

MIDDLE-EARTH™

STRATEGY BATTLE GAME



v1.3

TURN SEQUENCE

1. **Priority Phase**
Players roll off to determine who has priority.
2. **Move Phase**
Both players move models. First the player with priority moves any/all of their models, then the other player moves any/all of their models.
3. **Shoot Phase**
Both players make shooting attacks using models armed with missile weapons. First the player with priority shoots any/all of their models, then the other player shoots any/all of their models.
4. **Fight Phase**
All models from both sides engaged in hand-to-hand combat fight. The player with priority chooses the order in which to resolve fights.
5. **End Phase**
Resolve any effects that remain until the end phase and get ready for the next turn by tidying the gaming area of tokens, dice, etc.

MOVE PHASE (PG. 22)

Models move up to their move characteristic in inches (“). Models are not required to move in straight lines. Models may not move through any other models. Each model has a 360° facing.

Control Zones: Each model has a 1” control zone around their base edge. Models cannot enter enemy control zones unless they are charging. A model that starts its move stuck in an enemy control zone can forego its move, charge the enemy model, or move away from the enemy model (cannot get any closer).

Terrain: Models may move through Open Ground at full distance. Models move at ½ distance through Difficult Terrain. Impassable terrain cannot be moved through.

Obstacles: Obstacles less than ½ height of the model do not incur a move penalty. Obstacles greater than ½ height of the model require a Jump test (not taller than model) or Climb test (taller than model and can be climbed).

Jumping: Models can jump across obstacles that are ½ to full height of the model being moved. Roll a D6 and consult the Jump Table.

Leaping: Models can leap across gaps up to 2x the height of the model. Roll a D6 and consult the Leap Table.

Climbing: Models climb when increasing altitude beyond the height of the model. Roll a D6 and consult the Climb Table. Cavalry models cannot climb. There must be some way to scale the surface and models count as moving in Difficult Terrain.

Climbing using ropes, ladders or similar does not require a climb test and does not count as Difficult Terrain.

Descending: Models can descend a distance equal to model height without penalty. Descending farther than model height requires a climb test. If failed, the model suffers falling damage.

Standing Up/Lying Down: A model can stand up or lie down for ½ it’s move (but not both in the same turn). After standing, a model may charge.

PRIORITY PHASE (PG. 20)

If not stated by the scenario, in narrative play the good side always has priority on the first turn. In matched play always roll off for priority on the first turn (rerolling ties). When rolling off, each side rolls 1D6.

Regardless of the type of game, from turn two onwards, roll off for priority. In the event of a tie, priority passes to the player who didn’t have it last turn.

JUMP TABLE

D6	RESULT
1	Stumbles and Fails: Model does not cross the obstacle and ends its movement for the turn.
2-5	Success: Model successfully crosses the obstacle. Place the model on the other side of the obstacle with its base touching it. Model may move no further this move phase.
6	Effortlessly Bounds Across: The model crosses the obstacle with ease and may complete its remaining movement.

LEAP TABLE

D6	RESULT
1	Stumbles and Fails: Model falls to the bottom of the gap, suffers falling damage, and is knocked prone.
2-5	Success: Model successfully crosses the gap. Place the model on the other side of the gap with its base touching it. Model may move no further this move phase.
6	Effortlessly Bounds Across: The model crosses the gap with ease and may complete its remaining movement.

CLIMB TABLE

D6	RESULT
1	Fall: Model falls to the bottom of the surface it is climbing and is knocked prone. If the model is at ground level when failed it suffers no damage. If falling from higher than model height, the model suffers falling damage.
2-5	Continue to Climb: Model climbs until it reaches full move distance or the top. If the model reaches the top its movement ends.
6	Swift Ascent: Model climbs until it reaches full move distance or the top. If the model reaches the top it can complete its remaining movement.

Falling: A model that falls is knocked prone. If falling farther than model height, model suffers 1 strength 3 hit plus 1 additional strength 3 hit for each inch it falls beyond it’s height.

Prone: A model knocked to the ground is prone. Prone models have no control zones, are counted as ½ their height for LOS, and can only crawl 1” or stand up. A model can take a jump test to jump over a prone model. If failed when jumping an enemy model, you must immediately charge the prone enemy model.

CHARGING ENEMIES (PG. 24)

A model must have LOS to an enemy model they wish to charge. Once engaged, neither model may move any further in the move phase. Charging models move their regular move distance.

Control Zones: A model that is charging must abide by the following:

- Can only enter the control zone of the enemy model they are charging. If a model enters two enemy control zones, the controlling player decides which enemy model to engage.
- Once engaged, a model's control zone is cancelled until they are not longer engaged.
- Once a model enters a control zone, it may ignore other control zones in order to charge it's intended target.

Charging Multiple Enemies: If a model has enough move distance and it's base is large enough, it may engage multiple enemy models.

