By The Will of Our People...

Running Map-Based Campaigns In Middle Earth

An Unofficial expansion for Lord of the Rings Strategy Battle Game

Dwarves battle the goblins and trolls of Moria

Men defend the Westfold from the minions of Saruman

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By The Will Of Our People...

A Guide To Running Map-Based Campaigns In Middle Earth

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PRODUCED BY NELDORETH

These rules were designed with the intent to help other Lord of the Rings strategy battle game players realize a new dimension to their favourite games. It was inspired by both the world of Middle Earth and all books relating to it, as well as the miniature game produced for it. As such it crosses many copyright boundries, including but not limited to those held by Tolkien Enterprises, New Line Cinema, and Games Workshop. My intent was not to harm the viability of any of these entities in excercising their intelectual property rights, I simply wanted to give something back to the community that supported me through the years. It is freely available to all who wish to distribute it, as long as this disclaimer remains intact.

For more information and Campaign articles visit:
http://www.blackbirdmedia.org/miniatures

INTRODUCTION

This supplement was inspired by the image of the host of men and elves lead by Elendil and Gil-Galad marching to the slopes of Mount Doom to put a final end to the dominion of Sauron. After much toil this campaign system was churned out of the catacombs of Isengard in order to move the Lord of the Rings strategy battle game from one played out in pre-defined scenarios and random points match battles to a theatre of grand war. It provides rules to wage wars over Middle Earth territories represented using maps, with armies represented using counters. As such, this set of rules will add greater meaning to games of Lord of the Rings strategy battles game; it will add meaning to every battle won or lost, every captain brought to their knees and every soldier felled.

This supplement was written to provide playability and enjoyment. To ensure that this stay true for everyone, players should feel free to modify or update these rules in any way; we all play differently, so it might help to make some changes so that things will go more smoothly. Please let others know about your changes as we may all benefit from them.

Finally, not all of the content surrounding creating, playing, and modelling 3D map campaigns could be included in this supplement. The possibilities are endless and so too are the hobby articles, campaign reports, and battle reports; they just would not fit. But do not fret, all of these articles and more can be found at:

http://www.blackbirdmedia.org/miniatures/

Enjoy!

NELDORETH

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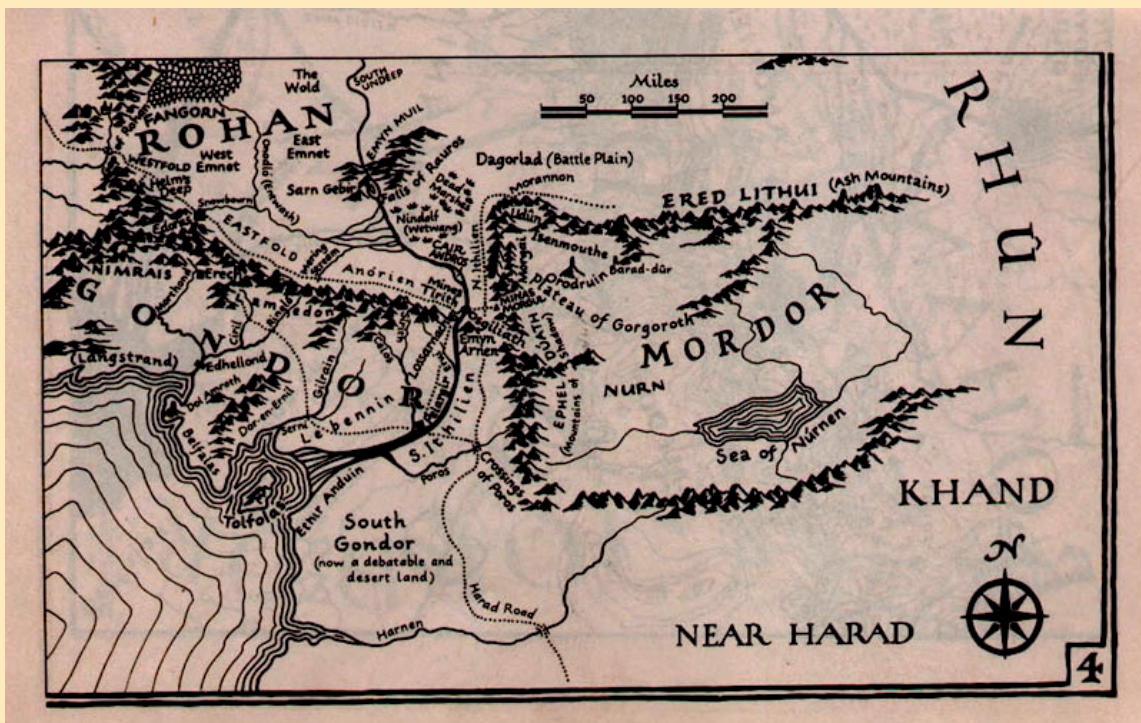
WHAT IS A MAP-CAMPAIGN

A map campaign is a campaign that allows you to command vast armies that are spread out all over Middle Earth, while still using the Lord of the Rings Strategy Battle game to play out the battles that your armies fight. Your armies will be represented on a map, you will be able to move them around, and initiate battles with them. Once a battle is initiated, you will carry out the battle using your Lord of the Rings Strategy Battle Game miniatures and rules!

In general, it is sorta like Axis and Allies or Risk, where you have a large map that allows you to represent your armies, but instead of carrying out huge battles by merely rolling some dice, you play a game of Lord of the Rings Strategy Battle Game instead.

Map based campaigns also add a sense of meaning to your individual tabletop games; every battle won or lost has a greater affect in an overall war that is taking place on the campaign map. It adds a sense of grand strategy to every battle that you choose (or that is chosen for you), as opposed to the tactical considerations of the tabletop game.

Maps can be drawn on paper, modeled in 3D or anything else that you find acceptable. Forces or armies should be represented somehow as well; paper tokens, single Strategy Battle Game Miniatures, collections of 10mm miniatures based on pennies, or anything else that you decide. There are some good examples of campaigns in the last section of this book, please see that for more ideas and things that we found to work well.

At this point it is worth considering the type of map that this campaign system covers. In Axis and Allies as well as Risk, the map is split up into provinces or states. Armies on the map can move from one province to another each turn. In this system, there are no provinces or states; each army is moved by measuring its move distance exactly the same way warriors and characters are moved in the Lord of the Rings Strategy Battle game.

