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MIDDLE-EARTH PLAY-BY-MAIL™

Third Age, circa 1650



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GAMA/ORIGINS AWARDS

Best New Play-By-Mail Game 1991
Best Play-By-Mail Game 1992
Nominated Best Play-By-Mail Game 1993
Nominated Best Play-By-Mail Game 1994
Nominated Best Play-By-Mail Game 1995



Abridged Rules © 1996

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Produced, designed, and distributed by Game Systems, Inc., Miami, FL, USA

Scope of the Game

Welcome to GSI's Middle-earth Play-By-Mail™ (hereafter known as ME-PBM). ME-PBM™ is the classic confrontation between Good and Evil. In the game, 10 Players of Good (Free Peoples) face 10 Players of Evil (Dark Servants), while 5 Neutral Players decide which side to support. Each Neutral must choose between the Free Peoples and the Dark Servants before game's end. Otherwise, they will face defeat at the hands of either or both. Only the side of Good or Evil can win.

Although the Free Peoples should cooperate together in order to combat the Dark Servants (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 SIDE doesn't win, then it makes little difference what your victory point total has become. A Dark Servant cannot win unless the side of Evil triumphs, a Free People cannot win unless the side of Good prevails, and a Neutral Nation cannot win at all until a side is chosen. 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 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, 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, and, most feared of all, Sauron, the Lord of the Rings.

This game simulation represents a glimpse into Middle-earth (some 1500 years *prior* to the time of 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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Middle-earth in the Third Age, circa 1650

Northwestern Middle-earth in the 17th Century T.A. (Third 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 end of the Second Age, climaxed by the fall of Sauron and the Last Alliance of Elves and Men, the West enters a brief period of growth and prosperity. Next follows a period of migration and expansion by various Free Peoples who find themselves needing more land to act as a buffer from their neighbors as well as to support their growing populace. Around the end of the first millennium, the return of Sauron and his minions begins. This has a dramatic effect on the peoples of the West as the establishment of numerous strongholds by Sauron's chief servants, the Nazgûl ("Ringwraiths"), takes its toll on the neighboring realms: the divided realms of Arnor weaken, conflict escalates between Gondor and Umbar and new conflict arises between factions within Gondor itself, and resurgent invasions by various Easterling peoples pressure the various realms of the Rhovanion. Finally, in T.A. 1635-37, the Great Plague sweeps through Rhovanion, Gondor, and Eriador. The devastation following the plague forces all realms and powers to withdraw for a while, consolidate their forces, and consider the new political landscape. New nations are on the rise: Strong Neutrals that have no current allegiance, isolated Free Peoples that were spared the Plague, and bastions of the Servants of Darkness that always seem to have forces rallying to their cause. The time is ripe for a powerful leader to forge a strong alliance among the Free Peoples, or the forces of Darkness, and remove the threat of foreign domination, once and for all.

Significant events of the Third 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. A more complete time-line 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 Iron Crown Enterprises.



The early Third Age

- 1 A watch is placed on Mordor.
- 2 Isildur, King of Gondor and Arnor, is killed at the Gladden Fields while enroute north. The One Ring vanishes from all knowledge. The realms of the North (Arnor) are sundered and Gondor begins to pursue a separate course.
- ca.250-850 Arnor is in general decline. The capital is gradually shifted from Annúminas to Fornost Erain.
- 490 First Easterling invasions into Rhovanion.
- ca.1-500 The end of a series of migrations (begun at the beginning of the Third Age) of Eriadoran Northmen, resettling in Rhovanion.
- 748 Gondor absorbs all the lands east of the Anduin, north of Mordor, south of the Greenwood (Mirkwood), and west of the Sea of Rhûn. The Gondorians call the area Dor Rhúnen.
- 830 Conflict begins between Gondor and the Black Númenórean Kingdom of Harad.
- 861 Arnor is divided into three lesser kingdoms: Arthedain, Cardolan, and Rhudaur.
- 913 First major Gondorian campaigns against Harad.
- 933 Gondor takes the Black Númenórean port of Umbar, capital of Harad. Soon thereafter, the lords of Harad lay siege to the city.
- ca.1000 Sauron stirs once again. The Valar send five Maia Istari (Wizards) to Middle-earth in order to maintain the balance.
- 1015-1149 Gondor reaches the height of its power during the reign of King Ciryaher ("Hyarmendacil I").
- 1050 Gondor's armies crush the Haradrim.
- ca.1050 The Nazgûl reappear. Sauron resurfaces and goes to Dol Guldur. The Greenwood gradually falls under the Shadow. It slowly becomes "Mirkwood".

- ca.1300 The Nazgûl are sighted once again. Their leader, the Witch-king, founds Angmar in the northern Misty Mountains. He plots against Arnor's three successor states.
- ca.1301-50 Rhudaur ceases to be an independent kingdom. Dunlendings, allies of Angmar, invade and strong influences of the Shadow are present causing divided allegiances. War erupts between Arthedain and Cardolan and the forces of Angmar.
- ca.1409 Cardolan is overrun by the armies of Angmar. Rogrog slays Ostohor, the last Lord of Cardolan, during the fighting on the Barrow Downs ("Tyrn Gorthad"). Arthedain barely weathers the assault.
- 1409-1636 Cardolan declines as an independent kingdom due to internal political struggles.
- 1432-47 The Kin-strife in Gondor. Led by Castamir of Pelargir, the Sea-lords of the South seize control of the kingdom. King Eldacar flees to Rhovanion.
- 1447 After a ten year exile, Eldacar returns to reclaim the throne of Gondor. His army of Northmen and Gondorian loyalists vanquish Castamir's rebellious forces at the Crossings of Erui. The Rebels flee by sea and seize Umbar, beginning the rule of the "Corsairs".
- 1635-37 The Great Plague, a collection of devastating diseases and pestilences, sweep through Rhovanion, Gondor, and Eriador. Calenardhon is gradually abandoned after this time. The Tower of Orthanc ("Isengard" or "Angrenost") remains guarded but its use becomes continually less frequent.
- 1640 The capital of Gondor is moved from Osgiliath on the Anduin to nearby Minas Anor. Osgiliath, already depopulated by the Plague, continues to decline slowly. The watch on Mordor ceases.

