MIDDLE-EARTH PLAY-BY-MAIL™
Fourth Age, circa 1000

Game Credits

Game Concept & Design:	William Feild, Peter Stassun
Game Programming:	William Feild, Peter Stassun
Color Map Art:	Steve Radzi
Color Map Design:	William Feild
Character Portraits:	Elizabeth Danforth, Amelia James
Rulebook Cover Art:	Angus McBride
Rulebook Interior Art:	Elizabeth Danforth, Amelia James
Rulebook Layout & Design:	William Feild, Lorrie Stassun, Peter Stassun
Project Contributions:	Jason Duerstock, Gisela Feild, Ulrico Font, John Williford
Special Contributions:	Coleman Charlton, Peter Fenlon, Kurt Fischer, John Morgan, Bruce Neidlinger, Jessica Ney - Iron Crown Enterprises, Inc. Steve Feibus - Apple Computer, Inc.
Special Thanks:	Marc Parker, James Rousselle, Tom Walton, and all the playtesters, too numerous to mention, who know the value of their time, thoughts, and contributions couldn't be measured.......

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Scope of the Game

Welcome to GSI's Middle-earth Play-By-Mail™ (hereafter known as ME-PBM). ME-PBM™ offers a variety of scenarios involving the classic confrontation between Good and Evil. In this game scenario, the loose alliance of Good (Free Peoples) faces a similar league of Evil (Dark Servants), while a faction of Neutral Players waver undecided about which allegiance to support. Each Neutral may choose to join the Free Peoples or the Dark Servants, or else remain Neutral for the duration of the game. For some this choice will be easy, for some it will be arduous, and for some the decision may be forced upon them by the flood of affairs surrounding them.

Although the Free Peoples should cooperate together in order to combat the Dark Servants (and vice versa), and certainly the Neutrals must be considered carefully by each (and vice versa), only *one* Player can win the game. Each Player/Nation has victory conditions which, if accomplished, will award him individual victory points at the conclusion of the game. At the end of the game all victory points will be tallied and ranked to determine the individual game winner. However, if your ALLEGIANCE doesn't win, then it makes little difference what your victory point total has become. A Dark Servant cannot win unless the allegiance of Evil vanquishes all, a Free People cannot win unless the allegiance of Good triumphs, and likewise a Neutral Nation may not win unless their allegiance prevails. In addition to the game winner, two runner-up positions will also be determined. These positions will be the two highest remaining victory point totals - regardless of allegiance.

Be aware that victory conditions may differ from Nation to Nation, and from game to game. There are many different aspects to ME-PBM. There are military roads to victory for those who favor the more direct route to national supremacy. There are diplomatic channels for those who would prefer to undermine their enemies rather than face their swords. For the most subtle of players, there are economic pressures, and espionage, which can be wielded to your own advantage and can be brought to bear on friend and enemy alike. And for those who savor more role-playing, each Character/hero of a Nation is controlled individually to deal with assassins, personal challenges, even dragons, or perhaps to search for lost artifacts. And you can create your own Characters and design your own Nation too!

ME-PBM allows both critical tactical decisions, like personal challenges of Characters to mortal combat, and sweeping strategic decisions, like taxation and mobilization of Armies. In addition, ME-PBM features the finest in laser-printed graphics and offers a broad spectrum of individual styles of play. You will find a multitude of orders from which to choose and a widely diverse world in which to adventure.

What is Play-By-Mail?

Play-By-Mail (PBM) is a new twist to an old concept. Simply put, it is playing your favorite games through the use of the mail. PBM games often encompass arenas such as science fiction, modern warfare, and, as in this case, fantasy. Such games vary greatly in the number of players, length of games, and the extent of challenge. PBM games appeal to people with sharp minds and the courage to imagine. Played in the privacy of your own home with other players who are always 'available' for the game, PBM appeals strongly to people who do not have the opportunity to get together with friends on a regular basis. Play-by-mail games usually require no computers or other equipment - just a rulebook, a turnsheet, and a desire to have a really good time.

One of the richest parts of any play-by-mail game is the strategy and interaction between players. If you wish to communicate with another player, simply send us a 3x5 card with your turnsheet. On one side of the card clearly print the game number and player to whom the card should go. On the other side you can give a diplomatic message, be it a threat, warning, alliance offer, or something else. When addressing a card to a player, you may use a player number, the name of the Nation, or the player's 'alias'. You may also want to give your name, address, and phone number (or email), so

that the other player may contact you directly. Many players wish to communicate by using anonymous names in their correspondence. To facilitate receiving such mail, there is a place on your turnsheet to list your alias.

Remember, you can send a note to anyone at any time. Be warned, however, that deceit (between players) is a common and perfectly acceptable tool in this game. Just because you receive a card from the 'Dwarves' doesn't mean

that the Dwarves actually sent it! You can say anything you like to other players, barring offensive language and personal insults. GSI retains the right to edit any cards sent through the company as we deem appropriate. There is no fee for sending cards, but to provide this service at no cost, GSI must insist that players restrict their communiques to 3x5 cards or similar sized documents.

Tolkien and Middle-earth®

Middle-earth is the legacy of J.R.R. Tolkien. His works of fantasy represent an extraordinary literary accomplishment. The depth of detail that is found within the pages describing the mythology and legends of the peoples of Middle-earth is not only consistent and thorough - it is most thought-provoking. Each individual that has had the pleasure of enjoying the Middle-earth tales not only sees the reflections of our world as he might wish to perceive it, but also develops his own visions of the wonderful inhabitants and magical places to be found there.

Middle-earth (or "Endor") is the Middle Land, a continent in the world called "Arda" ("The Realm"). The world was created by Eru - the One - as a special land for his Children. Endor is a wondrous place inhabited by a variety of unusual peoples and filled with strange creatures, breath-taking landscapes, and dark, sinister beasts. In Middle-earth, immortal Elves,

reclusive Hobbits, stout and dour Dwarves, and a variety of mortal Men, some tall and proud, others fierce and wicked, all face the forces of Darkness that seek to dominate them: Orcs and Wargs, Giants and Trolls, Dragons and Fell Beasts, Wraiths and Wights. Most feared of all was Sauron, the Lord of the Rings.

This game simulation represents a glimpse into Middle-earth (at a time some one thousand years after the events described in *THE HOBBIT* and *THE LORD OF THE RINGS*) that is both accurate regarding the details described by Tolkien himself and is consistent with the offerings to be found in I.C.E.'s (Iron Crown Enterprises) Middle-earth Role Playing™ Series. It also represents our own visions of Middle-earth in an effort to fill in the gaps of knowledge and reveal the mysteries that have always intrigued us. The following sources may provide some additional insights into these mysteries:

Primary Sources
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Tyler, J.E.A. *The New Tolkien Companion*. New York: Avon Books, 1978. Copyright© 1976, 1978 by J.E.A. Tyler.

The Characters "Alatar" and "Pallando" appear in *Unfinished Tales*. They appear in this game with permission of the Estate of J.R.R. Tolkien.

Middle-earth in the Fourth Age, circa 1000

Northwestern Middle-earth around the end of the First Millennia Fourth Age is a time of political and social upheaval. This area, known simply as the West, encompasses the lands north of Umbar, west of the Sea of Rhûn, and south and east of the Great Sea. Following the passing of the Third Age, climaxed by the exploits of the Fellowship of the Ring and the fall of Sauron, the West enters a brief period of consolidation and prosperity, followed by a long period of growth and migration, strife and despair, war and recovery, brought about by the constant expansion of Men.

With the passing of Sauron and his mighty minions, the forces of the Dark Servants are in complete disarray. Most of the Orcs, Goblins and Trolls scatter into the mountains and wastes from which they came, legion with their dark and foul holdings. For without strong leaders these races continually war amongst themselves, their numbers dwindling with time. However, rumors of the demise of the Lord of the Rings is sure to reach far and wide over the expanse of Middle-earth and there are both wicked Black Lords and Dark Mages eager to fill the power vacuum left behind in the West.

By early in the Fourth Age, almost all the other Free Peoples have vacated Endor forever. The Eldar have begun the departure to the West in vast numbers, abandoning many of their former sites. Those remaining of the Eldar travel only in small companies and many of them wander into the East. The remaining woodland Elves retain control of just a few remaining well-guarded holdings. In time, to avoid the affairs of the outside world, the stout Dwarves withdraw to quiet bastions in any remote hill or mountain they can find. The reclusive Hobbits are generally protected and unnoticed, remaining as they were - 'holed' up in the Shire.

But the expansion of the Reunited Kingdom can not go on forever. Internal strife and border conflicts with fierce Mannish realms force the split of the Reunited Kingdom into two separate nations: known as the Twin Kingdoms. Control over the surrounding vassal realms and neighboring nations ebbs with the passing of time.

The period surrounding Fourth Age 1000 sees the rise of upstart nations: new Mannish nations that share a common viewpoint but yet no formal allegiance; isolated Free Peoples that seek to drive Men away and regain their former lands; and bastions of the Servants of Darkness that always seem to have forces rallying to their cause. The time is ripe for a powerful lord to lead one of the Twin Kingdoms to reclaim its former glory; or forge a strong alliance to liberate the remaining Free Peoples; or perhaps reunite the forces of Darkness under one strong rule; or maybe help establish a new Neutral order amongst the peoples of the West - Mannish domination, once and for all.

Significant events of the early Fourth Age are outlined below. The list is not intended to be complete but rather to highlight the political and social events of the near past/future. A more complete time-line of the various Ages of Middle-earth can be found in Tolkien's *The Return of the King* (The Lord of the Rings, Book III) Appendix B, and in numerous publications in the *Middle-earth Role Playing™ Series*., published by I.C.E..

The early Fourth Age

F.A.	1	The Eldar begin to depart.
F.A.	2-32	The Eldar abandon the Tower Hills and the surrounding locales. Only Círdan remains in the Grey Havens.
F.A.	6	Shire is made a Free Land, under protection of the Northern Sceptre, and along with the Drúadan Forests, are off-limits to Men.
F.A.	15	Rebuilding of Annúminas begins.
F.A.	63	King Éomer of Rohan passes away.
F.A.	100	Moria still abandoned.
F.A.	120	King Elessar (Aragorn II) passes away. Eldarion becomes King of the Reunited Kingdom. Legolas and Gimli depart for Aman, marking the final passing of the Fellowship of the Ring.
F.A.	121	Queen Arwen passes away.
F.A.	264	King Eldarion passes away. Elessar II becomes King of the Reunited Kingdom.
F.A.	300-500	The Men of the West establish major overland trade links with Peoples of the East. Dorwinion and Khand rise in power.
F.A.	400-450	Relmether, East of Mordor, rises in economic power.
F.A.	408	King Elessar II passes away. Elendil II becomes King of the Reunited Kingdom.
F.A.	432-864	Last major Eldar migration through Lindon. Avari groups supplant the

Eldar in many of the more guarded enclaves of Northwestern Endor. Other Elven sites are abandoned or given over to Men.

F.A. 552 The aged Elendil II abdicates the throne of the Reunited Kingdom in favor of his eldest son, Isildur II.

F.A. 696 Rather than abdicating the throne of the Reunited Kingdom, Isildur II grants his son lordship over the North Kingdom.

F.A. 700 Isildur II passes away. Anárion II becomes King of the Reunited Kingdom.

F.A. 701-712 The First River War. The Variag-Nûriag-Nurniag alliance, known as "the Collusion of the Ûsrievrim," conquers the Chey lands and all of eastern Rhûn.

F.A. 750 After the Lords of Umbar declare the waters off the Harad Coast as the Umbarean Sea, the Kingdom of Gondor faces an economic crisis.

F.A. 752-775 The Sail War. The Kingdom of Gondor struggles against the Umbareans. The Haradrim side with both belligerents. Gondor ultimately prevails, but the conflict serves to create disharmony among the peoples of the North and South Kingdoms.

F.A. 775 Anárion II is murdered after crushing the Umbareans near Linhír. Arathorn III becomes King of the Reunited Kingdom.

F.A. 783-800 The Second River War. The Collusion of the Ûsrievrim is abandoned as civil war rages across central Endor. The Variag-Nûriag-Nurniag triad collapses, with each party becoming the focal point of rival "successor alliances."

F.A. 799 Anárion III perishes in the Red Plague. His young son, Beleg II, becomes King of the Reunited Kingdom and moves to stabilize the volatile southern frontier.

F.A. 800-1000 Great mannish migrations create turmoil throughout Endor.

F.A. 800 Battle of Ethir Harnen. North and South Kingdom naval and land forces crush a large army composed of Umbareans, Variags, Haradrim, and various mercenary groups from southwestern Endor.

Serious losses by the North Kingdom - the result of the furious ambush that opened the battle - contribute to a considerable weakening of the North Kingdom. Beleg II is hereafter known as "Hyarmendacil III."

F.A. 843 Hyarmendacil III passes away. His son, Eärnil III becomes King of the Reunited Kingdom.

F.A. 915 Eärnil III further divides the administration of the Reunited Kingdom. The former realms of Gondor and Arnor are hereafter called the Twin Kingdoms. Eärnil III's two sons - Telumehtar II and Eärnur II preside over the North and South Kingdoms, respectively.

F.A. 950 Eärnil III passes away. Telumehtar II becomes King of the Twin Kingdoms. However, Eärnur II challenges his brother and assumes the throne of the North Kingdom.

F.A. 953 Telumehtar II marches on the North Kingdom. Eärnur II's brief reign ends. Telumehtar II orders Eärnur II into exile on the northernmost of the Isles of the Dead That Live.

F.A. 1000 Telumehtar II and his three young sons are all murdered. There are no direct heirs. Eärnur II returns from exile to become King of the Twin Kingdoms. The Men of Enedwaith, Minhiriath, and Eregion declare themselves independent.

F.A. 1001 Eärnur II is forced to take his own life. South Kingdom oligarches tighten their rein on both political and economic matters by electing Valamir the Younger as Steward of the South Kingdom. Despite the fact that Eärnur II's son, Arvedui II, is crowned King and reaches his majority later the same year, Valamir acts as the de facto overlord of the South Kingdom.

F.A. 1001-1020 The sundering of the Twin Kingdoms. Arthedain is reestablished as the North Kingdom disintegrates. The Shire remains a Free Land.

F.A. 1020 Amlaith II, a distant kinsman of Telumehtar II's wife Berúthien, becomes King of the North Kingdom. He declares the Shire a "royal

F.A.1020-1050 protectorate" and embarks on a program aimed at consolidating the fragmenting North Kingdom.

F.A.1020-1050 Despite Amlaith II's good intentions, the Shire folk seek Elven aid in order to construct a Girdle of the Shire. Their embassies to the Sindar and Avari of Lindon are only modestly rewarded. While protected by strange weather patterns, the Shire remains vulnerable to any persistent intrusion.

F.A. 1072 Valamir the Younger becomes the Ruling Steward of the South Kingdom when the childless King Arvedui II passes away.

F.A. 1092 Amlaith II dies while on campaign near Bree. Valamir the Younger passes away later the same year. Valamir's son, Targon, becomes the Ruling Steward of the South Kingdom.

F.A.1092-1099 The Great Eriadoran War. Amlaith II's son, Eärendur II ("the Great"), claims a series of great victories over the chieftains of Cardolan and Minhiriath (Valros and Púil).

F.A. 1100 Eärendur II proclaims himself King and thus reestablishes the North Kingdom. Targon declares himself King of the South Kingdom and issues a declaration of war against the North Kingdom.

On Good, Evil, and Neutral

The Mannish expansion of the Fourth Age has had a dramatic effect on the peoples of the West because the very nature of Good and Evil has also radically changed. For several Ages, the forces of Evil were led by Sauron, Lord of the Rings, and his chief servants, the Nazgûl ("Ringwraiths"). Their aim was simply the complete domination of all peoples, and all forces, in Middle-earth.

And opposing the Darkness were the forces of Good, marshalled by the might of the ancient Eldar Lords and the wisdom of the mysterious Istari Wizards. Their aim was freedom, resisting the Darkness in every way possible, always hoping to see the day when all peoples were permitted to exist in harmony within Endor, and with each other, as well.

During the Fourth Age, most nations have decided to walk their own paths. The interests of Neutral Men now differ from the interests of the Free Peoples, and, to many, seem more like the aims and goals of the Dark Servants - control and domination of all surrounding peoples. It is for this reason that the Twin Kingdoms are viewed as Neutral, a new and separate allegiance, no longer Free Peoples but not quite Dark Servants either. And, while the Free Peoples seek to return to the olden days when the Darkness did not cast its Shadow and all peoples could live in peace, the Dark Servants seek to resurrect the Dark Lord Sauron's failed plans and dominate the fates of the peoples of the West - forever.

Victory Conditions

The game can end in any of the following ways:

A. On Turn #52.

OR

B. Two of the three allegiances (Free Peoples, Dark Servants, and Neutrals) have been eliminated.

OR

C. One nation, other than one of the Twin Kingdoms, controls both of the Twin Kingdom's original capitals (1108 & 2924) plus 5 of the 7 Strategic Population Centers (1609, 2119, 2121, 2212, 2715, 3124, 3423).

In ME-PBM, each Player controls the fate of a particular Nation. A Nation can continue to participate as long as the following conditions are met:
- A. The Nation must at all times have a capital. If the capital is captured/destroyed, and no suitable Population Center (major town or city) can become the capital, then the Nation is eliminated.
- B. A Nation must at all times have sufficient gold to support their maintenance costs. If maintenance costs exceed gold reserves, and taxes cannot be raised, then the Nation is eliminated.
- C. A Nation must at all times have at least one Character alive who can issue orders. If all the Characters of a Nation are killed, captured, or retired, then the Nation is eliminated.

D. A Nation that ceases to give orders to its Characters for a period of two months may be eliminated or have a standby Player appointed to assume control of the Nation. Standby positions will normally only be appointed during the first six (6) months of play. [Only former and experienced current ME-PBM players can be placed on the 'Standby' list. These players will be contacted when a position becomes available. Contact G.S.I. if you would like to be added to our 'Standby' list.]

The game winner is determined in the following fashion:

Victory conditions are checked when the game ends. The victory conditions are separated into two types: Common and Individual. All surviving members will have their victory points totaled for both Common and Individual victory conditions and the highest combined total on the winning ALLEGIANCE is the winning Nation.

Furthermore, if the game ends with your nation in control of one of the Twin Kingdoms' original capitals, you will receive an additional 100 victory points for each. It is important to note also that ending the game via condition C does not ensure that that Nation will win the game - only that their ALLEGIANCE will win, and that ending the game via condition A means no ALLEGIANCE has won.

The Common victory conditions are concerned with the four principal areas of play: Population Centers, Armies, Characters, and Wealth. Each Nation will be ranked (1-25) in each category, determined by the Nation's overall strength in that area. Every turn, based upon each of the four rankings, every Nation will be assigned between 100-500 victory points. Thus a range of 400-2000 victory points are possible each turn. These victory points are NOT cumulative. An abbreviated listing of the rankings will be presented to each Nation every turn. These rankings (and associated victory points) will vary each turn, reflective of the current fortunes of each Nation. The total achieved on the final turn represents the Common victory point total.

For any Neutral Twin Kingdom playing at game end, Common victory points are also computed by counting the number of turns played past turn 12, and then multiplying this count by 40: receiving the higher total of the two victory point formulas.

The rankings in each area are computed using the following factors:

Population Centers: Total number of Population Centers, the Size and Loyalty Rank of each.

Armies: Total number of Troops, Type of Troops, Training, Weapon, Armor, and Morale Rank of each.

Characters: Total number of Characters, the Command, Emissary, Agent, and Mage Rank of each.

Wealth: Total Gold stores kept in the Nation's vault at the capital.

Ranking	Victory Points
1	500
2	450
3	400
4	367
5	333
6	300
7	275
8	250
9	225
10	200
11-25	100

A Nation's list of Individual victory conditions will not be the same from game to game. Five Individual victory conditions will be established and presented to each Nation at the beginning of the game. The Individual victory conditions require achieving a particular goal and they are checked and tallied only at the game's end. Satisfaction of an Individual victory condition on any turn before, but not on, the final turn will merit no victory points. Individual victory conditions are each worth 100 victory points and can be among the following:

Number	Victory Conditions

1)   Termination of Characters - requires that your Nation be responsible for the killing of at least ten (10) Characters other than your own. These killings must be accomplished in a ritual fashion by using personal combat or assassination. No other kills will count. Less than ten kills will merit no victory points.

This victory condition represents a strong inclination on the part of that Nation to solve its problems by removing Characters who might cause them difficulty. These Characters may be enemies or they may be allies who simply are in the wrong place at the wrong time. The focus and intent is simply to assassinate or challenge Characters - for the satisfaction.