FORCES & How They Are Organized

This is probably the most complicated part of these campaign rules. A lot of bookkeeping will be required to handle your armies and your entire force throughout the campaign, and these rules will help you to do that.

Your force includes your general and all of the armies you as a player have during the campaign. For example, if during a campaign you have three armies, these three armies make up your entire force. Armies are the groups of warriors and characters from the Lord of the Rings strategy battle game that will be represented by a marker on the campaign map. Armies are represented on the campaign map by tokens of some sort. The player that controls a force must nominate a single character within it to act as its overall General; the general will be required to do things on behalf of the army (See the Event Phase below), so it is important to decide this at the beginning of the campaign.

To illustrate how this works an example will be provided: During a campaign game, two players are playing for control of Gondor. One player controls the Gondorian force, while another controls the Mordor force. The general of the Gondorian force is chosen to be Denethor. Within the Gondorian force there are two armies: one army contains Faramir, 5 rangers, and 10 Warriors of Minas Tirith while the other contains Boromir, 5 Gondorian Knights, and 20 Warriors of Minas Tirith. Typically the general of the force will make up part of one of the armies, but since it is possible to split up your armies in any way you like, Denethor can be fielded as an army unto himself and so can be represented on a map separately. It should also be noted that characters and armies, including the army general, can be stationed at cities, towns, and towers as well (see the Cities section for more details on how cities, towns, and towers work).

An army can be made up of any number of miniatures, with or without any number of characters. Of course an army with no characters would be easy pray to an enemy army that contains many characters, and so players should take care in their army composition.

Now that we have established the basics, we will further break down the types of armies available to campaign players. In an attempt to keep to the themes of the books and movies, there are two types of armies that can be fielded: standard and mounted. A **standard army** is one that contains soldiers on foot. It may contain anything else, but if it contains at least one soldier on foot, it is considered a standard force. An example of a standard army could be a Mordor army that is made up of an orc captain mounted on a warg, 10 warg riders, 10 orcs with shields, and a Mordor troll.

A **mounted army** is one that contains only mounted troops, and not even a single soldier on foot. The term mounted includes troops in chariots, on horses or wargs, ponies, mounted in a war mumak of Harad, as well as supply trains (please see the supply trains section for more details on that). An example of this type of force would be Theoden's riders that rode to Minas Tirith during the war of the ring. Another example could be a Haradrim force made up of 10 warriors mounted on horses and two Mumaks carrying 10 bowmen each.

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The difference between standard and mounted armies is their speed on the campaign map; naturally an all mounted force would be able to move much faster than one that had to march everywhere. For more details on the speed difference see the movement section of these rules.

For each army, players will have to create and maintain an army list that includes the characters and warriors in the army, how many points the army is worth, and what the army has with them (this is mostly due to optional rules outlined below and can include supply trains, the 'My Precious' item and prisoners). It is important to keep these lists accurate in order to facilitate fair play. Furthermore, players may want to keep them secret as well, as their enemies might benefit from knowing the composition of their armies!

During campaign play armies will be moved around the map, attempting to capture territory and initiate battles. Armies may join other armies in the same force as well, or be split up during the campaign. For details on how this works, see the movement rules below. Furthermore, armies will grow or shrink in size as they fight battles and get reinforced, so it is very important to keep accurate army lists for every army in the force.

Campaign Turn Sequence

The campaign is made up of a number of phases. Each phase is important, and the basic phase sequence is outlined below:

1) Campaign Set Up
2) Event Phase
3) Play Phase

Campaign Set Up

Campaign Theme

Players should first decide on a theme. This can be based on one of the wars in the Lord of the Rings books or movies such as the War of the Ring or the Last Alliance wars. It can also be something smaller such as Balin's war to reclaim Moria or even the Thorin's battle with the dragon and the battle of five armies.

Once a theme is selected players should select the appropriate map to represent the area over which the war will be waged. This can be a map of all of Middle Earth in the case of the Last Alliance war, or a map of the Mines of Moria if replaying Balin's war to reclaim the mines.

Players must then decide which cities exist on the map, and where they will be. This problem is typically solved by referring to the history of Middle Earth. For example, if the campaign is based around the War of the Ring, all of the major cities should be represented, including Minas Tirith, Edoras, Minas Morgul, Orthanc, and Barad Dur to name a few. Players must then decide if and where any towns or towers will be placed at the beginning of the campaign; see the **Reinforcements – Cities, Towns, and Towers** section for more information on what towns and towers are and how they affect game play.

Campaign Objective

The most important thing for players to do at the outset of a campaign is set the objective. The objective is simply the event that will end the campaign and

allow one or more players to claim victory. This can be anything the players wish, including total annihilation of the enemy forces or after a set number of play or event phases.

"My Precious" Special Item

Throughout the history of Middle Earth, precious items have caused numerous wars. Whether these items were simply the gold and jewels in the Dwarven holds, or more powerful magic items such as the One Ring or the Silmarils, they make for an interesting aspect to wars in Middle Earth.

At the beginning of the campaign the players should decide what the 'My Precious' special item is, where it is, and whether or not it can be captured. One example of this would be the One Ring during the War of the Ring. Players could decide that the One

Ring was last known to be passing the gates of Minas Morgul, and that it cannot be tracked or captured (i.e. nobody knows where it is exactly, where it is moving to, or who has it).

Players could alternately decide that a single force has the precious item. For example, if a Last Alliance campaign is being played, Sauron should possess the one ring. Furthermore, if the army that Sauron is in is defeated and Sauron himself is killed, the winning player would be able to claim the ring. Yet another example would be the Silmarils. During the Siege of Angband the Silmarils should be identified as being in the hands of Morgoth, and perhaps one in the hands of Thingol or Luthien. If an army containing a character with a Silmaril is defeated in battle and the character is slain, the Silmaril could be taken.

The importance of the 'My Precious' special item is explored further in the Event Phase section of the rules. That being said, if players wish not to include a 'My Precious' item, then by all means, leave it out of your campaigns.

Force Composition

Players should decide on what each Force should consist of: they should decide how many armies each player can have in their force, and how many points each army can be worth.