The One Ring

Crafted by the Dark Lord, Sauron (Second Age 1600), in the forge within Mount Doom, the Ruling Ring is the greatest of all the Rings of Power, and doubtless the most potent artifact still

existent in Middle-earth. In form, it appears as a beautiful but simple band of pure gold, never suffering any signs of wear. When heated in fire, an inscription becomes visible. Engraved using the archaic Black Speech of Mordor, the legend reads:

**Ash nazg durbatulûk, ash nazg gimbatul,
ash nazg thrakatulûk agh burzum-ishi krimpatul.**

Which translated, means:

**One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them.**

—The Fellowship of the Ring, p. 81.

In creating the One Ring, Sauron transferred into the artifact a major portion of his own evil Maia essence, so that the Ring acquired a sentient will of its own. Sauron's existence is forever linked to the Ring's survival. Although he was parted from it during the climax of the battles at the end of the Second Age, he is still immensely powerful.

The One Ring vanished from all knowledge at the beginning of the Third Age. Many of the Wise and the Eldar were of the opinion that the artifact had been destroyed or lost forever. Few of the Free Peoples had any concerns regarding the fate of the One Ring until the recent re-emergence of Sauron's Ringwraiths and Lieutenants. These Dark Servants are constantly vigilant with hope of

returning the One Ring to their dark master, Sauron, Lord of the Rings.

Third Age, circa 1650 finds Sauron slowly gathering his powers and servants, and not yet ready to reveal himself to Middle-earth. However, should Sauron and the One Ring be rejoined, nothing in Middle-earth in the Third Age could hope to resist him. However, should the One Ring perish, Sauron would be forever crippled, an impotent, bodiless wraith. Furthermore, many of his most powerful servants, including the Nazgûl, would be destroyed. Fortunately, Sauron has safeguarded the One Ring so that nothing could harm it in the least, save only the fire of Mount Doom wherein it was forged.....

Victory Conditions

The game can end in the following ways:

- A. Either the Free Peoples or the Dark Servants have all been eliminated. **OR** B. The ONE RING is found by a Free People or a Dark Servant and is taken to the hex containing Barad-dûr and Mount Doom (3423). The Character with the ONE RING must give Order #990 twice in one turn while in this hex and cannot be within an Army or Company. Victory is achieved by the SIDE that possesses the ONE RING.

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:

- 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.
- 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.
- 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.
- 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 as regent) 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 or have any questions.]

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 SIDE is the winning Nation.

Furthermore, if the game ends by virtue of returning/disposing of the One Ring, then the Player that was able to turn the One Ring over to Sauron, or destroy it in Mount Doom, will receive an additional 200 victory points. It is important to note that returning/disposing of the One Ring does not ensure that your Nation will win - only that your SIDE will win the game.

The Common victory conditions are concerned with the four principal areas of play: Population

Centers, Armies, Characters, and Wealth. The Nations 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 and will reflect the current fortunes of each Nation. The total achieved on the final turn represents the Common victory point total. 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.

<u>Ranking</u>	<u>Victory Points</u>
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 is more common among the Dark Servants, but can be found among the Free Peoples and Neutrals as well. This 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 on both sides 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 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.

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 on both sides 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) Holding a particular Artifact - requires that your Nation retain possession of a particular Artifact. The Artifact will not be one you start with, nor the ONE RING, 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) Terminating a particular Character - 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.

Player Positions

The following is a brief overview giving an idea of the historical background, as well as the identity, alignment, and nature of the 25 individual Nations (and their Nation numbers) present in this scenario of ME-PBM. More details of the individual peoples and Characters will be provided for each Nation to each individual Player, and can be found in the sources cited previously.

Each Player will be assigned one Nation 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.

Normally, Player positions will be assigned at random when the game is filled. If you have a preference, however, please state it when you register. In order to accommodate all Player requests made, we *strongly* suggest at least 8 different choices be given.



The Free Peoples

Woodmen (#1) The Woodmen nation is composed of both the Woodmen and the Beornings of Mirkwood. The Woodmen are a loose collection of hunter/gatherer tribes that live in or below the trees of the great forest. The Beornings are closely related to the Woodmen, although their elder roots are distinct, and a select few can shape-change. The Woodmen numbers are few, generally preferring to blend in with their environment rather than placing a burden upon it. Their clans/tribes prefer small centers of population and hold several sites as holy. The Woodmen, loosely led by Beoraborn and Waulfa, possess skilled leaders with great insight and wisdom and deft agents with speed and cunning. The scattered population of the Woodmen presents difficulty in coordinating plans, but they are fierce warriors, effective in almost any terrain, and have rich resources at their disposal.