2)   Acquisition of Artifacts - requires that your Nation acquire ten (10) Artifacts in addition to the number held at game start. Any ten Artifacts will count - they do not have to be usable by your Nation. Less than ten additional Artifacts will merit no victory points.

This victory condition reflects a keen interest by a particular Nation toward magic and lore. Many Nations, of all allegiances, may possess such an interest. Which individual artifacts are gathered is of little concern, although admittedly some artifacts may be easier to acquire or may be more useful. Rather, the interest is in acquiring many artifacts so that the associated power and lore can be used by the Nation against its enemies.

3)   Holding [and connecting to] a particular Population Center - requires that your Nation retain ownership of a particular Population Center. The Population Center may be one of your own, one of your neighbors, or one distant from your homeland. Victory points are only awarded if your Nation owns the Population Center at game's end. Only for the Twin Kingdoms is it also required that a Road connect this Population Center to the initial road system.

This victory condition represents a strong inclination to control a particular location. The reasons for this inclination can vary. In some Nations it may be the result of strong religious ties to a holy site. In others, it may be, or may have been, an ancestral homestead. Frequently, the current owners are mortal enemies and control of the location is a matter of strategic revenge. In some cases the location may be currently held, but in other cases the location may have been recently or distantly lost.

4)   Hoarding Mithril - requires that your Nation retain the largest quantity of mithril stores. The mithril stores held by each Population Center of each Nation will be tallied at game's end and only if your Nation has hoarded the most will the victory points be awarded.

This victory condition surfaces in those Nations that have acquired an interest in representing their wealth in the finest and rarest of ways - mithril. Clearly, a sign of a unusual greed, the interest is not in acquiring the valuable metal for actual use, but rather for the feeling of gratification that comes from seeing mithril stashed in their treasuries.

5)   Hoarding Artifacts - requires that your Nation retain the largest quantity of Artifacts. The total number of Artifacts possessed, usable or not, will be tallied at game's end and only if your Nation has hoarded the most will the victory points be awarded.

This victory condition reflects a greedy interest by a particular Nation toward magic and lore. Many Nations, of all allegiances, may possess such an interest. Which individual artifacts are gathered is of no concern. In fact, acquiring artifacts from other Nations is as good, if not better, than exploring for lost ones. Rather, the Nation's interest is in acquiring more and more artifacts so that its enemies, and allies, will have fewer and fewer.

6)   <u>Holding a particular Artifact</u> - requires that your Nation retain possession of a particular Artifact. The Artifact will not be one you start with and may or may not be an Artifact usable by your Nation. Victory points are only awarded if your Nation possesses the Artifact at game's end.

         This common victory condition represents a strong inclination to possess a particular artifact. The reasons for this inclination can vary. In some Nations it may be the result of strong cultural ties to a holy relic. In others, it may be, or may have been, a family heirloom or simply an item from a much-hated enemy. Often times the artifact will be currently held by a Character, but in other cases the artifact may be lost.

7)   <u>Terminating a particular Character</u> - requires that your Nation sees to the killing of a particular Character other than your own. These killings may be accomplished in any fashion by any player as long as the particular Character is dead or retired at game's end.

         This common victory condition manifests itself for a variety of reasons. Typically, if the target Character is an ally, then the reason stems from some political intrigue or family feud. If not, then the Character is usually some hated enemy or dangerous foe that needs to be eliminated at all costs. It is more important that the Character be terminated than who actually does it.

Designing Player Positions

Each Player will be assigned one Nation/Realm as his position. As such, he becomes the 'power behind the throne' or the 'author' of his Nation's actions. The Player will decide what individual actions his Characters will take and what course of action his Nation will follow.

In ME-PBM Fourth Age, circa 1000, the players will have the option to control a nation of their own design, or one of the Twin Kingdoms (the North or South Kingdom). What follows will be a brief discussion regarding some of the issues and concerns that will likely enter into the decisions required to customize your nation.

Remember that although there are many choices to make pertaining to the design of your nation, none of your choices will be 'bad'. Each player will play the game differently, and each game will start and unfold equally differently. Therefore, make your selections with some idea of what kind of nation you wish to play and what style of play you most prefer.

Those of you that have played the other ME-PBM scenarios may find that the 'rules of thumb' and 'best nations' of those scenarios will not warrant the same labels in this scenario. Bear in mind that many of the nations that were popular or successful in the earlier scenarios were that way because they were relatively unique. How

successful would one expect to find an economic-based nation when the whole game is full of the same? How about agent-based nations in the same situation?

Furthermore, the success of many of the nations in the earlier scenarios was due to the fact that although the nations were balanced, the various aspects of the nations were not necessarily similar. This encouraged nations with an advantage in one area (i.e. in characters) to focus and wield this advantage well. However, in ME-PBM Fourth Age, circa 1000, almost all aspects of the nation design are regulated by similar cost limits. Therefore, greater parity will exist amongst the elements of the starting nations, even though they may not be alike.

Therefore, although your selections for designing your nation are important, what determines the outcome of the game follows more from how you use what you start with rather than depending on your initial selections. The path to victory is paved with your military, economic, diplomatic, magic and agent actions, cemented by your strategies and a little good fortune. So choose wisely, but do not worry overmuch if your position turns out less than optimal at the start of a particular game. The analogy would be that one player might get dealt a better or worse hand than the others, but the fate of the card game rests ultimately on the play that follows after the deal!

Nation Design Sheet

Selecting one of the 23 'Nations' offers the player the most choices with regard to where and how their nation will start play. To select one of the 23 nations, choose the form labeled 'Nation Design Sheet'. This form will explain most of the elements pertinent to your nation design and provide space for your selections. It is a good idea to read and review all the 'Design Sheet' forms at least once before making your selections. Note also that this form can and will be changed from time to time. In the lower right-hand corner on the back side of the form is a 'revision' number and date. If your form is considerably out of date, it might be best to contact GSI to see if you need a replacement as your choices may not otherwise work out as you expect.

There are four sections in which your design decisions will be focused. Note carefully that each section has a cost limit associated with that section. Failure to observe these limits could delay the placement of your nation in a new game. Therefore, it is a good idea to indicate the cost off

to the side of each selection and tally at the end to compare to the limit. Costs are not transferable from section to section, and any unused cost will be added as gold to your starting Nation Gold reserves. Any selections that turn out to be invalid will be discarded and the associated cost added back to your starting Gold reserves. Otherwise, if no gold is thus added to your reserves, your Nation will start with 25,000 gold and a tax rate of 40%.

Nation section

The first section is the Nation section. After reviewing the various factors concerning the selections in this section you may begin making your selections (a pencil at this stage might prove advantageous). The first choice is your nation's name. The length of the name must fall in the range of 5-17 characters. Please try to choose names that retain the flavor and nature of Middle-earth.

The next choice has to do with starting allegiance. Each of the 23 Nations may choose any starting allegiance that they wish (Evil, Neutral, or Good). This allegiance has both short-term and long-term impact on the nation. For example, artifacts assigned to your nation at game start will be useable by your nation, based on the starting allegiance. The allegiance affects the options for race available to your nation, which in turn affects the strength of your troops in various terrain/climates (see page 112) and some aspects of initial character design. Allegiance also affects the type of terrain that is permitted for population center locations at game start (Neutral nations are not permitted to start in the mountains). Additionally, certain Special Nation Abilities are limited to certain races or allegiances. Finally, Good and Evil nations may not change allegiance during the course of the game, but Neutral nations may early on, if they so choose. Therefore, make this selection carefully.

The choice of race follows after allegiance. The choice of race depends on the allegiance, as follows: If Evil, race choices are Men or Non-human (Orcs, Goblins, & Trolls); if Neutral, race is limited to Men; if Good, race choices are Men, Dwarves, or Elves. Make a single selection based on the allegiance choice already made.

What follows next, the Special Nation Abilities (SNA's), is one of the more critical selections that will be made, so review your choices here carefully. When making your selections indicate both the number and the

description of the SNA you have chosen, and indicate the cost off to the right. Once selected, these choices will remain fixed throughout the game.

There are 34 SNA's and you will be able to select up to four of them. The costs vary greatly so keep your cost limit in mind at all times. Note that some SNA's are not available to all races (3,14,15,18) and allegiances (26,27,28,29). Note also that the SNA's are NOT cumulative nor additive. This means that each ability is treated separately. For example, it makes little sense to choose SNA 33 and 34 since SNA 34 is better than 33 in all respects. Generally speaking, the following five sets of SNA's should see at most one selection from each:

(1,2,3)   (4,5)   (6,7)   (13,14,15,16)   (17,18)   (33,34)

although multiple choices from some of the above sets might offer some slight advantage in certain very limited situations. However, you are free to make whatever combination of selections you wish to make.

After selecting your SNA's, you may next choose any starting artifacts. Enter the number desired (between 0 and 5), which will result in that number of random artifacts (but useable by your allegiance) being secreted in your capital at game start. But note, that if you choose more than one artifact, then you will received one artifact for free (i.e. 1 artifact costs 4000, 2 artifacts cost 4000, 4 artifacts cost 12000).

Next you may select to have your nation start with transports and/or warships. Enter the number desired for each and they will be anchored in your capital at game start. You may wish to review this selection when selecting the locations of your capital and starting population centers.

Next you may select the number of war machines you wish to start with. Enter in the number desired and they will be added to your starting army (if you have one).

Finally, you may select to make one of your starting population centers 'hidden' (see page 24). Enter the number (between 1 and 4) of the population center you wish to have hidden, not the hex location or name. This number is the number to the left of each population center listed in the Population Center section.

Optionally and without cost, you may select one Individual Victory Condition for your nation (see pages 6-8). Selection is by number/type (1-7) only and does not include the specific target of the victory condition.

Tally up your costs and compare to the cost limit. If your total does not exceed the limit, this section is done. If it does, then you must review your selections and reduce your costs so that the total falls to or below the limit.

Army section

The next section is the Army section. After reviewing the various factors concerning the selections in this section you may begin making your selections. You may wish to review this section when making subsequent selections for your characters because the command skill ranks of your characters may affect various aspects of your starting army. If you wish no starting army, then skip this section.

The initial choice is for the character that you wish to command your starting army. Enter the number (between 1 and 8) of the character you wish to place in command (not the name). This number is the number to the left of each character listed in the Characters section. You may wish to review this selection when making selections for your characters because the army commander must have command skill. Otherwise, the character with the first and best Command skill will be selected, else no army will be selected.

The costs listed for each troop type (see page 26) are for quantities of 100 troops. Enter the number of '100 troop' units you wish of each type for your starting army. Note that the starting army will start with some Food, but this amount is inversely proportional to the amount of troops.

Tally up your costs and compare to the cost limit. If your total does not exceed the limit, this section is done. If it does, then you must review your selections and reduce your costs so that the total falls to or below the limit.

Population Centers section

The next section is the Population Centers section. After reviewing the various factors concerning the selections in this section you may begin making your selections. You may wish to review this section (and previous sections) when making subsequent selections for your characters because the emissary skill ranks of your characters may affect the loyalty of your population centers. Additionally, the race of your nation will also affect the hexes that are suitable for your nation to place population centers at game start.

This section will be the most unpredictable of all the sections and careful attention to detail should be given here. This is because many players will be selecting the locales for their various nations. Undoubtedly, more than one nation will select their locations to start in the same general area as another nation(s). To avoid overcrowding, and to encourage a more even distribution of nation locations, certain restrictions are imposed regarding capital and population center locations.

Specifically, all capitals must be at least 4 hexes from another nation's capital, all population centers selected at game start must be no more than 3 hexes from their capital, all population centers must be at least 6 hexes from either Kingdom's capital, and not occupy a hex already occupied at game start. The various hexes that are of known concern at game start are listed, as well as some other hexes that are also not available.

For these reasons, we ask that each player select three preferences for their nation. Each 'column' of selections basically represents a possible homeland. These separate selections may be nearby, but remember that if a primary selection is 'not available', and the secondary and tertiary selections are nearby, then they may also be 'not available'. Therefore, each column of selections should be at least 10 hexes apart. All nations will get a chance at their primary selection, but where this is not possible, most will receive their secondary selection. Thus, only rarely will the tertiary selections be necessary.

To help in securing your primary selection, it is suggested that some areas on the map may look like 'naturals'. As such it will be popular for many players to select these regions, with the result that many of them will find their selections 'not available'. Thus, you can increase your chances of getting exactly your primary selections by choosing regions that do not seem like others will find them attractive, but that you nevertheless do. This has the added advantage that your nation will find that it has more room to grow in the early part of the game, whereas the other nations will find themselves crowded and competing for valuable hexes and resources.

In any case, careful attention should be given to all selections. In particular, the selection of population center locations affects certain earlier choices (ships, hidden, etc). Also, the terrain of your population center locations will have considerable impact on the products and revenue that your nation starts with and produces during the first few turns of the game (see page 15).

The selection process proceeds something like the following: Initially all primary capital selections are shuffled and each is assigned in random order. If there is a conflict, then the secondary capital for that nation will be considered and then the tertiary. Once all the capital locations are fixed, then the remaining population centers are shuffled and randomly selected until all are located, based on the respective capital previously selected. If there are any conflicts (or missing or invalid population center locations listed), then a random location close by your capital will be selected.

For each population center, starting with your capital (the location of which will determine the boundaries of the turn map), the first choice is the name. The length of the name must fall in the range of 5-17 characters. Please try to choose names that retain the flavor and nature of Middle-earth.

The next choices are the primary, secondary, and tertiary choices for your population center locations as described above. Remember each 'column' of selections represents a prospective homeland for your nation.

Optionally, a player may elect to purchase 'insurance' for their primary capital choice. This option will help ensure (except for invalid selections and in instances of other 'insured' capitals) that the primary capital location will be received. It is not a 'guarantee', however, so the secondary, and tertiary choices are still required.

Each population center will start at a certain size (see page 22), with your capital (see page 24) starting as a Major Town. Your next choice is to indicate if you wish to improve the indicated size of that population center for game start. If so, indicate the size you wish to improve to in the appropriate space. Note that improvement can only be by one size per population center. Any improvements to population center size will increase your nation's ongoing tax revenues.

Each population center may also start with fortifications and/or a port/harbor (see pages 23-24). The costs listed for these additions are not cumulative. These additions also do incur ongoing maintenance costs after game start.

Each nation is required to take a minimum of four population centers. However, the more population centers you have, the more product and revenue your nation is likely to have. Therefore, careful consideration should be given to decide whether to opt for more initial

population centers, or to elect to improve/protect the ones you start with, or a little of both - especially if your nation might be near either of the Twin Kingdoms!

Tally up your costs for each population center, and for all of them as well, and compare to the cost limit. If your total does not exceed the limit, this section is done. If it does, then you must review your selections and reduce your costs so that the total falls to or below the limit.

Characters section

The final section is the Characters section. After reviewing the various factors concerning the selections in this section you may begin making your selections. You may wish to review previous sections when making selections for your characters because the command and emissary skill ranks of your characters may affect various aspects of your nation and certain characters will play specific roles in your starting situation.

This section will also have considerable impact on the early part of your game. Simply put, all orders and actions in the game are carried out through your characters. The better they are, the more apt they are to succeed. The more skills they have, the more versatile they are. After game start, multi-skill characters are more expensive to create and harder to train. However, ensuring that you have some characters of high skill rank will ensure you of more immediate early success and also enhance starting aspects of your nation.

You can not easily achieve both. Therefore, consider carefully the costs involved for each skill rank total so that you ensure that your characters are going to be able to execute the type of actions you plan for your nation. Generally speaking, a good mix of characters is wise. Selecting at least one character with each skill is a good start. It is imperative that AT LEAST one of your characters start with Command skill as this is the most critical and 'called upon' skill in the game. Your first character listed should be considered your primary character, as your artifacts will be considered hidden in your capital by him/her.

Begin, for all eight characters, by selecting a name. The length of the name must fall in the range of 5-17 characters. Please try to choose names that retain the flavor and nature of Middle-earth. The gender for your character may also be indicated.

The next choices are for your command, agent, emissary, and mage rank (see page 18). The minimum rank is 10, the maximum rank is 60. All ranks chosen must be in multiples of 10 only. Each character must have a minimum of 30 skill ranks total. Note the special allowance for 60 skill rank characters in specific skill areas for each race.

Next, for each 10 points of mage rank, one spell may also be selected (see pages 31-49). Selecting non-Easy spells is allowed, but initial casting ranks for them will be lower. Be sure to observe spell prerequisites and restrictions.

Finally, a stealth rank for the character may be chosen. There is no requirement that a character have stealth (see page 19).

Tally up your costs for each character, and for all of them as well, and compare to the cost limit. If your total does not exceed the limit, your nation is done. If it does, then you must review your selections and reduce your costs so that the total falls to or below the limit.

Twin Kingdom Design Sheet

Selecting one of the 2 Twin Kingdoms affords a player the fewest choices with regard to where and how their nation will start play. It also presents some of the most difficult decisions, both before game start and during game play. But, both positions may also offer the most challenging level of all-around play and probably the most diplomacy as well. The unique victory condition options associated with the Twin Kingdoms dictates that careful selection of the various aspects of the nation design are much more critical for short/long-term survival. These two positions are not for novices or the meek!

But, the Twin Kingdoms are also the only nations with no 'turn limit' for characters (see page 18). Also, they uniquely know (approximately) where all the other nation's capitals are located - via area maps at game start - and will receive area maps on each of their owned Strategic Population Centers each turn. They are the only nations that can build roads (Order 496), directly affect the market (Orders 960 & 965), and make bridges over major rivers without the need for a road being present. The Neutral Twin Kingdoms also get a list of the top three players in the game each turn. Furthermore, when the first Twin Kingdom falls, the market will suffer a permanent loss of purchasing power. Finally, any nation with Friendly relations toward a Twin Kingdom, who in

turn has at least Tolerant relations with that nation, may recruit Men-at-Arms at the Twin Kingdom's population centers.

To select one of the Twin Kingdoms, choose the form labeled 'North Kingdom Design Sheet' or 'South Kingdom Design Sheet'. This form will explain most of the elements pertinent to your kingdom's design and provide space for your selections. It is a good idea to read and review all the 'Design Sheet' forms at least once before making your selections. Note also that this form can and will be changed from time to time. In the lower right-hand corner on the back side of the form is a 'revision' number and date. If your form is considerably out of date, it is best to contact GSI to see if you need a replacement, otherwise your choices may not work out as you expect.

By and large, the choices and concerns pertaining to each of the following sections will be similar to (if not the same as) the ones for normal nation design. We suggest that you read the above section before proceeding on. Exceptions and differences will be be noted below.

Nation section

North: Kingdom name, race, and allegiance are selected at game start. One SNA (#19) is already selected - thus only 3 additional SNA selections are permitted. Five artifacts are already assigned to be given at game start. Those that are useable, and at the capital, will be given to the primary character, with the rest secreted. Additional random artifacts may also be selected, but none of these are 'free'. Transports and warships are not anchored at the capital unless the capital is given a harbor/port - any ships will be anchored at the first population center that has a port added to it. Seven different population centers can be selected for the hidden population center option (as opposed to the normal four - yet still only one such hidden population center is allowed).

South: Kingdom name, race, and allegiance are selected at game start. One SNA (#19) is already selected - thus only 3 additional SNA selections are permitted. Five artifacts are already assigned to be given at game start. Those that are useable, and at the capital, will be given to the primary character, with the rest secreted. Additional random artifacts may also be selected, but none of these are 'free'. Ten different population centers can be selected from for the hidden population center option (as opposed to the normal four - yet still only one such hidden population center is allowed).

Army section

North/South: The only difference here is that there are more points to spend in this section than for the normal nations, and a minimum expense of 25,000 is required. Since the Twin Kingdoms have more to defend at game start, and may have numerous enemies all around them who know much about their nation, the extra points are warranted and should be used wisely.

Population Centers section

North: Seven population center locations are already selected, as indicated, while three more are to be selected by the player. The capital is already fortified with a Keep (at no cost) and other fixed starting Population Centers (6) are fortified with a Tower (at no cost). There are also more points to spend in this section than for the normal nations.

South: All ten population center locations are already selected, as indicated. The capital is already fortified with a Keep (at no cost) and other fixed Population Centers (9) are fortified with a Tower (at no cost). There are also more points to spend in this section than for the normal nations.

Characters section

North/South: Exactly the same.