Players are then required to designate an overall general for their entire force. They must also make army lists representing each army in their force to keep track of which characters and warriors are in the army, how many points the army is worth, and what the army has with it (this is mostly due to optional rules outlined below and can include the 'My Precious' item, supply trains, and prisoners).

Army Placement

Once the armies are decided, players must place their forces. Each player should have a designated deployment zone based on the theme of the campaign. Within that zone players can decide specifically where the armies should be positioned at the beginning of the game, or they can simply take turns placing one army at a time until all armies are placed.

Event Phase

Priority

Each player rolls a die to decide the movement priority for the **Play Phase** (play phase to be discussed below). Players move all of their forces in the order of the highest to lowest die rolls; ties should be re-rolled.

'My Precious' Special Item Event

The Lord of the Rings world is filled with many wonders, both evil and good. The corrupting power of the One Ring threatened to tear apart Middle Earth for two ages, while the beauty of Faenor's Silmarils sundered the Noldor from all other elven peoples. As such It is only suitable to incorporate these items into the Lord of the Rings campaign system.

After the priority phase each player is required to make the "My Precious" special item event roll. To carry out this roll the player must make a courage roll on behalf of their previously chosen army's general as outlined by the Lord of the Rings Strategy Battles game. For every time the general has previously failed this roll, subtract one from their courage value only for the purpose of this test.

A hero may use Will to influence this roll, however any Will used in this way will be permanently lost and will not be regenerated for the remainder of the campaign; their will value should be updated on their statistics line.

A general that fails their courage roll they have suddenly realised that possession of the My Precious item is more important than anything else and must take the following action until the next Event Phase:

1) If the item is not being carried by any characters in the campaign, one army from the player's force must move as fast as it can towards the last known location of the 'My Precious' special item. The army will not 'steer around' interposing armies from other player's forces (including allies), but will fight any in its way (they may be out to get the item after all - and yes, this means a player will fight an ally if there is an allied army in the way). Once it arrives at the location it will stop there. During the next Play Phase it will attack the nearest force of any other army, including allies.

2) If the precious item is currently held by an existing character in the campaign, the player who failed the roll must declare war against the force that the character belongs, breaking any alliance that may have been held previously. Furthermore one army must attack (and pursue) any army (including allied forces) that posses the special item.

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3) If the failing player's force posses the special item, the army with the character holding the item will immediately move toward at full speed and attack the closest army that is not part of their force, regardless of any alliances. That character's mind is poisoned and they believe that everyone is out to get the item!

"By the Will of the Valar" Event

It was the will of the Valar that caused the first moon to rise over the skies of Middle Earth, marking the beginning of the age of men and elves in that ultimately doomed land. The Valar, and the lands and beings that they created, continued to play a part in Middle Earth throughout the ages, so it is only logical that their seemingly random influence should be represented in the campaign game setting.

After the 'My Precious' roll is made each player will roll two six sided dice, add the outcomes together, and consult the table below. Entwined with the mythos of the world of middle earth, this event will certainly add some flavour to your game.

By The Will of the Valar Event Table

Dice Sum	Outcome
2	**Curse of the Valar / Corruption of the Enemy** – The leader of the smallest army (point wise) within your force becomes corrupted by the enemy! The army joins an enemy force (chosen randomly) until the next Event Phase.
3	**Your axes cut too deep / She needs to feed** – A single army closest to either a forest or mountains has incurred the wrath of its inhabitants. The army loses D3x100 points permanently
4	**The Dead Walk Among Us** – Lose D3X20 points from a random army or fight the **Do Not Suffer The Living To Pass** scenario.
5	**Nature's Wrath** – A random army has incurred an attack from vengeful animals. Lose D3X10 points from the affected force or fight the **Nature's Wrath** scenario.
6	**The Mountain Awakens** – One random army moves half its regular distance for the following turn phase.
7	**The Land Lays Way** – One random army can move 50% faster for the following turn phase.
8	**Unlikely Alliance** – Animals of Middle Earth are enticed by your purpose. Add 4 animals of your choice (bats, hounds, spiders, etc.) to a random army; they have the following stats: M:6" F:3 S:3 D:4 A:1 W:1 C:2
9	**The Dead Walk Among Us** – Three soldiers from the army of the dead join a random army for free peoples armies. A single Barrow Wight joins a random army for evil armies.
10	**Their Hearts are Raised** – For your next battle use a +1 modifier to adjust your aftermath rolls.
11	**Their axes cut too deep / She needs to feed** – For free peoples armies a single Ent with Treebeard's profile joins a force nearest to a forest. For evil armies two children of Ungoliant with Shelob's profile join a force nearest to a mountain range.
12	**Beyond All Hope** – A 300 point army of allied troops joins your force! Place it on any of your realm's borders.

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Reinforcements - Cities, Towns and Towers

Every army in the history of Middle Earth was supported by its people. Always the people are called upon to feed and provide resources to house and field the armies that march to war. Certainly a campaign based around grand war must consider and incorporate this aspect.

During the reinforcements phase a player must choose from one of three options: a player can place a single army made up of troops worth no more than 100 points next to any city or town they control, they may place a town near (near in this case means one turn worth of movement for a standard army - see the movement section for details) a city or town that they control, or they may place a tower near a city or town that they control. If the player controls no cities, towns, or towers they cannot place anything during the reinforcement phase.

Cities

Cities are made up of thousands of people living in hundreds of buildings that are typically surrounded by defensive walls. Both Minas Tirith and Edoras are great examples of Cities. Cities also take centuries to build, grow and develop, and as such players must choose which cities exist and where they will be placed at the beginning of the campaign. Players will not be able to place new cities during campaign play.

Each city includes 200 points of defending characters and warriors chosen by players (but it cannot include named characters). These troops need not be tracked as regular armies are, as they cannot be reduced in the same ways armies are during play; every time the city is attacked, it will always be able to muster 200 points of defenders. Although it might be helpful for players to produce an army list for the city's defenders, this is not necessary and the forces may be decided when the city is attacked.

Players may choose to move all or some of their armies into a city if they wish; a city can contain any number of armies within its walls. In this case, the armies will help defend the city along side its attached defenders. It should be noted however that armies deployed within cities still have to maintain their army lists, and they will be reduced through battles as normal (see the Battle Aftermath section in the Play Phase for more information on this).

