

Quick Reference Sheet

Moving/Charging

Movement Penalties

The Enemy Are Upon Us!

(enemy within 6" at start of move) Move halved.

Difficult Terrain Move halved while in terrain.

Charge/Fall Back Moves

A formation may not charge after shooting.

Troop Type	Charge/Fall Back Value
Infantry	D6+2"
Monster	D6+4"
Cavalry	D6+6"
Flying monster	D6+8"

A roll of 1 when charging means the charge has stalled.
A roll of 6 when charging means an unstoppable charge.



Defensible Feature Summary

	Bonus	Who can occupy?
Walled field	+1	All
Forest	+2	All
Timber building	+2	Monsters, Infantry
Stone building	+3	Monsters, Infantry

Armour Bonuses

Shield (infantry)	+2 Defence to the front.
Shield (cavalry)	+1 Defence to the front.
Shield (monsters)	Included in profile.
Enchanted Cloaks	Cannot be shot from over 12".

Command Company

Hero Hero's company uses his Fight value.
Hero's formation uses his Courage value.
Hero's formation can use his Might.

Banner Bearer Re-roll charge move/Panic test.

Army Banner Re-roll charge move/Panic test.
Heroic Advance (Heroic Charge for all formations with a banner within 12").

Drummer/Hornblower +1 to Move value.

Taskmaster +1 to Courage value.

Shooting

A formation may not shoot if it moved more than half.

Calculate Number of Dice

- Shooting Directly = number of Attacks
- Accuracy Bonus = see below
- Supporting Fire = 1 dice each

Accuracy Bonus

Shoot Value	Accuracy Bonus
6	-1
5	0
4	1
3	2
2	3
1	4

Missile Weapon Characteristics

Weapon	Range	Strength	
Shortbow	18"	2	
Bow	24"	2	
Longbow	36"	2	
Blowpipe	12"	2	
Crossbow	24"	4	May not move and fire.
Throwing	6"	user	Half Attacks, may charge.

-1 Strength at long range (over half).

Drive Back

D3" per company destroyed.

To Hit Chart

		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



Combat

Calculate Number of Dice

- a. Fighting directly = number of Attacks
- b. Combat modifiers = see below
- c. Supporting attacks = 1 dice each

Combat Modifiers

Condition	Bonus
Charging (infantry and monsters)	+1 dice
Cavalry charge (Cavalry and Flying Monsters)	+6 dice/+2 vs cavalry
Battle skill	+1 dice per point of Fight greater than enemy
Unstoppable charge	+D3 dice
Attacked in the flank	-3 dice (minimum 1 dice)
Attacked in the rear	-5 dice (minimum 1 dice)
Disordered	1 dice

Weapon Bonuses

Lances (cavalry)	+1 to dice result when charging.
Two-handed weapons (infantry and monsters)	+1 to dice result, -1 to Fight value.
Two-handed weapons (cavalry)	+1 to dice result when charging.
Pikes	+1 Fight value, no charge bonus. If pikes are fighting to the front, then enemies get no charge bonus.

Panic

Roll	Effect
1	Disordered and Courage test or: if >50%, suffer hits equal to margin of failure, if <50%, destroyed.
2-5	Disordered and Courage test or suffer hits equal to margin of failure.
6	No effect.

Heroic Actions

Heroic actions can be performed by all Heroes.

Heroic Move

Formation moves before all other models. Triple move distance. Cannot move further, shoot or charge.

Heroic Shoot

Formation shoots before all other models. May shoot even if moved full distance (or At the Double!).

Heroic Charge

Formation charges before all other models.

Heroic Fight

Work out fight before other combats. If fight is won, any friendly formations in the same fight can charge and fight again.

Heroic Duel

Each Hero rolls D6 + Fight value – the Hero that called the Heroic Duel adds +1. The winning Hero rolls a D6 on the Duel table a number of times equal to the difference in scores.

Roll	Effect
1	No effect.
2-3	Enemy formation suffers D3 automatic hits. No effect on monsters.
4-5	Enemy Hero suffers one automatic hit.
6	Enemy formation and enemy Hero each suffer D3 automatic hits. Monsters suffer 2D3 automatic hits instead.

Epic Actions

Epic actions can only be performed by Heroes that have the corresponding Epic action listed in their profiles.

Epic Challenge

Challenge one enemy Hero within 18".

Challenged Hero's formation must pass Courage test at -3 or cannot move and may only charge the challenger.

Challenger must move towards and attempt to charge the challenged Hero's formation.

Then fight a Heroic Duel (no further Might required).

Epic Charge

Formation +2 Fight when charging.

Epic Defence

Formation +2 Defence.

Epic Rage

Company +4 Strength. Formation's Defence reduced to 3.

Epic Sacrifice

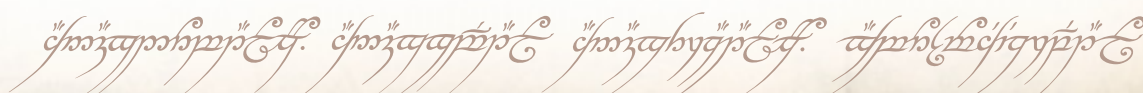
Each hit on formation negated on roll of 3+. At end of the phase, remove Hero from the game.