Game Mechanics

Game Time

Seasons

Unlike many other play-by-mail games, ME-PBM is designed to coincide with real time. The turn-around time for your game in the real world is intended to reflect the same period of time in the game. Seasons in the game are the same seasons we endure in the real world as the game is played. This means that games beginning during the winter will commence with winter as their initial season. The seasons will change in the game in the same way that they do in real life. The change in seasons will dictate the range of possible climates in each area on the map. For example, those Nations in the far north find polar conditions during the winter, while the southern deserts will be hot even when it's not summer.

Climate

Climate reflects the seasonal changes across northwestern Middle-earth. Climate conditions include Polar, Severe, Cold, Cool, Mild, Warm, and Hot. These climates range over broad geographical areas and are affected by latitude as well as natural terrain features. Different climates can affect combat efficiency, movement of armies, and the amount of potential resources (food, minerals, etc) received each turn.

Maps

There are two maps utilized in ME-PBM. The most often used map is the four-color edition which you received when you first registered for the game. This map shows the proper terrain for the regions of Middle-earth, as well as the relative distances between lands. It is overlaid with a hexagonal grid with each hexagon (or "hex") numbered for easy reference. The map numbering is based on the familiar (x,y) coordinate system where x designates a column and y designates a row. To find a hex on the map, take its number and split it in half - the first two digits tell the column (01 to 44, left to right) and the last two digits tell the row (01 to 39, top to bottom).

Each hex includes the type of terrain: 'open seas', 'coastal waters', 'shore/plains', 'open plains', 'hills & rough', 'mixed forest', 'desert wastes', 'fens & swamp', and 'mountains' (see the map for the terrain legend). 'Water' hexes are considered to be open seas or coastal waters. 'Land' hexes are considered to be the remaining terrain types. The map shows which hexes allow land movement and which allow water movement. It shows the 'major rivers', 'minor rivers', 'bridges', 'fords', and 'roads'. Although the map shows the bridges with which the game begins, be aware that roads can be built and bridges can be built and destroyed during the course of the game.

Each of the hexes on the map has only one type of terrain. If there appears to be more than one type of terrain in a hex shown on the map, assume that the most prevalent terrain is the correct one. Terrain is extremely important in game play. It affects movement, production, combat, and the ability to find lost or hidden artifacts. More specific effects will be shown in the sections of the rules devoted to movement and combat.

Note that rivers, both major and minor, run along the sides of the hex ('hexside'). Whenever your Armies move across a hexside, along which runs a river, they will be considered to be trying to cross that river. Armies can cross minor rivers with only a slight penalty in movement, but Armies cannot cross major rivers without a bridge or a ford. Note that bridges and fords cross only one hexside and, therefore, you must travel from the hex on one side of the bridge/ford directly across the hexside to the hex on the other side of the bridge/ford in order to successfully utilize the bridge or ford. Roads work in the same manner - moving through specific hexsides. If an Army does not move exactly as the road does, then it will not be able to avail itself of the road Movement rate. Hexside features always affect movement in both directions.

The four-color map specifically does NOT show the location of any Nations, Armies, Population Centers, etc. However, with each resultsheet you receive will be a computer - generated 'turn' map. This map will show only the area that your Nation knows well, but it will give

you the information that a Nation's populace would send back to the capital: the location of Population Centers, harbors, ports, bridges, fords, and the presence of Armies - whether they be Good, Neutral, or Evil. Be sure to check this map carefully each turn in order to take advantage of this important information.

Production

Each hex has the potential of producing certain amounts of natural resources. These resources can only be produced and accumulated by establishing a camp in the hex. However, as the camp grows into a village or town, the production which is available and not consumed (surplus production) diminishes. The section under Population Centers will give exact percentages of the production available to each Population Center type. Products which can be accumulated as surplus include 'leather', 'bronze', 'steel', 'mithril', 'food', 'timber', 'mounts' and 'gold'. The hex production shown on the resultsheet is the 'Expected' production to be received each turn. The climate and Population Center size modifiers have already been applied.

Leather - used in the construction of leather armor and to form cavalry units for the Armies
Bronze - used in the construction of bronze armor and weapons
Steel - used in the construction of steel armor and weapons
Mithril - used in the construction of mithril armor and weapons
Food - used by Armies/Navies in the field and by Population Centers under siege
Timber - used in the construction of ships, bridges, fortifications, ports, harbors, and war machines
Mounts - used to form cavalry units for the Armies
Gold - used to finance almost all activities

Each terrain type supports different types of production. Listed below are the most common terrain types for each production type. Note that in less frequent instances, production may appear in other terrain types. Also, 'fens and swamp' may have production as well.

Leather - can be found in shore/plains, open plains, hills & rough, desert wastes
Bronze - can be found in hills & rough, mountains
Steel - can be found in hills & rough, mountains
Mithril - can be found in mountains
Food - can be found in shore/plains, open plains, hills & rough, mixed forest
Timber - can be found in hills & rough, mixed forest
Mounts - can be found in shore/plains, open plains, hills & rough, desert wastes
Gold - can be found in hills & rough, mountains

The other primary element affecting production is climate. In all but ideal conditions, a hex will only produce a fraction of its maximum potential production. The numbers on the chart below represent the percentage of total production received according to the current climate. For example, a hex will produce only 60% of its total possible Bronze production when its climate is Cold.

Climate/Production Table

Climate	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Polar	10	30	30	30	10	10	10	30
Severe	20	40	40	40	20	20	20	40
Cold	30	60	60	60	30	30	30	60
Cool	80	100	100	100	80	80	80	100
Mild	90	100	100	100	90	90	90	100
Warm	100	100	100	100	100	100	100	100
Hot	80	80	80	80	80	80	80	80

Numbers represent % of hex production received according to climate

Nations

Relations between Nations

Each Nation has an attitude, or relation, toward each of the other Nations in the game. This attitude reflects the disposition of their populace to the populace of the other Nation. The Nation's relations can be influenced by utilizing specific orders. Relations range from 'Friendly' to 'Tolerant' to 'Neutral' to 'Disliked' to 'Hated' (better to worse). Remember that relations are how your Nation views another Nation, not necessarily how that other Nation views you. Initial relations for all Nations are set at the beginning of the game and reflect the 'cool but distrustful' feeling of the Mid Fourth Age. Relations are important for the following reasons:

A. Only Nations which are Disliked or Hated can be attacked/threatened. An 'enemy' is considered to be any Nation that you hold relations of Hated or Disliked toward. Whenever an order refers to 'enemy' or 'enemies', it is referring to those Nations that are Hated or Disliked by your Nation. They are still an enemy no matter what relations that Nation may have toward your Nation. However, in instances where you are attempting an order, and cannot do so if there are enemy Armies present, then that order is referring to the relations that Nation holds toward your Nation.

B. Trades between Armies or Population Centers occur only between Friendly Nations. Recruiting within the Twin Kingdoms can only be done by Friendly Nations.

C. Companies can only be formed by Characters of mutually Friendly (Friendly toward each other) Nations.

D. An Army fights more fiercely against an enemy that is Hated than it does against one that is only Disliked. Conversely, an Army which must defend itself against a Nation that it is Tolerated toward is not as fierce as it would be if that Nation were Neutral, Disliked, or Hated.

E. A Good Nation may have Disliked, Neutral, Tolerant, or Friendly relations toward another Good Nation, and may have Hated, Disliked, Neutral, or Tolerant relations toward an Evil or Neutral Nation.

F. An Evil Nation may have Disliked, Neutral, Tolerant, or Friendly relations toward another Evil Nation, and may have Hated, Disliked, Neutral, or Tolerant relations toward a Good or Neutral Nation.

G. A Neutral Nation may have Disliked, Neutral, Tolerant, or Friendly relations toward another Neutral Nation, and may have Hated, Disliked, Neutral, or Tolerant relations toward a Good or Evil Nation.

H. Your own Nation's relations are, of course, always Friendly towards yourself.

I. Relations can also modify the effectiveness of numerous activities. These include, but are not limited to, espionage, diplomacy, and Army movement.

J. The making and transfer of Food, Armor, Weapons, War Machines, Warships and Transports, and some Recruiting may only occur between Armies and Population Centers of Friendly Nations. If your Nation is making goods or receiving transfers from another Nation (not caravan transfers), then they must have Friendly relations toward your Nation, but not necessarily vice versa.

Relations affect the chances of success for some Agent orders and for some Emissary orders. In general, the better the relations a Nation has toward your Nation, the easier it will be for your Agents and Emissaries to carry out certain of their missions.

Agent orders affected by relations are: Scouting, Stealing, Sabotage, Rescue, Kidnap, Assassinate, and Counter-Espionage.

Emissary orders affected by relations are: Influence other's Population Center Loyalty, Transfering Ownership, and Recruit Double Agent.

Army/Navy Movement- Two Nations must be Tolerant or Friendly toward each other to allow their Armies/Navies to move freely past each other, or to allow an Army of one to freely pass a fortified Population Center.

Attempts by Neutral Nations to Change Allegiance may be affected by the relations held toward the other Nations of the allegiance being changed to. Furthermore, after the change, relations with all Nations may be changed, but they will only be the minimum changes necessary to satisfy restrictions listed previously (E-G).

Attack, etc.- Your Nation must Dislike or Hate another Nation before your forces can attack its Armies or Population Centers, threaten its Population Centers, stand and defend against its Armies, or destroy its ships.

Allegiance

The Nations are initially divided into three allegiances: The Free Peoples, The Dark Servants, and The Neutrals. The Free Peoples and The Dark Servants represent two sides of the game, Good and Evil respectively, while the Neutrals may choose to join one or the other, or neither.

The Free Peoples consist of a loose federation of Nations that seek to thwart their collective domination by either the Neutrals or the Dark Servants. Although the fear of domination is shared by them all, each of The Free Peoples has chosen to deal with this threat in his own fashion. Some have met the enemy face to face, some have waited and taken precautionary measures, and some have retreated from affairs altogether.

The Dark Servants represent the latest minions of Darkness looking to replace their former master, Sauron. Although The Dark Servants all share an interest in achieving the long-departed Dark Lord's aims, each strives to increase his own power and prestige above all others. Failure to succeed in their individual goals will doom them to ages of weakness or servitude to those others that do succeed.

The Neutrals represent a huge unknown. Each Neutral has their own interests and goals: they may choose to join either other allegiance; or they may seek to see that the Neutral allegiance achieves the upper hand and carves out its own new empire; or they may join with the Twin Kingdoms and help them regain their former glory, becoming the Reunited Kingdom once again.

Each allegiance represents a gathering of forces with similar goals but different individual interests. Furthermore, the methods needed to reach those goals are openly debated. Even though members of each allegiance *should* cooperate and work toward their common goals, there is NO requirement that they do so, except as indicated by their relations. Although military action is not permitted except between Disliked/Hated Nations, diplomacy, magic, and espionage are not so restricted. Additionally, less than Friendly relations can be used to inhibit the progress of Nations of all allegiances. This becomes an important tool in achieving your Victory Conditions and ultimately winning the game.

Orders

Orders are commands which you issue to your Characters (see next section). They are the means by which you accomplish all of your actions in the game. A list of orders is to be found later in these rules which will give you a description of each order, as well as give you the prerequisites needed to successfully issue that order. A 'Quick' list will also be found which gives you the order names and codes for easy reference. Only orders found in these lists can be issued.

Orders fall into one of three basic types: Skill, Movement, or Miscellaneous. A Skill order requires that a Character have a specific type of skill (with rank greater than 0) in order to accomplish the order. All ranks fall between 0 (no rank or skill) and 100 (maximum rank or skill), although some artifacts may affect these ranks and limits. The four types of Skill orders are: Command, Emissary, Agent, and Mage, and they require skill of the respective same four types. Movement orders can be given by any Character and accomplish what they say - movement of Characters, Armies, Navies, and Companies. Miscellaneous orders fall into two types. Some Miscellaneous orders will specify various skill requirements, but many can be given by any Character.

Most orders have prerequisites. Prerequisites are those things needed to issue the order. Prerequisites might include resource materials (e.g. 5000 units of timber are needed to build a bridge), and/or costs (e.g. 5000 gold is also needed to pay for building the bridge), as well as requirements (e.g. the river hexside to be bridged may only be a minor river). Be sure that the Character giving the order satisfies all of the prerequisites, or the attempted order may fail.

Each order also indicates whether any additional information is needed to accomplish the order. Be sure to include all additional

information required, and in the correct order, or the results of the order may not be all that you could desire.

Some orders may be automatic. This means that if the prerequisites are all present, then although the order may or may not result in what was intended, nevertheless the order will succeed. For example, issuing orders to attack an Army may succeed, but the battle may be lost. Also, some orders are not automatic. Such orders will have an associated 'difficulty' rating to help you judge whether a Character is ready for that order. These orders are rated as Easy, Average, and Hard. Actual difficulties within each of these ratings will vary. Guidelines for attempting these orders are given below:

Easy: Skill ranks between 10 - 40 have a fair/reasonable chance of success.
Average: Skill ranks between 30 - 70 have a fair/reasonable chance of success.
Hard: Skill ranks between 60 - 100 have a fair/reasonable chance of success.

Orders have both an 'order number' and an 'order code'. The order number indicates where in the game's 'Sequence of Events' the order is executed . The lower the number, the sooner it is executed. The order code serves as a handy mnemonic for (way of remembering) the order itself. You should use *either* the order code or the order number when you are filling out your turnsheet.

Characters

Richly detailed heroes and personalities are what gives Tolkien's trilogy much of its wonder and achievement, and it's also through heroes, or Characters, that ME-PBM is played. Each player begins with a cast of Characters, created by them at game start, all of which should be considered to be involved in affairs at the time of the current scenario. Moreover, more Characters of your own design can be created as the game progresses.

Though economic factors will usually dictate the number of Characters available to a Nation, (except for the Twin Kingdoms) even the wealthiest Nations are limited in the number and availability of new Characters. The chart below shows the maximum numbers of Characters permitted and when they are available. The Twin Kingdoms have no restrictions on the number of Characters, except for the overall limit of 21.

The number of Characters available to you will appear on your resultsheet each turn. Note that the number of Characters available includes any Characters held hostage by other Nations but does not include dead or retired Characters.

Turn #'s	# of Characters available
1 to 5	1 2
6 to 10	1 5
11 to 15	1 7
16 to 20	1 9
21+	2 1

Throughout the course of the game, Characters are pictured by the portrait on your resultsheet and are referred to by name on your resultsheet. For purposes of orders, however, a Character will be referred to only by his unique ID. This is a five-letter name which must be correctly given to successfully interact with, or give orders to, that Character. Normally, the ID is simply the first five letters of the Character's name (ignoring 'case' and accents, but including blanks). Character names can be between 5-17 characters (including blanks) long. When naming Characters, please try to choose names that retain the flavor and nature of Middle-earth.

Skills

Whether male or female, all Characters share one thing in common. They each have 'skill ranks' which indicate their relative abilities in the fields of 'Command', 'Emissary', 'Agent', and 'Mage'. All ranks fall between 0 (no rank or skill) and 100 (maximum rank or skill), although some artifacts may affect these ranks and limits.

Command rank: determines a Character's abilities to lead Armies and Navies, to erect fortifications, dictate foreign policy, and make similar leadership decisions.
Emissary rank: determines a Character's abilities to do diplomatic and political work.
Agent rank: determines a Character's abilities to do espionage and counter-espionage.
Mage rank: determines a Character's abilities to learn and perform magic.

Some Characters will have abilities in many of these fields, while others may be restricted to

just two, or even one. These skill ranks form the basis of most of the Character's activities. They can be improved by successfully using that particular ability. For example, a Character's Agent rank may be improved by successfully stealing gold or by sabotaging enemy fortifications, while a Character's Command rank may be improved by winning battles and by training troops. Below are listed the orders that are both automatic and can improve skill ranks.

These include:

Commander:	Put Troops on Maneuvers, Put Army on Maneuvers
Agent:	Guard Location, Guard Character
Emissary:	Influence Your Population Center
Mage:	Prentice Magery

There are numerous pros and cons to the idea of having Characters with one strong skill area versus numerous weaker skill areas. This is really an issue of individual strategy. Having one strong skill area allows the Character to become immediately productive. On the other hand, having multiple skill areas allows for a more flexible Character as the game continues. Some Players may find it prudent to create additional Characters that have multiple skill areas, even though they will improve more slowly, and continue to improve the Characters that they already have. You determine the best course of action for your Nation.

Characters are the tools through which you play. Each of your Characters may issue two orders each turn. The only restriction on those two orders is that a Character may not perform two of the same types of orders (same Skill or Movement). Miscellaneous orders are excepted. In other words, a Character may not perform two Movement orders or two Skill orders of the same type in the same turn. For example, a Move order and a Command order, or an Agent order and an Emissary order, or two Miscellaneous orders would be allowable if the Character is otherwise permitted to perform such orders. Giving a Move order and a Move order, or a Command order and a Command order, would not be allowable.

Essentially, a Skill or Move order is assumed to take up most of the time and/or resources available to a given Character in the 14 day time for each turn. Miscellaneous orders are considered to consume much less time and thus a Character can give two such orders in the same turn. Two different Skill orders are allowed in the same turn because the Characters are assumed to use different resources to accomplish the different Skill orders. Exceptions to these restrictions will be discussed in the section concerning magic and spells.

The success of a Character's actions is primarily determined by the skill rank involved in the execution of the order. In general, the rank is added to a random number (between 1 and 100), other modifiers are either added or subtracted depending upon the order, and if the sum exceeds 100, then the order is successful. In some cases, the extent to which a Character succeeds or fails (causing death, injury, capture, etc) is determined by this sum.

Health

Characters also have a rank which indicates their current health. Like the skill ranks, this ranges from 0 (dead) to 100 (fully healed). Health rank will be improved 14 points for each turn the Character is 'injured' (i.e. Health rank is less than the maximum of 100). Health rank can also be affected by healing spells and special abilities.

Stealth

Characters also have a rank which indicates their natural stealth. Like the skill ranks, this ranges from 0 (no stealth) to 100 (virtually undetectable). In many cases the stealth will be 0, but not always. Unlike skill ranks, the stealth rank cannot be improved. The degree of stealth which a Character possesses is automatically determined when he is created. Having a stealth rank could be due to the Nation this Character serves or by some special ability. Stealth rank can never be raised, although it can be enhanced by certain artifacts.

A Character will get the benefit of the stealth only during the attempt to fulfill his own missions. To reflect the 'reality' that a Character will not be stealthy all of the time, the stealth of a Character will not be considered when other Characters are trying to affect them - only when the Character is attempting to fulfill his own orders. Stealth can also come into play when a Character is actively trying to avoid capture/death after combat, when guarding a Character or location, when a 'Scout for Characters' order is issued, or when trying to escape while being held hostage.

Special Abilities

Any new Character may be created with one of several special abilities. These abilities are randomly determined (although the Nation of the Character may contribute) and may affect skill ranks, stealth ranks, health ranks, known spells, challenge ranks, etc. These special abilities, if any, will be indicated along with the other Character information on the resultsheet.
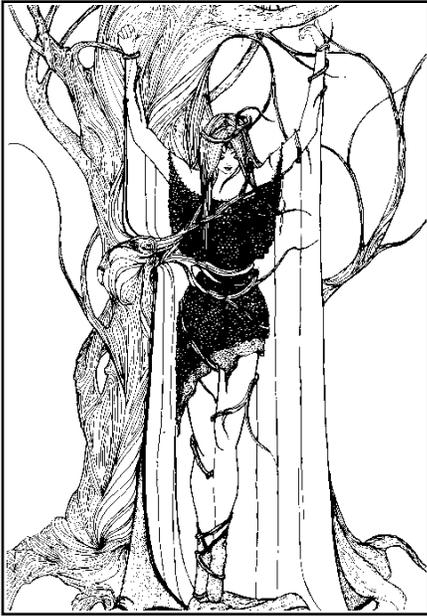
Hostage

During the course of play, Characters may become 'hostages' of other Characters. This can happen as a result of combat, kidnaping attempts, failed agent orders, encounters, etc.. While hostage, a Character may issue no orders. Also, the Character's whereabouts will not be known, although, such information can be determined by by other means, such as magic. Each turn, the hostage Character will automatically try to escape and his success depends upon the Agent ranks of the Characters involved. Furthermore, rescue attempts and ransoms may also affect the hostage's release.

Possessions

Characters may possess ('carry') only artifacts and hostages. The maximum number of artifacts any one Character may carry is six (6). No Character may have more than three (3) hostages at a time. There are orders that allow Characters, if they wish, to transfer or get rid of artifacts and hostages.