Defended Positions: A model defending an obstacle (in base contact) has it's control zone extended out to 1" beyond the obstacle. Charging models must only reach the near side of the obstacle in order to charge an enemy model defending it.

PAIRING OFF FIGHTS (PG. 26)

Fights are paired off at the end of the move phase to determine which models are engaged with each other. Models are always paired off in 1-on-1 fights when possible. If a model can join two fights, the player with priority chooses which fight to join.

If necessary, do to a game effect (e.g. magical power), the player with priority can decide how fights are paired off prior to the end of the move phase.

TO WOUND CHART (PG. 40)

		DEFENCE									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4	5	5	6	6	6/4	6/5	6/6	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

6/4, 6/5, or 6/6 means you must get a 6, followed by the second number. A "-" means the models cannot be wounded. A model losing it's last wound is removed.

SHOOT PHASE (PG. 34)

Player with priority shoots first.

1. Check LOS and range to the intended target.
2. Determine number of models or obstacles that are in the way.
3. Roll to hit.
4. Make in the way rolls.
5. Roll to wound.
6. Remove casualties.



Moving and Shooting: Can move ½ and still shoot. Models that have jumped, leaped, climbed, swam, or are prone can't shoot. Turning on the spot doesn't count as moving. Shoot values are 1 point worse when moving and shooting.

In The Way: For each model or obstruction that is in the way an in the way test must be taken and passed for the shooting to be successful. Good models may not shoot if good models are in the way. Evil models may shoot regardless of which models are in the way.

Shooting from Behind Cover/Other Models: Models in base contact with an obstacle ignores the item for in the way tests. Models in base contact with friendly models (same base size or smaller) ignores the models for in the way.

Shooting Models Engaged in Combat: Evil models can shoot into combat. Roll to hit and take in the way tests as normal (ignore models in the combat). If successful, roll 1D6. On a 1-3 the closest friendly model is hit. On a 4-6 the original model is hit.

Rolling To Hit: Must match or beat shoot value. A score of 6 always hits.

MISSILE WEAPON CHART (PG. 88)

NAME	RANGE	STRENGTH
Blowpipe	12"	2
Bow	24"	2
Crossbow	24"	4
Dwarf bow	18"	3
Dwarf longbow	24"	2
Elf or Esgaroth bow	24"	3
Great bow	24"	4
Longbow	24"	3
Orc or Short bow	18"	2
Slingshot	12"	1
Throwing Spear	8"	3
Throwing weapon	6"	3
Uruk-hai bow	18"	3

FIGHT PHASE (PG. 42)

Player with priority picks the order to resolve fights.

1. Duel roll (declare special strikes or two-handed attacks - use banners - use Might)
2. Loser backs away
3. Winner makes strikes
4. Remove casualties

Duel Roll: Each player rolls a D6 for each Attack in their profile (use highest die) and for each model in the fight, highest result wins. If tied, model with the highest fight value wins. If still tied, priority player rolls D6: 1-3 evil side wins, 4-6 good side wins.

Backing Away: Loser backs away 1" (direction determined by controlling player). Can move through enemy control zones but not into base contact. Not slowed by difficult terrain. Cannot be used to cross obstacles, jump, leap or climb. If at a ledge and has no choice, model will take a fall test.

Trapped: A model is trapped if it can't back away 1". Separate as much as possible. If an unengaged friendly model can make way, they may do so by moving up to 1" - entering enemy control zones but not base contact.

Prone Models: May never charge an enemy. If charged, fight as normal, but if they win the duel roll, they do not make strikes but may immediately stand up instead. If losing a duel roll, back away as normal but always count as trapped.

Striking: To strike, roll To Wound for each Attack (and each model if multiple combat). When striking a trapped model, roll twice for each strike (attack).

Barriers: An in the way test must be made for an attacker that strikes across a barrier. If the defender loses the duel roll and is not slain, the attacker must back away.

Doorways: A model defending a doorway counts as being behind a barrier.

Elevated Positions: Attackers must fight defender 1 at a time and take in the way tests for each strike against the defender. If the defender loses the duel roll and is not slain, the attacker must back away.

CAVALRY (PG. 56)

Cavalry cannot climb, lie down, or crawl when moving.

Difficult Terrain: Each inch of movement counts as 4" (4x). Cavalry do not gain any bonuses related to charging when in difficult terrain.

Jumping or Leaping: If a cavalry model fails a jump or leap test, roll an additional D1. On a 1, the rider is thrown as if rolling a 1 on the thrown rider table.

Separated Mounts: When riderless, mount must take a courage test. If failed, the mount flees and is removed from play. If passed, mount remains as a separate model (no rider). If the mounts Attacks or Courage characteristic is 0, it will automatically flee when riderless. If a cavalry model is ever knocked prone, the rider immediately suffers the Knocked Flying result on the thrown rider table.