When a city is attacked, an appropriate siege scenario should be played (with the exception of choosing forces, the armies and defenders present should defend it). For example, if Minas Tirith is attacked players would have to play a siege with walls, gates and towers represented. If the city's defenders are

defeated and the city is captured, the winning player can choose to take control of the city themselves, or simply destroy it and remove it from the campaign map.

Towns

Towns in the campaign system represent small towns, farms, large camps, forge towns, and pretty much any collection of people that would either produce soldiers or goods that soldiers could use such as weapons or food. What this amounts to during game play is that the more towns a player has on the map, the more extra armies a player can field.

For every town on the map, players can add 50 points worth of characters or warriors to any single army in their force during the reinforcements phase. This extra 50 points can be added to an army that already exists, or to one that is newly created during the reinforcements phase. If a player fails to spend the 50 points it is lost; the 50 points cannot be saved or banked for use on subsequent turns.

Every town on the map includes 50 points of characters and troops (it cannot include named characters). As with cities, these 50 points cannot leave the town or be reduced through attacks; if the town is attacked and is not captured or destroyed, the next time it is

attacked it will have 50 points worth of troops again. Furthermore, players do not have to have predefined army lists for each town as they may decide on the army list when it is attacked.

When a town is attacked its defenders should defend the town from behind a barrier as defined in the Lord of the Rings Strategy Battle Games rules. This barrier can be represented as a short wall of wooden construction, or by barricades prepared hastily at the approach of the attacking army. If the town's defenders are defeated and the town is captured, the winning player can choose to take control of the town themselves, or simply destroy it and remove it from the campaign map.

Towers

Towers in the campaign game represent small (or sometimes large) fortifications erected to protect the land they overlook. Some examples of towers that played a role in the War of the Ring would be the Tower of Cirith Ungol, and Helm's Deep; both are fortifications that are not based around towns or cities.

Each tower includes 100 points of defending characters and warriors chosen by players (but it cannot include named characters). These troops need not be tracked as regular armies are, as they cannot be removed from the tower or reduced in the same way armies are during the campaign (see the Battle Aftermath section in the Play Phase for more details on this); every time the tower is attacked, it will always

be able to muster 100 points of defenders. Although it might be helpful for players to produce an army list for the tower's defenders, this is not necessary and the forces may be decided on when the city is attacked.

As with cities, players may choose to move all or some of their armies into a tower if they wish; a tower can contain any number of armies within its walls. In this case, the armies will help defend the city along side its attached defenders.

When a tower is attacked, an appropriate siege scenario should be played (with the exception of choosing forces, the armies and defenders present should defend it). For example, if Helm's Deep is attacked players would have to play a siege with walls, gates and towers represented. If the tower's defenders are defeated and the tower is captured, the winning player can choose to take control of the tower themselves, or simply destroy it and remove it from the campaign map.

PLAY PHASE

Moving Armies

During the play phase, players may move their armies around the map according to the order decided during the priority phase. Once one players has moved all of their armies the next player moves theirs until all players have moved their armies.

Armies are moved in exactly the same way warriors and characters are moved in the Lord of the Rings Strategy Battle Game. The only difference being the movement distances (as discussed below). Furthermore, battles are initiated the same way fights are initiated in the Lord of the Rings Strategy Battle Game as well. It is also worth noting that difficult terrain will cause and army to move at half its speed and impassible terrain cannot be crossed. It should also be noted that during movement an army can be split into two or more smaller ones, or can join together with another army to form a larger one.

Unfortunately, as campaign maps will vary in size and scale, there are no default move distances for standard and mounted forces. Also, for campaign maps that represent large areas (such as all of Middle Earth), players may want their armies to move further during their movement in order to facilitate convenient games lengths.

As a consequence, it is impossible to define specific movement distances here. Although a good reference point would be that standard armies (as discussed in the Forces and how they are organized section) should be able to move across the length of the board in eight turns. For example, if a campaign was being played on a 3D map that was two feet by two feet, standard forces would move 24"/8 = 3". However, players are encouraged to change the movement distances in order to work with their campaign maps.

As stated previously, mounted forces move faster than standard forces. To ensure that this is done

Where was Gondor when the Westfold fell?

properly, they should always move five thirds as fast as standard forces. For example, if players decide that standard forces should move 6", then mounted forces would move 6*5/3 = 10", or if standard forces could move 3", then mounted forces would move 3*5/3 = 5".

Initiating and Fighting Battles

Battles between two (or more) armies are initiated when one army moves into base-to-base contact with another army. It is possible (and indeed beneficial) to move two armies into contact with a single enemy army, in which case the two attacking armies would take part in the battle. It should be noted that more than one army on both sides can take part in a single battle. For example, if a Mordor player has two armies in base to base contact with each other, and two armies from the Gondorian player's forces initiate a battle, then both of the Mordor armies would do battle against both of the Gondorian armies.

Once an army makes contact with another, neither can move further that turn. Once all movement is complete, the battles are played out. To play out a battle, the players agree on the Lord of the Rings Strategy Battle game scenario that will be fought, and

both bring their forces to the table while revealing the army lists of the armies involved.

It is worth noting that the armies that are involved in the battles during the campaign will likely not be evenly matched. This is perfectly fine and indeed it adds to the strategic requirements of the players! As a consequence of this, it is likely that sometimes scenarios will not be evenly matched. Players may want to define different victory or ending conditions for scenarios as well. For example, players can change the siege scenario victory conditions to state that if the standard victory conditions are met, then all remaining defenders are captured and sold as slaves, thus causing the defending armies to be removed from play.

Another example might be that both players agree that the fight will be waged until the very last warrior on the defender's side is killed. Although this may make for a longer game, it will certainly produce a more decisive one!

Battle Aftermath

During play, both players must keep track of which warriors and characters were killed in the fighting.

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Once the game is over, players must work out the results of the battle's aftermath and update their army lists accordingly (see below).

Once the battle is fought the players must determine what will happen with the warriors and characters that were killed during the Lord of the Rings Strategy Battle game play. Each warrior and character has a chance to recover from their wounds and rejoin the army.

Players must first roll one six sided die and consult the **Warrior Recovery** table to determine how many warriors that were killed will return to the army.

WARRIRO RECOVERY TABLE

Die Roll	Outcome
1	All soldiers lost during the battle remain permanently lost, no recoveries are made
2-3	1 in 3 troops recover to rejoin the army. The remainder are permanently lost. Round fractions up.
4-5	2 in 3 troops recover to rejoin the force. The remainder are permanently lost. Round fractions up.
6	All of the troops lost will recover to rejoin the force.