Death

Characters in ME-PBM may die. This occurs if Health ever reaches 0. In the world of J.R.R. Tolkien, some of the included Characters may not suffer 'death' the same way as you or I, or may be fated to survive until a later era. But, for game purposes, we indicate that they have 'died'. For the purists among you, you can consider these Characters just to have been removed from active participation for a lengthy period of time. A Character that has died can no longer be given orders and any possessions that he had at the time of his death may become lost where he died or taken by his slayer and/or any nearby survivors.

Companies

A Company is a group consisting of between two and nine Characters that has decided to move as one unit. The Characters do not have to be of the same Nation, but the Nation of the joining Company member must initially have 'Friendly' status toward the Nation of the Commander, and vice versa. After joining, a Character cannot be 'removed' because of relations (or for any other reason) except by disbanding and re-forming the Company. To form a Company, one Character issues the 'Create Company' order and other Characters issue 'Join Company' orders.

Once the Company is formed, the Company Commander will give move orders for the entire Company. The individual Company members will not give individual movement orders, but will move according to the orders of the Company Commander. The Characters in the Company are still allowed to give their usual complement of two orders. At any time, any Character may leave the Company by issuing the 'Leave Company' order or by giving his own individual movement orders. These are the only two ways that a Character may intentionally leave a Company. If a Company fails to have at least two member Characters after Movement, or any other time in the turn, then the Company will be disbanded.

Orders to be issued on behalf of the entire Company are given by the Company Commander. These include only 'Create Company', 'Disband Company', and 'Move Company'. Individual Characters of the Company may issue any other

orders as normal. These orders will not affect membership in the Company (unless the order is individual movement).

Among the benefits (to members) provided by Companies are:

1) Excluding the Company Commander, members may issue two orders and not be concerned with Company or Character movement.
2) Company members may move together toward a common location.
3) Company members may focus their activities toward a common goal.
4) Company members with a mixture of skills allows for flexible options and generally more success when dealing with encounters with Non-Player Characters or random encounters.
5) Company with members of friendly and cooperating Nations can coordinate activities.

For example, a Company of Emissaries might combine talents and attempt to wrest control of a foreign settlement, or a Company with an Agent, an Emissary, and a Commander might attempt to deal with a Dragon known to guard a treasure hoard, or a Company of Mages might move and duplicate their spell casting in order to force a formidable foe to vacate a certain location.....

Population Centers

Population Centers are the keys to victory. They allow Nations to harness natural resources, generate revenue, and build armies. They permit the construction of fortifications and, as the Population Center grows, the construction of ports and harbors becomes possible. However, this growth is a two-edged sword. The bigger the Population Center becomes, the more revenue is increased, but growth increases building costs and decreases the amount of natural resources available to the Nation as surplus. Furthermore, there is a limit to the total number of Population Centers that can exist. Population Centers can only be improved or reduced one level per turn.

Revenue

There are several ways to increase revenues for a Nation. One method is simply to raise taxes. However, this has the side effect of lowering the loyalty of your Population Centers. Another method is to take over other Nation's Population Centers. This has the side effect of irritating your neighbors. A third method is to create Population Centers of your own. Careful planning of where to place camps can result in increased gold production. This takes time but can be beneficial for many reasons. A fourth method is to improve existing Population Centers. This has some initial improvement costs, but can be profitable in the long run. A final method is to sell surplus production to the market. This depletes your own reserves, but if the product is one you have little or no use for now, why not? The best method, or combination of methods, is dependent upon your needs and plans.

Taxes You set the tax rate for your Nation. This rate will determine how much of the wealth produced by your Population Centers actually is sent to the capital for your use. All taxes are automatically sent to your Nation's capital. All costs, fees, and payments are paid out of the vault at your Nation's capital. Even when Characters transfer gold to each other, they are merely authorizing the transfer from one vault to another. The tax rate can be changed at any time by issuing the proper order. As you may well imagine, high tax rates do not make for happy citizens and will engender poor loyalty in your Population Centers. Low tax rates, however, even though they make for higher loyalty, have the

detriment of making it more difficult to run the affairs of the Nation.

Gold Some hexes may have a certain amount of gold production which is accessible to your Nation when a Population Center is built there. This gold is different from, but added to, the revenue that is generated from the normal business activities of a Population Center. This gold production is also automatically sent to your Nation's capital. Neither Characters nor Armies ever carry gold.

Resources

All resources stored by a Population Center are considered to be what's left over from the hex production after seeing to the needs of the Population Center. These resources are accumulated in the Population Center and can be used to produce the variety of products listed in these rules under 'Production'. Resources can also be traded.

Although food is a vital resource, Population Centers are normally considered to be fed since their food stores are the excess over what they need to survive. However, this changes in time of siege. A Population Center is considered to be under siege during any turn in which it is under attack or is 'sieged.' When a Population Center is under siege, all resource production stops for that turn. That means that the Population Center must use its food stores to feed itself during the siege.

Sizes

A hex may have at most one Population Center at a time. The size of Population Centers ranges from 'ruins' to 'camp' to 'village' to 'town' to 'major town' to 'city'. Ruins are unowned Population Centers which are uninhabited. Some ruins may have fortifications and already have a name. If a hex has ruins, or if there is no Population Center at all in a hex, then you may build a camp. If you build a camp then you may name (or rename) the new Population Center. After a camp has been built, the size of the Population Center may be increased by improving the Population Center. Population Centers may also be decreased in size. Whenever a Nation becomes bankrupt or is otherwise out of play, the Population Centers of that Nation may begin to deteriorate and decrease in size. Camps which are decreased in size in this manner will have their

populace evacuate and the camp will disappear. Population Centers with low loyalty (of any Nation) may also suffer a similar fate. Having Characters, Armies, or fortifications at the Population Center generally indicates concern for the inhabitants and can stop the deterioration while they are present.

The size of the Population Center determines a number of factors related to it. The following chart shows the food consumption for different sized Population Centers under siege. The chart also shows the *minimum* force (troops and war machines) needed to threaten a Population Center, the cost to build/improve a Population Center, the rate of production which a Population Center harvests the natural resources in a hex, and the amount of revenue generated by a Population Center. Finally, the chart shows the number of troops available for Army recruitment at the Population Center per turn.

If more than one Army attempts to recruit at the same Population Center, the order in which each is allowed to recruit troops will be randomly determined. If an Army attempts to recruit more troops than are available, the number it recruits will be adjusted as necessary. For example, if two Armies at a major town each attempted to recruit 300 troops, the first Army would receive its 300 troops but the second would only receive 100 troops since a major town can only provide 400 troops each turn.

The inhabitants of any Population Center will ration food and contribute to the feeding of local Armies of the same and friendly Nations. Thus, any Army you have in the same hex as one of your Population Centers will have all or part of its food requirement automatically provided by the Population Center. You can also feed your Armies at Population Centers belonging to Nations that are Friendly towards you. The amount of food provided depends on the size of the Population Center as also shown below.

Threatening Population Centers is a way for an Army to take a Population Center without actually attacking it. If the Army has sufficient force, then the Population Center may yield itself to the Army without a fight. In order to be successful, the Army must be at least larger than the intrinsic strength of the Population Center (see chart above). Factors which help to resist the threat are the Population Center loyalty, and any fortifications. Additional armies belonging to the threatening Nation will assist the threat without having to give such orders.

Population Center Size Factors

Size of Population Center	Food needed per turn under siege	Force needed to threaten	Cost to build or improve to	percent of resource production	revenue at 100% tax rate	recruits available per turn	Defense
Camp	500	0	*2000	100	0	100	200
Village	1000	200	4000	80	2500	200	500
Town	2000	1000	6000	60	5000	300	1000
M Town	3500	2500	8000	40	7500	400	2500
City	6000	5000	10000	20	10000	500	5000

* Note: Cost will be 4000 if Camp is built by a Commander

A Camp will provide food for up to	0	troops	
A Village will provide food for up to	200	troops	(or 100 cavalry)
A Town will provide food for up to	1000	troops	(or 500 cavalry)
A Major Town will provide food for up to	2500	troops	(or 1250 cavalry)
A City will provide food for up to	5000	troops	(or 2500 cavalry)

Fortifications

Fortifications can be built to help defend Population Centers. These range from the modest 'tower' to 'fort' to 'castle' to 'keep' to the impressive 'citadel'. Each level of fortifications increases the Population Center's defenses. These are the defenses that must be overcome in the event of an assault by an enemy Army. Fortifications also improve the chances of preventing a Population Center from being taken over solely by threat, and their presence helps restrict enemy Army movement. Armies that are defending their own Population Centers will also receive a bonus to their combat defense based upon the level of fortifications. Fortifications can only be built one level per turn. For example, a tower cannot be improved to a keep in one turn even if three Characters were available to give the necessary orders. It is possible to reduce fortifications more than one level on a single try in a given turn, but only one successful attempt is allowed per turn. The degree of success governs how much any fortification will be reduced. To build fortifications takes both gold and timber:

Fortification Costs

To build a	Gold Cost	Timber Cost	Defense Value
Tower	1000	1000	2000
Fort	3000	3000	6000
Castle	5000	5000	10000
Keep	8000	8000	16000
Citadel	12000	12000	24000

Loyalty

Population Centers each have a Loyalty rank. This is a number from 1 (lowest loyalty) to 100 (fanatic loyalty). Loyalty rank can be affected by different Emissary orders, adverse military takeovers, as well as by orders involving taxation. Loyalty rank is initially determined by the skill rank of the Character that creates, posts or takes over the Population Center, and is important when trying to resist a threatening or attacking Army or in negating the influence of a foreign Emissary. If at any time the Loyalty rank drops to 15 or below, then the ownership of a Population Center may be changed by a foreign Emissary using the appropriate order. Loyalty in Population Centers will either increase or decrease 0-3 points each turn depending on the tax rate. Furthermore, Loyalty will decrease in all Population Centers if the capital is lost, and might decrease in all Population Centers with the loss of any of your other Population Centers. Additionally, the efforts or presence of traveling Non-Player Characters (NPC's) can also affect the Loyalty. Lower tax rates will see an increase in Loyalty and higher tax rates will see the reverse. If a Population Center's Loyalty rank drops to 15 or below, then that Population Center will begin to deteriorate from one level down to the next. Camps which are decreased in this manner will have their populace evacuate and the camp will disappear. Having Characters, Armies, or fortifications at the Population Center generally indicates concern for the inhabitants and can stop the deterioration while they are present.

Ports and Harbors

Ports and harbors allow ships to be anchored at Population Centers. Besides shore hexes, hexes with ports and harbors are the only hexes where ships can anchor. Although harbors can be built in a town, major town, or city, ports can only be built in major towns or cities. If a harbor or port is present in a Population Center that is reduced in size, then the harbor or port will also be reduced or lost. Ships can be built ONLY in ports.

Hidden

Population Centers can be hidden. This is usually an enchantment that prevents determining/finding the exact location of a Population Center in a given hex. If a Population Center is hidden, only the owning Nation may enter it or transfer to and from it. Until a hidden Population Center is revealed, the above restrictions will be in effect. These restrictions do not apply to movement through the hex containing the Population Center - only to interacting with it. Fortifications associated with the Population Center will also be hidden. Harbors/ports present in hexes with hidden Population Centers will not be hidden, but neither are they easily visible. Bridges, fords, and roads present in hexes with hidden Population Centers will not be hidden. Only artifacts can be used to hide a Population Center. There are spells that can locate and remove the hiding enchantment.

Sightings

Any Character entering a Population Center of another Nation runs the risk of being sighted and their presence brought to the attention of local rulers. The chance of a Character being sighted is based on the Population Center's loyalty and size, and the total ranks of the Character. The names of any spotted Characters will appear on your resultsheet beneath the Population Center where they were spotted.

Capital

Each Nation will designate one Population Center to be the capital. The capital serves as the 'seat of power' for the Nation and its safety is vital to the Nation's survival. Capitals will not deteriorate due to low loyalty, but are still vulnerable to foreign Emissaries. Certain orders can only be given by Characters that are located at the capital. All new Characters will come into play at the capital. The location of the capital is assigned at game start.

Since the treasury of the Nation is kept at the capital, the gold reserves of a Nation are the most vulnerable there. Keeping the capital hex location a secret is a good way to protect the gold reserves. However, if a Nation decides it needs or wants to, this location can be changed by issuing the proper order. The new location must contain a major town or city of the same Nation, and the gold reserves will be moved automatically.

If the capital is captured or destroyed, then the capital (along with the gold reserves) will be relocated to another major town or city, if possible. If the change is not possible, then the Nation falls and is removed from play. The fall of a Nation's capital will also cause all of that Nation's Population Centers to lose about 20% (not 20 points) of their Loyalty!

Trade Caravans

Since some areas of the world do not produce enough raw materials to satisfy the needs of a growing Nation, trade caravans visit all unsieged Population Centers each turn. They offer to buy or sell any of the following products: leather, bronze, steel, mithril, food, timber, and mounts. For each product they will give you the current market sell price and the current market buy price. The market sell price is the price per unit which the trade caravan charges for those units of raw materials it wishes to sell (you wish to purchase). The market buy price is the price per unit which the trade caravan will give you for those surplus units of raw materials it wishes to buy (you wish to sell).

Caravans do not have limitless buying power and may at times be unable to purchase all the goods offered to them. Both prices are regulated by the law of supply and demand. Further, there are not unlimited stores available. It is possible to 'corner' the market on a given item or to 'flood' the market so as to lower the market price. When supplies on a given item get low, the purchase may go to the highest or first bidder. You do not need to wait for the caravan to tell you a bid is necessary. 'Bids' can be tried at any time.

Trade caravans can never be attacked, apprehended, and only rarely influenced. Only one product may be specified per buy, bid, or sell order. You have the option to purchase (or sell,

depending on the order) either leather *or* bronze *or* steel *or* mithril *or* food *or* timber *or* mounts.

Maintenance

Although it takes gold to build fortifications, Population Centers, harbors, and ports, it also takes gold to maintain these structures as well as to maintain your Characters and Armies/Navies. Each turn, the amount of the maintenance needed to keep your Nation from going bankrupt will be shown on your resultsheet. BE VERY CAREFUL about this maintenance requirement. If at any time your Nation has insufficient funds to maintain itself, then your tax rate will automatically be raised to cover the deficit. (This may also reduce the loyalties of each of your Population Centers by rates consistent with the tax increase.) If the rate cannot be raised (100 is the maximum), then your Nation will go bankrupt and be removed from play, even if funds become available later in the turn! Gold reserves can be checked with the following formula:

	Old Reserves	What you had at the end of last turn
+	Expected Revenue	Combat may affect this -you don't get gold/revenue from sites you no longer own!
-	Old maintenance	You must pay/maintain all the troops so they'll fight this turn
-	Expenditures	Funds spent executing orders this turn
+	Credits	Funds received for the sale of goods or transfers
_____		
=	New Reserve	Current 'gold reserve' listed on the result sheet

The maintenance costs are:

Maintenance Costs

Item	Cost(gold)	Cost(food)	Item	Cost (gold)
Heavy Cavalry troop	6	2	Harbor	250
Light Cavalry troop	3	2	Port	500
Heavy Infantry troop	4	1	Fortification (per level)	500
Light Infantry troop	2	1	Warship or transport	50
Archers	2	1	Character (per skill point)	20
Men-At-Arms	1	1		

Armies & Navies

Armies and Navies are the means of combat and conquest. Navies are Armies with ships. Both Armies and Navies have the following similarities:

1. They each have a single Character who is the 'Commander'. The Commander is the only Character who can give movement orders to the Army/Navy. There are also a number of other orders that only the Commander can give.
2. For combat, they each have a strength (the offensive capability) and constitution (the defensive capability).

These capabilities are considered in both naval combat (which occurs first) and then land combat.
3. Their movement is hex by hex and there is an associated Movement cost for each hex of travel.
4. They can carry baggage to supply weapons, armor, war machines, and food that may be needed in the field or on the seas.
5. Other Characters may travel with the Army/Navy Commander and are subject to the movement orders that the Commander gives. These Characters can issue many orders on behalf of the Army/Navy that they are traveling with.

6. They each may be forced to stop when they enter a hex where there is an Army/Navy which is not Friendly.

However, Armies and Navies also have their differences:

1. Army strength and constitution are computed differently than Navy strength and constitution.
2. Armies cannot normally attack Navies that are in the same hex. However, if the Navy has given an attack order or a 'Defend' order, then they are considered to be defending the hex and thus will anchor ships (if possible, thus becoming an Army) and engage enemies as instructed.
3. Navies are considered to be Armies with ships for most purposes (including movement). However, for purposes of combat, only the Navy Commander, Nation, and the ships present are considered.

Armies

An Army is composed of a minimum of 100 troops and an Army Commander. If an Army ever contains less than 100 troops during a turn, then it will be disbanded. Furthermore, if the Army Commander is captured or killed, and there are no Characters traveling with the Army that can assume command (have Command skill, highest Command rank takes over), then the Army disbands. There are six different troop types possible within each Army. As long as there is at least 100 troops in the whole Army, it does not matter how many troops of each type the Army contains.

Troop Types Troop types include Heavy Cavalry, Light Cavalry, Heavy Infantry, Light Infantry, Archers, and Men-at-Arms. Each Nation may have different races that make up these troop types. For example, a Free People may have Men on war horses for their cavalry mounts, whereas a Dark Servant's forces may consist of Orcs on wargs or giant wolves for their cavalry mounts.

Heavy Cavalry   -   Typically include the heavier and stronger mount and troop stock. These troops are usually given the heaviest weapons and armor. Formidable in clear terrains, but less so in rougher terrains. Excellent mobility, but expensive to maintain.

Light Cavalry   -   Typically include the lighter mount and troop stock. These troops are usually given the lighter weapons and armor. Satisfactory in clear terrains and do well in rougher terrains too. Excellent mobility and less expensive to maintain.

Heavy Infantry   -   Typically include the heavier and stronger troop stock. These troops are usually given the heaviest weapons and armor. Formidable in clear terrains, but less so in rougher terrains. Satisfactory mobility, but expensive to maintain.

Light Infantry   -   Typically include the lighter troop stock. These troops are usually given the lighter weapons and armor. Satisfactory in clear terrains and do well in rougher terrains too. Satisfactory mobility and less expensive to maintain.

Archers   -   Typically include the lightest troop stock. These troops possess good weapons and are usually given the lightest armor. Satisfactory in clear terrains and do well in rougher terrains too. Satisfactory mobility and less expensive to maintain.

Men-at-Arms   -   Typically include the lightest troop stock. These troops usually have marginal weapons and armor. Satisfactory in clear terrains and in rougher terrains too. Satisfactory mobility and least expensive to maintain.

Recruitment Armies are created at Population Centers and recruits are found and hired there as well. An Army which does recruiting at a Population Center will normally decide what type of armor and weapons will be given to these new troops (Archers come equipped with their own weapons and no armor, and Men-at-Arms come equipped with weapons and armor). If the recruiting Army does not have enough armor and/or weapons of that type as part of their baggage train, and the Population Center present has enough raw materials of that type (leather, bronze, steel, mithril) in stores, then the armor and/or weapons will be "pulled and made" from the Population Center stores and thus allow the recruitment. If there are still not enough armor and/or weapons to outfit the new recruits, then the troops will be recruited without armor and/or with wood weapons.

The number of recruits available at any given Population Center is the total number available for that turn. In other words, a camp can only provide 100 troops a turn, regardless of how many Characters attempt to recruit there. More than one army can recruit from a single Population Center but the limit still cannot be exceeded. For example, two Armies could recruit from the same town on the same turn but could not recruit more than 300 troops between them.

Morale Rank Armies also have a Morale rank. This is a value from 1 (lowest morale) to 100 (maximum morale). The higher the Army's Morale rank, the better they do in combat. The morale of an Army is defined as the collective cohesiveness of the troops constituting that Army under the particular Commander. In other words, the morale is reflective of the collective pride and courage of the troops (and the Commander) in the heat of battle. Therefore, hiring a new Army typically results in an Army with low morale, splitting off a new Army (from an existing one) usually results in an Army with moderate morale, and transfering troops from one Army to another will result in the troops assuming the level of morale of the new Army.

Morale rank can be adversely affected by lack of food (if food in baggage train reaches 0 then morale will drop from 1-5 points), forced marches with a lack of food (5-10 points), losses in battle (1-10 points), or by loss (or refusal) of Personal Challenges by Army Commanders (1-15 points). Conversely, Morale rank is heightened by successful combat , either by the Army (1-15 points) or in Personal Challenge by

Army Commanders (1-15 points). Since Armies that are well-fed and satisfied will tend to become better at working together as time goes on, all Armies that have food at the beginning of a turn will gain 1-3 points of morale.

