From the Games of MIDDLE EARTH

STANDARD RULES for GONDOR & SAURON

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[1.0] INTRODUCTION

The Game System for the Battle Games *Gondor* and *Sauron* simulates two important battles from the fictional *Lord of the Rings* fantasy by J.R.R. Tolkien. The Playing pieces in each individual game represent combat units that participated in the battles, while the game-map represents the terrain over which the battle was fought.

Two rules folders are provided. The first contains *Standard Rules*, which are common (with a very few noted exceptions) to both battle games. The second folder contains *Exclusive Rules* pertaining to each individual game only.

[2.0] GAME EQUIPMENT

[2.1] THE GAME-MAP

The 22″ × 17″ mapsheet portrays the area in which the battle was fought. It includes all the significant terrain. A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and combat. To make the map lie flat, it will help if you back-fold it against the creases.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Casualty Probability Table, the Casualty Results Table, the Leader/Individual Combat Results Table, the Leader Rally Tables, and the Turn Record/Reinforcement Track. The Exclusive Rules may contain additional tables or charts.

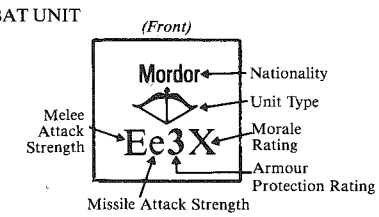
[2.3] THE PLAYING PIECES

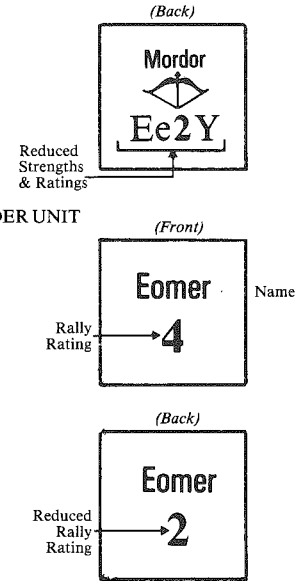
The cardboard pieces represent the various military units, magical units, and leaders that took part in the battle. The letters and numbers printed on each unit counter represent Attack Strengths, Armour Protection, and Morale of the various combat units (see Case 2.41). Leaders have a Rally Rating printed on them, while Magical Leaders have an additional Magic Capability number. Certain combat units are capable of both Melee and Missile fire Combat and thus have two Attack Strength letters. Missile strengths are in lower case letters; e.g., *e*; units that have *only* a lower case letter strength may *not* attack in a Melee Phase.

[2.4] HOW TO READ THE UNITS

[2.41] Sample Units

COMBAT UNIT





[2.5] PARTS INVENTORY

	Gondor Folio	Sauron Folio
Game Map	1	1
Die-Cut Counter Sheet	1 (200)	1 (100)
Standard Rules	1	1
Gondor Exclusive Rules	1	0
Sauron Exclusive Rules	0	1
Chart Sheet	2	2
Plastic Die	2	2
Folio (Folder)	1	1

If any parts are damaged or missing, write:
Customer Service
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44 East 23rd Street
New York, New York 10010

If you have purchased the folio games as part of the ***Middle Earth*** package, see the War of the Ring rules for complete list of components. Questions regarding the *rules* of the game will be answered if sent to the above address — together with a stamped self-addressed envelope — and phrased to be answered in a single word. Mark questions: *Games question, Gondor* or *Sauron.*

[2.6] GLOSSARY OF TERMS

Certain terms are used in the game which may be unfamiliar to players. The following are basic definitions used for the purpose of familiarizing Players with the language of the game.

Attack Strength: The ability of a unit to inflict casualties. A lower case letter attack strength (e.g., *e*) shows Missile Fire Capability — the ability to fire a weapon at a unit over a distance. The best Attack Strength is **A**; the worst is **E**.

Armour Protection Rating: The ability of the armour (or lack thereof) worn by the unit to protect that unit. The best armour is rated **4**; the worst, **1**.

Demoralization Level: The maximum number of Demoralization Points a Player may collect before his units lose good morale and become demoralized. Players keep track of the Demoralization Points accumulated as the game progresses.

Morale Rating: The ability of a unit to withstand casualties. The higher a unit's morale, the less serious the casualties it will sustain in battle. The best Morale is **W**; the worst, **Z**.

Movement Allowance: The number of Movement Points a unit may expend towards movement in a Game-Turn. Movement Allowances are *not* printed on the counters; they are found in the rules.

Magic Capability Rating: The maximum number of Magic Capability Points a Magic Leader may expend in a game.

Rally Rating: The numerical ability of a Leader to rally a disrupted unit. It is also used in Leader Combat.

Unit Demoralization Value: A numerical value representing the Demoralization Points accumulated by a Player when he has lost that unit in combat. The value is added to the total points lost to reach the Demoralization Point Sum. (See *Demoralization Level*).

[3.0] SEQUENCE OF PLAY

Players should first punch out their playing counters and place them on the map according to the initial set-up given in the Exclusive Rules.

Each game is played in a series of Game-Turns. The number of Game-Turns which comprise a complete game is given in the Exclusive Rules for that game. Each Game-Turn consists of eight ***(Gondor)*** or seven ***(Sauron)*** separate *Phases*. These Phases take place in the sequence listed, and the Player performing the function of that Phase is called the Phasing Player. All actions must take place within the appropriate Phase and in the Sequence given.

OUTLINE OF THE SEQUENCE OF PLAY

A. *Initial Magic Leader Movement Phase:*
Leaders with a Magic Capability Rating may either move *or* attempt to cast a Spell. *Westernesse* Leaders go first in this Phase.

B. *Forces of Sauron Siege Phase* (***Gondor*** only):
The Phasing Player may use his Siege Engines to engage in Siege warfare. Units used for this purpose may not move in the Game-Turn in which they are so used.

C. *Forces of Sauron Movement Phase:*
The *Sauron* Player may move as many of his units as he wishes, excluding units used in Sieges, within the restrictions of the Movement rules. Magic Leaders may not move in this Phase.

D. *Forces of Sauron Combat Phase:*
Combat units of the Sauron Player may attack by either Missile or Melee Combat units of the Westernesse Player (see Section 7.0). All Missile Combat is resolved first, followed by Individual Leader Combat and finally Melee Combat.

E. *Second Magic Leader Movement Phase:*
Players repeat Phase "A" with the following exceptions: Leaders that cast Spells in "A" may not do so in this Phase; and the Sauron Magic Leaders move (or cast Spells) first in this Phase.

F. *Westernesse Movement Phase:*
Same as "C," using Westernesse units.

G. *Westernesse Combat Phase:*
Same as "D," using Westernesse units.

H. *Joint Rally Phase:*
Both Players may use their Leaders to attempt to rally combat units that are disrupted.

At the conclusion of the above sequence (A through H) the Game-Turn Marker is moved to the next turn and the sequence is begun again for the next Game-Turn.

[4.0] MOVEMENT

GENERAL RULE:

During a Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, up to the limit of the unit's Movement Allowance.

Units are moved one hex at a time, tracing a path of connecting hexes through the hex grid. As a unit enters each hex it pays one or more Movement Points from its Movement Allowance according to the schedule on the Terrain Effects Chart. Units do not have to move, and sometimes their movement may be restricted.

CASES:

[4.1] MOVEMENT ALLOWANCES

The Movement Allowance of a unit represents the total number of Movement Points a unit may expend during a given Movement Phase. Movement Allowances are *not* printed on the counters.