Northmen (#2) The Northmen nation is composed of both the Lake-men and Dale-men of Rhovanion as well as the Dorwinrim near the Sea of Rhûn. Their cultures are similar since they are all skilled diplomats and merchants, and influence much of the mercantile trade in western Middle-earth. The Northmen aspire to control vast markets and acquire considerable wealth. Their numbers are not vast, but their settlements are much larger than their neighbors. The Northmen possess adequate and well-provisioned armies, and also possess a navy at the Sea of Rhûn. Led by Éoder and Gaerandil, the Northmen represent a significant power waiting to be awakened.

Éothraim (#3) The Éothraim nation includes the more sedentary Gramuz peoples as well as their own plains-riders who reside in the vast plains of Rhovanion and near the eaves of Mirkwood. A loose collection of semi-permanent clans, led by Uirdiks and Mahrcared, the tribes of the Éothraim control considerable territory. While they have chosen to establish few permanent settlements, these ancestors of the Riders of Rohan are capable of placing roots when need dictates. One-on-one, the riders of the Éothraim have few equals anywhere in Middle-earth. Their forces enjoy the mobility of cavalry and are masters of working with the wild horses of the region. Although their dispersed forces and sparse settlements inhibit their power, the

Éothraim possess considerable numbers of troops and have steady clan leaders.

Arthedain (#4) The last independent kingdom of the former realm of Arnor, the nation of Arthedain, still represents a significant force in the region. From the hills of northern Eriador and led by King Argeleb II, the knights and mages of Arthedain have withstood the evil forces of Angmar for over 300 years. The power and influence they wielded long ago is no more, yet the memory of former glory remains and serves as a beacon for the people of Arthedain. The blood of the Dúnedain runs rich in the veins of the powerful within Arthedain and many of the heirlooms of ancient Númenor still reside there. Numerous well-fortified towns support the remaining population and a variety of resources are still abundant in the region. Gifted with few but excellent leaders, the well-provisioned armies of Arthedain are formidable. Lately, to bolster their flagging recruitment, mercenaries have been hired to swell the ranks.

Cardolan (#5) The glory of Cardolan has long passed. However, the largest region of the former realm of Arnor still wields much influence and employs numerous swords in central Eriador. The blood of the Dúnedain is rather thin in Cardolan. Consisting of several cooperating fiefdoms, loosely led by Hallas, Cardolan seeks to be a reunited and restored nation once again. The armies of Cardolan are adequate, but lacking in discipline, and consist of large numbers of mercenaries hired to provide quantity if not quality. The numerous towns and settlements of Cardolan help establish their influence over the strategic region of Eriador and much of their strength lies in the considerable resources available in Eriador for any expansion plans. A good navy is also anchored and ready to oversee the extensive coastline and numerous rivers within Cardolan.

Northern Gondor (#6) Although no longer the dominant force in western Middle-earth, the nation of Northern Gondor still controls a huge domain extending north from the White Mountains, east from the Gap of Isengard, west from the land of Mordor (with outposts still evident in Rhovanion), and south of Mirkwood. The blood of the Dúnedain runs richest there and the leaders of Northern Gondor are well-seasoned veterans of both foreign and internal conflicts.

Led by King Tarondor, their armies are well-provisioned and supplied and have begun to reach their former proportions. Many strong cities and fortified towns are scattered across this vast realm and several navies help maintain Gondorian interests along the Anduin and a route to the sea. The source of greatest concern for Northern Gondor is not their own might, but rather the extensive realm they must protect and the many enemies that reside on their borders.

Southern Gondor (#7) The numerous lands and fiefs of Southern Gondor are considered allied with their cousins to the north. However, the recent Kin-strife has strained relations and estranged some of the powers of Southern Gondor, and many powerful Men within the nation ponder their own right to rule all of Gondor. Their realm consists of the lands south of the White Mountains and north of Near Harad. Led by Prince Celdrahil, the forces of Southern Gondor are not to be taken lightly. Numerous well-fortified towns dot a countryside rich in natural resources. A formidable army, in terms of numbers, training, and provisions, and powerful navies that patrol the sea regions south of Gondor and up the Anduin delta, provide considerable deterrent to the other major powers in the region. The mages of Southern Gondor are very talented and exhibit the presence of Elvish blood mixed with that of their Dúnadan ancestors.

Dwarves (#8) The descendants of the Seven Fathers, known among themselves as the "Khazâd", are scattered from one end of Middle-earth to the other. The largest settlement of the Dwarven nation is centered at Moria, led by Báin I, but there are enclaves to be found in the Blue Mountains, the Grey Mountains, the Iron Hills, and the hills near the Sea of Rhûn. The rise of the Dwarves as a power has been prevented primarily by the isolation of their forces and has been further hampered by the slow growth of their population. A stout and sturdy race, the Dwarves are blessed with some of the most formidable warriors, pound for pound, to be found in all of Middle-earth. The Dwarves were little affected by the Plague, and most of the Dwarven population are trained warriors. Thus, the Khazâd are capable of presenting a large, well-provisioned, well-led army to their enemies. In matters other than military, however, the Dwarves are less-skilled. Although their settlements are usually strong and well-fortified, Dwarves have limited resources, other

than metals, with which to barter for badly needed products.

Sinda Elves (#9) The nation of the Sindar consists mostly of Silvan Elves (Wood-elves) who are led by their Sindar brethren. The Sinda Lords Thranduil and Amroth effectively lead the dispersed forces of the Wood-elves resident in northern Mirkwood and in Lórien. The armies of the Sindar are not numerous but they are effective, possessing fine-quality weapons and superb leaders. The forces of the Sindar exhibit the normal Elvish traits and are quite adept at moving and fighting in their natural terrain - the forest. Skilled mages and numerous agents also keep them well-informed about their surroundings and their neighbor's activities. Although their settlements are few and far between (they possess harbors as far away as the Sea of Rhûn and the Great Sea), the Sindar are well hidden and protected.