Training Rank Each troop type of an Army has an individual Training rank. This is a value from 10 (worst training) to 100 (elite troops). The Training rank is reflective of the ability of the troops to maintain formations and tactics in the heat of battle. The higher the Training rank, the better that troop type does in combat. Training ranks can be increased by specific orders or by combat.

Weapon Rank Each troop type of an Army has an individual Weapon rank. This is an average of all the weapons currently in use by that specific troop type. This does not count weapons in the baggage train. Weapon ranks range from a value of 10 (wood weapons) to 100 (mithril weapons). The higher the Weapon rank, the more damage done to enemies in combat. Weapons replaced with an 'Upgrade Weapons' order are discarded. For example, if you have 300 troops with bronze weapons (rank 30) and you use 300 steel weapons to upgrade their weapon rank to 60, the used bronze weapons will be discarded. Furthermore, all necessary weapons must already be in the baggage train (not in Population Center stores) in order to issue the 'Upgrade Weapons' order.

Armor Rank Each troop type of an Army has an individual Armor rank. This is an average of all the armor currently in use by that specific troop type. This does not count armor in the baggage train. Armor ranks range from a value of 0 (no armor) to 100 (mithril armor). The higher the Armor rank, the less damage done to your troops in combat. Armor replaced with an 'Upgrade Armor' order is discarded. For example, if you have 300 troops with leather armor (rank 10) and you use 300 bronze armor to upgrade their armor rank to 30, the used leather armor will be discarded. Furthermore, all necessary armor must already be in the baggage train (not in Population Center stores) in order to issue the 'Upgrade Armor' order.

New weapon/armor ranks are calculated as the average of the sum of the two types of armor involved. Note that when giving upgrade orders, you can always specify more weapons/armor than necessary because the calculations will be made

automatically and any weapons/armor that the troops couldn't use will be left in the baggage train. Below is an example on how to calculate how much weapons/armor are needed for a specific troop type.

- If the weapon/armor rank is 0, 10, 30, 60, 100, the calculation is simply the # of troops of that troop type.
- If the weapon/armor rank is between two of the above, then the calculation is as follows:

For example: an Army has 500 troops with armor rank of 42. This means that the troops have X troops with steel armor(60) and Y (500-X) troops with bronze (30) armor. The amount of X and Y can be found by the following formula:

X = ((42 [current armor rank] - 30 [bronze rank]) divided by (60 [steel rank] - 30 [bronze rank])) times 500 [# of troops]
X = ((42 - 30) / (60 - 30)) * 500
X = (12 / 30) * 500
X = 0.40 * 500 = 200 troops in steel
Y = 500 - X = 300 troops in bronze

Thus to upgrade all those troops to steel would require 300 units of steel armor. Or you can forget the above calculations and issue the order with 500 units of steel armor, knowing the extra (200 units) will be returned to stores.

Weapon/Armor Ranks

Weapons			Armor		
Wood	=	10	Leather	=	10
Bronze	=	30	Bronze	=	30
Steel	=	60	Steel	=	60
Mithril	=	100	Mithril	=	100

Baggage Train Armies have, and can transport, a baggage train with them. This baggage train may include extra weapons, extra armor, war machines, and food. No other materials can be transported by Armies. A baggage train can provide additional armor and weapons for upgrading the troops, food supplies needed for troop and mount consumption, and any war machines assigned to the Army for combat.

Food Food is consumed by an Army on each turn at the rate of one food unit per troop of Heavy Infantry, Light Infantry, Archers, and Men-at-Arms, and at a rate of two food units per troop of Heavy Cavalry and Light Cavalry (One for the troop and one for the mount). If the Army does not have sufficient food to feed its troops (the food in the baggage train reaches 0), the troops will begin to forage for food and Movement (movement is reduced to less than 75% of the normal movement capacity) and Morale (up to 10 morale points) may be reduced. The people of each Population Center will ration food and contribute to the feeding of local Armies of the same Nation. Any Army you have in the same hex as one of your Population Centers may have all or part of its food requirement automatically provided by the Population Center. This avoids loss of food from the baggage train. You can also feed your Armies at Population Centers belonging to Nations that are Friendly towards you. The amount of food provided depends on the size of the Population Center. If an Army's size exceeds the limit a Population Center can provide, the needed food will be taken from the Army's baggage train. (For example: An Army with 6000 troops is at a city. The city will automatically provide food for 5000 of the Army's troops. The remaining 1000 troops will consume 1000 food from the Army's baggage train.) If a Population Center has more than one Army outside of it, it will split the food it can provide proportionally between the Armies present.

War Machines War machines include many different type of devices: catapults, ballista, movable towers, battering rams, etc... War machines can be useful in normal combat in the field (50 strength points each). However, war machines are most useful in assaults/sieges/threats against Population Centers (200 strength points each). War Machines are the only means through which an Army can destroy fortifications, and thus make it much easier to gain control of the Population Center. However, war machines can be destroyed/lost during the course of any type of combat. Although an Army can capture/siege/threaten a Population Center without war machines, the losses in troops will be greater and the chances of success are likely to be decreased.

Transports Armies may never enter water hexes. They must first acquire ships (which turns them into Navies - see below). Since the ships are to transport troops, the

proper number of transports (which will be calculated and listed on the resultsheet each turn) must first be acquired. If ships are already available and anchored/docked in the Army's current hex, this is accomplished by giving movement orders to enter an adjacent water/major river hex. If sufficient transports are anchored/docked in the land hex, then the minimum quantity of transports needed will be automatically picked up - but no warships! Alternatively, by giving the 'Pick up Ships' order, this allows the Army to choose how many transports and warships to be picked up. If ships are not available, then they can be made at Population Centers with ports and sufficient timber, and these ships will be automatically attached to the Army.

Army troops aboard ships do not participate in any potential naval battles. Only the Commander and 'crews' manning the transports and warships will be considered in such conflicts. Troops are considered to be spread evenly aboard all available transports. If a transport is lost, then all troops considered to be aboard that transport will perish. If all transports are lost, then any Characters aboard will also stand a chance of being killed or captured.

Strength Basic Army strength is based upon the quantity and troop types present. However, the strength is further modified by the Nation, relations, tactics, morale, training, weapons, terrain, climate, spells and artifacts, and the Army Commander to determine the actual strength considered in dealing with enemies (see chart below and later examples).

Constitution Basic Army constitution is based upon the quantity and troop types present. However, the constitution may be further modified by the armor, spells and artifacts, and presence of local fortifications to determine the actual constitution considered in dealing with enemies (see chart below and later examples).

Troop Combat Values

Troop type	Strength	Constitution
Heavy Cavalry	16	16
Light Cavalry	8	8
Heavy Infantry	10	10
Light Infantry	5	5
Archers	6	2
Men-at-Arms	2	2

Navies

Navies are simply Armies, with ships, that are on a river or the water. Navies must have transports, and can have warships, but must otherwise satisfy the same requirements as Armies (i.e. must always possess a minimum of 100 troops, must have a Navy Commander - See Armies above). Each ship comes with a full crew. Transports carry troops (150 cavalry or 250 infantry each) but have very little combat capability. Warships, however, have no troop carrying capacity but are built for combat.

Any Navy that is in a shore hex, or a hex containing a harbor or port, or hexes with a connecting major river hexside can be considered to be in that hex for purposes of combat or movement. However, they will be listed as being 'offshore' and will be bound by the restrictions that follow.

Armies are able (as Navies) to traverse seas or major rivers, even where there is no bridge or ford. Characters may not start nor stop movement in a water hex unless they are traveling with a Navy.

Navies may only enter water hexes, hexes with a connecting major river hexside, shore hexes, or hexes containing a harbor or port. Any movement into a shore or 'port' hex (that does not have a connecting major river hexside) will stop movement for that turn.

If a Navy starts a turn in a shore hex or a hex containing a harbor or port, then it may anchor its ships and turn into an Army by simply giving movement orders to an adjacent land hex (automatically anchoring all ships) or by giving the 'Anchor Ships' order. These ships will remain anchored there until they are picked up by any Army of the same Nation (changing the Army into a Navy) or they are destroyed. If a Navy does not start in a shore hex, or in a hex containing a harbor or port, and it attempts to enter a land hex, then the attempted move will be invalid.

Most orders that can be given to Armies can also be given to Navies as long as the Navy 'could anchor its ships' and become an Army. If the Navy could not anchor and become an Army, then orders pertaining to the troops or baggage train may be restricted. This does NOT mean that the Navy will become an Army by issuing such orders. It means that in order to issue them, the Navy must be considered 'able' to become an Army.

Strength Basic Navy strength is based upon the quantity and type of ships present.

However, the strength is further modified by the Nation, tactics, relations, spells and artifacts, and the Navy Commander to determine the actual strength considered in dealing with enemies.

Constitution Basic Navy constitution is based upon the quantity of ships present. However, the constitution can be further modified by any spells and artifacts to determine the actual constitution considered in dealing with enemies.

Movement

There are two kinds of movement in ME-PBM - Army/Navy movement and Character/Company movement.

Army/Navy Movement

In Army/Navy movement, the Army/Navy Commander gives the direction he wishes to move for each hex he wishes to enter (home [no move], northeast, east, southeast, southwest, west, and northwest). Each hex has a particular terrain and, based on the makeup of the troops in the Army, costs a different amount of Movement points to enter. Each Army/Navy has a maximum of 14 Movement points. A Navy may use the maximum 14 Movement points without difficulty. An Army may use 12 Movement points without difficulty, but in order for an Army to use the maximum 14 Movement points, the Army must be 'forced marched'. However, forced marching may affect Army morale.

The 14 Movement points suggests that the Movement costs equals the number of days needed or spent <u>traversing</u> the terrain of a hex. Consequently, 'home' can be used to stay put in a hex for a one or more days if desired. Each 'home' direction given in a movement order keeps the Army in their current hex for a single day (1 Movement point).

Armies can *never* move from one mountain hex directly into another mountain hex unless a road connects both hexes. Armies are prohibited from crossing major river hexsides unless a bridge is present. Armies cannot enter water hexes without ships (see Navies).

Armies/Navies may move 'normally' or 'evasively'. Evasive movement increases the Movement cost for each hex, but will generally aid in the Army/Navy's attempt to escape detection as it moves. Success in moving evasively is based upon the sizes of the Army/Navy, Commander rank, size and loyalty of any Population Center encountered, and whether any such Population Center is hidden. An Army that succeeds in 'sneaking' up on a Population Center because of evasive movement will still appear on the 'turn map' if the hex is located there. However, the Army size, Nation, Commander, etc., will not be known. Furthermore, if more than one Army appears at a Population Center, still only one icon will appear on the 'turn map'. Be sure to include the 'mode of travel' (normal or evasive) with Army/Navy movement orders.

If the Army/Navy attempts to occupy a hex where there is a non-Friendly or non-Tolerant Army/Navy, it may be forced to stop in that hex. If the Army occupies a hex where there is a non-Friendly or non-Tolerant, fortified, non-hidden Population Center, it may be forced to stop in that hex. If the Army/Navy is large enough, they may be able to force their way past non-Friendly or non-Tolerant Armies/Navies, or force their way past and rout enemy Armies/Navies. However, an Army cannot force its way past a fortified non-Friendly or non-Tolerant Population Center. Also, an Army cannot use 'evasive' movement to get past an Army that has been issued orders to 'Stand and Defend' (see Army Combat), although it may be able to force its way past and rout (overrun) such enemy Armies. Navies cannot issue orders to 'Stand and Defend' .

Armies travel at the rate of their slowest troop type. The following charts show what each type of troop spends in Movement points for each different terrain, and the effects of different modes of travel. Movement cost is computed by determining the appropriate terrain cost (for the hex being moved into), modifying it by any hexside costs, and then by any mode costs. Fractional costs (i.e. traveling without food) are rounded for each hex traveled and are always rounded up. Thus, it is possible for an Army to find itself unable to move (or required to Force March), even for one hex, if the Movement cost for that hex is higher than 12 Movement points.

Armies may also choose to 'Stand and Defend'. This means that the Army will attempt to prevent the passage of 'enemy' Armies from their initial hex location through the defended hexsides. Evasive movement will not get by an Army using 'Stand and Defend', although a large enough Army might. The defended hexsides include the hexside in the direction chosen along with the two adjacent hexsides.

Army Movement Terrain Costs

Terrain	Infantry, Archers, & Men-at-Arms		Cavalry alone	
	Normal cost	Road cost	Normal cost	Road cost
Shore	3	2	2	1
Plains	3	2	2	1
Rough	5	3	3	1
Forest	5	3	5	2
Desert	4	2	2	1
Swamp	6	3	5	2
Mountains	1 2	6	1 2	3
Seas, Coast	Not allowed	Not allowed	Not allowed	Not allowed
Bridge/ford	+1	+1	+1	+1
Minor river	+2	+2	+2	+2
Major river	Not allowed	Not allowed	Not allowed	Not allowed

Navy Movement Terrain Costs

Shore/port/harbor hex (from coast)	All remaining points
Shore/port/harbor hex (along major river)	1
Seas/Coast	1
Major river hexside	1
Others	Not allowed

Movement Mode Costs

Normal movement - Normal Movement cost

Evasive movement - Double Movement cost

Without Food - Normal Movement cost plus one third (4/3) (Round up for each hex)

Home movement - Always one Movement point

Navies may only enter water hexes, hexes with a connecting major river hexside, shore hexes, or hexes containing a harbor or port. Movement in hexes with a major river hexside is treated as if the Navy is entering the hex, and directions are determined based upon the connecting hexes, not the direction the major river is taking. Any movement into a shore or 'harbor/port' hex (that does not have a connecting major river hexside) will stop movement for that turn. If a Navy is in a shore hex, or in a hex containing a harbor or port, (without a major river hexside) and it attempts to enter any land hex, then the attempted move will be invalid.

Navies wishing to become Armies just issue 'Move Army' orders and their ships will automatically be anchored, or they can issue 'Anchor Ships' and then 'Move Army'. Armies wishing to become Navies can issue 'Move Navy' orders and the Army will automatically pick up the minimum quantity of transports needed (if sufficient transports are already anchored there - no warships will be picked up!) or they can issue 'Pick up Ships', allowing them to specify

exactly how many warships and transports are desired, and then 'Move Navy'.

Naval movement along coastal water hexes is generally safe, except when encountering Navies of other Nations. Naval movement in the open seas, however, can be very dangerous. The longer a ship is in 'open seas' hexes, the more possibility there is that it will suffer damage from storms, pirates, and other catastrophic events.

Character/Company Movement

The second type of movement is Character/Company movement. The order is given either by the individual Character or by the Company Commander. In this type of movement, all that is necessary is to select your destination hex. This destination hex cannot be a water hex and must be within 12 hexes of the initial hex location. Characters will generally not meet other Characters, Companies, or Armies while traveling, although they may meet them at their destination. Furthermore, there are some

encounters that only Characters or Companies can meet.

Characters/Companies may not start nor stop movement in water hexes. This may only be accomplished by (disbanding the Company, if appropriate, and then) individually joining an Army with ships (a Navy) and moving with it into the water hexes. Characters/Companies may move across water hexes as long as they do not start nor stop there. Passage by vessel is considered to be arranged that allows such movement.

Note that Character/Company movement is to a particular *hex*. Army/Navy movement is by *direction.*

Magic

Spells

Spells are the province of those Characters with Mage rank. There are several terms which should be known when dealing with the ME-PBM magic system. These are Prentice Magery, Prerequisite, Research, Casting rank, Forget, Spell List, Spell Difficulty, and Spell Type.

Prentice Magery A Character with a Mage rank *above* 0 may study to increase his Mage rank by using the order 'Prentice Magery'.

This order must be given at a Population Center owned by the same Nation as that of the Character giving the order. Using this order will increase the Character's Mage rank by 1-5 points. Only one 'Prentice Magery' order can be issued by each Character in a given turn.

Prerequisite All spells fall into one of many different 'spell lists'. These lists are organized into 'spell types' by the order used to cast those spells (see below). In order to learn a new spell found on one of the lists, the Mage must first have access to that list or spell. All Mages are allowed to learn spells on any list NOT marked 'Lost Lists'. Access to certain spells on the 'Lost Lists' can only be made as a result of some Character encounters, certain artifacts, and is a special feature to some Nations (some Nations are allowed access to specific spells, but not the whole list).

Additionally, each spell has a 'difficulty' rating - Easy, Average, or Hard. Before any spell on a list may be learned, learning a 'prerequisite' spell may first be required. Note that a prerequisite spell must be from the same list as the spell being learned.

If a spell is being learned that is equal to or less than (i.e. 'Easy' is one less than 'Average', which is one less than 'Hard') a spell already learned (from the same list), then there is no prerequisite. There is also no prerequisite for 'Easy' spells or for the first spell on any list.

Otherwise, a prerequisite spell is required,. It can be any spell (from the same list) of a difficulty that is one less than the spell to be learned. In cases where there is no spell 'one less' than the spell to be learned, then the prerequisite becomes a spell 'two less' than the spell to be learned. If there is no spell 'two less' than the spell to be learned (from the same list), then there is no prerequisite.

Research A Character's Mage rank indicates the proficiency of a Character to learn, or research, an unknown spell. The higher a Character's Mage rank, and the easier the spell, the easier it is to research the spell. Successful research will increase the number of known spells, up to the limit of 15. Research can only be done at a Population Center owned by the same Nation as that of the Character doing the research.

Each spell has an associated 'difficulty' rating. This rating affects spell research (and also casting rank) and can help you judge whether a

Character is ready to research that spell. Actual difficulties within each of these ratings will vary. Guidelines for researching spells follow:

Easy: Skill ranks between 10 - 40 have a fair/reasonable chance of success.
Average: Skill ranks between 30 - 70 have a fair/reasonable chance of success.
Hard: Skill ranks between 60 - 100 have a fair/reasonable chance of success.

All Mages are allowed to research spells on any list NOT marked 'Lost List'. Access to certain spells on the 'Lost Lists' can only be made as a result of some Character encounters, certain artifacts, and is a special feature to some Nations. Also, even if a Nation or Character is allowed access to, or knows, a specific spell on a 'Lost list', they do not have access to the whole list unless access is bestowed - like with certain artifacts.

SPELL LISTS

HEAL SPELLS - (use Order #120)
Healing Mastery
Healing Ways

DEFENSE SPELLS - (use Order #225)
Barrier Mastery
Resistance Mastery

OFFENSE SPELLS - (use Order #225)
Fire Mastery
Word Mastery
Wind Mastery
Dark Summons - Lost List

CONJURING SPELLS - (use Order #330)
Spirit Mastery- Lost List
Conjuring Ways- Lost List

MOVEMENT SPELLS - (use Order #825)
Movement Mastery
Return Mastery
Teleport Mastery - Lost List

LORE SPELLS - (use Order #940)
Perceptions
Divinations
Artifact Lore
Scrying
Hidden Visions

Casting Rank Each known (i.e. researched) spell also has a casting rank. This is a value from 1 (worst proficiency) to 100 (maximum proficiency). The initial casting rank for any spell is based on the Character's Mage rank at the time he learned the spell and on the spell's difficulty rating. This difficulty rating is incorporated into the casting rank when a spell is researched. To actually cast a given spell, a number from 1 - 100 is generated and added to the casting proficiency rank. If the sum of these numbers is greater than 100, then the casting is successful (except spells 412, 418, 428). The proficiency rank in casting a particular spell can only be improved by successfully casting that spell. A Character must know a spell to be able to cast it. Once successfully researched (unless it is 'forgotten') a spell is available every turn.

Spells can be 'practiced' in order to increase casting proficiency. This is done by simply issuing the appropriate 'Cast' order in circumstances where the effects are inappropriate or do not otherwise change the current circumstances (i.e. casting a heal spell on a well Character, casting a combat spell when there is no combat, casting a conjuring spell for 0 units, casting a movement spell to the same hex, casting a lore spell on a known location...). Not all spells can be practiced.

Forget No Character may ever know more than 15 spells at any one time. If a Character already knows 15 spells, but wishes to learn an additional one, he must 'forget' one or more of the spells he has already learned. A Character may 'forget' up to six spells at any one time. Forgetting a spell does NOT affect any other spells already known. However, forgetting a spell (i.e. only spell known on a list, or the highest spell known on a list) might remove a prerequisite for a spell intended for future research. Be careful...

Spell Types Detailed lists of spells can be found below. These lists fall into one of several spell types. Spell types include Heal, Defense, Offense, Conjuring, Movement, and Lore.

Mages are able to cast 2 spells per turn, as long as the spells require different spell orders.