[4.11] All *cavalry* units and *Leaders* have a Movement Allowance of *six*. Magic Leaders may expend their Movement Allowance during both Magic Leader Movement Phases if they do not cast a Spell; they may not move in the Phase in which they attempt to cast a Spell.

[4.12] All infantry units have a Movement Allowance of *four*.

[4.13] See the Exclusive Rules (13.0 and 14.0) for an example of a cavalry unit. All other units, except for Leaders, are considered to be infantry for the purposes of movement.

[4.2] MOVEMENT LIMITATIONS

[4.21] The number of Movement Points which a unit may expend during a single Movement Phase may not exceed that unit's Movement Allowance.

[4.22] A Player's combat and leader units may be moved only during their designated Movement Phases. They may never be moved out of sequence (Exceptions: see Cases 7.5 and 7.6 and Siege rules for ***Gondor***).

[4.23] No combat may take place during a Movement Phase.

[4.24] A unit may expend any portion of its Movement Allowance during a Movement Phase, but unused Movement Points may not be accumulated for use in subsequent Movement Phases or transferred to other units.

[4.25] Movement from one hex to another must be consecutive; *i.e.,* units may not skip hexes during movement.

[4.26] If the Terrain Effects Chart calls for the expenditure of more Movement Points than the unit has left to enter a particular hex, that unit may not enter that hex.

[4.27] Hexes occupied by Friendly units (units controlled by a Player) or their Zones of Control (see Section 6.0) have no effect on the movement of a Friendly unit *through* any of those hexes. A Friendly unit may *never* enter an Enemy-occupied hex. There is no limit to the number of units that may move *through* a hex in a Movement Phase.

[4.28] All stacking restrictions (see Section 5.0) must be met by the Phasing Player at the end of his Movement Phase.

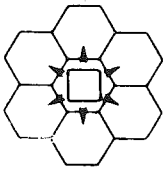
[4.29] Terrain Effects on Movement (and combat) are covered in the Terrain Effects Chart, Case 4.3.

[4.3] TERRAIN EFFECTS CHART
(see separate sheet)

[5.0] STACKING

The placing of more than one unit in a hex is called "stacking." No two units may ever occupy the same hex (except under certain circumstances). Stacking restrictions always apply at the end of a Player's Movement Phase. Units may always move *through* Friendly occupied hexes. There *are* certain exceptions to stacking restrictions:

a. Leaders do not count toward stacking restrictions; they may stack freely with combat units or other Leaders.
b. When using special Formations (see Case 8.4) more than one Friendly unit may be in a hex.
c. Siege equipment (***Gondor***) is another stacking exception. See ***Gondor***'s exclusive rules.



[6.0] ZONES OF CONTROL

GENERAL RULE:

The Zone of Control (ZOC) of a combat unit is defined as the six hexes adjacent to and surrounding the hex that the combat unit is occupying. As soon as a Friendly combat unit enters an Enemy combat unit's ZOC, that Friendly unit must stop; it may not move for the rest of that Movement Phase. Friendly units in an Enemy ZOC at the beginning of a Friendly Combat Phase must engage in Melee Combat with one Enemy unit (see Case 7.31).

CASES:

[6.1] GENERAL EFFECTS OF ZONES OF CONTROL

All Combat units exert a ZOC throughout the game, regardless of the Phase. The effects of ZOC's are never negated by other Friendly units, or otherwise.

[6.11] Once a Friendly unit enters an Enemy ZOC it must cease all movement. There are only two ways to leave an Enemy ZOC: by Retreat or Advance after Combat (see Cases 7.5 through 7.7) or by eliminating the Enemy unit exerting the ZOC.

[6.12] If there are both Friendly and Enemy ZOC's exerted in the same hex, both ZOC's coexist and that hex is controlled by both Players. There is no additional effect for having more than one unit exerting a ZOC into a single hex.

[6.13] ZOC's extend into all six hexes adjacent to the controlling unit's hex. However, ZOC's do *not* extend into or through Mountain hexes nor into or out of Tunnel hexes. ZOC's *do* extend through Wall, Gate or Tower hexsides that have been Breached (see ***Gondor*** Exclusive Rules: Sieges).

[6.14] Demoralized units (see Section 9.0) do *not* exert a ZOC.

[6.15] Leaders of any type neither have nor are affected by ZOC's.

[6.16] Friendly ZOC's never affect Friendly units.

[6.2] EFFECTS OF ZOC ON MOVEMENT

It does not cost any additional Movement Points to enter an Enemy ZOC. Furthermore, paths of *Retreat* may never be traced through an Enemy ZOC regardless of the presence of Friendly units and/or their ZOC's.

[6.3] EFFECT OF ZOC ON COMBAT

A Friendly unit must attack *one* Enemy unit if there are one or more Enemy units exerting a ZOC on such Friendly unit (see Case 7.31).

[7.0] COMBAT

GENERAL RULE

There are three different types of combat:

Missile Combat is the firing of projectiles (*e.g.,* arrows) by the Phasing Player's units capable of Missile Fire. Enemy units must be within *range* of

the units firing missiles.

Leader/Individual Combat represents "hand-to-hand" combat between two adjacent Leaders.

Melee Combat takes place whenever a Phasing Player has a Combat unit in the ZOC of an Enemy combat unit.

A given unit may move, fire missiles, and then melee during the same Game-Turn. All Missile Combat is resolved first in the Combat Phase; then any Leader/Individual Combat is resolved, followed by any Melee Combat.

CASES:

[7.1] MISSILE COMBAT

[7.11] Only combat units with a Missile Capability (an Attack Strength in small letters; e.g., *e*) may engage in Missile Combat. In addition, Catapults may be used for Missile Combat when not being used for Sieges (*Gondor* only). Missile-firing units may fire only at an Enemy unit within *Range* (see Case 7.12).

[7.12] The range for Archers or Bowmen is *two* hexes. Catapults used as anti-personnel units have a range of *four*. This range includes the target hex, but excludes the firing unit's hex.

[7.13] Missiles may not be fired *through* Tower, Grove, or Mountain hexes, or *over* hexes occupied by Siege Towers. Missiles *may* be fired through wall hexsides and hexes occupied by other units, and into or out of Tunnel hexes *if* they follow the path of the tunnel.

[7.14] Missile units may fire only *once* per Game-Turn.

[7.15] Units that are capable of *only* Missile Combat (i.e., have only a small letter Attack Strength) may never voluntarily enter an Enemy ZOC.

[7.16] All Missile Combat initiated by the Phasing Player is resolved in his Combat Phase *before* any other type of combat.

[7.17] Missile Combat is resolved in the same way as Melee Combat (see Case 7.33) with the exception that the opposing units need not be adjacent. Players will note that all units capable of Missile Fire have a Missile Attack Strength of (e).

[7.18] If a defending unit is fired on (during a Missile Combat Phase) through a wall hexside that is part of the hex the defending unit is in, then the defending unit adds *one* to its Armour Protection Rating. However, a *four* Armour Protection Rating remains a *four*.

[7.2] LEADER/INDIVIDUAL COMBAT

[7.21] Following the resolution of all Missile Combat (see Case 7.1), Players may engage in Leader Combat; *i.e.,* Leader units may fight each other. Any of the Phasing Player's Leaders may, if he wishes, attack any Enemy Leader to whom he, or she, is adjacent. Leader Combat is always optional.

[7.22] To engage in Leader Combat, the defending Leader subtracts his Rally Rating from that of the attacking Leader. The result — either a plus or minus number (or a zero) — is the Combat Differential. The Phasing Player then rolls *one* die and cross-references that die roll with the Combat Differential on the Leader Combat Results Table (7.26) to get the result. All results are applied immediately.

