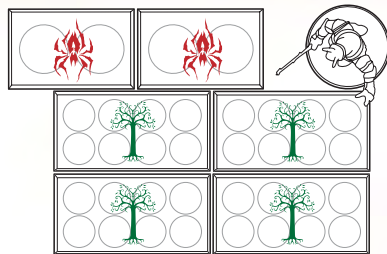


In each fight monsters strike first, then cavalry and then infantry. Warriors of the same type always strike simultaneously.



Weapon Bonus Table

Most weapons are considered to be hand weapons, and have no additional effect. The following have special rules.

Weapon Bonus

Weapon	Bonus
Two-handed	+1 To Hit in close combat. -1 Fight value to bearer.
Pikes	+1 Fight value to bearer. Neither side receives charge bonuses.
Lances	+1 To Hit in close combat when the unit is charging.
Glaives	+1 Fight value for bearer.
Shields	+2 Defence (shown in brackets on the model's profile) against attacks from the unit's front.

Panic Table

Units that are defeated in close combat must roll on this table.

D6 Score Result

- 1 Onset of Dismay. The formation must take a Courage test. If passed the unit is disordered. If failed the unit suffers 1 hit for each point the test was failed by. If the formation is below 50% of its started strength and fails the Courage test it is destroyed.
- 2-5 Disordered. The formation must take a Courage test. If passed the unit is disordered. If failed the unit suffers 1 hit for each point the test was failed by.
- 6 Steadfast. The warriors hold firm. No ill effects.

Monsters

- 1) Monsters are harder to kill than infantry or cavalry models. When you cause a number of hits equal to the monster's Resilience, roll on the Hard to Kill! table.
- 2) Remember that you shoot and fight with one unit at a time – so resolve the effect of each formation's hits against the monster before moving on to the next formation – spare hits are not carried across from one formation or phase to another.

Hard to Kill! Table

(roll a D6 each time the monster suffers a number of hits equal to its Resilience)
Each wound inflicted gives a +1 bonus to future rolls on the table.

D6 Score Result

1	No effect. The blow hits home, but the monster is not seriously harmed.
2-3	Flesh Wound. The monster gains a wound counter (use a coin or counter).
4-5	Debilitating Strike. The monster gains two wound counters.
6	Death Blow. The monster is slain, remove it from play.

THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING™

Quickstart Rules

Important: The rules below will give you a head start in playing games of War of The Ring, but do not cover the more unusual or complicated situations.

Playing the Game

To play War of The Ring, you'll need the following:

- A handful of D6 (six-sided dice).
- A tape measure marked out in inches.
- Some The Lord of The Rings miniatures.
- A playing area of at least 2' by 2'.
- An opponent!

Forging Your Army

- 1) Each side has one or more formations, which in turn consist of between 1 and 9 companies of the same type.
- 2) Most companies consist of a number of models arranged on a movement tray.
 - An infantry company consists of 8 models on a movement tray at least 110mm wide and 60mm deep.
 - A cavalry company consists of 2 models on a movement tray at least 90mm wide and 50mm deep.
 - Monsters are not placed on movement trays.

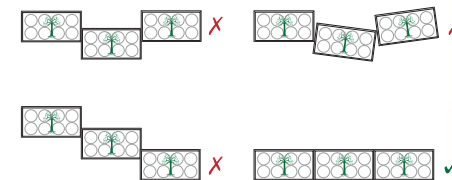


A cavalry company



A monster

Companies must be arranged corner-to-corner to make a straight line.



An infantry company

General Rules

- 1) You can measure at any time in the game. When measuring distances between two companies, use the closest points of their movement trays as your reference points.
- 2) When taking a Courage test, roll two dice and add the highest Courage in the formation. If the total is 10 or more, the test is passed.

Removing Casualties

- 1) It takes one hit for each point of Resilience on the target's profile to cause a casualty.
- 2) When working out casualties in formations, always take whole models off. So, if five hits were caused against a formation with Resilience 2, you would remove two models – the remaining hit would have no effect.