However, casting a second spell (even just 'practicing') may injure the casting Character by draining points from his Health rank, just like he had been injured. The amount of Health lost will depend on the combined difficulties of the spells being cast.

Note that Movement spells count as both the allowed movement order and a spell. Therefore, a Character cannot attempt to move in the same turn as he attempts to cast the Movement spell. Also, although the order to 'Cast' spells is a Mage skill order, this order can be combined with 'Prentice Magery' in the same turn - unlike any of the other Skill rank orders!

To cast a spell, simply issue the appropriate 'cast spell' order (see above), follow it with the spell number of the desired spell, and any indicated additional information. Look carefully at the individual spell requirements. The order number for casting a given spell (not the individual spell number) indicates its position in the game's Sequence of Events.

Spells
(Listed in order of Casting Order Number)

HEAL SPELLS - (Order #120)

Healing Mastery

Minor Heal

Spell List:	Healing Mastery
Difficulty:	Easy
Order:	Cast Heal Spell - 120
Spell Number:	2
Requirements:	• Spell is known by Caster
	• Target Character is at same location
Required info:	• Target Character ID

This allows a Character to attempt to cast the Minor Heal spell upon any target Character (possibly himself) in the same hex. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Successful casting will restore 20 points of Health, or up to full Health, whichever is less, to the target Character.

Heal True

Spell List:	Healing Mastery
Difficulty:	Hard
Order:	Cast Heal Spell - 120
Spell Number:	8
Requirements:	• Spell is known by Caster
	• Target Character is at same location
Required info:	• Target Character ID

This allows a Character to attempt to cast the Heal True spell upon any target Character (possibly himself) in the same hex. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Successful casting will restore up to 100 points of Health, or up to full Health, whichever is less, to the target Character.

Healing Ways

Major Heal

Spell List:	Healing Ways
Difficulty:	Easy
Order:	Cast Heal Spell - 120
Spell Number:	4
Requirements:	• Spell is known by Caster
	• Target Character is at same location
Required info:	• Target Character ID

This allows a Character to attempt to cast the Major Heal spell upon any target Character (possibly himself) in the same hex. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Successful casting will restore 35 points of Health, or up to full Health, whichever is less, to the target Character.

Greater Heal

Spell List: Healing Ways
Difficulty: Average
Order: Cast Heal Spell - 120
Spell Number: 6
Requirements: • Spell is known by Caster
                   • Target Character is at same
                   location
Required info: • Target Character ID

This allows a Character to attempt to cast the Greater Heal spell upon any target Character (possibly himself) in the same hex. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Successful casting will restore 50 points of Health, or up to full Health, whichever is less, to the target Character.

DEFENSE SPELLS - (Order #225)

Barrier Mastery

Barriers

Spell List: Barrier Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 102
Requirements: • Spell is known by Caster
                   • Character must be with an
                   Army unless practicing
Required info: None

This allows a Character to attempt to cast the Barriers spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 500 points (divide by 100 for Navy combat) of protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Deflections

Spell List: Barrier Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 106
Requirements: • Spell is known by Caster
                   • Character must be with an
                   Army unless practicing
Required info: None

This allows a Character to attempt to cast the Deflections spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1000 points (divide by 100 for Navy combat) of protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Shields

Spell List: Barrier Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 112
Requirements: • Spell is known by Caster
                   • Character must be with an
                   Army unless practicing
Required info: None

This allows a Character to attempt to cast the Shields spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1750 points (divide by 100 for Navy combat) of protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Barrier Walls

Spell List: Barrier Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 114
Requirements: • Spell is known by Caster
                   • Character must be with an
                   Army unless practicing
Required info: None

This allows a Character to attempt to cast the Barrier Walls spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1500-2000 points (divide by 100 for Navy combat) of protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Resistance Mastery

Resistances

Spell List: Resistance Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 104
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Resistances spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 750 points (divide by 100 for Navy combat) of additional protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Blessings

Spell List: Resistance Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 108
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Blessings spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1250 points (divide by 100 for Navy combat) of additional protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Protections

Spell List: Resistance Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 110
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Protections spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1500 points (divide by 100 for Navy combat) of additional protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Force Walls

Spell List: Resistance Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 116
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Force Walls spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1000-2000 points (divide by 100 for Navy combat) of additional protection for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

OFFENSE SPELLS - (Order #225)

Fire Mastery

Call Fire

Spell List: Fire Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 202
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Call Fire spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 150 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wild Flames

Spell List: Fire Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 204
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Wild Flames spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 50-250 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wall of Fire

Spell List: Fire Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 206
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Wall of Fire spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 100-200 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Fire Bolts

Spell List: Fire Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 232
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Fire Bolts spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1000 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Fire Balls

Spell List: Fire Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 234
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Fire Balls spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 500-1500 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Fire Storms

Spell List: Fire Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 236
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Fire Storms spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 800-1200 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Summon Fire Spirits

Spell List: Fire Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 240
Requirements: • Spell is known by Caster
                 • Character must be with an Army unless practicing
Required info: None

This allows a Character to attempt to cast the Summon Fire Spirits spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1000-2000 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Pain

Spell List: Word Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 208
Requirements: • Spell is known by Caster
                 • Character must be with an Army unless practicing
Required info: None

Word Mastery

This allows a Character to attempt to cast the Words of Pain spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 250 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Calm

Spell List: Word Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 210
Requirements: • Spell is known by Caster
                 • Character must be with an Army unless practicing
Required info: None

This allows a Character to attempt to cast the Words of Calm spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 100-400 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Paralysis

Spell List: Word Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 212
Requirements: • Spell is known by Caster
                 • Character must be with an Army unless practicing
Required info: None

This allows a Character to attempt to cast the Words of Paralysis spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 200-300 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Agony

Spell List: Word Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 220
Requirements: • Spell is known by Caster
                 • Character must be with an Army unless practicing
Required info: None

This allows a Character to attempt to cast the Words of Agony spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 600 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Stun

Spell List:	Word Mastery
Difficulty:	Average
Order:	Cast Combat Spell - 225
Spell Number:	2 2 2
Requirements:	• Spell is known by Caster
	• Character must be with an Army unless practicing
Required info:	None

This allows a Character to attempt to cast the Words of Stun spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 300-900 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Command

Spell List:	Word Mastery
Difficulty:	Average
Order:	Cast Combat Spell - 225
Spell Number:	2 2 4
Requirements:	• Spell is known by Caster
	• Character must be with an Army unless practicing
Required info:	None

This allows a Character to attempt to cast the Words of Command spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 450-750 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Words of Death

Spell List:	Word Mastery
Difficulty:	Hard
Order:	Cast Combat Spell - 225
Spell Number:	2 4 2
Requirements:	• Spell is known by Caster
	• Character must be with an Army unless practicing
Required info:	None

This allows a Character to attempt to cast the Words of Death spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 1250-2250 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wind Mastery

Call Winds

Spell List:	Wind Mastery
Difficulty:	Easy
Order:	Cast Combat Spell - 225
Spell Number:	2 1 4
Requirements:	• Spell is known by Caster
	• Character must be with an Army unless practicing
Required info:	None

This allows a Character to attempt to cast the Call Winds spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 400 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wild Winds

Spell List:	Wind Mastery
Difficulty:	Easy
Order:	Cast Combat Spell - 225
Spell Number:	2 1 6
Requirements:	• Spell is known by Caster
	• Character must be with an Army unless practicing
Required info:	None

This allows a Character to attempt to cast the Wild Winds spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 200-600 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wall of Wind

Spell List: Wind Mastery
Difficulty: Easy
Order: Cast Combat Spell - 225
Spell Number: 2 1 8
Requirements: • Spell is known by Caster
                  • Character must be with an
                  Army unless practicing
Required info: None

This allows a Character to attempt to cast the Wall of Wind spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 300-500 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Chill Bolts

Spell List: Wind Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 2 6
Requirements: • Spell is known by Caster
                  • Character must be with an
                  Army unless practicing
Required info: None

This allows a Character to attempt to cast the Chill Bolts spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 800 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Frost Balls

Spell List: Wind Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 2 8
Requirements: • Spell is known by Caster
                  • Character must be with an
                  Army unless practicing
Required info: None

This allows a Character to attempt to cast the Frost Balls spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 400-1200 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Wind Storms

Spell List: Wind Mastery
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 3 0
Requirements: • Spell is known by Caster
                  • Character must be with an
                  Army unless practicing
Required info: None

This allows a Character to attempt to cast the Wind Storms spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 600-1000 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Summon Wind Spirits

Spell List: Wind Mastery
Difficulty: Hard
Order: Cast Combat Spell - 225
Spell Number: 2 3 8
Requirements: • Spell is known by Caster
                  • Character must be with an
                  Army unless practicing
Required info: None

This allows a Character to attempt to cast the Summon Wind Spirits spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell affords 750-1750 points (divide by 100 for Navy combat) of additional damage for the Army the Character is with. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Dark Summons - Lost List

Fearful Hearts

Spell List: Dark Summons
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 4 4
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Fearful Hearts spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell temporarily reduces the morale of any enemy Armies in that hex by 10-20 points during combat. Multiple castings of this spell are not cumulative, but the most effective casting will be used. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Only Dark Servants may learn this spell.

Summon Storms

Spell List: Dark Summons
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 4 6
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Summon Storms spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell forces any enemy Armies in that hex to use Standard battle tactics because of poor visibility during combat. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Only Dark Servants may learn this spell.

Fanaticism

Spell List: Dark Summons
Difficulty: Average
Order: Cast Combat Spell - 225
Spell Number: 2 4 8
Requirements: • Spell is known by Caster
                 • Character must be with an
                 Army unless practicing
Required info: None

This allows a Character to attempt to cast the Fanaticism spell. In order for the spell to affect combat, the spell caster must be 'with' an Army involved in the combat. The spell temporarily increases the morale of any Armies of the Caster's Nation involved in combat in that hex by 5-15 points. Multiple castings of this spell are not cumulative, but the most effective casting will be used. Success is based on the proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Only Dark Servants may learn this spell.

CONJURING SPELLS - (Order #330)
Spirit Mastery- Lost List

Weakness

Spell List: Spirit Mastery
Difficulty: Easy
Order: Cast Conjuring Spell - 330
Spell Number: 5 0 2
Requirements: • Spell is known by Caster
                 • Target Character in same hex
                 • Target Character not of same
                 Nation
Required info: • Target Character ID

This allows a Character to attempt to cast the Weakness spell. Successful casting of this spell allows the Character to cause a loss of Health rank to another Nation's Character. The target Character must be in the same hex. The loss of Health rank is equal to the 'natural' Mage rank of the Caster divided by three (3). Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Sickness

Spell List: Spirit Mastery
Difficulty: Average
Order: Cast Conjuring Spell - 330
Spell Number: 504
Requirements: • Spell is known by Caster
                • Target Character in same hex
                • Target Character not of same Nation
Required info: • Target Character ID

This allows a Character to attempt to cast the Sickness spell. Successful casting of this spell allows the Character to cause a loss of Health rank to another Nation's Character. The target Character must be in the same hex. The loss of Health rank is equal to the 'natural' Mage rank of the Caster divided by two (2). Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Curses

Spell List: Spirit Mastery
Difficulty: Hard
Order: Cast Conjuring Spell - 330
Spell Number: 506
Requirements: • Spell is known by Caster
                • Target Character in same, or adjacent, hex
                • Target Character not of same Nation
Required info: • Target Character ID

This allows a Character to attempt to cast the Curses spell. Successful casting of this spell allows the Character to cause a loss of Health rank to another Nation's Character. The target Character must be in the same, or an adjacent, hex. The loss of Health rank is equal to the 'natural' Mage rank of the Caster divided by two (2). Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Conjuring Ways- Lost List

Conjure Mounts

Spell List: Conjuring Ways
Difficulty: Easy
Order: Cast Conjuring Spell - 330
Spell Number: 508
Requirements: • Spell is known by Caster
                • Population Center is of same Nation
Required info: • # of mounts

This allows a Character to attempt to cast the Conjure Mounts spell. Successful casting of this spell allows the Character to conjure up to 5 mounts per point of 'natural' Mage rank. The Character must be at a Population Center belonging to his Nation. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Conjure Food

Spell List: Conjuring Ways
Difficulty: Average
Order: Cast Conjuring Spell - 330
Spell Number: 510
Requirements: • Spell is known by Caster
                • Population Center is of same Nation
                       OR
                Character is with an Army
Required info: • # of food units

This allows a Character to attempt to cast the Conjure Food spell. Successful casting of this spell allows the Character to conjure up to 25 food units per point of 'natural' Mage rank. The Character must be at a Population Center belonging to his Nation (food goes to stores) or must be with an Army (food goes to baggage train). Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Conjure Hordes

Spell List: Conjuring Ways
Difficulty: Average
Order: Cast Conjuring Spell - 330
Spell Number: 512
Requirements: • Spell is known by Caster
• Character is with an Army
Required info: • # of troops

This allows a Character to attempt to cast the Conjure Hordes spell. Successful casting of this spell allows the Character to conjure up to 5 troops per point of 'natural' Mage rank. The Character must be with an Army. The troop type is Men-at-Arms. The hordes come equipped with wood weapons, no armor, and poor training. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell. Only Dark Servants may learn this spell.

MOVEMENT SPELLS - (Order #825)
Movement Mastery

Long Stride

Spell List: Movement Mastery
Difficulty: Easy
Order: Cast Movement Spell - 825
Spell Number: 302
Requirements: • Spell is known by Caster
• Destination hex within 14 hexes of original location
Required info: • Destination hex

This allows a Character to attempt to cast the Long Stride spell. Successful casting of this spell allows the Character to move to any hex within 14 hexes of the original location. Movement cannot be to or from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Fast Stride

Spell List: Movement Mastery
Difficulty: Average
Order: Cast Movement Spell - 825
Spell Number: 304
Requirements: • Spell is known by Caster
• Destination hex within 16 hexes of original location
Required info: • Destination hex

This allows a Character to attempt to cast the Fast Stride spell. Successful casting of this spell allows the Character to move to any hex within 16 hexes of the original location. Movement cannot be to or from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Path Mastery

Spell List: Movement Mastery
Difficulty: Hard
Order: Cast Movement Spell - 825
Spell Number: 306
Requirements: • Spell is known by Caster
• Destination hex within 19 hexes of original location
Required info: • Destination hex

This allows a Character to attempt to cast the Path Mastery spell. Successful casting of this spell allows the Character to move to any hex within 19 hexes of the original location. Movement cannot be to or from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Return Mastery

Capital Return

Spell List: Return Mastery
Difficulty: Easy
Order: Cast Movement Spell - 825
Spell Number: 308
Requirements: • Spell is known by Caster
                   • Destination hex is capital
                   • Capital is of same Nation
Required info: • Destination hex

This allows a Character to attempt to cast the Capital Return spell. Successful casting of this spell allows the Character to move to the hex containing his capital. Movement cannot be from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Major Return

Spell List: Return Mastery
Difficulty: Average
Order: Cast Movement Spell - 825
Spell Number: 310
Requirements: • Spell is known by Caster
                   • Destination hex has a major town or city
                   • Population Center is of same Nation
Required info: • Destination hex

This allows a Character to attempt to cast the Major Return spell. Successful casting of this spell allows the Character to move to a hex containing one of his Nation's major towns or cities. Movement cannot be from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Return True

Spell List: Return Mastery
Difficulty: Hard
Order: Cast Movement Spell - 825
Spell Number: 312
Requirements: • Spell is known by Caster
                   • Destination hex has Population Center
                   • Population Center is of same Nation
Required info: • Destination hex

This allows a Character to attempt to cast the Return True spell. Successful casting of this spell allows the Character to move to a hex containing one of his Nation's Population Centers. Movement cannot be from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Teleport Mastery - Lost List

Teleport

Spell List: Teleport Mastery
Difficulty: Average
Order: Cast Movement Spell - 825
Spell Number: 314
Requirements: • Spell is known by Caster
                   • Destination hex is land
Required info: • Destination hex

This allows a Character to attempt to cast the Teleport spell. Successful casting of this spell allows the Character to move to any hex. Movement cannot be to or from a water hex. Hostages will travel with the Character. If the Character had been traveling with an Army or Company, then he will no longer be doing so. It is also considered a Movement Order and cannot be issued along with other Movement Orders. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

LORE SPELLS - (Order #940)

Perceptions

This allows a Character to attempt to cast the Perceive Allegiance spell. Successful casting of this spell allows the Character to perceive all the Nations that are currently of the specified allegiance. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Perceive Allegiance

Spell List:	Perceptions
Difficulty:	Easy
Order:	Cast Lore Spell - 940
Spell Number:	402
Requirements:	• Spell is known by Caster
Required info:	• Allegiance (Evil, Neutral, Good)

Perceive Relations

Spell List:	Perceptions
Difficulty:	Easy
Order:	Cast Lore Spell - 940
Spell Number:	404
Requirements:	• Spell is known by Caster
Required info:	• Target Nation # (1-25)

This allows a Character to attempt to cast the Perceive Relations spell. Successful casting of this spell allows the Character to perceive the relations that the specified Nation has toward your Nation. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Perceive Nationality

Spell List:	Perceptions
Difficulty:	Easy
Order:	Cast Lore Spell - 940
Spell Number:	408
Requirements:	• Spell is known by Caster
Required info:	• Target Character ID

This allows a Character to attempt to cast the Perceive Nationality spell. Successful casting of this spell allows the Character to perceive the nationality of the specified Character. This spell can be cast on any Character. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Perceive Power

Spell List:	Perceptions
Difficulty:	Average
Order:	Cast Lore Spell - 940
Spell Number:	422
Requirements:	• Spell is known by Caster
Required info:	• Target Character ID

This allows a Character to attempt to cast the Perceive Power spell. Successful casting of this spell allows the Character to perceive the skill rank titles of the specified Character. This spell can be cast on any Character. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Perceive Mission

Spell List:	Perceptions
Difficulty:	Average
Order:	Cast Lore Spell - 940
Spell Number:	424
Requirements:	• Spell is known by Caster
Required info:	• Target Character ID

This allows a Character to attempt to cast the Perceive Mission spell. Successful casting of this spell allows the Character to perceive the current orders of the specified Character. This spell can be cast on any active Character. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Perceive Secrets

Spell List: Perceptions
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 432
Requirements: • Spell is known by Caster
Required info: • Target Nation # (1-25)

This allows a Character to attempt to cast the Perceive Secrets spell. Successful casting of this spell allows the Character to perceive some (or all) of the victory conditions, special nation abilities, the location of the capital, and/or the active status of the specified Nation. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Divinations

Divine Army

Spell List: Divinations
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 406
Requirements: • Spell is known by Caster
Required info: • Army Commander Character ID

This allows a Character to attempt to cast the Divine Army spell. Successful casting of this spell allows the Character to locate the specified Army to within 1 hex of the Army's actual location. The target Character must command an Army/Navy or have been in command during the turn. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Divine Allegiance Forces

Spell List: Divinations
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 410
Requirements: • Spell is known by Caster
Required info: • Allegiance (Evil, Neutral, Good)

This allows a Character to attempt to cast the Divine Allegiance Forces spell. Successful casting of this spell allows the Character to identify the presence of any forces of the specified allegiance that are located within 6 hexes of the Caster. The hex locations of the forces are not revealed. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Divine Characters w/Forces

Spell List: Divinations
Difficulty: Average
Order: Cast Lore Spell - 940
Spell Number: 417
Requirements: • Spell is known by Caster
                • Army commander is located within 12 hexes of Caster
Required info: • Army Commander Character ID

This allows a Character to attempt to cast the Divine Character w/Forces spell. Successful casting of this spell allows the Character to identify the Characters traveling with the specified Army commander, if the Army is located within 12 hexes of the Caster. The hex location of the Army is not revealed. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Divine Nation Forces

Spell List: Divinations
Difficulty: Average
Order: Cast Lore Spell - 940
Spell Number: 419
Requirements: • Spell is known by Caster
Required info: • Target Nation # (1-25)

This allows a Character to attempt to cast the Divine Nation Forces spell. Successful casting of this spell allows the Character to locate all forces of the specified Nation that are within 6 hexes of the Caster. Only the Commander's name and the hex location of the Army is revealed. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Divine Army True

Spell List: Divinations
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 426
Requirements: • Spell is known by Caster
Required info: • Army Commander Character ID

This allows a Character to attempt to cast the Divine Army True spell. Successful casting of this spell allows the Character to determine the specified Army's exact location. The target Character must command an Army/Navy or have been in command during the turn. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Artifact Lore