[7.23] If a Leader engaging in Leader Combat is stacked with a combat unit and that Leader suffers *any* combat result, then the combat unit *must* retreat two hexes. If it cannot do so, it is either flipped over to its reduced strength or, if already flipped over, it is eliminated.

[7.24] Leaders may attack only once per Combat Phase. A given Leader may be attacked any number of times per Combat Phase (see Case 7.32).

[7.25] Leaders may not attack Enemy combat units and *vice versa*.

[7.26] **Leader Combat Results Table**
(see separate sheet)

[7.3] MELEE COMBAT

[7.31] In a given Combat Phase, after all Missile and Leader Combat has been resolved, each Phasing combat unit that is in the ZOC of one or more Enemy combat units *must* attack *one* of the Enemy combat units whose ZOC the Phasing unit is in. The Phasing combat unit does not have to attack *all* the Enemy combat units; it must attack *one*.

[7.32] If more than one Friendly combat unit is adjacent to an Enemy unit, each Friendly unit may Melee that Enemy unit, with each attack being resolved *separately*. The Phasing Player *must*, however, state which of the adjacent units are attacking the defending unit, and the Phasing units allocated to that attack may not attack any other Enemy units during that Combat Phase regardless of the outcome of the individual battle.

[7.33] Melee Combat is resolved in two steps. First, the Phasing Player cross-references the Attack Strength of his unit with the Armour Protection Rating of the defending unit, using the Casualty Probability Table (7.41). The numbers listed under that cross-reference include the total which the Phasing Player must throw with *two* dice to produce a casualty. If the total of two dice thrown by the Phasing Player is not listed, there is no casualty. If that total *is* amongst those listed, the Phasing Player then proceeds to the Casualty Results Table (7.42). There the Phasing Player throws *one* die and cross-references that throw with the Morale Rating of the defending unit. The result is the type of casualty inflicted on the unit.

Example: A "B" unit attacks a "3" unit. Looking at the Casualty Probability Table we see that the attacker will need to throw a 2, 3, 4, 5, 6, or 7 with two dice to inflict a casualty. If he throws, say a 9, nothing has happened and that combat is finished. If he throws a 7, there is a casualty, and he proceeds to the Casualty Results Table to see what has happened. Let's say the "3" unit had a "Y" Morale Rating. If the attacker now throws a 3 with one die, the defending unit must retreat one hex and, in addition, flip over to its reduced strength.

[7.34] No combat unit may attack/melee more than once per Combat Phase. A defending unit may be meleed more than once (see Case 7.32).

[7.35] Combat units may not melee/attack through unbreached Wall or Tower hexsides, unless the attacking unit is using a Siege Tower or a Ladder or if the attacking unit is on a city level higher than the defending unit. This rule applies mainly to the *Gondor* game.

[7.36] Units may not melee through prohibited hexsides or into a prohibited hex. *E.g.,* a cavalry unit (in *Gondor*) may not attack an Enemy unit in a Grove hex.

[7.37] Combat units that become fanatical (see Case 9.33 and Section 10.0) do not use the Casualty Probability Table when they attack. They automatically cause casualties and proceed immediately to the Casualty Result Table, regardless of whom they attack.

[7.4] MELEE COMBAT TABLES

[7.41] **Casualty Probability Table**
(see separate sheet)

[7.42] **Casualty Results Table**
(see separate sheet)

[7.5] MOVEMENT AFTER COMBAT

[7.51] Whenever a hex is vacated as a result of Melee (only) Combat the victorious unit *may* advance into that vacated hex. This advance is made regardless of Enemy ZOC's.

[7.52] After advancing a unit may not be attacked or attack during the remainder of that Combat Phase.

[7.53] Combat units may advance across a Wall or Tower hexside only if they are on ladders, in Siege Towers, or if the wall, tower or gate hexside is breached.

[7.54] Certain Results on the Casualty Result Table require the defending unit to retreat a number of hexes. This is done by moving the defending unit the required number of hexes out of the ZOC of any Enemy units. Neither advances or retreats after combat require the expenditure of Movement Points.

[7.55] The Player whose unit is retreating decides the course of retreat. However, the retreating unit may not enter an Enemy ZOC, Enemy-occupied hex, prohibited hex, or pass through an impassable hexside.

[7.56] Units that must retreat which are unable to fulfill the requirements of Case 7.55 are eliminated.

[7.57] Units that have retreated are considered *disrupted*. Disrupted units may not move or attack in any fashion until rallied by a Leader (see Case 8.3). Disrupted units defend normally. However, a disrupted unit that is forced to retreat is eliminated instead. Thus, disrupted units may not use displacement (see Case 7.6). Place a marker with a large **D** on disrupted units.

[7.6] DISPLACEMENT

[7.61] If the only hex available for retreat is occupied by a Friendly combat unit (remember stacking restrictions) then the unit in that hex may be *displaced* to make way for the retreating unit. Displacement is handled exactly as if it were a normal retreat (see Case 7.5).

[7.62] Displaced units follow all the rules of retreat.

[7.63] If the displacement of a unit would cause the displaced unit's elimination, the *retreating* unit is eliminated instead.

[7.64] A unit may be displaced more than once per Game-Turn, and a retreating unit may cause the displacement of more than one unit.

[7.65] All displaced units are disrupted.

[7.7] RETREAT BEFORE COMBAT

Certain units may retreat *before* melee combat; i.e., if they are in danger of being attacked they may choose to retreat one or two hexes (their choice) before the opposing Player melee/attacks. Retreats before combat follow all standard retreat rules with the exception that they occur *before* combat takes place. In addition, the attacking unit may, if the Player so chooses, move into the hex vacated by the retreating unit. Units that may retreat before combat are: all bowmen units with *only* missile capability; and any cavalry unit when attacked *solely* by an infantry-type unit. Units that retreat *before* combat are disrupted on a die roll of 1, 2, or 3.

[8.0] LEADERS

GENERAL RULE:

Leaders represent the fictional figures from the Tolkien novels that played a prominent part in the simulated battles. Leaders may engage in in-

dividual combat, rally combat units, command special formations (Westernesse Player only) and, if given a Magic Rating, cast Spells.

CASES:

[8.1] LEADERS AND STACKING

Leaders must be stacked with a combat unit at the beginning of a Friendly Combat Phase. Normal (non-magic) Leaders must be stacked with a combat unit of their own "nationality." For example, in the *Gondor* game King Theoden may stack only with a Rohan unit. See the Exclusive Rules deployment and reinforcement schedules for further information. Magic Leaders — those leaders with a Magic Capability Rating — may stack with *any* combat unit.

[8.2] LEADERS AND COMBAT

[8.21] Leaders may only be attacked by other leaders (See Case 7.2). Regardless of the result of combat Leaders are never disrupted; they may be reduced in effectiveness (See Case 7.25).

[8.22] Leaders do not have a ZOC, nor are they ever affected by the ZOC of any other unit.

[8.23] Casualties to Leaders may affect the position of the combat units with which they are stacked (See 7.23). Leaders have no other effect on combat units, except in cases of Rallying (8.3).

[8.24] If a combat unit with which a Leader is stacked suffers either a *½E* or an *E* result — by Melee, Missile, or Case 7.23 — the Leader suffers the same result if, when the owning Player rolls a die, he rolls a five or six. Otherwise, the Leader is unaffected. If the combat unit is eliminated entirely and the Leader remains, the Leader is transferred to the nearest Friendly combat unit.