Remounting: Separated riders cannot remount a mount for the rest of the game.

Shooting at Cavalry: For each hit, roll 1D6. On a 1-3 the mount is hit, 4-6 the rider is hit. If the mount is slain, the rider must take a thrown rider test.

Dismounting: A cavalry model can dismount at any point during their move.

Fights: Fights as 1 model, using highest Fight Strength or Attacks characteristics.

Cavalry Charging Infantry: +1 attack for duels and strikes. If a cavalry model wins a fight, defenders less than strength 6 are knocked to the ground (prone after backing away) and count as being trapped.

Strikes Against Cavalry: Can attack rider and/or mount. If mount is slain, rider must take a thrown rider test. If rider slain, mount counts as being separated.

IN THE WAY CHART

OBSTRUCTION	SCORE TO PASS
Purpose built fortifications, large rocky outcrops, windows and doorways	5+
Walls, rocks, tree trunks, sturdy fence, intervening models and elevated positions (Combat only)	4+
Flimsy fences, bushes, crops and long grass	3+

COURAGE (PG. 52)

To take a courage test, roll 2D6 and add the models courage value. If the total is 10+, the test is passed - otherwise the test is failed.

Multiple Courage Tests: If a courage test for a specific rule/ability is passed once, subsequent tests for the same special rule/ability are passed automatically for the rest of the turn (unless otherwise stated).

THROWN RIDER TABLE

D6	RESULT
1	Knocked Flying: Rider suffers 1 strength 3 hit. If not slain, model is prone.
2-5	Rises from the Dust: Rider cannot do anything for the rest of the turn.
6	Leaps into Action: Rider suffers no penalty.

MONSTERS (PG. 76)

Monsters are not effected by the knocked to the ground rule from cavalry. Cavalry fighting monsters with the infantry keyword will still get an extra attack. A monster with a rider also counts as a cavalry model.

Brutal Power Attacks: A monster that strikes in a fight can opt to use a brutal power attack (once per turn) or strike normally. A brutal power attack does not count as making strikes for special rule/heroic action purposes (unless otherwise stated). Monster models that are supporting cannot make brutal power attacks.

- **Rend:** Select 1 model in the fight (all attacks must target the model). Compare the monster's strength against targets strength instead of defence.
- **Hurl:** Select 1 model in base contact with lower strength. Roll a D3 and add difference in strength - this is the distance. Direction is line draw between center of monster/target bases. Move model distance along line, ending prone. Stop if encountering obstacle or model with strength 6+. All models passed through suffer 1 strength 3 hit (cavalry suffer a hit on both rider/mount). If passed through model is engaged, all models < strength 5 in fight are knocked prone and suffer strength 3 hit. Hurlled model suffers a strength 3 hit for each passed through model and 1 strength 6 hit at end of move. If hitting a model that stops it, hit model also suffers strength 6 hit.
- **Barge:** All enemy models must back away 3" (direction chosen by player controlling the monster). If can't back away full 3", model becomes prone. After done, monster can move D6" in any direction (can charge again). Cannot use Barge if same turn that monster participates in a Heroic Combat.



HEROES (PG. 64)

Might: Might points are used to modify dice rolls or perform heroic actions.

- **Altering Dice Rolls:** For each point of Might spent, adjust a die roll up or down by 1. Player does not have to decide until after rolling dice. Die results can never be adjusted above 6 or below 1. If two heroes are fighting, priority player decides first if they will use Might, then their opponent. This can alternate back and forth. Heroes can only use Might to modify their own die rolls. Might can be used for taking tests, duel rolls, shooting, rolling to wound, courage, using will and using fate.
- **Heroic Actions:** Hero may attempt 1 heroic action at start of move, shooting or fight phase. 1 Might point is expended to attempt a heroic action. If both players wish to use a heroic action at the same time, first the non-priority player must decide. After declaring, priority player rolls D6. On 1-3, evil player performs action first, 4-6 good player starts. Players alternate until all actions are complete.

Will: Expel a point of will to cast or resist a magical power or pass a courage test.

- **Cast a Magical Power:** Expel 1 or more points to roll that many dice in the attempt to cast the magical power. Must declare number of points being spent before rolling dice for cast.
- **Resist a Magical Power:** Expel points to resist a magical power (page 95).
- **Pass a Courage Test:** Expel points to adjust the score of a failed courage test. Each point increases courage by 1. Can expend will and might to adjust result.

Fate: Expel a point of fate to prevent a wound on a D6 roll of 4, 5 or 6. Points must be used one at a time. A single point of fate and successful result cancels weapons that inflict multiple wounds or slay models outright.

WAR BEASTS (PG. 80)

Cannot use brutal power attacks unless otherwise stated.