Research   Artifact

Spell List: Artifact Lore
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 412
Requirements: • Spell is known by Caster
Required info: • Artifact ID #

This allows a Character to attempt to cast the Research Artifact spell. The Character does not have to possess the artifact. Successful casting of this spell allows the Character to discover the name and the known (and unknown) powers, type, and alignment of the indicated artifact. Success is based on the casting proficiency the Character has with the spell AND the level of the target Artifact. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Locate   Artifact

Spell List: Artifact Lore
Difficulty: Average
Order: Cast Lore Spell - 940
Spell Number: 418
Requirements: • Spell is known by Caster
Required info: • Artifact ID #

This allows a Character to attempt to cast the Locate Artifact spell. Successful casting of this spell allows the Character to locate the specified artifact to within 1 hex of the artifact's actual location and determine if it is currently held. Success is based on the casting proficiency the Character has with the spell AND the level of the target Artifact. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Locate   Artifact   True

Spell List: Artifact Lore
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 428
Requirements: • Spell is known by Caster
Required info: • Artifact ID #

This allows a Character to attempt to cast the Locate Artifact True spell. Successful casting of this spell allows the Character to determine the specified artifact's exact location and determine if it is currently held. Success is based on the casting proficiency the Character has with the spell AND the level of the target Artifact. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Scrying

Scry   Population   Center

Spell List: Scrying
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 413
Requirements: • Spell is known by Caster
                 • Chosen hex is located within 12 hexes of Caster
Required info: • Chosen hex

This allows a Character to attempt to cast the Scry Population Center spell. Successful casting of this spell allows the Character to scry detailed information regarding the Population Center located at the chosen hex. The Population Center must be within 12 hexes of the Caster. The actual distance affects the amount of information received. Information received is similar to 'Scout Population Center' order. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Scry Hex

Spell List: Scrying
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 414
Requirements: • Spell is known by Caster
                   • Chosen hex is located within 12 hexes of Caster
Required info: • Chosen hex

This allows a Character to attempt to cast the Scry Hex spell. Successful casting of this spell allows the Character to scry detailed information regarding the chosen hex. The hex location must be within 12 hexes of the Caster. The actual distance affects the amount of information received. Information received is similar to 'Scout Hex' order. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Scry Area

Spell List: Scrying
Difficulty: Average
Order: Cast Lore Spell - 940
Spell Number: 415
Requirements: • Spell is known by Caster
                   • Chosen hex is located within 12 hexes of Caster
Required info: • Chosen hex

This allows a Character to attempt to cast the Scry Area spell. Successful casting of this spell allows the Character to scry detailed information regarding the area around the chosen hex for a distance of one hex. The chosen hex location must be within 12 hexes of the Caster. The actual distance affects the amount of information received. Information received is similar to 'Scout Area' order. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Scry Character

Spell List: Scrying
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 436
Requirements: • Spell is known by Caster
Required info: • Target Character ID

This allows a Character to attempt to cast the Scry Character spell. Successful casting of this spell allows the Character to scry the skill rank titles, artifacts held, and spells known of the specified Character. The hex location of the Character is not revealed. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Hidden Visions

Reveal Production

Spell List: Hidden Visions
Difficulty: Easy
Order: Cast Lore Spell - 940
Spell Number: 416
Requirements: • Spell is known by Caster
Required info: • Production type (Leather, Bronze, Steel, Mithril, Food, Timber, Mounts, or Gold)

This allows a Character to attempt to cast the Reveal Production spell. Successful casting of this spell allows the Character to locate hex locations, within 3 hexes of the Caster's location, that contain the specified production type. Only 5 hex locations will be revealed and in no particular order. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Reveal Character

Spell List: Hidden Visions
Difficulty: Average
Order: Cast Lore Spell - 940
Spell Number: 420
Requirements: • Spell is known by Caster
Required info: • Target Character ID

This allows a Character to attempt to cast the Reveal Character spell. Successful casting of this spell allows the Character to locate the specified Character to within 1 hex of the Character 's actual location. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Reveal Character True

Spell List: Hidden Visions
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 430
Requirements: • Spell is known by Caster
Required info: • Target Character ID

This allows a Character to attempt to cast the Reveal Character True spell. Successful casting of this spell allows the Character to locate the specified Character 's exact location. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Reveal Population Center

Spell List: Hidden Visions
Difficulty: Hard
Order: Cast Lore Spell - 940
Spell Number: 434
Requirements: • Spell is known by Caster
Required info: • Chosen hex

This allows a Character to attempt to cast the Reveal Population Center spell. Successful casting of this spell allows the Character to either: A) If the chosen hex contains a hidden Population Center, then that fact is revealed but the Population Center remains hidden; B) If the chosen hex is the current hex of the Caster (or no hex is specified), and the hex contains a hidden Population Center, then the 'hidden' enchantment is removed and the Population Center is no longer hidden. Success is based on the casting proficiency the Character has with the spell. Casting proficiency will be improved by 1-5 points upon successfully casting the spell.

Artifacts

Artifacts are the magical legacies of the ancient days of Middle-earth. These ancient relics can come in many forms including rings, wands, weapons, armor, and many other items. The acquisition, or loss, of some of the powerful items can, and has, changed the course of Middle-earth history.

Artifacts can be held by Characters, they may be secreted by a Character or Nation to avoid detection, or they may be lost. At game start, more than half of the artifacts listed below are lost, not held. These artifacts can be found in almost any terrain, including coastal waters and open seas and hexes with rivers, although most will be found in the more accessible terrain types. Those artifacts held by Characters will move about with them in their travels.

Some artifacts may be aligned to Good or Evil, and some may not be aligned at all. This means that if an artifact is aligned, only Characters of Nations with allegiances that are the same as the artifact's alignment can use the artifact. Those artifacts that have no alignment have no such restrictions. Regardless of an artifact's alignment, any Character may possess any artifact. They just may not be able to use it.

Artifacts fall into two basic types - those that need to be 'used' and those that are 'latent' and affect the Character at all times. A latent artifact will apply its powers to the Character automatically. An artifact that must be used can only apply its powers when one of the 'Use' artifacts orders is issued. If an artifact enhances a Character's 'natural' skill rank or ability, then it the artifact is usually latent and will improve the chances of success in the accomplishment of his missions. For example, if a Character has a natural Mage rank of 40, and has an artifact that increases Mage rank by 15, then the Character has a 'net' Mage rank of 55. The net rank <u>affects the chances of success in performing a mission, order, or spell, but does not affect the effects of that mission, order, or spell</u>. Artifacts cannot enhance skill ranks that are at 0 (no rank). Note - Stealth is not a skill rank - thus it can be enhanced by artifacts.

Other artifacts have specific known powers and must be used, by issuing the appropriate order, in that turn in order to acquire the benefits. Some artifacts have secret powers and these can only be discovered by using the 'Research Artifact' spell. Secret powers might allow the wielder access to 'Lost' spells, might allow the wielder better chances of success against specific creatures (Non-Player Characters) in Character encounters, or might allow the wielder to cast certain spells - even a non-Mage! Any secret powers of an artifact, once they are revealed/known, are considered 'latent' and can be utilized automatically by the wielder.

No artifact can be 'used' more than once per turn. Combat artifacts in use will appear with a "√" beside them in the Character section of your resultsheet. Any combat artifact in 'use' will remain in 'use' until it is dropped, transferred or another combat artifact is ordered to be in 'use'.

Skill ranks adjusted upward by artifacts will appear in parentheses next to the base skill rank. For example, a Character with a Command rank of 50 bearing an artifact that adds 10 to Command rank will be shown like this on the resultsheet: Command 50 (60). Bonuses to spell casting ranks adjusted upward by artifacts will also be shown on the resultsheet (next to 'Spells' in the Character section) and are not included in the casting rank as listed. Skill ranks adjusted by artifacts can exceed the normal 100 limit.

Artifacts may be carried by Characters and transfered between Characters. A Character may never possess more than 6 artifacts at any one time. In order to acquire another artifact, a Character with 6 artifacts must first drop or transfer one of the artifacts he possesses.

Artifacts may be dropped in any hex or at a Population Center. If they are dropped in a hex, then they are 'lost'. A Character may find such an artifact again by chance or by searching for that artifact. Obviously, the Character who dropped the artifact will know more about where to search and will have a better chance of finding it. Each artifact has a 'level' associated with it. This 'level' determines the relative strength of the artifacts. These levels are not revealed, but can be inferred from game mechanics. The chance of finding any lost artifact is related to the 'level' of the artifact and the difficulty the terrain poses - even for the Character that dropped the artifact - since hidden treasures have a way of being discovered or moved.

If the artifact is dropped at a Population Center of the dropping Character's Nation, it is considered 'secreted' there and the chance of recovering it is greater (than for a 'lost' artifact) for that Character or any Character of that same Nation as well. Other Nation's Characters could search for that specific artifact (if they knew that it was in the hex), but it would be more difficult for them to find.

Little is known about the powers and effects of most artifacts found in the Fourth Age. The Research Artifact' spell must be used to determine which artifact id numbers (1-213) are associated with which artifacts (as listed below) since the artifact id numbers will be randomly changed from game to game.
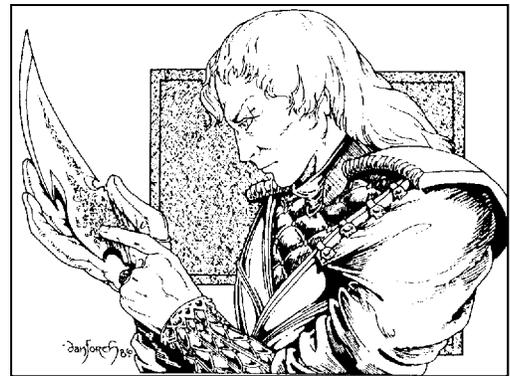
Artifact List

Artifact Name	Artifact Name	Artifact Name
Aedring	Believer's Bane	Calris
Aeglin	Belt of Durin	Caranlhach
Aercrist	Belthronding	Círmegil
Air-cleaver	Black Scale	Cloak of Duvorn
Amulet of Sea Mastery	Black Staff	Cloak of Hiding
Anarmacil	Blood Spike	Cloak of Protection
Ancaruin	Bloodrunner	Cloak of the Abyss
Andúril	Blue Bow	Cloak of the Heavens
Angbor	Blue Ring	Cloak of Valacirca
Angian	Boots of Iron	Cloud Bow
Anguirel	Bow of Thunder and Bone	Collar of Command
Ar-sil	Bracers of Chennacatt	Collar of Might
Aracu	Bracers of the Mists	Collohwesta
Aranrûth	Brôdic Spear	Corantir
Aratocam	Burning Blade	Craig-olf-Ti
Axe of Braogha	Calninquë	Cubeleg

Cubragol
Cuiviegurth
Culok
Curaran
Daecollo
Daeron's Rapier
Dagger of Green Wisdom
Dagnirdraug
Dawnsword
Dáin's Axe
Deepwood Bracelet
Dragon Helm of Dor-Lómin
Dragon Helm/Armor
Durcarak
Durcrist
Durin's Armor/Shield
Durin's Axe
Durlachiel
E Mere Vardo
E Thrond
E Voronwë
Elenrûth
Elenya
Elfbane
Elfhewer
Elhach
Erivagil
Fire Mace
Fire's Edge
Flails of Horseslaying
Foam-cleaver
Foam-light
Fonhrad
Forest-blade
Fuinrauko
Gaerennon
Gaergil
Gersebroc
Ghostbane
Gildagor
Glosovagil
Gordur
Gurthang
Gurthdur
Gúthwinë
Gûlthalion
Hatred Curse
Headband of Slaeg
Helm of Isildur
Helm of Sen Jey
Helm of Shadow
Helm of the Dark
Helm of the Mûmak-king
Herugrim
Horse-lord's Shield

Horse-slayer
Horse-tamer
Hue Changer
Ironfoot's Hammer
K'Prurian Battle Mace
Kirrauko
Listening Helm
Mace of the Huntsman
Macirillë
Maikarama
Maranya
Mighty Blade
Miramarth
Mirlammenrim
Moon-axe
Morgul Plate
Morgurth
Morlhach
Mormacil
Mothras
Nallagurth
Navorn
Nazgauga
Neldelhach
Night-piercer
Nightfang
Ongrum
Orb of Dark Seeing
Orb of Seeing
Orc Slayer
Orcring
Orcrist
Orcruin
Ossanna
Ovir Crown
Palantír of Amon Sûl
Palantír of Annúminas
Palantír of Minas Anor
Palantír of Minas Ithil
Palantír of Orthanc
Palantír of Osgiliath
Pectoral
Rat Gauntlets
Raukambar
Rauzgnagli
Red Robes
Ring of Angrenost
Ring of Axardil
Ring of Barahir
Ring of Binding
Ring of Bleeding
Ring of Curufin
Ring of Impersonation
Ring of Iron Magic
Ring of Soul-taking

Ring of Stargazing
Ring of the Witch-king
Ring of Wind
Ringil
Robes of Aman
Robes of Loil
Robes of the Orc Priests
Romoquenáro
Rúnya
Sauron's Javelin
Sceptre of Hent
Shield of Anárion
Sickle of the Heavens
Sil-Maegil
Silmaruth
Silver Rod of Andúni
Skull Flail
Skull Helm
Snow Hammer
Spear of Bladorthin
Spear of Following
Staff of Bronze
Staff of Earthmastery
Staff of Storms
Staff of the Serpent
Staff of the Wanderer
Steward's Blade
Sting
Stinging Tongue
Stone-mace of Setmaenen
Stormless Bow
Sulhelka
Sword of Cleaving
Sword of Soul Reducing
Tablets of Dark Knowledge
Talisman of Absorption
Taurin
The Black Book
Thôlogaer Ciryatano
Thrakurghash
Thunder's Edge
Tinculin
Troll Slayer
Troll-cleaver
Turantir
Ulûkai
Ungolrist
Usriev
Vasamacil
Voice of the Dark Tower
War-dancer
Water-skimmer
Wood-shadow
Wôlor Priest Ring
Yellow Hammer

Combat

Combat in ME-PBM is very decisive. Personal Challenges, Army/Navy combat, and Population Center assaults will continue until one side is completely defeated. In Personal Challenges, the losing Character will die. In Army/Navy combat and Population Center assaults, the troops will be slain or utterly routed. In all combat, Characters on the losing side may escape or be killed or captured. In Personal Challenge and Army/Navy combat, any hostages which were held by a Character that is killed or captured will escape.

Combats occur in the following order: Personal Challenges, all battles between Navies, all battles between Armies, and then Population Center assaults/sieges.

Personal Challenges

In a world where Good and Evil struggle continuously, and where personal victories can spell the difference between success and failure, the code of the Personal Challenge is highly regarded. Whenever a Character is in the same hex as another Character, they may offer Challenge to the other Character. The challenged Character cannot be a hostage nor can they be of the same Nation as the challenger. In turn, the other Character must indicate whether they will accept Challenge. If no rejection is given, it will be assumed that the Challenge is accepted. Challenge may be offered to a specific Character, but the option of accepting/rejecting is general. In other words, a Character may only 'accept all

Challenges' or 'reject all Challenges' for that turn. If a Character offers Challenge, and it is rejected, then he must accept the first Challenge offered to him that turn. If Challenge is offered and accepted, then battle will commence. If there are multiple Character Challenges, the highest ranking Characters will Challenge first. A Challenge can be issued to any Character of any Nation (except your own), regardless of allegiance or relations!

Success in the Challenge will increase the abilities of the winning Character. If the Character is an Army Commander, then success will increase the Army's Morale rank, while the Morale rank of the loser's Army will diminish. If an Army loses its Commander because of Challenge, and there is no other Character with Command rank in the Army, then the Army will rout and be disbanded.

If Challenge is rejected by an Army Commander, then the Army Morale rank will still increase for the challenger and decrease for the challenged. Once a Character has fought a Challenge, any other Challenges that turn will automatically be rejected without loss of honor. In other words, a Character may only fight one personal challenge per turn.

Army/Navy Commanders can only be issued a Challenge by Characters with, or in command of, another Army/Navy. This means that a solitary Character cannot issue a 'surprise' Challenge to an Army/Navy Commander. Characters with an Army/Navy may still face/initiate a Challenge.

The Challenge rank will be automatically calculated for each Character and printed out with each Character's skill and health ranks on the resultsheet. The printed rank will include any artifact bonuses (combat artifacts used in personal challenge have their effects reduced by a factor of 50). This is the actual rank used in personal challenges (see later examples).

Navy Combat

In Navy combat, the fighting occurs between the ships of the opposing Navies. Navy combat can occur in any hex a Navy may normally occupy. Troops are spread evenly amongst the transports and do not participate in the battle. If a transport is lost, then the troops are lost as well. However, since warships are designed to protect the transports, they will normally be destroyed before any damage occurs to the transports. Naval combat is affected by the Command rank of the Navy Commanders involved, tactics used,

relations between the Nations, any artifacts and spells cast during the battle (combat artifacts and some spells used in Navy combat have their effects reduced by a factor of 100), and also upon the Nation's expertise in ship mastery. Transports all have a strength of 1. Warship strengths are shown in the chart below. All constitutions are 3.

Navies may only attack Nations which are Disliked or Hated, but they will defend against any Nation that attacks them. The greater the difference between what your Nation's relations are toward the Nation attacked and what the relations of the attacked Nation are toward you, the greater the benefit to your Navy in combat. For example, if the Witch-king Hated the Corsairs, then his Navy would get the maximum benefit when he attacked the Corsairs. If the Corsairs, however, were Tolerant toward the Witch-king, the Corsairs would also suffer a penalty in defense against the Witch-king.

A Navy may prepare for battle without giving an attack order by issuing the 'Defend' order. By using this order, if attacked, the Navy will enter into combat. Thus, the 'Defend' order assumes that the Navy does not wish to initiate combat, but will defend that hex if need arises. A Navy cannot normally be attacked by an enemy Army (i.e. at a shore hex) unless the Navy initiates the combat. In such a case the Navy will anchor ships and go ashore to attack. However, if the Navy gives 'Defend' orders, and is 'attacked' by an enemy Army, then the Navy will anchor ships and go ashore to defend the hex. If the hex also includes a Population Center belonging to the defending Navy, the 'Defend' order would also instruct the Navy to anchor ships, go ashore, and defend there as well. It is possible that one Navy could have as many as three battles in one turn. In order of their occurrence: 1) Navy vs. Navy; 2) Navy (now Army) vs. Army; & 3) Navy (now Army) vs. Population Center.

Warship Strengths

This chart is not used in ME-PBM Fourth Age, circa 1000

Army Combat

Army combat results depend on the quality and quantity of troops and the Command rank of the Army Commander as well. It also takes into consideration the Army morale, the relations, the tactic chosen, the Training ranks, the Weapon ranks, the Armor ranks, the terrain and climate of the hex (Armies fight better in terrain and climate with which they are familiar), any artifacts used, any war machines with the Army, and any spells cast during the battle.

Armies may only attack Nations which are Disliked or Hated, but they will defend against any Nation that attacks them. The greater the difference between what your Nation's relations are toward the Nation attacked and what the relations of the attacked Nation are toward you,

the greater the benefit to your Army in combat. For example, if the Witch-king Hated the Corsairs, then his Army would get the maximum benefit when he attacked the Corsairs. If the Corsairs, however, were Tolerant toward the Witch-king, the Corsairs would also suffer a penalty in defense against the Witch-king.

An Army may prepare for battle without giving an attack order by issuing the 'Defend' order. By using this order, if attacked, the Army will enter combat using the designated tactic. The 'Defend' order assumes that the Army does not wish to initiate combat, but will defend that hex if need be. Note that a Navy cannot normally be attacked by an enemy Army (i.e. at a shore hex) unless the Navy initiates the combat. In such a case they will anchor ships and go ashore to

attack. However, if the Navy gives 'Defend' orders and is 'attacked' by an enemy Army, then the Navy will anchor ships and go ashore to defend the hex. If a hex also includes a Population Center belonging to the defending Navy, the 'Defend' order would also cause the Navy to anchor ships, go ashore, and defend there.

An Army can also issue 'Stand and Defend' orders (not to be confused with the 'Defend' order). Normally, at the beginning of movement, Armies may move out of the current hex, regardless of what other Armies/Population Centers are there. The supposition is that, if an Army wanted to inhibit the travel of another Army by attacking it, then the Army would do so. However, if the Army wanted to simply prevent movement past a specific hex location (without combat), then the 'Stand and Defend' order would allow just that. Simply put, 'Stand and Defend' will not prohibit any Army from *entering* your hex through the defended hexsides, but it will attempt to prevent any Army from *leaving* your hex through the defended hexsides.