Turn Sequence

Each turn proceeds through a sequence of phases: Priority, Move, Shoot, Charge, Fight and End.

Priority Phase

- 1) In the Priority phase, both sides roll a dice to determine which side has priority that turn. Whoever scores the highest chooses which side has priority for that turn.

Move Phase

- 1) The player with priority moves his formations one at a time, after which the other player moves his own formations.
- 2) Formations move one company at a time. Pick up one company and move it in any direction, ensuring that no part of the company has travelled further than its Move value.
- 3) A formation that is disordered from a previous turn must pass a Courage test at the start of its move. If the test is passed, it can move, shoot and charge normally, otherwise it may take no actions other than to fall back.
 - Formations that are falling back move a distance equal to their fall back move (see charge/fall back table opposite) directly towards the nearest board edge, and are destroyed if they come into contact with a terrain feature, impassable terrain, enemy formation or board edge.

Shoot Phase

- 1) The player with priority shoots with each of his formations in turn, after which the opposing player shoots with his own formations.
- 2) If a company's target is in arc of sight and can be seen, the company may shoot, contributing their Attacks value worth of dice to the shot.
- 3) Compare the weapon's Strength with the target's Defence (see table opposite). The number shown is the minimum score needed To Hit on with each dice.
- 4) Every formation has a Resilience score, this is the number of hits required to cause a casualty. Calculate hits and remove any casualties suffered.
- 5) If a company is killed off by shooting, the entire formation is driven back. Roll a D6 and halve the score (rounding up) to see how far it is forced back.

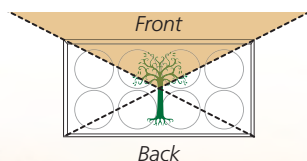
Missile Weapon Table

Note that while bows can be fired in the same turn as the bearer moves no more than half of their move allowance, companies with crossbows must remain stationary if they wish to fire.

Weapon	Range	Strength
Shortbow	18"	2
Bow	24"	2
Longbow	36"	2
Crossbow	24"	4

Arc of Sight

The diagram to the right shows what the company can see. Remember that a company can only shoot or charge an enemy that is within its arc of sight.



Consult this chart, and cross-reference the weapon's Strength (for shooting) or the Strength of the attacker (in close combat) with the target's Defence. The number shown is the minimum score needed To Hit on with each dice.



		Defence									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
	3	3	4	4	5	5	6	6	6/4	6/4	6/5
	4	3	3	4	4	5	5	6	6	6/4	6/4
	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

Charge Phase

- 1) The player with priority charges with his formations in turn, after which the opposing player charges with his own formations.
- 2) A formation may charge an enemy that at least one company in the formation can see (see the Shoot phase for details). A formation may not charge if it is disordered, or if it made a shooting attack in the preceding Shoot phase.
- 3) Roll a D6 to determine the formation's charge value (see table charge/fall back table).
 - If a 6 is rolled, the formation has made an unstoppable charge and will receive bonus dice in the Fight phase.
 - If a 1 is rolled, the charge has failed entirely – the formation does not charge at all this turn.
- 4) Move the unit up to its charge distance, without passing through companies from other formations, into base contact with the target. If the enemy formation is too far away, your formation does not move at all.

Charge/Fall Back Table

Troop Type	Charge/Fall Back Value
Infantry	D6+2"
Monster	D6+4"
Cavalry	D6+6"

Fight Phase

- 1) The player with priority chooses the order in which to resolve the fights. Every formation in base contact with an enemy formation will fight.
- 2) In each fight monsters strike first, then cavalry and then infantry. Warriors of the same type always strike simultaneously.
- 3) Remove any casualties that are suffered.
- 4) Companies that are in base contact with the enemy strike blows equal to their full Attacks value, -1 for each casualty the company has suffered.
- 5) Once all companies have fought, separate the opposing sides by 1".
- 6) The side that has scored the most casualties has won the fight. Each formation on the losing side must now roll on the Panic table.