Move: Cannot cross obstacles >2" high. Cannot jump, leap, climb, or swim. Move at ½ rate through difficult terrain.

Crew: Can move around howdah as open ground (up/down levels). Cannot lie down. If knocked prone must stand up ASAP. If they do not move in howdah, do not count as moving regardless of how far the war beast moves.

Commander: Heroic actions also affect war beast. If commander slain, another model in howdah can become driver. Models driving war beast cannot shoot.

Trample: Pivot war beast around center, moving any models in the way (do not count as trampled). Move forward in straight line ignoring enemy control zones. Any model being touched suffers hits (hits rider and mount for cavalry). If contacted model is slain, continue movement. If not, stop movement and fight in the fight phase (does not count as charging). May trample friendly models. If another war beast is contacted, or fortification with defence 9+, both take 3 strength 9 hits. If engaged before move, war beast cannot move.

Shooting: Howdah only counts as in the way when shooting at models in the howdah. Models in howdah are targeted separately from war beast.

Combat: If ending trample in combat and winning, all enemy models in fight with same or lower strength are knocked prone. War beast cannot be knocked prone and never backs away (enemy models must back away - or smaller war beast).

Damage: If wounded, check for stampede. If slain, models riding suffer fall.

Stampede: Take a courage test (use controlling model courage, or war best if no model controlling it). Must test if no crew remaining at start of move. If passed ok. If failed, opponent moves this turn and models in howdah cannot shoot.

	ACTION	DESCRIPTION
ALL HEROES	Heroic Move (Move Phase)	Allows hero to move before other models (regardless of priority). If the model is charged before it can take it's move, the action is cancelled and the Might point spent is lost. With Me: Declare before moving (mark starting point). All friendly models within 6" can also move, but must end move within 6" of hero. Models that do not move cannot move during the move phase.
	Heroic Shoot (Shoot Phase)	Allows hero to shoot before other models (regardless of priority). Cannot be used in the hero is engaged in combat. Loose!: Declare Loose! Before shooting. All friendly models within 6" may also shoot. Hero does not have to have a missile weapon in order to declare Loose!. Models within range that do not shoot cannot shoot during the shooting phase.
	Heroic Combat (Fight Phase)	Allows hero to resolve fight first. If all enemies are slain, hero and all friendlies engaged in same combat can move again before proceeding to the Fight phase. Hero can only benefit from one heroic fight per turn.
AS SPECIFIED IN HEROES PROFILE	Heroic Resolve (Move Phase)	Hero and all friendly models within 6" gain 1 dice to any Resist tests they take for remainder of turn. Hero cannot move this turn.
	Heroic March (Move Phase)	Hero adds 3" to move if infantry or 5" to move if cavalry or flying. Hero may not charge in this move phase. If the hero is charged before they can move the action is cancelled and the point of Might is lost. At the Double!: Declare before moving (mark starting point). All friendly models within 6" can also move (adding same based on type), but must end move within 6" of hero. Models may not charge as part of this move. Models in range that do not move cannot move during the move phase.
	Heroic Channeling (Move Phase)	Hero uses the channelled versions of any magical powers cast this turn.
	Heroic Accuracy (Shoot Phase)	Hero re-rolls failed in the way rolls for shooting. Hero cannot be engaged in combat. Hero can declare even if not armed with a missile weapon. Take Aim!: Friendly models within 6" may re-roll failed in the way rolls when shooting in the shoot phase.
	Heroic Strike (Fight Phase)	Hero adds D6 to Fight value for fight phase. Roll at start of duel. Cannot increase fight above 10.
	Heroic Defence (Fight Phase)	Hero will only suffer a wound on a natural 6 in the fight phase. Does not affect mount. If 6/X needed, both rolls must be a natural 6.
	Heroic Strength (Fight Phase)	Hero adds D3 to their strength characteristic for duration of fight phase. Cannot increase strength above 10.
	Heroic Challenge (Fight Phase)	Hero can declare if in base contact with hero of same tier or higher. If accepted, all other models are excluded from the duel roll. From this point on, both heroes must charge each other if able to do so until one is slain. If opponent is slain, hero gains D3 Might points (can take them above starting number). If declined, enemy hero cannot effect friendly models with own actions until declaring hero is slain.

MAGICAL POWERS (PG. 92)

Magic user can use Will points to cast 1 magical power per turn during their move phase (can be done even if charging). If engaged in fight can't use magic powers.

Targets: Model, models in area, or no specific model (targets described in power). Models engaged in close combat can be targeted (unless otherwise stated). If targeting cavalry, must choose rider or mount before rolling to cast. Caster must have range and LOS to a target for powers that target a specific model.

Casting: Must roll equal to or greater than casting roll specified by spell. Roll number of D6 equal to Will points spent to cast spell (decide before rolling).