Spells and artifacts also contribute to the outcome of a battle. The points of damage contributed by offensive spells are added directly to the strength of the Army. The points absorbed by defensive spells are deducted directly from the strength of the opposition *before* it is inflicted upon your Army. Each war machine in the Army also contributes 50 strength points.

After Army-vs-Army combat, an Army that was 'involved' and is still 'standing' attempts to salvage from their enemy's baggage train. This is automatic. Rate of success is based on the proportion of each remaining Army's troops left and also on the Command ranks of the remaining Army Commanders.

Most combat will occur between individual Armies. However, in those instances where an Army faces more than one opponent, the forces will be split proportionally between their enemies using the tactics given. The following charts gives some idea of the effect various factors have on combat situations.

Effect of Relations on Combat

Relations toward enemy Army	Effect on combat strength
Tolerant	-10%
Neutral	0%
Disliked	+10%
Hated	+25%

Troop Terrain Combat Performance

Troop Type	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Heavy Cavalry	Average	Good	Poor	Poor	Average	Poor	Poor
Light Cavalry	Good	Good	Average	Poor	Good	Poor	Poor
Heavy Infantry	Average	Good	Average	Average	Average	Poor	Poor
Light Infantry	Average	Average	Good	Average	Average	Average	Average
Archers	Average	Good	Good	Average	Good	Poor	Average
Men-at-Arms	Average	Good	Good	Average	Average	Average	Average

Nation Terrain Combat Preference

This chart is not used in ME-PBM Fourth Age, circa 1000

Combat Tactics

Tactic		Code	Description

Charge (**CH**) You have your entire force make a fast all-out attack against the enemy's front lines.

Flank (**FL**) You have a part of your forces thrust towards the enemy front lines while another part circles to one side to attack the vulnerable side and rear of the enemy position.

Standard (**ST**) You have your forces split evenly between the front lines and both flanks of the enemy force.

Surround (**SU**) You attempt to completely encircle the enemy with your own forces. This cuts off the enemy's retreat and prevents him from bringing his entire force to bear.

Hit & Run (**HR**) You divide your force into several small units and have them execute rapid attack/retreat skirmishes against the enemy.

Ambush (**AM**) You use available terrain to conceal and protect your force and attempt to lure the enemy into the area for a surprise attack.

Best/Worst Tactic vs. Tactic

Tactic	Best vs.	Worst vs.
Charge	Hit & Run	Ambush
Flank	Ambush	Surround
Standard	Flank	Charge
Surround	Flank	Hit & Run
Hit & Run	Surround	Flank
Ambush	Charge	Flank

Best/Worst Tactic by Troop Type

Troop Type	Best Tactic	Worst Tactic
Heavy Cavalry	Charge	Ambush
Light Cavalry	Surround	Ambush
Heavy Infantry	Flank	Surround
Light Infantry	Hit & Run	Charge
Archers	Ambush	Flank
Men-at-Arms	Hit & Run	Charge

Population Center Combat

Armies are the only entities that can threaten, siege, or attack Population Centers. Navies which give orders to attack Population Centers will first 'land' their troops and then those troops will make the attack.

Threatening a Population Center is one way to gain possession of a Population Center without loss of troops. To be successful, the Army must be large enough to overcome the Population Center's intrinsic defenses which are based on size, loyalty, fortifications, and the presence of their defending Armies. This order may be given by a single Army Commander. However, any other Armies of the same Nation present in the same hex will contribute to the success of this order. Only Armies of the same Nation will be included. If successful, the Population Center will remain the same size, but the ownership and loyalty of the populace will change. The size of the Army is figured using the total troops and war machines (equivalent to 25 troops each).

Sieging a Population Center forces the Population Center to rely on whatever food has been stored, or the populace starves and loyalty drops. Sieging also prevents production and trading with caravans from occurring. The reduced loyalty makes subsequent 'threats' or 'assaults', and even Emissary activities, more likely to succeed. This order may also be given by a single Army Commander. However, any other sieging Armies present (of *any* Nation, including enemies) in the same hex will contribute to the success of the order. Any war machines with the sieging Armies have a chance to damage existing fortifications through bombardment. This is automatically attempted when sieging and does not require a separate order.

Assaulting a Population Center is the only sure (?) way to take it. Even if the Population Center has been starved out from siege, an attack (or threat) is still necessary to take possession of it. An Army can assault a Population Center with the intent to destroy it or to capture it for his Nation. If an Army assaults a Population Center with the intent to destroy, then the troops of that Army will find that assault easier than if they had assaulted to capture. A Population Center that is successfully assaulted will be reduced at least one level in size. If more than one Nation is involved in a successful assault on a Population Center, then the largest remaining (involved) Army will be the Army that takes control of the Population Center for his Nation.

Each war machine present in the assaulting Armies contributes 200 points, which are used to overcome the defensive value provided by Population Center and fortifications. This makes war machines a vital part of any Army planning assaults. Fortifications which are damaged by war machines are reduced in level until subsequent fortification.

Sample Personal Combat Algorithm

<u>Borgen the Strong</u>   vs   <u>Urdicar the Dark Mage</u>
(with a latent +15 Mage Skill artifact*)

Borgen		Urdicar	
50	Command Rank (100%)	0	
0	Mage Rank (100%)	50	(+15*)
30	Agent Rank (75%)	0	
0	Emissary (50%)	0	

A) Compute the 'base' Rank by adding any latent or 'used' artifacts to each Skill Rank (combat artifacts used in personal challenge have their effects reduced by a factor of 50).

B) Compute the highest 'net' Rank by multiplying the 'base' Rank by the % next to each Skill Rank.

C) Take the highest 'net' Rank and add 25% of the three unused 'net' Ranks.

D) Total of 'net' Ranks is the amount of damage a Character can inflict.

E) Health Rank is the amount of damage a Character can absorb.

Borgen		Urdicar
50	Highest 'net' Rank	65
6	25% of unused 'net' Ranks (Printed on resultsheet)	0
56	Total of 'net' Ranks	65
90	Start Health Rank	100

On a round by round basis, an attack number (1-100) is generated and added to the amount of damage each Character can inflict. There is a 5 percent chance during each round that a Character may have a critical success or a critical fumble with his weapons or spells. A critical success gives the Character an additional roll (1-100) to add to his sum. A critical fumble adds an additional roll (1-100) to his opponent's sum. The two sums are compared and the potential damage is determined to be equal to difference between the two sums. The Character with the lower sum then absorbs in damage a roll (1- [potential damage]). This means that the greater the difference between the two sums, the greater the potential damage one Character can do to the other in each round. This process continues until one Character has his Health Rank drop to or below zero. Once this happens, he has died and Personal Combat ends. Any artifacts on his body *may* become the possession of the victor, unless the victor already has the maximum number of artifacts. If the victor cannot take all of the loser's artifacts, they will be dropped to the ground in that hex.

For example:

<u>Round 1</u>

Borgen		Urdicar	
90	Health Rank	100	
64	Attack Roll	28	
(64 + 56) 120	Sums	93	(28 + 65)
	Potential damage (120 - 93)		
0	Damage roll (1-27)	22	
0	Damage absorbed	22	

<u>Round 2</u>

	90	New Health Rank	78	(100 - 22)
	73	Attack Roll	98	
		Additional 'crit' roll	34	
(73 + 56)	129	Sums	197	(65 + 98 + 34)
		Potential damage (197 - 129)		
	45	Damage roll (1-68)	0	
	45	Damage absorbed	0	

Round 3

(90 - 45)	45	New Health Rank	78	
	etc...			

If Urdicar the Dark Mage defeats Borgen the Strong in Personal Combat without suffering further harm he would have suffered 27 points of damage with a resultant Health Rank of 73. If Borgen wins, then he may also acquire Urdicar's artifact as a prize!

If Borgen died and he was the commander of an Army, without other Characters present, then his Army would be considered abandoned and would disperse.....prior to any combat!!

Sample Army Combat Algorithm

Army versus Army combat is a complicated action. For each combatant:

To compute Army strength/constitution:
A) Compute the Ideal Troop Strengths.
B) Compute the Base Troop Constitutions.
C) Compute the Average Troop Modifiers and average.
D) Compute the Average Army Modifiers and average.
E) Compute the Base Army Troop Strengths by multiplying the Average Troop Modifier(%) by the Ideal Troop Strength for each troop type.
F) Compute the Army Troop Strength by summing the Base Army Troop Strengths for each troop type.
G) Modify the Army Troop Strength by multiplying the Average Army Modifier(%) by the Army Troop Strength.
H) Modify the Army Troop Strength by comparing the tactics chosen for each Army and multiply the Tactic vs Tactic Modifier by the Army Troop Strength.

I) Modify the Army Troop Strength by determining the relations toward the respective Nations for each Army and multiply the Relations Modifier by the Army Troop Strength.
J) Modify the Army Troop Strength by adding any points for offensive combat spells that have been cast.
K) Modify the Army Troop Strength by adding any applicable points for combat artifacts that are used.
L) Compute the final Army strength by adding 50 points for each war machine with the Army.
M) Compute the Base Army Troop Constitutions by multiplying (100% + Armor Rank Modifier (%)) by the Base Troop Constitution for each troop type.
N) Compute the Army Troop Constitution by summing the Base Army Troop Constitutions for each troop type.
O) Compute the final Army Troop Constitution by adding any points for defensive combat spells that were cast.

For example:

	Borgen the Strong	vs	Gorgûn Grimface (with Urdicar the Dark Mage casting a 1000 pt combat spell*)
Climate = Mild			
Terrain = Open Plains			
Tactic	Charge		Flank
Relations toward the other Nation	Dislike		Neutral

Army Modifiers

Command Rank	50	30
Nation Climate Modifier	100	90
Nation Terrain Modifier	110	95
Morale Rank	65	35
	___	___
Average Army Modifier	81	63
Tactic vs Tactic Modifier	100	100
Relations Modifier	110	100

Troop Modifiers

	Heavy Cavalry	Light Infantry	vs Heavy Infantry	Archers
Troops	500	500	1000	500
Ideal Troop Strength	8000	2500	10000	3000
Base Troop Constitution	8000	2500	10000	1000
Training Rank	69	40	40	30
Weapon Rank	60	30	30	60
Troop Terrain Modifier	100	80	100	90
Troop Tactic Modifier	115	90	110	90
Average Troop Modifier	86	60	70	68
Armor Rank Modifier	40	30	30	10
Base Army troop strength	6880	1500	7000	2040
Base Army troop constitution	11200	3250	13000	1100

Army troop strength	6788	5695
Army troop constitution	14450	14100
Army troop strength(&tactics)	6788	5695
Army troop strength(&relations)	7467	5695
Offensive Combat spells	0	1000
Defensive Combat spells	0	0
War Machines (50 vs 0)	2500	0
Army Troop Strength	9967	6695
Army Troop Constitution	14450	14100

As you can see from the above example the Army of Borgen, although out-numbered 3/2, by virtue of having well-trained and well-equipped troops, good tactics, a skilled commander, war machines, and other factors is still able to field a superior force.

What follows is then a round by round activity where, starting with the strength and constitution computed above, the strength of each Army is subtracted from the constitution of their enemy until one or both Armies reach constitutions of zero whereby combat ends. In cases where more than one opponent appears, then strength is split proportionally between the opposing forces and tactics adjusted accordingly.

All Army versus Army combat will end with but a single victor. The defeated Army is considered routed and/or destroyed. The Commander and any Characters with the Army may escape or may become captured or killed.

Sample Population Center Combat Algorithm

Army versus Population Center activities can have varied forms. The opposing Army may choose to threaten (to avoid Army loses), capture (to avoid Population Center damage), destroy (to ensure there is no future use), or siege (to avoid loses and Population Center damage at the expense of time and loyalty) the Population Center. Any defending Armies must also be dealt with.

Capture/Destroy Population Center: The Population Center assault process is similar to 'Army versus Army' combat except that only one 'round' of effect is considered. In cases where more than one opponent appears, then damages are split proportionally between the opposing forces. For purposes of orders, the Population Center is considered 'sieged' on any turn a capture/destroy attempt occurs, successful or not.

A) Compute the Army Troop Strength and Army Troop Constitution. This is the same as per 'Army versus Army' combat, except that tactics are not considered, but spells and artifacts are.

B) Compute the Army War Machine Assault Value (war machines count as 200 points each).

C) Determine the Population Center Fortification Value, by level.

D) If fortifications are present, then the War Machine Assault Value is compared to the Fortification Value and, if the War Machine Assault Value is greater or equal, then the Population Center fortifications are considered destroyed. If the Population Center fortification defensive value is greater, then the level of the fortifications is reduced, proportional to the War Machine Assault Value.

E) Determine the Population Center Value, by size, and add any remaining Fortification Value. The Population Center Defense is this sum, modified by the Population Center loyalty.

F) The Army Troop Strength is then compared to the Population Center Defense and, if the Army Troop Strength is greater, then the Population Center is captured/destroyed, and the size reduced, as ordered. If the Population Center Defense is greater, then the Army is repulsed,

without changing ownership or size.

G) Compute the percentage of losses for the assaulting Army by subtracting the Population Center Defense (as modified by its relations with the attacking nation) from the Army Troop Constitution. If the Army Troop Constitution is less than or equal to zero, then the Army is destroyed at the end of the assault. If the Army Troop Constitution is greater than zero, then damage will be taken from the Army Troop Constitution and losses are incurred by all troop types.

H) If neither the Population Center nor the Army was destroyed at the end of the assault, then it is possible the conflict may continue next turn.

For example: Using the figures above, assume that Borgen's Army is attacking a major town, fortified by a castle, loyalty = 85%, and relations modifiers = 100%. Borgen's Army possesses 50 war machines.

Army Troop Strength	7467
Army Troop Constitution	14700
War Machine Assault Value	10000
(200 * 50)	
Fortification Value	10000
Population Center Value	2500
Population Center Defense	4625
(2500 + 0 [*10000 - 10000*]) * (185% [*loyalty*]))	
Damage to Army	about 32%
(4625 / 14700)	

Since the War Machine Assault Value (10000) equaled or exceeded the Fortification Value (10000), the fortifications are destroyed. The Army Troop Strength (7467) is also greater than the Population Center Defense (4625), so the Population Center would fall to the attackers. Complete effects upon the size of the Population Center will depend upon the order given (capture/destroy), but the fortifications will no longer be present in this example. If Borgen's Army had possessed even one less war machine, then the fortifications would have been reduced but held, and the Population Center Defense would have been increased.

Sample Combat Modifier Ranges

Command Rank	ranges 10-100		Troop Weapon Rank	ranges 1-100
Nation Climate Modifier	ranges 75-100		Troop Armor Rank	ranges 1-100
Nation Terrain Modifier	ranges 80-120		Troop Terrain Modifier	ranges 60-100
Nation Relations Modifier	ranges 90-125		Troop Tactic Modifier	ranges 90-115
Army Morale Rank	ranges 1-100		Population Center Loyalty	ranges 1-100
Troop Training Rank	ranges 1-100			

Encounters

During the course of Character travels, they may encounter creatures, Non-Player Characters (NPC's), who may act in different ways toward the Characters. The final outcome of any encounter can be the result of the Character's skills, nation or allegiance, health, artifacts, and, of course, a little luck. In some instances, encounters may provide valuable information, skills, or material to the Characters. In other instances, the Characters will have to choose a course of action depending on the situation. In some areas, the Characters may learn of special or dangerous situations which can be investigated.

In each such situation, a Character will be told of a rumor/encounter and, if investigated, will have to choose a proper course of action or respond in a specific way to gain the benefit of such an encounter. Any Character at that location may respond to the encounter, but if more than one does, the sequence of Character responses will be randomly determined and each response will be individual. Remember that encounters may be very dangerous or even lethal to the Characters involved, so choose your responses with care.

Only Characters or Company members may hear about unusual rumors or sites. Additionally, any Character not with an Army may encounter dangerous or friendly NPC's. Many such rumors/encounters will require an 'Investigate Encounter' order in order to find out their nature. The nature of the encounter will be revealed and the potential options will become known. Some encounters will simply 'happen' and no investigation is needed. If the nature of the encounter has become revealed, or is already known, then a 'Reaction to Encounter' order, with an appropriate response/action indicated, can be given without first issuing the 'Investigate Encounter' order. In some instances, if an encounter is investigated but no reaction is ordered or indicated, then the encounter will still proceed to its fated conclusion!

Companies can be very effective for dealing with encounters. This is because regardless of which Character is listed as having met the encounter, any Character(s) present in the hex may choose to react to the encounter. At least one Character must react or the Character having the encounter will be assumed to have tried to flee. If more than one Character chooses to react, then the results are determined individually and in random order. Some encounters may be too deadly to risk your best Characters against, or the encounter may be better suited for a particular type of Character (i.e. Agent, Mage, Emissary, or Command skill). The Company thus provides an opportunity to select which Character(s) you wish to handle the encounter.

Army Commanders (and Characters traveling with Armies) may be affected by other random encounters. In such cases, a reaction may or may not be possible, depending upon the encounter. If an encounter indicates a response is possible, then a Character will only need to 'react' to such encounters since the options will already be known as a result of the encounter.

The types of encounters are many and varied. The oldest and most revered of all Middle-earth games, the riddle, may even come into play. These can include riddles regarding the history (or future!) of places or people in Middle-earth. Moreover, encounters can include meetings with notable Characters from Middle-earth history, encounters with fearsome beasts, or battles with guardian Undead, dangerous liaisons with deadly Dragons, a party of Hobbits or Ents, and possibly an encounter with Gandalf or Radagast, or even Sauron! The results of such encounters can also be varied. In some instances, escape with your life can be the best possible outcome, whereas other results can include fabulous treasures, magical artifacts, knowledge of new magic (even Lost Lists), or perhaps the continued presence and help of legendary creatures or heroes, such as Balrogs or Eagles, or even Smaug, with your Armies.

Rumors

Rumors of secret plans and activities are common trade throughout most civilized regions. Like all such gossip, some are true and some are false. Some may be more exaggerated than others. These tales would normally arise from unusual activities like an armed conflicts, assassinations, migrations, changes in allegiance, or even national secrets. Remember - rumors can be dangerous to ignore, but can be equally dangerous to act upon without careful consideration or confirmation.

If an Emissary attempts to 'Uncover Secrets' in his own Population Center, or an un-owned hex, the secrets uncovered may be about any Nation except your own. However, if the Emissary attempts to 'Uncover Secrets' in a Population Center owned by another Nation then chances improve that the secret(s) uncovered will be about that Nation.

The 'Spread Rumors' order allows a Nation that is concerned about vital secrets being leaked or discovered (victory conditions, capital location, hostages and artifacts held, ransoms, etc...) to protect those secrets by spreading false or misleading rumors. The more rumors spread, the more secrets can be protected.

Strategy Hints

Some Nations are adapted for an aggressive style of play, some are more suited to wield the subtle weapons of diplomacy and subterfuge, and some Nations are rich in arcane lore. Reading the descriptions of each Nation (see 'Player Positions') will serve to inform Players about each Nation's tendencies and strengths and how they will fit that Player's skills.

However, certain fundamental strategies are of value to each and every Nation and Player. Some of these are hinted at below. Consider these universal ideas carefully - for they may be used by your Nation's enemies as well!

- Creation and development of Characters is critical to the long-term success of a Nation. Simply put, the number of orders carried out each turn, and the chance of success for each order, is dependent on the number and quality of a Nation's Characters.

- Watch revenue and expenses carefully. There are a number of ways to balance both and many do not require constant attention. However, the rewards are proportional with the effort. Remember, bankruptcy can and does happen.

- Always try to maintain at least one more Population Center that could be a 'backup' capital. More than one Nation has 'gone under' because there was not a suitable capital to be occupied when the time came. Also, keep at least one Character at the capital to execute those 'capital only' orders.

- Where possible, try to have at least one extra Character (with Command skill) with each Army. They can help train and outfit the troops and do recon. And Army Commanders do die...

- Trade with the market can be a valuable tool for the growth of many Nations. Activity with the market is critical for some Nations. Determine your product production and needs, monitor market prices, and plan your buys/sells carefully to achieve maximum benefit.

- Choose camp locations well. Consider the strategic value of the site as well as production/revenue potential. It is expensive to build, fortify, and improve a Population Center. It might be easier to take control of other Nation's Population Centers than to build your own.

- Communicate with your neighbors, friendly or neutral. This avoids misunderstandings and makes the game more fun. Furthermore, even communication with enemies can be beneficial and may result in avoidance of conflicts...for a while.