Once the warrior recovery roll is made, players must then roll one six sided die for each character that was killed in the battle and consult **Character Recovery** table to determine each character's fate.

CHARACTER RECOVERY TABLE

Die Roll	Outcome
1	The Hero is lost permanently, and is removed from the army list.
2-3	The Hero recovers but loses 1 wound permanently (the affect is cumulative) to a minimum of 1 wound.
4-5	The Hero recovers but loses 1 from their fight value permanently (the affect is cumulative) to a minimum of 1.
6	The Hero is fully recovered, and rejoins the force.

Once the recovery rolls have been made, players must update their respective army lists with their losses. If the losing army was not completely wiped out, it must move directly away from the winning army by half its move distance (please see the move section for more information) in a direction decided by the winning player.

He has only to extend his hand and take the Ring, then all will be lost.

Optional Rules

Supply Trains

Every army needs supplies; cooks to prepare food, food to eat, tents to sleep in, and beds to sleep on. These supplies are typically carried around by a group of army servants in carts while the army is on the move. This can be represented during the campaign by having each army field a single model that represents its supply train during every battle that it fights in. The supply train model should be at least the size of a monstrous mount base (the base used for the Ring Wraith on Fell Beast and the Mordor Trolls), but may be larger. It should also be modeled to represent a supply train, such as having a horse and cart or something similar.

Each supply train is made up of the supply train model itself as well as three peasant or slave defenders. These defenders would likely be the people that prepare food for the army, that help set up camp, and that wait on the leader's orders. It may also be made up of slaves or those unlucky orcs that got stuck on supply train duty! The supply train and its defenders have the following stats:

	F	S	D	W	A	C
Supply Train Defenders	2	3	2	1	1	2
Supply Train	-	-	8	3	-	-

During a battle, the supply train may be destroyed or

Dwaves defend their lands

Wargs attack in Dol Amroth

captured. In order to capture a supply train during battle, a player must first gain control of the supply train. This is done by having one or more models in base-to-base contact with the supply train at the end of the game, while having no defending enemy troops in contact with it. Also, the capturing player must win the battle as defined in the scenario that was played.

Capturing a supply train allows the capturing player to field more than one supply train. This is the only way more than one supply train can be fielded. An army that has lost its supply train must move directly toward the nearest friendly city, town, or tower until it reaches it. Once there it will immediately procure another supply train. If there are no friendly cities, the army is removed from play, as all of its members have scattered in order to sustain themselves.

Battle Reactions

Players that have battles initiated against them may not always want to stand and fight it out. However, they can't simply 'run away' from the attacking force, as their retreat would turn into a route and their entire army would be destroyed. It is possible though to carry out a fighting retreat by leaving a guard in the path of the attacking army to slow them down just long enough to let the rest of the army escape.

Players that don't want to commit all of their forces to fight a battle can declare that they will carry out a fighting retreat. As a consequence, the Fighting Retreat scenario is fought. Please see that scenario in the scenario section below.

Characters as Prisoners

Aragorn, Legolas, and Gimli set out on their long trek from Amon Hen to rescue Merry and Pippin from the clutches of Saruman's Uruk Hai. The forces of Rohan dispatched the Uruks and the Hobbits were freed! If you would like to have events such as these occur in your campaigns, you may choose to allow characters to be captured.

To capture a character, the capturing player must initiate a battle with the army that contains the character. The target character must then be killed, and the capturing player must win the battle. Once the character is captured it remains with the capturing army, and must be fielded in base-to-base contact with a single guard warrior during battles, as chosen by the capturing player. The captured character can take no actions.

The captured character may be transferred to another army in the player's forces as long as the two armies doing the transferring come into base-to-base contact sometime during their move phase. Captured characters may also be transferred to cities, towns, or towers in the same way.

To free or recapture a captured character a player must initiate a battle with the army that is holding the character. During the battle an allied warrior must come into base-to-base contact with the captured model and kill their guard. Once the guard is killed, the character that is to be freed is removed from play until the battle is completed. If the player attempting to free the character wins the battle, then the freed character immediately joins the victorious army. If the battle is not won, the character remains captured.

An army that has a captured character may attempt to execute the character at any time during the campaign Event phase. In order to execute the character the executing player must roll one six sided die and consult the Character Execution Table below:

Roll Result	Outcome
1	The hero and any other allied prisoners manage to escape; they rejoin the nearest allied force at the beginning of the following movement sub-phase.
2-3	Torture proves more interesting for the captures. The execution is permanently postponed, however the hero loses 1 wound permanently (to a minimum of 1 wound)
4-5	The execution is put off for 2 turns, at which time the execution will be carried out immediately, with no need for rolling on this chart. That is unless the Hero is rescued before then.
6	The hero is killed and removed from the game.

Men fight to keep Osgiliath for Gondor!

Scenario: Nature's Wrath

Nature's Wrath is a scenario that should be played when the By the Will of the Valar Event calls for it. The effected army has stumbled into a sacred sight and incurred the wrath of the creations of the Valar; although animals are not oft put to the fight, sometimes, when need is most dire, they will strike out to protect themselves and their communities.

Participants

The target player that is effected by this by the Nature's Wrath Will of the Valar event must randomly choose one of their armies to fight in this scenario

The opposing player does not field any vengeful animals at the start of the game. Every turn, starting with the first, the opposing player rolls one six sided die. The result is the number of vengeful animals that emerge. The animals must emerge from the forest no closer that 6 inches from any warriors. The vengeful animals may act normally on the turn they arive, count as having hand weapons, and have the following characteristics:

	F	S	D	W	A	C
Vengeful Animals	3	3	4	1	1	2

Layout

The board should be 4 feet by 4 feet and be covered in forest except for a clearing where a road runs that runs from the centre of one board edge to the centre of the opposite board edge. This clearing should be 12 inches wide.

Starting Positions

The effected player deploys within the clearing up to 12 inches onto the board.

Objectives

The effected player's army must break through and escape off the opposite board edge. Once all of the effected players warrriors have moved off the board, the game is over and the player must carry out the Battle Aftermath rolls.