Resisting: Targets with Will points remaining can resist magic powers (resist test). Roll 1D6 for each Will point spent (choose before rolling). If result is equal to or greater than the casting roll result, then effect is cancelled. If any result is natural 6, model regains 1 Will point (unless model is Resistant to Magic, has Fortify Spirit or uses Heroic Resolve). Models not directly targeted by the power cannot resist, nor can powers that do not affect enemy models be resisted. If multiple targets are targeted by a power, only one model can resist. If successful then no models are affected, if failed all models in range are affected.

Duration: If caster is slain or leaves the table, power is automatically cancelled. Instant power take effect right away. Temporary powers stay in play until the end phase of the turn in which they are cast. Exhaustion powers remain in play until the caster reaches 0 Will points.

MAGICAL POWER LIST (PG. 96)

AURA OF COMMAND (Exhaustion): Targets caster. Caster and friendly models in 6" automatically pass courage tests. *Channeled:* Range increased 12".

AURA OF DISMAY (Exhaustion): Targets caster. Caster and friendly models in 6" cause terror. *Channeled:* Range increased 12".

BANISHMENT (Instant): Targets enemy Spirit model in range. Target suffers 1 automatic wound. If cavalry, caster must choose if rider or mount. *Channeled:* Target suffers D3 wounds.

BLACK DART (Instant): Targets enemy model in range. Target suffers 1 automatic strength 9 hit. If cavalry, caster must choose if rider or mount. *Channeled:* If target is wounded, target suffers D3 wounds instead of 1.

BLADEWRATH (Temporary): Targets friendly model in range. In fight, strikes are resolved at unmodified strength 6. *Channeled:* Strikes resolved at strength 10.

BLESSING OF THE VALAR (Instant): Targets friendly model in range. Recover 1 fate point (can be beyond starting number). If cavalry, caster must choose if rider or mount. *Channeled:* Target recovers D3 fate points.

BLINDING LIGHT (Temporary): Targets caster. Shooting against caster and friendly models within 6" require a 6 to hit. Area 12" around caster is illuminated (as if in daylight). *Channeled:* Duration becomes exhaustion.

CALL WINDS (Instant): Targets enemy model in range. Target blown D6" directly away from caster in straight line. Will stop 1" from obstructions encountered. Target is knocked prone. If target is in fight, all other models knocked prone. *Channeled:* Target blown 2D6".

CHILL SOUL (Instant): Targets enemy model in range. Target suffers 1 automatic wound. If cavalry, caster must choose if rider or mount is affected. Can target model engaged in fight. *Channeled:* Range is increased by 6".

COLLAPSE ROCKS (Instant): Target enemy model in range. Target must be in within terrain that has rocks, stones, or similar. Target suffers 1 strength 5 hit. *Channeled:* All models within 2" of target also suffer 1 strength 5 hit.

COMMAND/COMPEL (Temporary): Target enemy model in range. Move target up to ½ of it's maximum move (even if already moved). Cannot make model jump, leap, climb, dismount, or lie down. Can move model into difficult terrain or charge (no terror test required). Can make unengaged model drop object or put on the One Ring. After move, model may move no further for any reason. Target suffers effect of Immobilize/Transfix magical power. *Channeled:* ½ fight and attacks. Model can't strike if winning a duel.

CURSE (Instant): Target enemy model in range. Target loses 1 fate point. If cavalry, caster must choose if rider or mount. *Channeled:* Lose all remaining fate points.

DRAIN COURAGE (Instant): Target enemy model in range. Target reduces courage by 1 for rest of game. Power can stack (cannot reduce below 1). If cavalry, caster must choose if rider or mount. *Channeled:* Reduce courage by D3.

ENCHANTED BLADES (Temporary): Target friendly model in range. In fight phase, re-roll all failed To Wound rolls. *Channeled:* Add 1 to all To Wound rolls.

ENRAGE BEAST (Temporary): Target friendly model in range. Can be used against Bat (unridden), Warg, or Spider model within range. Target's fight, attacks, and courage are increased by 2. During end phase target suffers 1 strength 10 hit. *Channeled:* Increase fight, attack, and courage by 3.

FLAMEBURST (Instant): Target enemy model in range. Target suffers 1 strength 6 hit. *Channeled:* Target instead suffers effects of Set Ablaze special rule (pg. 106).

FORTIFY SPIRIT (Exhaustion): Target friendly model in range. Target rolls +2 dice for resist tests. Extra dice don't reduce Will points. Can be used even if no Will points remaining or being used. *Channeled:* Add 1 to highest die result for resist test.

FURY (X) (Exhaustion): Targets all friendly models within 6" as denoted in braces. If multiple keywords listed, models must have all. Targets automatically pass all courage tests. If cavalry, will only affect listed keyword(s) model. *Channeled:* If friendly model in range suffers wound, roll D6. On a 6, target ignores wound (as if spending fate). Can be rolled before using fate and can use might points.