Epic Shot

Enemy within 12" and arc of sight suffers D6 automatic hits.

Epic Strike

Hero's Fight value is increased to 10.



Special Rules

Ambushers

See page 61.

Artillery

See page 61.

Roll	Effect
1 or less	Opponent chooses formation within 6" of target – D6 hits at the siege engine's Strength. Or counts as a miss.
2	Miss.
3-5	D6 hits at the siege engine's Strength.
6	D6+4 hits at the siege engine's Strength.
7+	2D6+4 hits at the siege engine's Strength.

Target consists of 1 company	-1
Target consists of more than 4 companies	+1
Target consists of more than 8 companies	+2
Target is in a building	+2

Bane

+1 to dice results against named race.

Berserk

Roll	Effect
1	Formation suffers D6 hits at its own Strength +2.
2-5	+2 Strength.
6	+4 Strength.

Counsellor

Roll once on table per Might point spent:

Roll	Effect
1-5	Hero within 6" gains 1 Might point.
6	Hero within 6" gains 3 Might points.

Expert Riders

Can move at full speed *and* shoot *and* charge (unless attempted At the Double!).

Hard to Kill!

Roll	Effect
1	No effect.
2-3	1 wound counter.
4-5	2 wound counters.
6	Slain.

Driven back D3" for every wound counter gained.

Indomitable

Hope is Lost rule (final company removed when it reaches half-strength) does not apply.

Inspiring Leader

Friendly formations within 12" (of named race) use model's Courage value.

Overlord

Friendly formations within 24" can use model's Might to call Heroic actions.

Pathfinders

Ignore movement penalties in given terrain.

Prowlers

+1 to dice results when attacking in the side or rear.

Skilled Riders

Can move at full speed *and* shoot (unless attempted At the Double!).

Spirit Grasp

Calculate To Hit roll using Courage, rather than Defence.

Spirit Walk

No penalties for moving through difficult terrain. Can move through other formations, defensible terrain features, and impassable terrain, but cannot end up inside.

Stalwart

Never driven back by shooting.

Terror

When charged by a Terror-causing creature, enemy must pass Courage test or Fight value reduced to 0.

Enemies must take Courage test to charge a Terror-causing creature.

Touched by Destiny

Can use one Epic action each turn without expending a Might point.

Very Hard to Kill!

-1 penalty on Hard to Kill! table.

We Stand Alone

May not be joined by Epic Heroes.

Spells of Dismay

Sunder Spirit		Focus 3	24"
1	No effect.		
2-5	-1 Courage.		
6	-3 Courage.		
Counterspell to <i>Instil Valour</i> .			
Enfeeble		Focus 4	24"
1	No effect.		
2-5	-1 Strength.		
6	-3 Strength.		
Counterspell to <i>Strength from Corruption</i> .			
Transfix		Focus 5	18"
1	No effect.		
2-5	Courage test at -1 or cannot move, shoot or charge.		
6	Courage test at -3 or cannot move, shoot or charge.		
Terrifying Aura		Focus 3	caster's formation.
1	No effect.		
2-5	Cause Terror.		
6	Cause Terror at -2.		
Visions of Woe		Focus 3	12"
1	No effect.		
2-5	Courage test at -2 or suffer hits equal to margin of failure.		
6	Courage test at -2, on a single dice, or suffer hits equal to margin of failure.		



Spells of Command

Aura of Blinding Light

Focus 3 caster's formation.

- 1 No effect.
 2-5 Enemies targeting formation -1 Fight/Shoot.
 6 Enemies targeting formation -2 Fight/Shoot.

Immobilise

Focus 5 18"

- 1 No effect.
 2-5 Strength test to move or charge.
 6 Strength test at -1 to move or charge.

Light of the Valar

Focus 2 24"

- 1 No effect.
 2-5 -1 Courage. (Spirits suffer D3 automatic hits.)
 6 -2 Courage. (Spirits suffer D6 automatic hits.)

Instil Valour

Focus 3 12"

- 1 No effect.
 2-5 +1 Courage.
 6 +3 Courage.
 Counterspell to *Sunder Spirit*.

Blessing of the Valar

Focus 6 caster's formation.

- 1 No effect.
 2-5 Replenish D3 casualties.
 6 Replenish D6 casualties.

Spells of Ruin

Exsiccate

Focus 2 18"

- 1 No effect.
 2-5 D6 Strength 1 hits per company, (Ents suffer D6 Strength 6 hits.)
 6 D6 Strength 3 hits per company, (Ents suffer D6 Strength 8 hits.)
 Counterspell to *Entangle*.

Tremor

Focus 3 all formations in 6"

- 1 No effect.
 2-5 D6+3 Strength 6 hits.
 6 D6+3 Strength 8 hits.

Bolt of Fire

Focus 4 18"

- 1 No effect.
 2-5 D6+3 Strength 5 hits, (Ents suffer D6+3 Strength 6 hits.)
 6 D6+3 Strength 7 hits, (Ents suffer D6+3 Strength 9 hits.)