[8.3] RALLYING

Leaders may be used to Rally disrupted combat units during the Joint Rally Phase.

[8.31] A Leader may attempt to Rally any disrupted unit of its own nationality (see Case 8.1) to which it is adjacent in the Joint Rally Phase. Leaders may not attempt to Rally units of a different nationality or units in adjacent hexes that are separated by unbreached wall hexsides or like impassable terrain.

[8.32] Leaders may attempt to Rally only *three* combat units per Game-Turn.

[8.33] *Gandalf*, the *Lord of the Nazgul*, and *Sauron* may Rally any units. This is an exception to Case 8.31.

[8.34] To Rally a unit, the Player announces which Leaders are doing the Rallying. He checks the *Rally Rating* of the Leader and consults the Rally Table (8.37). He throws *two* dice; if their total is one of those numbers listed under that Rally Rating, that unit is rallied. Otherwise the attempt is unsuccessful. A Rallied unit is no longer disrupted.

[8.35] Combat units may be Rallied whether or not they are in an Enemy ZOC. There is no limit to the number of times a unit may be disrupted and then Rallied.

[8.36] Leaders may not combine their Rally Ratings in order to Rally a disrupted unit. Furthermore, each combat unit may have a Rally attempt performed on it only *once* per Game-Turn.

[8.37] Rally Table
(see separate sheet)

[8.4] SPECIAL FORMATIONS

Westernesse Leaders—and only Westernesse Leaders—are capable of enabling their combat units to exceed the normal stacking restrictions to make special formations.

[8.41] Special formations may not be made by Dark Power/Sauron combat units. Furthermore, special formations may form only in clear terrain. They may move only into clear terrain and may never enter any other type of hex or cross any other type of hexside.

[8.42] There are two types of special formations: two cavalry units may form a *Wedge* or two infantry units may form a *Shield Wall*. These are the only types of special formations that may be formed.

[8.43] To make a special formation, the two units involved must be of the same nationality and Attack, Armour and Morale strengths. They must begin a Movement Phase stacked with or adjacent to a Leader. They may not be in an Enemy ZOC. The two combat units then move into the same hex with the leader, and they are then in Special Formation.

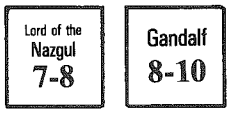
[8.44] *All* Special Formations have an Attack Strength of *A* and Armour Protection Rating of *4*. Their Morale Rating is the same as that of the units making up the formation.

[8.45] Wedges have a Movement Allowance of *three*. Shield Walls have a Movement Allowance of *two*. Special Formations may not move in the Game-Turn in which they are formed.

[8.46] If a Special Formation suffers a *½ E* result, *one* of the units in the formation is eliminated. If the formation is forced to retreat, then each unit must retreat to a different hex.

[8.47] Leaders may not form Special Formations if they are under a Freeze Leader Spell or a Fear Spell. (See Exclusive Rules for these spells.)

[8.48] To disband a Special Formation, simply move *one* of the units to a different hex than the other during a Movement Phase. Leaders are not needed to disband.



[8.5] MAGIC

[8.51] Certain Leaders are designated Magic Leaders. These are Leaders with a Magic Capability Rating to right of their Rally Rating.

[8.52] Players will note that there are *two* Magic Leader Movement Phases in a Game-Turn. Thus, Magic Leaders may move twice during a Game-Turn. They may not move in the Magic Leader Movement Phases. They may not move in the Magic Leader Movement Phase in which they cast a spell.

[8.53] Magic Capability Points are used to cast spells. The number of spells a leader may cast is limited only by his Magic Capability Rating (or what is left of it) and Case 8.52.

[8.54] To cast a spell, a Player announces, in his Magic Leader Movement Phase, which Leader is trying the spell and what spell is being attempted. (See the individual Exclusive Rules for the Spells and their cost in points.) The Player then notes the number of Points required to attempt to cast that spell, rolls two dice, and cross-references the number of Points being used with the dice roll to see if the spell succeeds, using the Magic Spell Chart (8.57) for the Exclusive Rules for that game.

[8.55] If a Magic Leader does not have sufficient Capability Points left to attempt a certain spell, that spell may not be attempted by that Leader.

[8.56] Magic Capability Points used in an unsuccessful attempt are *not* subtracted from the Leader's total. Magic Capability Points used in successful spells are subtracted from the total, permanently reducing it.

[9.0] DEMORALIZATION

GENERAL RULE:

Demoralization simulates the cumulative effect of combat losses on any army. While, in the most part, combat losses dishearten an army, in some instances they spur it on to greater efforts. Each side has a Demoralization Level. When an army, through losses to its units, exceeds its Demoralization Level, it is demoralized. Once demoralized a unit remains so for the rest of the game.

CASES:

[9.1] UNIT DEMORALIZATION VALUE

[9.11] The Unit Demoralization Value is the numerical value of a given unit which, when added to such value of other eliminated units, is used to determine whether or not losses have forced an army to reach its Demoralization Level.

[9.12] To determine a given unit's Demoralization Value the full strength of the unit is used. The Player adds together the numerical strengths for Attack (A = 5, B = 4, C = 3, D = 2, and E = 1). Armour Protection, and Morale (W = 4, X = 3, Y = 2, Z = 1) to obtain the Demoralization Value. Thus, a unit with values of B-3-Y has a Demoralization Value of 9 (4 + 3 + 2 = 9). Units with both Missile and Melee Attack Strengths add *both* to their value. Only combat units with the above strengths have a Unit Demoralization Value.

[9.13] When a unit is eliminated (i.e., removed from the game), its Demoralization Value is added to the value of other eliminated units to determine that army's current Demoralization Level.

[9.2] MECHANICS OF DEMORALIZATION

[9.21] An army becomes demoralized when the total value of all units eliminated *exceeds* its assigned Demoralization Level. (See Exclusive Rules for an army's Demoralization Level.)

[9.22] Either or both sides in a game may become demoralized. An army is not prevented from becoming demoralized simply because the other side is already demoralized.

[9.23] If both armies become demoralized during the same Combat Phase, they are considered to have become demoralized simultaneously.

[9.3] EFFECTS OF DEMORALIZATION

[9.31] Units of a demoralized army may not be Rallied if disrupted.

[9.32] All demoralized units with a Morale Rating of **Z** may not voluntarily enter an Enemy ZOC. Furthermore, they may never attack/melee. They *may* use Missile fire. They still defend normally.

[9.33] Westernesse units (only) with a Morale Rating of **W** or **X** become *fanatical* when their army is demoralized. They remain so for the rest of the game (see Case 7.37).

[10.0] NIGHT TURNS

Night, as delineated by the Turn-Record Track for the individual games, has a special effect on various units of Sauron's armies. During Night Turns Sauron units are considered *fanatical* (see Case 7.37). Furthermore, all Leaders of Sauron's armies add *three* to their Rally Ratings during night Game-Turns.

From the Games of MIDDLE EARTH

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[11.0] INTRODUCTION

Gondor simulates the penultimate — and decisive — battle of J.R.R. Tolkien's fantasy novel, *The Lord of the Rings.* The simulation depicts a besieged Minas Tirith, capital of Gondor, attempting to hold out against a variety of forces controlled by the Dark Power, Sauron.

[12.0] GAME LENGTH

Gondor is played for sixteen Game-Turns. Game-Turns *two* through *six* are Night Game-Turns (see Section 10.0). The forces attacking Minas Tirith are called *Sauron* forces; those defending the city and/or coming to her aid are called, collectively, *Westernesse* forces.