Noldo Elves (#10) Arguably, the Noldor are individually the most powerful of Eru's Children. However, there are now so few of them that their potential to control events is not what it once was, even though it is still significant. The Noldo Elf nation consists mostly of Wood-elves and a few Sinda Elves who are led by their Sinda and Noldo Lords, Círdan and Elrond. Residing in the westernmost parts of Middle-earth, they survey and consider the changing world from the Grey Havens and Rivendell. By no means strong by military standards, the Noldor still can bring to bear a well-trained, well-armed, and well-led army to force their demands. Premier mages and ancient artifacts allow them considerable knowledge of their surroundings, including the affairs of other nations. Well-protected by magical and natural forces, the settlements of the Noldor are perfect havens to launch activities at almost any point in northwestern Middle-earth. Their ships are extremely swift and protect their coasts by means other than sheer numbers.

The Dark Servants

Witch-king (#11) Led by the Lord of the Nazgûl, the Witch-king, the nation of Er-Mûrazôr is one of the most feared in Middle-earth. From his realm of Angmar in the far north, Mûrazôr influences many of the events that transpire in Eriador and the Grey Mountain region. Surrounded by competent leaders and

skilled emissaries, the Witch-king can send forth his armies to battle with considerable confidence. His main problem is that many of his troops are so poorly trained and so often ineffective that their sheer numbers are sometimes all that makes the difference between victory and defeat. Powerful mages and ancient items of power contribute much to the fear felt in the presence of the forces of the Witch-king.

Dragon Lord (#12) Led by the Second of the Nazgûl, the Dragon Lord, the nation of Khamûl is one of the most extensive of the Dark Servants in Middle-earth. From his main fortress in southern Mirkwood, the Dragon Lord influences many of the events that transpire in Rhovanion and the Misty Mountain region. Surrounded by a variety of competent emissaries and skilled mages, the Dragon Lord can manipulate the affairs of the region almost at will. His agents frequently infiltrate his adversaries' settlements. Because of the numerous military forces in the area, however, the Dragon Lord has not yet openly displayed his growing armies. The Dragon Lord does not like to operate near bodies of water, maintains no navies, and does not bother to maintain vigilance over the nearby Anduin river.

Dog Lord (#13) Led by the Third of the Nazgûl, the Dog Lord, the nation of Dendra Dwar is both deadly and growing. From his main fortress inside Mordor, the Dog Lord prepares his forces for their rightful ascendancy in Ithilien and Rhovanion. Numerous dark mages and skilled agents are in the Dog Lord's service, but his greatest potential lies in the able commanders that handle his growing military might. The forces of the Dog Lord are aptly named because many of his troops ride the infamous war-dogs and war-wolves that Dendra Dwar breeds and trains. This ferocious cavalry rides as one of the premier mounted forces in northwestern Middle-earth. Until recently, the resources available within Mordor were sufficient for the Dog Lord's purposes. However, the need for more canine-mounts and other war materials has forced Dendra Dwar to look beyond his current haven and consider extending his domain's boundaries.

Cloud Lord (#14) Led by the Fourth of the Nazgûl, the Cloud Lord, the nation of Jí Indûr is probably the most mysterious and secretive of all the Dark Servants. From his main fortress in southwestern Mordor, the Cloud Lord's minions

perform the most delicate of 'extractions' and arrange the most unobtrusive of 'accidents'. As a result of the exploits of his highly-skilled agents, Jí Indûr also influences and oversees much of the trade and commerce that passes through Harondor. His knowledge of the affairs and plans of his neighbors has allowed the Cloud Lord to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

Blind Sorcerer (#15) Led by the Fifth of the Nazgûl, the Blind Sorcerer, the nation of Akhôrahil represents one of the most dangerous collections of mages and artifacts among all the Dark Servants. From his main fortress in southeastern Mordor, the Blind Sorcerer's adepts prepare for the inevitable expansion of his domain into Harad and Khand. Akhôrahil possesses one of the richest regions from which to operate and controls one of the few navies serving the Dark Servants. Although lacking individuals skilled in the more subtle means of persuasion, the Blind Sorcerer is surrounded by crafty mages and well-supplied forces, and his armies and navies are swiftly rising to become a force with which to be reckoned.

Ice King (#16) Led by the Sixth of the Nazgûl, the Ice King, the nation of Hoarmûrath represents a formidable and growing force among the Dark Servants. From his main fortress inside Mordor, Hoarmûrath's adept mages and skilled agents have permitted the Ice King to maintain constant vigilance and influence over the Ithilien region, while at the same time remaining undetected. The Ice King's armies are growing, and pressuring these neighbors is the next step in the plans for expansion that Hoarmûrath prepares. The rich and poorly defended lands outside his realm are an attractive goal, for the resource-poor lands of Mordor will not continue to support the growing might of the Ice King.

Quiet Avenger (#17) Led by the Seventh of the Nazgûl, the Quiet Avenger, the nation of Adûnaphel wields the most well-rounded force among all the Dark Servants. From her main fortress southwest of Mordor in Near Harad, Adûnaphel's learned mages and numerous diplomats and military commanders execute the dire whispers of the Quiet Avenger throughout the region of Harondor and Harad. The people at Adûnaphel's disposal are not the best-trained nor

the most skilled. However, the delicate position of her realm places great emphasis in balancing the many neighboring forces and in keeping events happening as the Quiet Avenger desires. The location of Adûnaphel's stronghold provides her with a rich source of supplies and good potential for further, although controlled, expansion.