Scenario: Do not Suffer the Living to Pass

The Do not Suffer the Living to Pass is a scenario that should be played when the By the Will of the Valar Event calls for it. The effected army has stumbled into a haunted pass and incurred the wrath of the dead that dwell there. The thieving vow breakers care not for the free peoples or the armies of Sauron. They kill all that enter, and do not suffer the living to pass.

Participants

The target player that is effected by this by the Do not Suffer the Living to Pass Will of the Valar event must randomly choose one of their armies to fight in this scenario

The opposing player does not field any army of the dead at the start of the game. Every turn, starting with the first, the opposing player rolls one six sided die. The result is the number of army of the dead warriors that emerge. The dead must emerge from the mountain no closer than 6 inches from any warriors. The dead may act normally on the turn they arive.

Layout

The board should be covered in mountain except for a clearing where a road runs that runs from the centre of one board edge to the centre of the opposite board edge. This clearing should be 12 inches wide.

Starting Positions

The effected player deploys within the clearing up to 12 inches onto the board.

Objective

The effected player's army must break through and escape off the opposite board edge. Once all of the effected players warrriors have moved off the board, the game is over and the player must carry out the Battle Aftermath rolls.
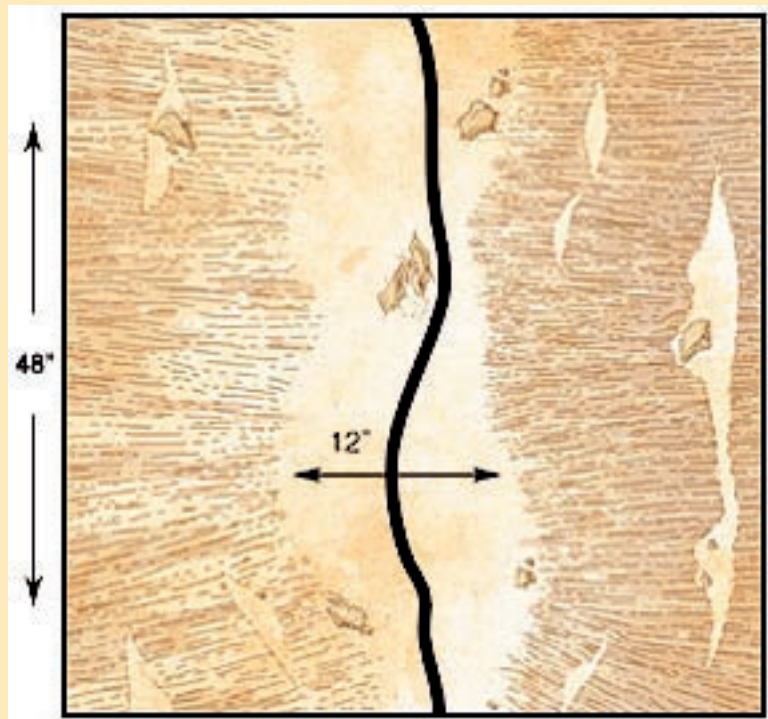
Scenario: Fighting Retreat

The fighting retreat scenario should be fought when one player chooses the fighting retreat reastion to an initiated battle. A most grievous decision it may be, but it is better to retreat to fight another day than to be slaughtered to the man in a fight that cannot be won.

Participants

The defending player fields 1/4 of the points total of their army.

The attacking players fields their entire attacking army.

Layout

The board should be 4 feet by 4 feet. In the defending player's deployment zone there should be no more than 12 inches of barriers positioned by the defending player. Players may decide mutually on the surrounding terrain (and this should be influenced by the location of the battle).

Starting Positions

The defending player deploys within 12 inches onto the board on their board edge. The attacker .deploys within 12 inches onto the board on their board edge

Objectives

The defending player must remain in the fight for as long as possible in order to hold up the attacking forces. The longer they can hold them, the better the chance the remainder of their army has to escape. Below lists the outcome of the attempt depending on the number of turns that pass before the defenders are completely wiped out:

5 Turns:	The total retreating army is caught and slaughtered. Remove it from play.
10 Turns:	50% (points wise) of the retreating army is destroyed as chosen by losing player.
15 Turns:	The retreating army is saved, those left behind to defend are all lost.
20+ turns:	The entire retreating army survives; all soldiers lost to fighting make a full recovery and rejoin the retreating force.

Defender Deployment Zone

Attacker Deployment Zone

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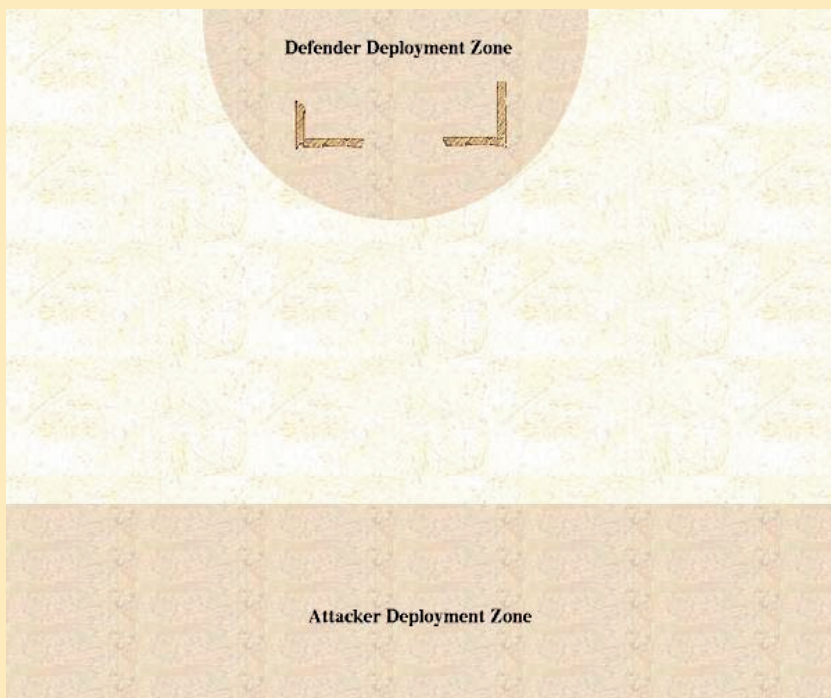
Men defend against the invasion of Gondor by the Easterlings

A 3D Campaign Map at the outset of the War of the Ring

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Example Campaign

The Last Battles
of the War of the Ring

Theme

(For more details on this campaign, please visit http://www.blackbirdmedia.org/miniatures)

This campaign focuses around the climax of the War of the Ring. It begins just as Gothmog's army in Osgiliath is poised to invade the western half of the city. The Witch King has just issued forth with his armies and Sauron's fist begins to close around Gondor.