IMMOBILIZE/TRANSFIX (Temporary): Target enemy model in range. Target may not move (except to back away), shoot, cast magical powers, declare heroic actions, call stand fast, use active abilities, or strike if winning a duel. *Channeled:* Target halves fight and attacks (round up).

INSTILL FEAR (Instant): Targets all enemy models in range. Targets take courage test. If failed, must move max rate directly away from caster. After moving, models may move no further that turn. Models will stop before obstructions, other models, or table edge. *Channeled:* Courage test taken on 3D6, discard highest result.

NATURE'S WRATH (Instant): Targets all enemy models in range. Targets within 6" are knocked prone. Cavalry suffer knocked flying result from thrown rider table. *Channeled:* All models suffer strength 2 hit after being knocked prone.

PANIC STEED (Instant): Target enemy cavalry model in range. Rider is thrown and mount instantly flees. Remove mount and test on thrown rider table for rider. *Channeled:* Also targets all enemy cavalry models within 3" of target.

PARALYZE (Instant): Target enemy model in range. Target is knocked prone and can do nothing (including active special rules) until it recovers. Target makes no duel rolls (automatic loss) unless other friendly models engaged in fight. In end phase, roll D6 for each paralyzed model. On a 6 they recover. For each friendly model in base contact that have not acted this turn, roll an additional D6. *Channeled:* At end of turn, if still paralyzed, suffer 1 strength 5 hit.

PROTECTION OF THE VALAR (Temporary): Target caster or friendly model within 3". Target cannot be targeted by magical powers or special rules. *Channeled:* Affects all friendly models within 3".

REFRESHING SONG (Instant): Target friendly model in range. Target recovers 1 wound, might, fate, and will point spent/lost in battle. Target also recovers from effects of any magical power they wish. *Channeled:* Target recovers all lost wounds in addition to other effects.

RENEW (Instant): Target friendly model in range. Target regains lost wound. If cavalry, caster must choose if rider or mount. *Channeled:* Regain D3 lost wounds.

SAP WILL (Instant): Target enemy model in range. Target loses D3 will points. If cavalry, caster must choose if rider or mount. *Channeled:* Lose D6 will points.

SHATTER (Instant): Target enemy model in range. Immediately destroy 1 piece of wargear and destroy it. Cannot be used for rest of game and all associated special rules/abilities are lost. If model has no other weapons, will be considered unarmed. *Channeled:* Additionally target suffers 1 strength 6 hit.

SHROUD OF SHADOWS (Temporary): Target friendly model in range. Target is invisible until end phase. Cannot be targeted by magical powers, special rules, or shooting. Model has no control zone and enemy models can move through this model (move model if enemy stops and is overlapping). Enemy models charging must pass a courage test (must take the test even if they would automatically pass) at a -1 for each inch they are away from model. *Channeled:* Models in a fight with target half their fight value.

SORCEROUS BLAST (Instant): Target enemy model in range. Target blasted D6" directly away from caster and is knocked prone. If hits another model strength 5 or less, both models knocked prone. All models in fight with models knocked prone are also knocked prone. Target suffers 1 strength 5 hit, other models knocked prone suffer 1 strength 3 hit. Cavalry suffer knocked flying result from thrown rider table. If contacting model or terrain strength 6 or higher, only target knocked prone. Contacted model or terrain suffers 1 strength 3 hit. *Channeled:* Target instead suffers 1 strength 6 hit and other models suffer strength 4 hit.

STRENGTHEN WILL (Instant): Target friendly hero model in range. Target gains 1 will point (can go beyond starting number). If cavalry, caster must choose if rider or mount. *Channeled:* Target gains D3 will points.

TERRIFYING AURA (Exhaustion): Target caster. Target causes terror. *Channeled:* Models charging target must take courage test on 3D6, discarding highest result.

TREMOR (Instant): Target enemy model in range and models falling under line. Draw 1mm wide line,, D6" long, extending from target in direction away from caster. All models touched are knocked prone and suffer 1 strength 6 hit. If target(s) are in fight, all models in fight are targeted. Cavalry suffer knocked flying result from thrown rider table. *Channeled:* Line instead extends 2D6".

WITHER (Instant): Target enemy model in range. Target's strength reduced by 1 (minimum 1) for rest of game. If cavalry, caster must choose if rider or mount. *Channeled:* Instead reduce strength by D3.

WRATH OF BRUINEN (Instant): Target all enemy models within 6" of caster. Targets are knocked prone. Cavalry suffer knocked flying result from thrown rider table. All targets suffer 1 strength 2 hit, or 1 strength 8 hit if in water terrain. *Channeled:* Instead suffer 1 strength 3 hit, or 1 strength 9 hit if in water terrain.