[13.0] INITIAL DEPLOYMENT OF UNITS

Some of the units start the game on the game-map, while others arrive during the course of the game (see Section 14.0). Each side deploys the units listed in this section according to the general area to which they are assigned. They may be placed anywhere in their assigned area. The Sauron Player always places his units on the game-map first; then the Westernesse Player deploys his units.

CASES:

[13.1] SAURON INITIAL FORCES

The following units, identified by their Strengths, start the game anywhere within four hexes of the *Eastern* Edge of the game-map:

Unit Type and Designation	Strength
4 Orc Archers	Ee-3-X
9 Light Orc Infantry	E-1-Z
9 Orc Infantry	E-2-Y
3 Catapults	
3 Siege Towers	

The Lord of the Nazgul
Gothmog

[13.2] WESTERNESSE INITIAL FORCES

The following units, identified by Strengths, may set up anywhere inside Minas Tirith or within two hexes of its walls:

Unit Type and Designation	Strength
4 Gondor Spearmen	D-3-X
1 Gondor Armored Archer	De-3-X
1 Gondor Mounted Knight (cav)	B-3-X
1 Gondor Lance Knight (cavalry)	B-3-W
1 Gondor Axeman	B-3-X
1 Gondor Bowman	e-2-X
3 Catapults	
3 Cauldrons	
Dummy *3* Dummy Cauldrons	

Gandalf
Imrahil

In addition, the Westernesse Player places his Citadel Guard (D-3-W) in hex 1903.

[14.0] REINFORCEMENTS

GENERAL RULE:

Players receive reinforcements according to the schedules below. Units arriving as reinforcements may be placed on the edge of the game-map adjacent to their designated entrance hexes or areas. During the given Player's Movement Phase he may move his reinforcements on to the game-map using all standard movement and stacking rules. The first hex entered on the game-map is treated in the normal fashion in terms of usage of Movement Points. A Player should note that, if he is bringing units on one behind another (visualize a chain), then the first unit expends, say, one Movement Point while the second expends two to enter the game-map, the third, three, etc. This situation is more likely to occur with the Sauron reinforcements, which are too numerous to enter the game-map all at the same time. Reinforcements may be brought in at any time during the Movement Phase, and they may move and attack freely, just as any other unit.

CASES:

[14.1] SAURON REINFORCEMENTS

All of the following units arrive during Game-Turn *two*. They may enter within two hexes of hex 2124 (see General Rule).

Unit Type and Designation	Strength
3 Uruk-Hai	E-3-Y
2 Mordor Bowmen	e-1-Y
2 Mordor Cavalry	D-2-Y
3 Mumakil (Harad)	C-4-Y
2 Cataphracted Cavalry (Harad)	D-3-X
2 Heavy Cavalry (Harad)	D-3-Y
3 Axemen (Harad)	E-2-Y
3 Mordor Orcs	E-2-Y
2 Mordor Axemen	B-3-Z
2 Mordor Light Archers	e-1-Z
4 Trolls	B-3-Z
1 Siege Tower	

Grond
King of Harad

[14.2] WESTERNESSE REINFORCEMENTS

Westernesse Reinforcements may arrive in Special Formations (see Standard Rules). Furthermore, arriving Westernesse reinforcements may attack Enemy units blocking their passage onto the game-map if necessary.

The following units arrive on *any* Game-Turn, starting with Game-Turn *five*, during which the Westernesse Player throws a **5** or **6** with one die. They arrive anywhere along the Northern edge of the game-map.

Unit Type and Designation	Strength
3 Heavy Cavalry (Rohan)	B-3-W
7 Horse Archers (Rohan Cavalry)	Be-3-X

Theoden
Eomer
Eowyn

The following units arrive on Game-Turn *ten* anywhere along the Southern edge of the game-map.

Unit Type and Designation	Strength
4 Heavy Cavalry (Men)	B-3-X
6 Spearmen (Men)	D-3-X
1 Light Cavalry (Men)	C-2-W

Aragorn

[14.3] MUMAKIL

Mumakil — Middle Earth elephants (or oliphants) — were very tricky beasts to handle militarily. They couldn't stand the smell of horses, and vice versa. Furthermore, they had a nasty habit of panicking and charging their own men. The following rules take this into account.

[14.31] No cavalry unit may ever move adjacent to a Mumakil unit — Enemy or *Friendly* (however, see Case 14.32), and *vice versa*.

[14.32] If a Mumakil unit suffers a retreat result, instead of simply retreating one or two hexes, the Sauron Player rolls one die and consults the Scatter Diagram. He then moves the Mumakil unit its full Movement Allowance in that direction. It continues to move in that direction until it either leaves the map or moves adjacent to *any* combat unit. If it does so (and in this case such unit *may* be a cavalry unit) it attacks that unit — Enemy or Friendly — and then stops, until rallied. The Mumakil unit is now considered disrupted. If it runs into a Wall it is eliminated.

[15.0] MINAS TIRITH

COMMENTARY

Minas Tirith is the great fortified city of Gondor. It is set in the spur of a range of mountains and surrounded by seven rings of walls. Each ring of walls delineates a different "level" of the city.

CASES:

[15.1] CITY LEVELS

[15.11] Each level of the city is higher than the levels outside it. Thus, the first level of the city (delineated by the Outer Wall and the second wall) is the lowest level; the second level is higher than the outer level but lower than the third, etc. The Citadel is the highest level of the city.

[15.12] Units may never move through an unbreached Wall or Tower hexside to a higher level (see Case 15.11) without using Siege Towers or Ladders. They may use a Gate if they control the gate (see Case 15.15).

[15.13] Units *may* move through a Wall or Tower hexside to a *lower* level. To do so costs that unit its entire Movement Allowance, and a unit may not enter an Enemy ZOC in so crossing a wall.

[15.14] Towers are considered *higher* than any other type of hex adjacent to it and must be treated in accordance with Cases 15.12 and 15.13.

[15.15] Units may move freely through Gates that are controlled by their side. The last side to have any unit either occupy or pass through *both* hexes connected by a Gate controls that Gate. However, the Westernesse Player is considered in control of all Gates at the beginning of the game. Uncontrolled gates are treated as walls.

[15.2] SPECIAL RULES

[15.21] All Westernesse combat units (not Leaders) have a Movement Allowance of **5** inside Minas Tirith.

[15.22] Cavalry and Mumakil units may *never* cross a Wall or Tower hexside, whether it is breached or not. They may only enter a different city level through a Gate.

[15.23] The Outer Wall of Minas Tirith has special properties. It may never be breached by any type of Siege Equipment; it always remains intact. The Main Gate may be breached — but only by *Grond*. The Outer Wall *may* be scaled.

[15.24] Combat units attacked in a tunnel hex defend with an Armour Protection Rating of **W**, regardless of their actual rating.

[16.0] SIEGES

COMMENTARY:

The object of the game, for the Sauron Player, is to get inside Minas Tirith. To do this he must besiege the city and use his Siege Equipment to go through or over the walls. The following rules explain the use of such equipment, as well as other rules pertaining to siege warfare and various means — some rather grisly — used to advance it.

CASES:

[16.1] SIEGE EQUIPMENT

Siege Equipment includes the various counters representing Siege Towers, Catapults, Cauldrons (used against Siege Equipment), and *Grond*.