The campaign map itself will only be the area of Gondor and Mordor that were of consequence to these closing battles. As such it will be a relatively small area centered around both Minas Tirith and Minas Morgul.

Objective

The objective of this campaign will be to destroy the enemy and annihilate or take control of all of their armies, towns, towers and cities. A task that is certainly not easily achievable for either side. The Gondorians are outnumbered and on the defensive; it is difficult to destroy your enemy and capture their
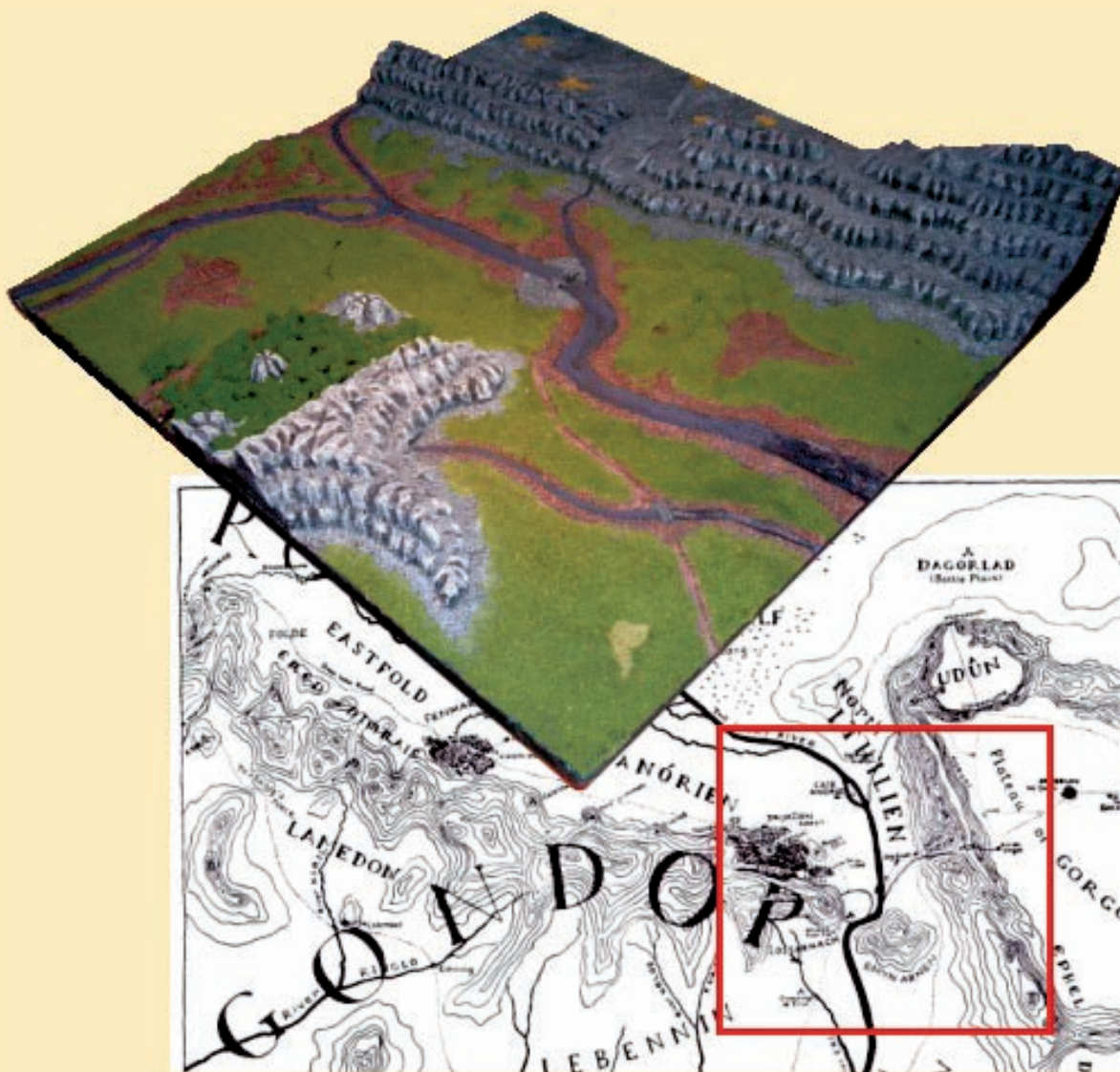
cities when you are on the defensive. For Mordor, Minas Tirith serves as a bastion for great defense; behind her walls the Gondorians may hold out forever!

My Precious special item

The 'My Precious' special item was chosen to be the ring (it is the war's namesake afterall!). Although nobody knows where the ring is, both Denethor and Gandalf know that it was last known to be somewhere near the tower of Cirith Ungol. Sauron on the other hand believes that the ring is in the hands of one of the men of the west who most likely took it to Minas Tirith; for all intents and purposes, Sauron believes it to be there.

Forces

Gondor

The Gondorians start off sorely outnumbered, and so a player playing this force in the campaign should be a very skilled strategist indeed! They will begin the campaign with four armies. Although it is tempting to choose Gandalf as the general of the forces of Gondor, it is much more in line with the books and movies to choose Denethor! Woe be to men! The four armies will are:

Army 1: Gandalf and Pippin – 260 points
Gandalf the White with Shadowfax
Peregrin, Guard of the Citidel with
Elven Cloak

Army 2: Faramir's Men – 303 points
Faramir in ranger gear with bow
Damrod
4 Rangers of Gondor
8 Warriors of Minas Tirith with spear
and shield
8 Warriors of Minas Tirith with bow
5 Warriors of Minas Tirith with sword
and shield

Army 3: Defenders of Cair Andros – 301 points
2 Captains of Minas Tirith with shield
7 Warriors of Minas Tirith with spear
and shield
8 Warriors of Minas Tirith with bow

8 Warriors of Minas Tirith with sword
and shield

Army 4: Defenders of Minas Tirith – 503 points
Denethor
Beregond
Captain of Minas Tirith with shield
16 Warriors of Minas Tirith with bow
10 Warriors of Minas Tirith with sword
and shield
10 Warriors of Minas Tirith with spear
and shield
1 Battlecry Trebuchet

Mordor

Mordor certainly has the upper hand and the initiative in this campaign. Mordor will start off with four armies as well, although their numbers will be somewhat higher to reflect the situation during the war of the ring.