Dark Fury

Focus 2 caster's formation

- 1 No effect.
 2-5 Re-roll 1s and 2s to hit in close combat.
 6 Re-roll failed To Hit rolls in close combat.

Shatter Shields

Focus 4 18"

- 1 No effect.
 2-5 No Defence bonus for shields for rest of turn.
 6 No Defence bonus for shields for rest of game.

Spells of the Wilderness

Call Winds

Focus 3 18"

- 1 No effect.
 2-5 D3+1" drive back.
 6 D6+2" drive back.
 Counterspell to *Pall of Night*.

Entangle

Focus 3 24"

- 1 No effect.
 2-5 Move as if in difficult terrain.
 6 Cannot move.
 Counterspell to *Wings of Terror*.

Panic Beast

Focus 4 24"

- (Enemy cavalry or flying monster only)
 1 No effect.
 2-5 Courage test or driven back D6+6".
 6 Courage test at -3 or driven back D6+6".

Guide Arrows

Focus 3 caster's formation

- 1 No effect.
 2-5 +1 Shoot value.
 6 +2 Shoot value.

Nature's Wrath

Focus 4 24"

- 1 No effect.
 2-5 D6+3 hits at Strength 4 in clear terrain, Strength 6 in difficult terrain, Strength 9 in defensible terrain (Defence bonus does not apply against this spell).
 6 2D6+3 hits at Strength 4 in clear terrain, Strength 6 in difficult terrain, Strength 9 in defensible terrain (Defence bonus does not apply against this spell).

Spells of Darkness

Wings of Terror

Focus 3 caster's formation

- 1 No effect.
 2-5 Move 12", charge D6+8".
 6 Move 12", charge D6+8", cause Terror.
 Counterspell to *Immobilise*.

Pall of Night

Focus 4 24"

- 1 No effect.
 2-5 Shoot value reduced to 6 and may not charge, -1 on Artillery table.
 6 Shoot value reduced to 6 and may not charge, -1 on Artillery table, Courage test or suffer hits equal to margin of failure.
 Counterspell to *Aura of Blinding Light*.

Black Dart

Focus 6 Hero within 6"

- 1 No effect.
 2-5 D6-3 automatic hits (to a minimum of 1), loses D3-2 Might (to a minimum of 1).
 6 D6-2 automatic hits (to a minimum of 1), loses D3-1 Might (to a minimum of 1).

Strength from Corruption

Focus 3 12"

- 1 No effect.
 2-5 +2 Strength, D6 automatic hits.
 6 +4 Strength, D6 automatic hits
 Counterspell to *Enfeeble*.

Black Breath

Focus 4 Hero within 6"

- 1 No effect.
 2-5 Fight and Courage reduced to 1.
 6 Fight and Courage reduced to 1, D3 automatic hits.



Sequence of Play

This summary is intended as a handy reminder, particularly for players who are new to the game. We have found that the sequence quickly becomes second nature as you start to play.

1) Priority phase

- A. Both sides roll. Winner chooses which side has priority this turn.
- B. Re-roll ties.

2) Move phase

- A. Side with priority moves any or all formations.
- B. Other side moves any or all formations.

3) Shoot phase

- A. Side with priority shoots, and can shoot with his formations in any order. For each formation, follow the sequence below:
 1. Choose Shooting Formation
 2. Choose Target
 3. Calculate Number of Dice
 - a. Shooting Directly
 - b. Accuracy Bonus
 - c. Supporting Fire
 4. Roll To Hit
 5. Remove Casualties
 6. Target Driven Back
- B. Other side shoots, as above.

Roll of Honour

Writing War of The Ring has been a long journey through many unknown lands, with countless leagues travelled under the shadow of the fearsome deadline-Nazgûl. Yet hope prevails whilst the Fellowship is true. Many were the mighty deeds performed in the course of conveying this volume to the fiery chambers of the printing-forges.

To this end, the authors would like to thank the following companions on the road: Tim Vincent and Emma Parrington, for never tiring of crafting this tome, despite the ceaseless meddling of their companions; Chris Peach and Nick Bayton, for painting miniatures with the skill of Dwarves and the speed of Elves; and finally to Adam Troke, Graham Davey and Jervis Johnson, who ensured that no scrap of half-finished lore be overlooked, even though each was burdened with many quests of his own.

May they be remembered until the light of the Valar fades at last.

4) Charge phase

- A. Side with priority charges and can charge with his formations in any order. For each formation, follow the sequence below:
 1. Choose Formation that will Charge
 2. Choose Spearhead
 3. Choose Target
 4. Roll Charge Distance
 5. Move Spearhead
 6. Move Remaining Companies
- B. Other side charges, as above.

5) Fight phase

- A. Side with priority chooses order of fights. For each fight, follow the sequence below:
 1. Choose Which Fight to Resolve
 2. Determine Striking Order
 3. Calculate Number of Dice
 - a. Fighting Directly
 - b. Combat Modifiers
 - c. Supporting Attacks
 4. Roll To Hit
 5. Remove Casualties
 6. Determine Victor
 7. Loser Tests For Panic

6) End

- A. Unless the game has ended, start again at Step 1.

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