[16.11] *Siege Towers* are used to facilitate movement over the walls. They have no combat value in and of themselves. They do have a Movement Allowance of **2**. However, for a Siege Tower to move it must be stacked with a combat unit, which is pushing (or pulling) the tower (see Case 16.4 for instructions on how to use Siege Towers). For purposes of 15.1 and 16.74 Siege Towers are lower than Walls and Tower hexes.

[16.12] *Catapults* are used to throw missiles (usually rocks) against the walls or against Enemy units. Catapults may also be used to hurl fireballs or, in the case of the Sauron Player, the severed heads of captured Westernesse men. Catapults have a Movement Allowance of **2** and must be stacked with a Friendly combat unit in order to move. Players should note that Catapults that fire in a regular Combat Phase (missile fire) may *not* fire in a Siege Phase, and vice versa. They may be fired only *once* per Game-Turn.

[16.13] *Grond* is a tremendous battering ram forged by the might of the Dark Power, Sauron. Its strength is immeasurable and its might inexorable. It is the only Siege Equipment capable of breaching the Main Gate of Minas Tirith. It has a Movement Allowance of **2** and it must be carried by a Troll or Uruk-Hai unit. For *Grond* to be used, it must be controlled under spell by the Lord of the Nazgul (see Case 17.13).

[16.14] *Cauldrons* are used to keep the boiling oil at just the right temperature, so to speak. The use of cauldrons is covered in Case 16.7.

[16.15] Siege Equipment is used only for Sieges (with the exception noted in Case 16.12). It may not be used — and has no effect on — Melee and has no ZOC.

[16.2] BREACHING WALLS

[16.21] Catapults may be used to breach (i.e., break down) the walls of Minas Tirith. Remember, the Outer Wall may never be breached. Catapults fire at Wall hexsides depending on their Range from the Wall hexside. The maximum Range of a Catapult when firing at a Wall hexside is **4**.

[16.22] To attempt to breach a Wall hexside the firing Player notes which Catapult is firing and the Range from which it is firing (see Case 16.23). He consults the Breach Probability Table (16.3) under the correct Weapon and Range, cross-referencing that Weapon and Range with the target (Wall, Gate, Towers, etc.). The number(s) listed therein are the total needed from a throw of *two* dice in order for the Wall to be breached. Thus a Catapult firing at a Wall hexside at a Range of **2** needs a throw of *nine* to breach the target Wall hexside. If the Player throws a nine, the wall is breached for the remainder of the game; if he throws any other number, there is no effect.

[16.23] The Range of the Catapult is determined as follows: If the Catapult is adjacent to the hex it is firing at (i.e., the wall forms part of the hexside the catapult is in) the Range is **1**. If the Wall is part of a hex one hex from the Catapult the Range is **2**, etc. The maximum Range is **4** when firing at walls.

[16.24] Catapults may fire through any hex, regardless of terrain or what is in the hex, with one exception: Catapults may never fire through Mountain hexes.

[16.25] Catapults may be used to fire at Enemy units, as anti-personnel weapons, in a Missile Combat segment of a Combat Phase. In such case, the range of the Catapult is **2** hexes and it fires with a Missile strength of *e*.

[16.26] Catapults may be used for hurling fireballs and Severed Heads (see Cases 16.6 and 16.8).

[16.27] To denote that a wall hexside is Breached, the Player should place a *Breached* Counter in an adjacent hexside with the Arrow pointing toward the appropriate hexside.

[16.28] *Grond* may be used to breach any type of hexside (with the exception of the Outer Wall). *Grond* must be adjacent to the hexside it is trying to breach and a Troll or Uruk-Hai unit must be in the same hex. Breaches by *Grond* are resolved in the normal fashion (17.22); however, *Grond* must be activated by Magic in order to be used.

[16.3] BREACH PROBABILITY TABLE

(see separate sheet)

[16.4] SCALING WALLS

There are only two ways to cross unbreached Wall hexsides from a lower to a higher level (see Case 15.12): using Siege Towers or Ladders. Breached Wall, Tower, or Gate hexsides may always be crossed, as per the Terrain Effects Chart, without using such Equipment.

[16.41] In order for a *Siege Tower* to be used to scale a Wall hexside (or Gate or Tower hexside) the Siege Tower must begin the *Siege* Phase adjacent to the Wall hexside. Any Friendly unit may then enter the hex with the Siege Tower and cross the Wall hexside at a cost of **1 additional** Movement Point for crossing the Wall hexside. Note that all movement takes place during the proper Movement Phase; however, the Siege Tower must have started a previous Siege Phase adjacent to the Wall hexside.

[16.42] Units meleed while in the same hex as a Siege Tower **subtract 1** from their Armour Protection Rating. Units attacked by Missile Fire while in the same hex as a Siege Tower **add 1** to their Armour Protection Rating. Units may fire and/or melee out of a Siege Tower normally.

[16.43] In order to use *Ladders* to scale walls, a combat unit moves adjacent to the designated Wall (or Gate, etc.) hexside and places a Ladder Counter in that hex. (Note that units need not carry ladder counters; they are simply available when adjacent to the wall). On the *following* Game-Turn, units may use the Ladder to cross the Wall at a cost of **3 additional** Movement Points (see Case 17.41).

[16.44] Units in Siege Towers and on Ladders adjacent to a Wall hexside *do* exert a Zone of Control through that wall hexside. This is an exception to the normal ZOC rules.

[16.45] Units stacked with Ladders **subtract 1** from their Armour Protection Rating when either meleed or attacked by Missile Fire.

[16.46] Leaders engaging in individual combat **subtract 1** from their Rally Ratings if they are stacked with a Siege Tower or Ladder and engaging in combat through a Wall hexside.

[16.47] If a combat unit in a hex with a Siege Tower or a Ladder suffers *any* adverse combat result from Melee (*not* Missile Fire) the Siege Tower or Ladder is destroyed. The unit takes casualties normally. Note that the number of Ladders and Siege Towers is restricted by the countermix; once destroyed, Siege Towers and Ladder counters may not be used again.

[16.48] Neither Cavalry nor Mumakil units may ever use Siege Towers or Ladders to cross Walls. Nor may Siege Equipment; Siege Equipment may cross walls only through breached or controlled *Gate* hexsides.

[16.5] ADVANCE DURING SIEGE COMBAT

There are special rules concerning movement during the Siege Phase. This movement is in addition to any normal movement and does not cost any Movement Points.

[16.51] Any infantry-type unit adjacent to a hexside that has been breached in a given Siege Phase *and* is stacked with the unit creating the breach may move through the newly breached hexside into the adjacent hex. Such an advancing unit may not enter an Enemy-occupied hex or an Enemy ZOC. Players should note that units stacked with Siege Equipment firing at ranges greater than one may not take advantage of this rule.

[16.52] Advance During Siege is treated as Advance After Combat (Standard Rules, Case 7.5). The option to advance must be exercised immediately after the breach occurs. The advance is voluntary, not mandatory. Only units stacked with the Siege Equipment that caused the breach may advance, and advance is limited to one hex.

[16.6] FIREBALLS

During a Siege Phase, a Player may choose to hurl Fireballs with his Catapults rather than use them to knock down walls. Fireballs are always hurled in the Siege Phase and constitute a firing (catapults may fire only once per Game-Turn).

[16.61] Catapults may hurl Fireballs up to four hexes. Players count the target and intervening hexes, but not the hex the Catapult is in, to determine range. Fireballs may be thrown over any obstacle, except mountain hexes.

[16.62] To hurl Fireballs, the Player simply designates the hex he wishes the Fireball to land in (see Case 16.63) and places a Fire Counter in that hex, providing that the hex is within Range.