Army 1: Gothmog's Horde – 502 points
Gothmog on warg
2 Orc captainswith shield
5 Morannon orcs
8 Orcs with bow
8 Orcs with two handed weapons
13 Orcs with sword and shield
8 Orcs with spear

Army 2: The Witch King's Horde – 502 points
Witch King on fell beast with flail
2 Orc captains with shield
Mordor troll
10 Orcs with shields
10 Orcs with spears

Army 3: The Easterlings – 302 points
2 Easterling Captains
10 Easterlings with shield and spear
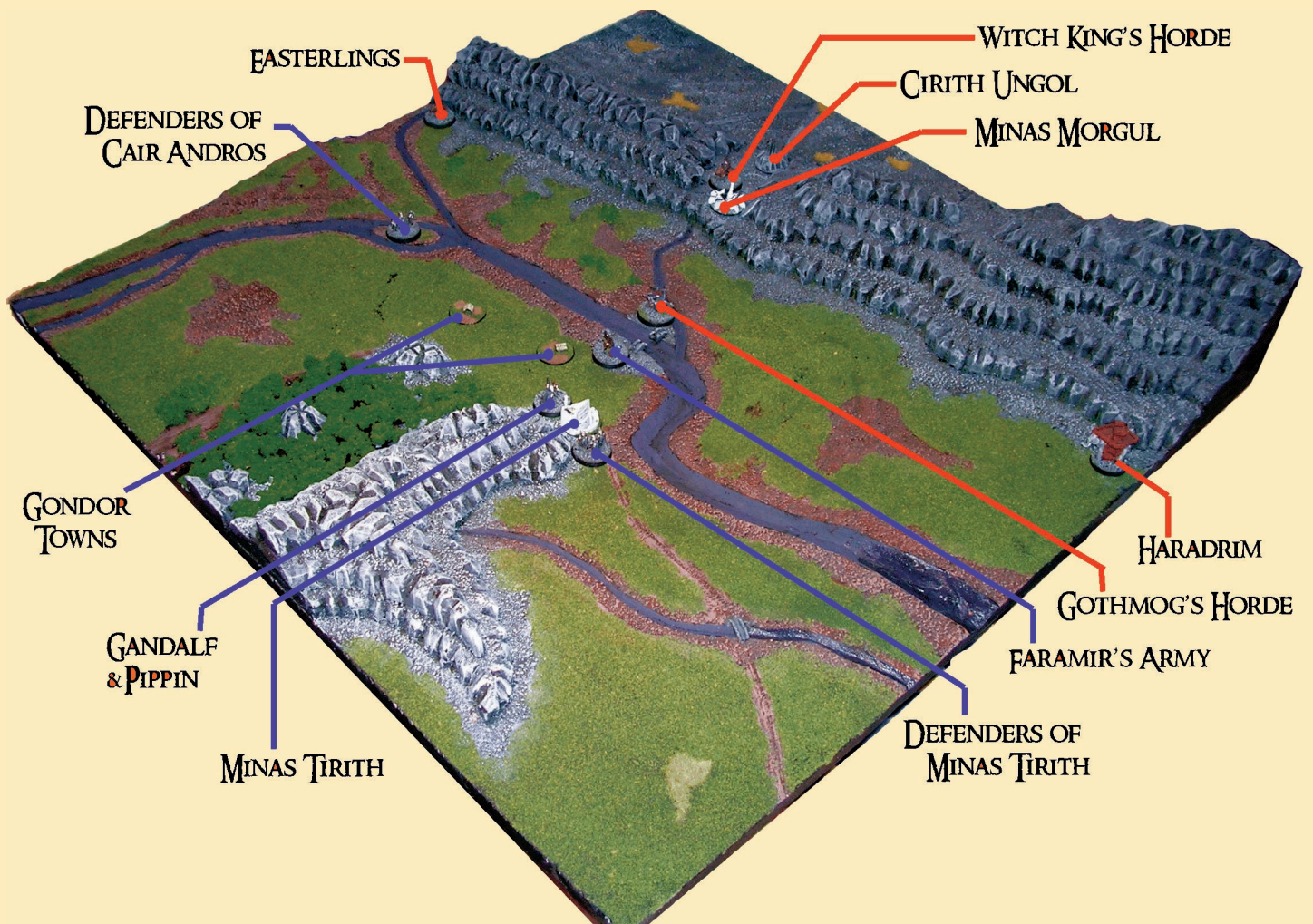10 Easterlings with shield
1 Easterling with Banner

Army 4: The Haradrim – 500 points
Haradrim chieftain with spear and bow
Mumakil of Harad
12 Haradrim warriors with spear
12 Haradrim warriors with bow

Army Placement

The armies are placed as they would have been

Easterlings

Defenders of
Cair Andros

Witch King's Horde

Cirith Ungol

Minas Morgul

Gondor
Towns

Gandalf
& Pippin

Minas Tirith

Haradrim

Gothmog's Horde

Faramir's Army

Defenders of
Minas Tirith

just before Gothmog's horde invaded the western
Osgiliath. Denethor's defenders of Minas Tirith, as
well as Gandalf and Peregrin are in Minas Tirith.
Faramir's army is in Osgiliath, and the defenders of
Cair Andros are on the island of Cair Andros.

Gothmog's horde is in eastern Osgiliath, the Witch
King's force is inside Minas Morgul, the Easterlings
are on the road south from the Black Gate, and the
Haradrim are on the road north toward Osgiliath.
Please see the map for the exact starting locations.

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Campaign Turn Reference Summary

1. Campaign Set Up

2. Event Phase (There is one Event Phase after every four Play Phases)
   2.1 Priority
   2.2 'My Precious' Special Item Event
   2.3 'The Will of the Valar' Event
   2.4 Reinforcements

3. Play Phase
   3.1 Movement
   3.2 Initiating & Fighting Battles
   3.3 Battles Aftermath

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BY THE WILL OF OUR PEOPLE...

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