YOUR STAFF IS BROKEN (Instant): Target enemy model in range with staff. Target's staff is immediately destroyed. All special rules and abilities associated to the staff are lost. *Channeled:* Additionally, target suffers 1 strength 7 hit.

CLOSE COMBAT WEAPONS (PG. 83)

Models with multiple close combat weapons must declare which one is being used before a fight (duel roll - unless otherwise stated).

Single-Handed Weapons: Default weapon type if not stated otherwise. All normal rules for fighting close combat apply.

Hand-and-a-Half Weapons: Can be used as either a single-handed weapon or double-handed weapon. Controller player must choose before fight (duel roll).

Two-Handed Weapons: May not use a shield at the same time. Model suffers a -1 penalty to duel rolls but adds 1 to it To Wound rolls when striking.

Unarmed: Models suffer -1 to both duel and To Wound rolls.

MISSILE WEAPONS (PG. 88)

Models with multiple missile weapons must declare which one is being used before shooting (unless otherwise stated).

Bows: Can move up to ½ and still shoot.

Crossbows: Cannot shoot if moved.

Throwing Weapons/Spears: Can shoot even if moving full rate. Can be used when charging into combat, stop 1" away to resolve shooting immediately. Don't suffer a -1 penalty when throwing while moving into combat. If model is slain, can complete move, charge a new model, etc. If not slain, move to base contact.

Blowpipe: Can move up to ½ and still shoot. Counts as poisoned weapon.

Slingshot: Can shoot 2 times if not moved or 1 time if moving up to half. Cannot shoot if moved more than half.

ARMOUR (PG. 91)

Defence bonus is included in profile unless listed as an option.

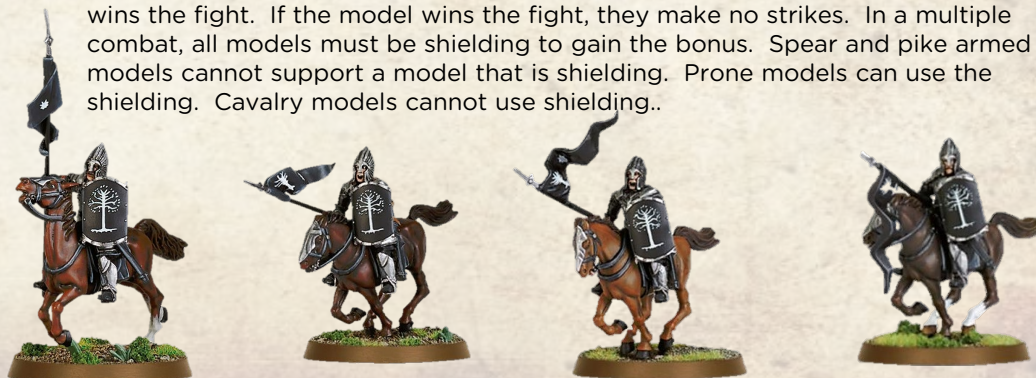
Armour: Add 1 to defence value.

Heavy Armour/Dwarf Armour: Add 2 to defence value, unless already wearing armour, in which case only add 1.

Heavy Dwarf Armour: Add 3 to defence value, unless already wearing around (add 2) or heavy/Dwarf armour (add 1).

Shields: Increases the Defence of the bearer by 1. The following rules apply:

- **Cumbersome** - Defence bonus does not apply if the model is carrying a hand-and-a-half or two-handed weapon. Additionally, models using bows, crossbows or pikes do not gain the defence bonus.
- **Shielding** - Prior to a duel roll, model using the shield may declare they are shielding. The model will double their attacks when making a duel roll to see who wins the fight. If the model wins the fight, they make no strikes. In a multiple combat, all models must be shielding to gain the bonus. Spear and pike armed models cannot support a model that is shielding. Prone models can use the shielding. Cavalry models cannot use shielding..



EQUIPMENT (PG. 89)

Banners: Provides single re-roll to friendly models in a fight and within 3". Can re-roll for each duel roll. Re-roll can be made after opponent rolls, but must be done before spending Might points. Models cannot benefit if the banner bearer is prone. Model carrying banner suffers -1 on duel rolls. A warrior model carrying a banner that is slain may pass it to a friendly model in base contact that is not in a fight.

Elven Cloaks: Gain the Stalk Unseen special rule (pg. 106).

War Drum (X): Declare sounding the advance at start of move phase. All models with keyword (in braces) and in 12" add 3" to their move if infantry or 5" if cavalry (or flying). Models affected may not charge this turn.

War Horns: If you have 1+ war horns on the table, all friendly models are +1 courage.