Fire King (#18) Led by the Eighth of the Nazgûl, the Fire King, the nation of Ren the Unclean wields the most dedicated force among all the Dark Servants. From his main fortress inside Mordor, the Fire King's adept mages and numerous agents and military commanders maintain constant pressure and vigilance on the Gondorian towers that surround Mordor and the region of Ithilien. The armies of Ren are very dedicated, although not the most skilled, typically well-armed, and are represented by a diverse mixture of races and peoples. His reliable servants have enabled the Fire King to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

Long Rider (#19) Led by the Ninth of the Nazgûl, the Long Rider, the nation of Ôvatha controls one of the most extensive realms belonging to the Dark Servants. From his main fortress near the Sea of Rhûn, the Long Rider's minions infiltrate and pressure many of the peoples that inhabit Rhovanion and the region of Khand. The skilled agents of the Long Rider are able to exert considerable influence on mercantile operations throughout these regions. Also, the vast realm of Ôvatha is patrolled by the superior cavalry that serve as the bulwark of his armies. Perhaps not as highly regarded as some riders, the exclusively mounted forces of the Long Rider are numerous, well-provisioned and quite capable of carrying out the planned expansion of the Long Rider's domain. The rich lands found in his realm provide a strong potential for this growth.

Dark Lieutenants (#20) The nation of the Dark Lieutenants represents a strategic center of power for the Dark Servants. From their main fortress inside Mordor, The Mouth of Sauron (Ôrzahil) and The Warlord (Gothmog) initiate and control events that influence much that transpires in all the regions surrounding Mordor. While the forces that constitute the armies of the Dark Lieutenants are not well-skilled, the

extremely-seasoned commanders of the Dark Lieutenants are probably the most capable leaders to be found anywhere in northwestern Middle-earth. Their presence makes their armies a formidable force. Surrounded by wise mages and powerful artifacts, the Dark Lieutenants' power is rapidly rising and rivals the forces of any of the other Dark Servants.

The Neutrals

Corsairs (#21) The nation of the Corsairs consists primarily of descendants of the Dûnadan rebels who fled from Gondor in the wake of the Kin-strife of T.A. 1432-47, and their Black Númenórean cousins who resided in Umbar prior to the arrival of the rebels. Led by the exceptional Sea-captain Angamaitë and the powerful Teldûmeir, the Corsairs have effectively established themselves as a dominant force in the Bay of Belfalas and along the southern coasts. The vast navies of the Corsairs are feared by all and equalled by few. The strategic location of the Corsairs affords them a region that has both plentiful resources and ready access to the vital nearby river valley and the Great Sea. Along with a few mages, the skilled diplomats and agents of the Corsairs wield their powers to much effect throughout the neighboring regions and manage to keep the forces of the Free Peoples and the Dark Servants in check.

Haradwaith (#22) The nation of the Haradwaith consists mainly of the Northern Haradwaith of Near Harad and the peoples who occupy the semi-arid lands south of Mordor, called Harondor, with their greatest settlements being along the seacoast and rivers. Led by Haruth Ramam and Carlon, the Haradwaith regard the Belfalas area to be their own and contest other rival navies for right of passage. The lands about Harondor provide bountiful resources and afford considerable protection from their powerful neighbors. Surrounded by powerful realms of the Free Peoples and the Dark Servants, the Haradan nation utilizes their strategic location and resources to thwart these foreign influences. While their main strength lies in their military might of both armies and navies, they possess individuals with skill in the arcane, as well as the more subtle, arts.

Dunlendings (#23) The nation of the Dunlendings encompasses the large region south of the former realm of Arnor in central Eriador. Consisting of several cooperating clans, loosely led by Enion and Eribhen, the Dunlendings seek to be reunited and restored to the lands of their forefathers. Possessing neither valorous nor skilled warriors, the armies of the Dunlendings rely primarily upon their charismatic leaders and sheer numbers to win the day. However, their forces are accustomed to fighting in all types of terrain (the rougher the better) and possess a wide variety of troops to suit their varied styles and expertise. While few of the Dunlendings aspire toward the arcane arts, the few that have have reached considerable skill. Surrounded by powerful adversaries, the Dunlendings have quietly reinforced their armies and plan to return to the days of old when their people were powerful and influential.

Rhudaur (#24) The glory of Rhudaur has long passed, but the eastern region of the former realm of Arnor still wields some influence and employs numerous swords in northern Eriador. The blood of the Dúnedain has almost vanished in Rhudaur. Consisting of several cooperating fiefdoms, loosely led by Arfanhil and Broggha, Rhudaur seeks to be a reunited and restored nation once again. However, some factions favor the policies of the Dark Servants and others the policies of the Free Peoples. The considerable natural resources of Rhudaur are of interest to both sides. While the armies of Rhudaur are adequate to defend their borders, they are lacking in discipline and consist of large numbers of mercenaries. The military commanders of Rhudaur possess some skills in subterfuge and magery, as well as a keen interest in ancient artifacts. This broad spectrum of tools allows the leaders of Rhudaur to balance the strong influences of their neighbors with their own interest in expansion.