[16.63] Fireballs hurled three or four hexes are subject to "scatter;" i.e., they *may* not land where you want them to. Fireballs thrown one or two hexes always hit the target hex. For three or four hexes the player rolls a die. If he rolls a 1,2, or 3 the Fireball lands in the designated hex. If he throws a 4,5, or 6, the Fireball scatters. To find out where the Fireball actually lands after scatter, consult the Scatter Diagram on the game-map. Using the intended hex as the center of the Scatter Diagram, throw one die and consult diagram, noting the hex corresponding to the thrown number on the die. This is the relationship the actual hex has to the targe hex. E.g., the target is 2906; however the fireball scatters. The Player consults the diagram and throws a '4' on the die. The hex the fireball actually lands in is 2907.

[16.64] Fireballs may land five hexes away as the result of scatter.

[16.65] Fireballs never cause casualties to "personnel" units, with one exception: if the fireball hits a Catapult, Cauldron or Siege Tower, the Tower, Cauldron or Catapult is destroyed. If there is a combat unit stacked with the Siege Tower it, too, is eliminated. There is no effect on Ladders, *Grond*, etc.

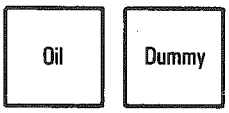
[16.66] Fireballs landing *inside* the city "burn" for the remainder of the game. Fireballs landing outside the city "burn" only until the next Siege Phase. Thus all Fire Counters outside the city are removed at the beginning of the Siege Phase.

[16.67] Units moving into or through a hex containing a Fire Counter expend **3 additional** Movement Points.

[16.7] BOILING OIL

The defenders of Minas Tirith have the ability to use one of the classic defensive weapons of siege warfare: boiling oil. Poured on Enemy units its effects are, shall we say, stirring.

[16.71] The Westernesse Player receives three Cauldron counters as well as three Dummy Cauldron counters. Dummy Cauldrons say "dummy" on their reverse side. Cauldrons are deployed anywhere inside Minas Tirith. They may not be moved at any time after deployment. Dummy Counters have no capability except to confuse the opposing player.



[16.72] Each Cauldron counter has stacked with it three Oil counters. (Dummy cauldrons stack with dummy oil counters.) These Oil counters are placed *under* the Cauldron counter. To pick up an Oil counter (dummy or otherwise) a Westernesse combat unit simply enters the same hex as a Cauldron, "picks up" an Oil counter (dummy or otherwise) and moves off. There is no cost to pick up the Oil or to carry it.

[16.73] Cauldrons and their Oil counters do not count against stacking; a combat unit may start a Combat Phase in the same hex as a Cauldron. Cauldrons may be destroyed by Fireballs or by the presence of an Enemy combat unit in the same hex. Sauron units may never use Cauldrons.

[16.74] If a Westernesse combat unit carrying an actual Oil counter occupies a hex adjacent to *and* on a higher level than a hex containing an Enemy combat unit or Siege Tower the Westernesse unit may "pour" the oil on that Enemy Unit/Tower, eliminating the unit and/or the Tower. The Westernesse unit may use his oil on any Sauron combat unit or Siege Tower *during* the Sauron Movement Phase. This is the only time a unit may be attacked in a non-Combat Phase and is an exception to the no-combat during movement rule. Remember, some of those counters may be dummies!

[16.75] Combat units may carry only one Oil counter (dummy or otherwise). Units carrying Oil counters have their Movement Allowances **reduced by 1** and their Armour Protection Rating **reduced by 1.**

[16.8] SEVERED HEADS

During the Siege Phase the Sauron Player may use his Catapults to hurl the Severed Heads of captured and killed Westernesse soldiers (from a previous engagement) into Minas Tirith in an attempt to demoralize the opposition.

[16.81] Each catapult may fire one Head counter per Siege Phase. The Sauron Player has a maximum of *12* such counters to use during the game.

[16.82] Severed Heads are hurled into Minas Tirith under the same exact rules as for Fireballs (Case 16.6).

[16.83] For each Severed Head thrown into Minas Tirith, the Westernesse Player adds one Demoralization Point to his Garrison Demoralization Point Total.

[16.84] Westernesse combat units in the same hex as a Severed Head have their Morale lowered one level (i.e., from a W to an X, or an X to a Y, etc.) for the Game-Turn they are in such a hex.

[16.85] Severed Heads landing in any hex other than a hex inside Minas Tirith are immediately removed from play. Firing Severed Heads *does* count against the one-fire-per Game-Turn limitation for catapults.

[16.86] Heads may be removed only by fire. Whenever a Fireball lands in the same hex as a Severed Head, the Head is removed. This, however, does not remove the Demoralization Point assessed. Severed Heads landing in hexes "on fire" are automatically eliminated with no Demoralization Points assessed. Severed heads landing in cauldrons (dummy or real) are also automatically eliminated.

[17.0] MAGIC AND SPELLS

Players should consult the Standard Rules, Case 8.5, and the Magic Capabilities Chart when using these spells.

CASES:

[17.1] LORD OF THE NAZGUL'S SPELLS

[17.11] Fear Spell:

Cost: 5 points for an *automatic cast,* less for an attempt
Duration: One full Game-Turn
Effect: Westernesse units **reduced by 1** in Attack Strength and Morale Rating. They may not be rallied during the spell.
Allowance: May be successfully cast only twice

[17.12] Freeze Leader Spell

Cost: First spell: 3 points for an automatic cast, less for an attempt; second and third time: 4 points for an automatic cast
Duration: One full Game-Turn
Effect: All Westernesse Leaders within three hexes of the Nazgul Lord may not move, rally, cast spells or form special formations
Allowance: May be successfully cast three times in a game; note different costs for second and third casts

[17.13] Operate Grond

Cost: One point for an Automatic Cast; may be used only if Nazgul Lord is within three hexes of Grond and Grond is stacked with a Troll or Uruk-Hai.
Duration: Remainder of game
Effect: Activates *Grond*

[17.2] GANDALF'S SPELLS

[17.21] Break Darkness

Cost: 6 points for an Automatic cast, less for an attempt
Duration: One Game-Turn (must be day Turn)
Effect: The day Turns of the game are considered to be fought under a sort of

Sauron-induced, night-like gloom; this spell tends to dissipate this: no Sauron units may be rallied and the attack strength of all Mordor units is lowered by one.

Allowance: May be cast twice in one game

[17.22] Stalemate Nazgul

Cost: Depends on whether Day or Night Turn (see Case 17.3)

Duration: One Game-Turn

Effect: Must be cast while Gandalf is adjacent to Nazgul Lord; if successful, Nazgul is placed *six* hexes away from Gandalf, in an easterly direction (towards the east edge of the map)

Allowance: Unlimited

[17.23] Revealing Aragorn to Sauron (see Section 18.0)

Cost: 4 points for automatic cast, less for attempt

Duration: Three Game-Turns

Effect: see Case 18.2

Allowance: One

[17.3] SPECIAL NOTES ON MAGIC SPELLS

Players should note that, according to the Magic Capability Chart, the Magic Leader may attempt to cast a spell using a variety of his Magic Points. Certain expenditures of Points produce an automatic cast of the spell. Lesser expenditures need a die roll to produce the spell. If the spell attempt is unsuccessful, there is no expenditure of Magic Capability Points (the Leader has wasted a turn, though).

