 Olog-Hai | E1029 | Barad-dûr |

[**Design Note:** It is clear in the books that the plateau of Gorgoroth is virtually uninhabitable.]

MISTY PASSES

The 'Misty Passes Open' card opens the Misty Passes and the hex-sides marked 'Carhadras' and 'Mount Gundabad', both of which were known passes.

Only characters may move through, counting them as 'pass' hex-sides and paying all normal movement costs.

[**Design Note:** In spite of references to 'many' passes through the mountains, and the attempt to cross by the Redhorn Gate, no provision is made for this in the game.]

SAURON'S WAR

The Grip of Sauron:

Sauron must control certain numbers of Objectives at certain times after mobilization or suffer from *desertion* (as detailed below).

| Turn | Objectives |
|--|------------|
| M+0 | 6 |
| M+5 | 8 |
| M+10 | 10 |
| M+15 | 12 |
| M+20 | 14 |
| M+25 and after | 16 |
| *Turn numbers are listed as turns from Mordors Mobilization (M). | |

There are 20 Objectives, of which Sauron initially has 6.

| OBJECTIVES | |
|-------------|--------------------|
| Barad-dûr | Isengard |
| Bree | Linhir |
| Dol Amroth | Lorien |
| Dol Guldur | Minas Morgul |
| Durthang | Minas Tirith |
| Edoras | Pelargir |
| Esgaroth | Rivendell |
| Grey Havens | Thranduïl's Palace |
| Helm's Deep | Udûn |
| Hobbiton | Umbar |

Desertion:

If Sauron fails to hold the number of Objectives by the turn listed the Haradrim, Variags and Easterlings desert and return to their home provinces (Far Harad, Khand and Rhûn, respectively). The Corsairs will sail back to Umbar if they are in use. Orcs, Trolls and other such creatures are unaffected.

Units desert on the turn following that in which the Sauron player does not control the necessary number of Objectives. For example, if Sauron possesses only 9 Objectives by Turn M+10 then the forces desert at the beginning of Turn M+11.

Deserting units come under the control of the Fellowship player for movement purposes and move at maximum rate back to their country of origin. They may defend as normal but will not attack. They may not be moved through hexes containing either Sauron or Alliance units.

Regaining Deserted Units:

To get his allies back, Sauron drops one notch on the objective timeline.

For instance, assume that on M+15 Sauron has only 11 Objectives under his control. Not enough, so the allies desert. To get them back, he must have 12 Objectives by M+20, but of course he has far fewer troops to do it!

Units that have deserted come back under the Sauron players control the turn after he regains control of the necessary number of Objectives.

Automatic Victory:

If at any time Sauron holds 18 out of the 20 Objectives he wins the game with a Military Victory.

[**Design Note:** Sauron was trying to win a Military Victory. But he needed to keep winning in order to keep his allies. This rule forces him to be aggressive and not sit in Mordor.]

WESTERN MILITARY OPTION

The Western Allies can get a military victory by confining all Mordor forces to Mordor and all Saruman forces to Isengard.

MOBILIZATION

Rohan:

Rohan will always mobilize 2 turns after Saruman if it hasn't already done so.

Rohan is not mobilized by 10 or less Orcs moving through it, but may attack them using only Eomer and his troops.

Gondor:

Gondor will always mobilize 2 turns after Sauron if it hasn't already done so.

Free People:

The Free People mobilize automatically 4 turns after Sauron if not already attacked.

ELVEN PREJUDICE

Only an Elf leader, Gandalf, or Aragorn may lead forces containing Elves.

CORSAIRS OF UMBAR

The Corsairs are represented by a 50-5 infantry unit that starts play in Umbar. They can be brought into the game as an ally of Sauron only using the 'Corsairs' card.

RANGERS

This unit may absorb a 'k' result instead of a leader if desired (being destroyed in the process). It can also act as a leader with a value of 1 if there are no other leaders present.

HOBBITS

The Hobbit unit may not leave the Shire unless it has been in combat.

RETREAT

You may try to disengage from a battle, but you must roll a single die and score less than or equal to the scores shown to succeed:

| FORCE | DIE ROLL NEEDED |
|------------------------|-----------------|
| Western Allies | 4 |
| Saruman, Sauron Allies | 3 |
| Sauron | 2 |

CALVARY

Shadowfax:

Shadowfax may not enter Mordor.

Calvary Leaders:

Leaders stacked with cavalry have an MF of 7.

NAZGÛL

Fear:

Two Nazgûl plus a leader shifts the odds up one column. All 9 raise the odds by 2. This is for attack only.

Fell Beasts:

Until Mordor mobilizes, Nazgûl may not use flying beasts West of the Anduin.

Movement:

West of the Anduin Nazgûl have an MF of 7.

ROUTING

If attacked from more than hex away and you take at least 10% casualties, while only causing 5% casualties on the enemy unit your forces rout, moving your full MF away.

This movement takes place outside of the normal turn sequence and may be made even if the unit had previously used its full MF allowance during the turn.

DESIGNERS NOTES

These modifications are intended for the Army Game, which, as supplied, is hopelessly biased in favor of the Dark Lord, who only has to stack units in Mordor and wait till the Ring is found. They attempt to reflect the fact that Sauron did not know what the intentions of his enemies were. They also give the option for the Western powers to seize and use the Ring as Sauron expected them to. The variant rules also give Saruman a real chance of victory in a 3-player game. Many of the rules are just little extra bits of 'Chrome'.