Easterlings (#25) The nation of the Easterlings refers to the collection of peoples who occupy the north central region of Middle-earth. This region encompasses part of Rhovanion and all the lands south to Khand. This diverse nation includes the tribes of the Sagath, Logath, Asdriags, Nuriags, and the Variags. Loosely led by Tros Hesnef in the north and Ovatha II of Khand in the south, the Easterlings represent a nation with great potential but numerous pitfalls to

overcome. The greatest strength of the Easterlings lies in their fierce and brave warriors, especially their much-feared cavalry. Competent commanders and numerous warriors make this mobile threat very real indeed. Additionally, their skilled mages and adequate agents help make up for the lack of political envoys, and the abundant availability of resources provides the Easterlings with a rich base for growth. The most difficult barriers to be overcome in the Easterling's plans of conquest are the lack of central command and the dispersal of their forces over much of Middle-earth.



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 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

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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

<u>Climate</u>	<u>Leather</u>	<u>Bronze</u>	<u>Steel</u>	<u>Mithril</u>	<u>Food</u>	<u>Timber</u>	<u>Mounts</u>	<u>Gold</u>
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 Third 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.
- 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 only have Neutral, Tolerant, or Friendly relations toward another Good Nation, can have Hated, Disliked, Neutral, or Tolerant relations toward a Neutral Nation, and may only

have Hated, Disliked, or Neutral relations toward an Evil Nation.

- F. An Evil Nation may have Neutral, Tolerant, or Friendly relations toward another Evil Nation, can have Hated, Disliked, Neutral, or Tolerant relations toward a Neutral Nation, and may have Hated, Disliked, or Neutral relations toward a Good Nation.
- G. A Neutral Nation may have any relations toward another Neutral Nation, and may have only Disliked, Neutral, or Tolerant relations toward any 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 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, Transferring 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 the two sides of the game, Good and Evil respectively (The Neutrals will eventually choose one side or the other).

The Free Peoples consist of a loose federation of Nations that seek to thwart their collective domination by Sauron, the Lord of the Rings. If The Free Peoples fail in their struggle, they will remain enslaved by Sauron's minions forever. Although the fear of failure 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 minions of Sauron, the Lord of the Rings. Although The Dark Servants are bound to serve the Dark Lord, each strives to increase his own power and prestige in the eyes of his master. Each Dark Servant has been positioned where the the Dark Lord feels their own inclinations (military, sorcerous, diplomatic, etc) will have the most influence, but specific tactics and actions are their own to choose. Failure to succeed in the common goals will incur the wrath of Sauron, but failure to succeed in their individual goals will doom them to ages of servitude to those of his servants that do succeed.

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 direct military actions are not permitted between members of the same allegiance, 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, nearly all of which are taken from the pages of Middle-earth history (see 'Sources') and are considered to be involved in affairs of 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, 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 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.

<u>Turn #'s</u>	<u># of Characters available</u>
1 to 5	12
6 to 10	15
11 to 15	17
16 to 20	19
21+	21

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.

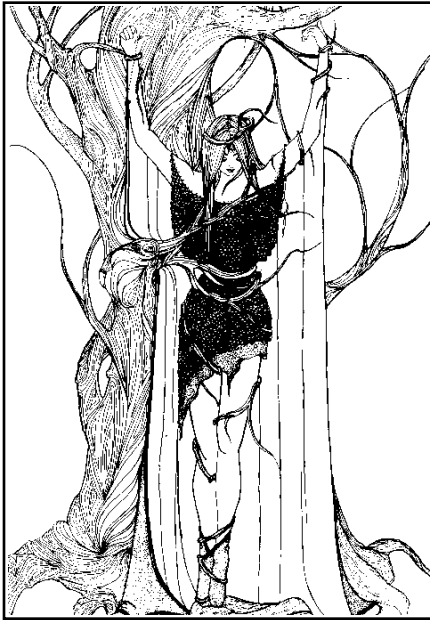
Stealth

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 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 and/or loss of ownership 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, or otherwise affected. 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

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).

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:

- 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 transferring 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 assuming 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 are assumed to 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:

$$X = ((42 \text{ [current armor rank]} - 30 \text{ [bronze rank]}) \text{ divided by } (60 \text{ [steel rank]} - 30 \text{ [bronze rank]})) \text{ times } 500 \text{ [# of troops]}$$

$$X = ((42 - 30) / (60 - 30)) * 500$$

$$X = (12 / 30) * 500$$

$$X = 0.40 * 500 = 200 \text{ troops in steel}$$

$$Y = 500 - X = 300 \text{ troops in bronze}$$

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

<u>Weapons</u>		<u>Armor</u>	
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 (to avoid loss of Morale) 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, the food it can provide will be split proportionally among 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

<u>Troop type</u>	<u>Strength</u>	<u>Constitution</u>
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 traversing 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/Navy 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	12	6	12	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 All
(from coast) remaining points

Shore/port/harbor hex 1
(along major river)

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

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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)

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

Healing Mastery

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.

Word Mastery**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

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: 222
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: 224
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: 242
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: 214
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: 216
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: 218
 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: 226
 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: 228
 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: 230
 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: 238
 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: 244
 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: 246
 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: 248
 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: 502
 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****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)

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 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, 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.

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 #

Artifact Lore

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 known (and unknown) powers, type, and alignment of the specified 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.

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

Scrying

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, close to 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 affects the chances of success in performing a mission, order, or spell, but does not affect the effects of that mission, order, or spell. 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'.