SPECIAL WEAPONS (PG. 84)

Spears: Infantry model with spear can assist friendly model of same base size or smaller in a fight. If in base contact with friendly model during fight, adds single attack (models own fight value and strength). Assisting models are not part of the fight (cannot be targeted by strikes), benefit from heroic combat, be knocked prone by charging cavalry, or by the assisted model being knocked prone from combat. Can benefit from a friendly banner. Counts has regular hand weapon when used directly (no special strikes). If the model shoots it cannot assist. A model can gain support from only one spear armed model at a time. Hero's can use Might points to adjust duel rolls when supporting and rolling To Wound, but can't declare heroic actions when supporting.

War Spears: Follows the rules for spears for infantry and lances for cavalry.

Pikes: Requires 2 hands. Use same rules as spears but can support a friendly model by being in base contact with another pike armed friendly model that is also supporting (2 supports). If armed with pike and shield, bow or crossbow, model suffers a -1 penalty on duel rolls. When backing away, only 1 model can move (not both) which may trap models.

Elven Made: Good model wins drawn combat on 3-6., evil on 1-4. If both sides using elven-made weapon, neither side gets advantage.

Master-Forged: Do not suffer -1 penalty for using a two-handed weapon.

Lance: Cavalry add 1 to their To Wound rolls in turn they charged (both rolls if 6/X is needed). Bonus is cancelled if within difficult terrain. Dismounted models revert to using another close combat weapon.

Staff of Power: Counts as hand-and-a-half weapon. Gain Stun special strike. Can expend 1 Will point each turn for free.

Whip: Counts as a throwing weapon with range of 2" and strength of 1.

CAVALRY STEEDS (PG. 61)

DESCRIPTION	MV	F	S	D	A	W	C
Horse	10"	3/6+	3	4	0	1	3
Armoured Horse	10"	3/6+	3	5	0	1	3
War Camel*	10"	0	4	4	0	1	2
Pony**	8"	2/6+	2	3	0	1	2
Warg/Fell Warg	10"	3/6+	4	4	1	1	2

SPECIAL STRIKES (PG. 87)

Declare special strike before making a duel roll.

Bash: If model wins duel, can bash single opponent instead of striking. Both sides roll D6 and add strength (bashing player adds 1 to result). If basher's result is equal to or greater than opponent then opponent model is knocked prone.

Feint or Stab: Can feint if Fight value is equal to or greater than opponent (including supporting models). Feinting model reduces Fight by D3, but rerolls 1's when striking. Can stab if Fight value is lower than opponent (including supporting models). If model wins duel, can reroll 1's when striking. If duel is lost, model suffers 1 strength 2 hit after fight is resolved.

Piercing Strike: If model wins fight, increase strength by 1 when striking. If model loses fight, reduce defence by D3.

Stun: If model wins fight, can stun instead of striking. Roll a D6 after winning fight, on a 5+ (6 if fighting a monster), opponents model is reduced to fight and attack value 1, and a shoot value of 6+ until the end of the following turn.

Whirl: Model reduces their fight value to 1 (after all modifiers). If model wins fight, they can strike every enemy model engaged in the fight.

THE ONE RING (PG. 90)

Wearing the Ring: Model can put on at any point during their move Phase. If mounted, steed will bolt and model must take a thrown rider test.

Invisible: Model cannot be targeted by shooting or magical powers. Model has no control zone and enemy models can move through this model (move model if enemy stops and is overlapping). Enemy models charging must pass a courage test (must take the test even if they would automatically pass) at a -1 for each inch they are away from model. Models in a fight with the ringbearer half their fight value. These rules do not apply to Sauron or Ringwraiths.

Removing the Ring: Model must pass a courage test to remove ring during their move phase (whichever side has control of the ringbearers movement). If failed, can't remove ring this turn. Can't put on/take off in same turn.

Sauron's Will: If the ring is worn at the start of their move phase, ringbearer must pass a courage test to overcome Sauron's will. Can use Might to modify result. On 3+ controlling player moves ringbearer normally. On a 1-2 the opposing player moves the ringbearer (all actions taken by controlling player) - ignoring terror tests when charging foes. Additionally (on 1-2 result), model cannot perform heroic actions, cannot pick up/put down items, or perform an action that would directly harm the model (or move off table).

My Precious: If ringbearer is still invisible at game end they count as a casualty.

* **Impaler (Active):** Whenever a war camel charges into combat, it will inflict 1 strength 4 hit upon one model it has charged (Cavalry models suffer the hits on both the mount and rider). If after these hits the Raider is unengaged and has movement remaining, the Raider may complete its move in any way the controlling player wishes; stopping straight away, charging another target or anything in between.

** If a model riding a Pony wishes to Charge, the model must make a Courage test. If the test is failed, the model may not Charge but may move as normal. Note the model must always take the Courage test even if they would normally automatically pass it. A model riding a Pony doesn't get the Extra Attack or Knock to the Ground bonuses when Charging.