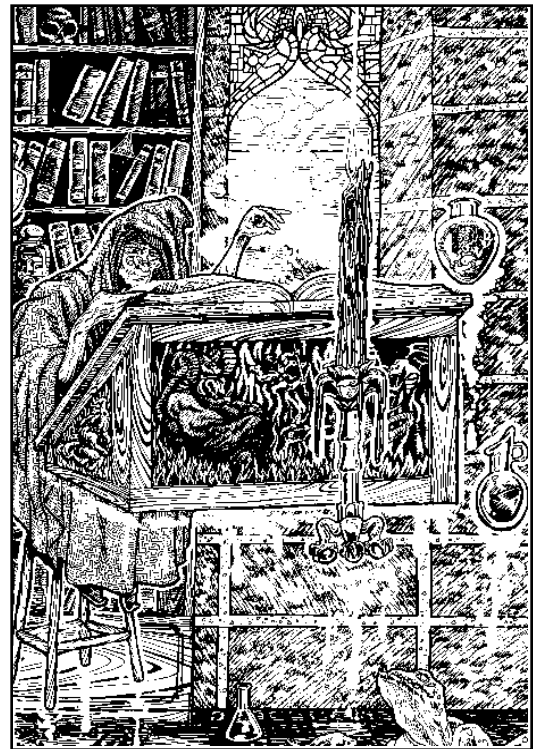
Skill ranks adjusted upward by artifacts will appear in parentheses next to the base skill rank. For example, a Character with a Command rank of 50 bearing an artifact that adds 10 to Command rank will be shown like this on the resultsheet: Command 50 (60). Bonuses to spell casting ranks adjusted upward 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 transferred 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, even by the Wise, about the powers and effects of The One Ring. The One Ring is known to have a will/mind of its own. It would take a powerful or lucky Character to locate and then find this lost artifact. However, it may take an innocent or innocuous Character to be able to hold onto it for long.....



Artifact List

#	<u>Artifact Name</u>	#	<u>Artifact Name</u>	#	<u>Artifact Name</u>
1	Ring of Wind	10	Dwarven Ring of Power	19	Staff of Storms
2	Ring of Stargazing	11	Vilya	20	Staff of the Serpent
3	Ring of Iron Magic	12	Nenya	21	Staff of Earthmastery
4	Ring of Impersonation	13	Narya	22	Rauznagli
5	Ring of Barahir	14	<i>The ONE RING</i>	23	Neldelhach
6	Ring of Axardil	15	Tinculin	24	Ghostbane
7	Nazgauga	16	Mothras	25	Staff of Bronze
8	Lorglîn	17	Horn of Fear	26	Mallorn Staff
9	Elenya	18	Tablets of Dark Knowledge	27	Palantír of Osgiliath

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28	Palantír of Minas Ithil	83	Orcrist	138	Air-cleaver
29	Palantír of Minas Anor	84	Ongrum	139	Gersebroc
30	Palantír of Orthanc	85	Navorn	140	Hammer of Returning
31	Palantír of Annúminas	86	Nallagurth	141	Hue Changer
32	Palantír of Elostirion	87	Morlhach	142	Kirrauko
33	Palantír of Amon Sûl	88	Macirillë	143	Night-piercer
34	Orb of Dark Seeing	89	Macilrómen	144	Orcring
35	Orb of Seeing	90	Helkaluin	145	Orcruin
36	Suimbalmynas	91	Gordur	146	Horse-slayer
37	Voice of the Dark Tower	92	Horse-tamer	147	Ringil
38	Silver Rod of Andúni	93	Gurthdur	148	Sickle of the Heavens
39	Miramarth	94	Glamdring	149	Sting
40	Gaergil	95	Gildagor	150	Stinging Tongue
41	Mantle of Doriath	96	Fonhrad	151	Troll-cleaver
42	Collar of Might	97	Fire's Edge	152	Turantir
43	Cloak of the Heavens	98	Elhach	153	Water-skimmer
44	Collohwesta	99	Elfhewer	154	Ring of Bleeding
45	Cloak of the Abyss	100	Elfbane	155	Taurin
46	Robes of the Orc Priests	101	E Voronwë	156	Maranya
47	Belt of Durin	102	Durin's Axe	157	Pectoral
48	Thôlogaer Ciryatano	103	Durcrist	158	Thunder's Edge
49	Shield of Anárion	104	Dawnsword	159	Skull Helm
50	Ovir Crown	105	Culok	160	Collar of Command
51	Ossanna	106	Cubragol	161	Erivagil
52	Morgul Plate	107	Curaran	162	Glosovagil
53	Listening Helm	108	Craig-olf-Ti	163	Mirror of Galadriel
54	Helm of Sen Jey	109	Cloud Bow	164	Tintelpë
55	Helm of Shadow	110	Círmegil	165	Cuiviegurth
56	Helm of the Mûmak-king	111	Believer's Bane	166	Calris
57	Helm of Isildur	112	Burning Blade	167	Aedring
58	Helm of the Dark	113	Ar-sil	168	Ancaruin
59	Gaerennon	114	Angian	169	Gurthang
60	Durin's Armor/Shield	115	Fire Mace	170	Anguirel
61	Dragon Helm of Dor-Lómin	116	Blood Spike	171	Aracu
62	Dragon Helm/Armor	117	Hatred Curse	172	Axe of Braogha
63	Cu-Saggha-brath	118	Skull Flail	173	Hammer of Balli
64	Bracers of the Mists	119	Moon-axe	174	Belthroning
65	Angbor	120	Hammer of the Deeps	175	Ring of Curufin
66	Bracers of Chennacatt	121	Troll Slayer	176	Spear of Bladorthin
67	Ulûkai	122	Orc Slayer	177	Calninquë
68	Thrakurghash	123	Amulet of Communing	178	Cubeleg
69	Erchmar	124	Herufeä	179	Durcarak
70	Ring of Binding	125	Aeglin	180	Fuinrauko
71	Talisman of Absorption	126	Anarmacil	181	Herugrim
72	Cloak of Duvorn	127	Aranrûth	182	Morgurth
73	Yellow Hammer	128	Aratocam	183	Silmaruth
74	War-dancer	129	Bow of Thunder and Bone	184	Stone-mace of Setmaenen
75	Vasamacil	130	Brôdic Spear	185	Headband of Slaeg
76	Usriev	131	Caranlhach	186	Sceptre of Hent
77	Ungolrist	132	Daeron's Rapier	187	The Black Book
78	Sword of Soul Reducing	133	Dagger of Green Wisdom	188	E Mere Vardo
79	Stormless Bow	134	Dagnirdraug	189	Blue Ring
80	Snow Hammer	135	Elenrûth	190	Staff of the Wanderer
81	Sil-Maegil	136	Foam-cleaver		
82	Romoquenáro	137	Bloodrunner		



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

<u>Nation</u>	<u>Strength</u>	<u>Nation</u>	<u>Strength</u>	<u>Nation</u>	<u>Strength</u>
Woodmen	3	Witch-king	3	Corsairs	5
Northmen	5	Dragon Lord	2	Haradwaith	5
Éothraim	3	Dog Lord	3	Dunlendings	3
Arthedain	4	Cloud Lord	3	Rhudaur	3
Cardolan	4	Blind Sorcerer	4	Easterlings	3
Northern Gondor	4	Ice King	3		
Southern Gondor	5	Quiet Avenger	4		
Dwarves	2	Fire King	3		
Sinda Elves	5	Long Rider	4		
Noldo Elves	5	Dark Lieutenants	3		

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.

Overrun can occur to a small army/navy if a much larger army/navy moves past them during movement. In such cases, all troops and/or ships are lost and ALL Characters are killed.

Effect of Relations on Combat

Relations toward enemy ArmyEffect 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

Nation	Best terrain	Nation	Best terrain	Nation	Best terrain
Woodmen	Forest	Witch-king	Rough	Corsairs	Plains
Northmen	Plains	Dragon Lord	Plains	Haradwaith	Rough
Éothraim	Plains	Dog Lord	Plains	Dunlendings	Rough
Arthedain	Plains	Cloud Lord	Plains	Rhudaaur	Rough
Cardolan	Plains	Blind Sorcerer	Plains	Easterlings	Plains
Northern Gondor	Plains	Ice King	Plains		
Southern Gondor	Rough	Quiet Avenger	Rough		
Dwarves	Mountains	Fire King	Rough		
Sinda Elves	Forest	Long Rider	Plains		
Noldo Elves	Forest	Dark Lieutenants	Plains		

Combat Tactics

<u>Tactic</u>	<u>Code</u>	<u>Description</u>
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

<u>Tactic</u>	<u>Best vs.</u>	<u>Worst vs.</u>
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

<u>Troop Type</u>	<u>Best Tactic</u>	<u>Worst Tactic</u>
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. If no Army survives, then the assault fails!!

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

Borgen the Strong

vs

Urdicar the Dark Mage

(with a latent +15 Mage Skill artifact*)

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.

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:

Round 1

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

Round 2

MIDDLE-EARTH PBM

	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	
<u>Round 3</u>				
(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 22 points of damage with a resultant Health Rank of 78. 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:

- | | |
|---|---|
| <ul style="list-style-type: none"> 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. | <ul style="list-style-type: none"> 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 <u>final</u> 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 <u>final</u> Army Troop Constitution by adding any points for defensive combat spells that were cast. |
|---|---|

For example:

<u>Borgen the Strong</u>	vs	<u>Gorgûn Grimface</u> (with Urdicar the Dark Mage casting a 1000 pt combat spell*)
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Climate = Mild
Terrain = Open Plains
Tactic
Relations toward the
other Nation

Charge
Dislike

Flank
Neutral

Army Modifiers

Command Rank	50	30
Nation Climate Modifier	100	90
Nation Terrain Modifier	110	95
Morale Rank	65	35

Average Army Modifier	<u>81</u>	<u>63</u>
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Tactic vs Tactic Modifier	100	100
Relations Modifier	110	100

Troop Modifiers

	Heavy <u>Cavalry</u>	Light <u>Infantry</u>	vs Heavy <u>Infantry</u>	<u>Archers</u>
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	<u>115</u>	<u>90</u>	<u>110</u>	<u>90</u>
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 losses), capture (to avoid Population Center damage), destroy (to ensure there is no future use), or siege (to avoid losses 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
Nation Climate Modifier	ranges 75-100
Nation Terrain Modifier	ranges 80-120
Nation Relations Modifier	ranges 90-125
Army Morale Rank	ranges 1-100
Troop Training Rank	ranges 1-100

Troop Weapon Rank	ranges 1-100
Troop Armor Rank	ranges 1-100
Troop Terrain Modifier	ranges 60-100
Troop Tactic Modifier	ranges 90-115
Population Center Loyalty	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. Almost 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 present in the hex, not with nor in command of an army, may react to the encounter. At least one Character must react or the Character having the encounter will be assumed to flee. If more than one Character chooses to react, then the results are individual and determined 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 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 Saruman, 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), perhaps even the continued presence and help of legendary creatures or heroes. NPC's such as Balrogs, Eagles, or even Dragons might join 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 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.

Additionally, from time to time, rumors about the actions of Characters located elsewhere in Middle-earth can become known.

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.