[17.4] MAGIC CAPABILITIES CHART

(see separate sheet)

[18.0] THE BANNER OF THE KING

GENERAL RULE:

This rule simulates The Return of the King (Aragorn) and his revelation to Sauron (through the use of a palantir) in order to distract Sauron from the Ringbearer's mission. The revelation of Aragorn as King and the unfurling of his "Banner" raises Westernesse morale and disturbs the power of Sauron's besieging army.

CASES:

[18.1] DEPLOYING AND PLACEMENT OF THE BANNER

[18.11] The Banner of the King marker may be used any time *after* the entrance of Aragorn into the game. In order for the banner to be placed on the game-map, Gandalf must expend Magic Capability Points and Cast a Spell (see Case 17.23).

[18.12] The Banner is placed with the Aragorn counter as soon as it is brought forth by spell (see Case 18.11).

[18.13] The Banner counter may move by itself (it has the same Movement Allowance as a Leader) as long as it ends its Movement Phase stacked with a Westernesse Leader. The Banner follows all standard movement restrictions and prohibitions. It has no ZOC by itself, nor does it have any innate combat strength.

[18.14] If the Leader stacked with the Banner is eliminated, so is the Banner.

[18.2] EFFECT OF THE BANNER

[18.21] No Sauron Leader may attempt to Rally any Sauron combat unit that is within six hexes of the Banner.

[18.22] For the three consecutive Game-Turns in which the Banner is unfurled, any two Westernesse units (per turn) within six hexes of the Banner are automatically rallied.

[18.23] The Lord of the Nazgul may not attempt any spells while the Banner is unfurled and in play.

[19.0] DEMORALIZATION

CASES:

[19.1] DEMORALIZATION LEVELS

[19.11] The Demoralization Level of the Forces starting the game inside Minas Tirith (the garrison) is 36 Points. The following Points are added to or subtracted from the Demoralization Point total of the garrison as they occur:

A. **Add 10 Points** for every level of the city under control of the Sauron Player (see Case 20.2)

B. **Add 5 Points** when the Main Gate is breached by *Grond*

C. **Subtract 10 Points** upon the arrival of the Riders of Rohan (reinforcements)

D. **Subtract 10 Points** upon the arrival of Aragorn and his reinforcements

[19.12] The Demoralization Level for Westernesse Reinforcement units (all reinforcements arriving Game-Turn five or later) is **76 Points**. The Demoralization Level of reinforcement units is not affected by nor does it affect the Demoralization Level of the Garrison, and vice versa.

[19.13] The Demoralization Level for Sauron's forces is **93 Points**. If the Minas Tirith Garrison becomes demoralized at any point in the game **20 Points** are immediately subtracted (permanently) from the present total. In addition, for each level of the city controlled by the Sauron Player, **5 Points** are subtracted. If he loses control, add the Points back on.

[19.14] Players should note that the total Demoralization Points accumulated by a side can fluctuate and thus rise above or fall below their Demoralization Level. Thus a force may possibly become demoralized and then gain morale again, etc., during the course of the game.

[19.2] EFFECTS OF LEADER LOSSES ON DEMORALIZATION

Any Leader Rally Points lost as a result of combat are added to the Demoralization Level of a Player. For the Westernesse Player, Gandalf and Imrahil are always considered part of the garrison for these purposes.

[20.0] VICTORY CONDITIONS

CASES:

[20.1] HOW TO WIN

For the Sauron Player to win the game, he must do three things. All three things must be in effect after the last Game-Turn:

A. Demoralize the Minas Tirith Garrison

B. Remain Undemoralized himself

C. Control the Road from Minas Tirith to Gondor (East map edge). To control this road, he must be the last Player to have his units occupy or pass through hexes 1918 *and* 2124.

If the Westernesse Player can prevent any *one* of these three things, he wins the game.

[20.2] CONTROLLING CITY LEVELS

Controlling the levels of the city are important to the morale of the Garrison. For the Sauron Player to control a given city level, he must control all gates leading into that level from the adjacent *lower* level and there may not be any undisrupted Westernesse combat units inside that level.

NOTES:

The major design problems with ***Gondor*** concerned what to do with a rather large, sprawling battle-*cum*-siege. The original version of the game relegated Minas Tirith to a small corner of the map, concentrating instead on the combat outside the city. However, this led to a great deal of stereotyped playing and eliminated any aspect of the actual siege. Our desire was to provide the gamers with as much of a flavor of this particular portion of the novel as we could, within the restrictions of the system and size of the game. We therefore decided to concentrate almost entirely on the siege. Immediately this eliminated certain problems we were having with the first series of walls which were some miles from the city. It also gave us greater problems with the siege itself.

No one had done too much work on siege games at SPI, so most of the ideas evolved for ***Gondor*** had to be tested a bit more than usual. In the book the Outer Walls are virtually indestructible. They are strong in the game, but less so than in the book — simply for the purposes of playability and game balance. Furthermore, movement inside the city is abstracted to a tremendous degree. We could not design — nor did we even have — an accurate rendition of the city itself. The problems were abstracted into the rules for movement inside the city as well as the effect of fireballs.

Much of the body of rules simply came from the information provided by the book. Thus we have the rule for Severed Heads and their effect on the garrison as well as the Magic Rules and the Banner of the King. Yet putting these rules into a game situation, where they cannot assume the status of a *deus ex machina*, was more difficult than originally perceived. We had to mold and fashion the events of the battle so that both players stood a fair chance of winning. Our only guidepost was that we remain faithful to the novel, and, to the greatest extent, I think we have achieved that objective.

Gondor is a game where one side (Sauron) has several things to accomplish, and he must do them before the roof falls in on his head — in the form of Gondorian reinforcements. To take the city would be fairly easy — if he didn't have to worry about all those other men. But he does, and that is where the fun comes in.

DESIGN CREDITS

Game Design: **Linda Mosca, Richard Berg**
Game Development: **Tony Beavers**
Physical Systems and Graphics: **Redmond A. Simonsen**
Production: **Bill Bauer, Larry Catalano, Manfred F. Milkuhn, Steve Parsons, Norman Pearl, Bob Ryer**
Playtesters: **Jacob Edwards, Alex Epstein, Jon Gautier, Paul Gilman, Nick Karp**

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[4.3] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter or Cross	Effect on Combat
Clear	1 MP	No effect
Road	½ MP	Depends on other terrain in hex
Slope	1 additional MP	If a defending unit is attacked through an up-slope hexside, add 1 to defender's Armoured Protection Rating
Crater (Sauron only)	May not enter	Not allowed
Mountain	May not enter	Not allowed
Tunnel (Gondor only)	1 MP	Allowed only through tunnel hexside
Plowed Fields (Gondor only)	2 MP; cavalry and siege towers may not enter	No effect
Grove (Gondor only)	2 MP; cavalry and siege towers may not enter	Unit defending in a grove hex add 1 to Armour Protection Rating
Gate	1 MP if under Friendly control; may not cross if under Enemy control	No Zones of Control through unbreached Gate hexsides (see Case 6.13)
Wall/Tower (Gondor only)	1 additional MP if breached (see Gondor Exclusive Rules, Case 15.1)	See Gondor Exclusive Rules, Section 16.0

[7.26] LEADER/INDIVIDUAL COMBAT RESULTS TABLE

Combat Differential (Attacker minus Defender)

DIE	+6	+4 or +5	+2 or +3	+1	0	−1	−2 or −3	−4
1	Dr2	–	Ar2	Ar2	A½e	A½e	Ae	Ae
2	D½e	Dr2	–	Ar2	Ar2	A½e	A½e	Ae
3	D½e	D½e	Dr2	–	Ar2	Ar2	A½e	A½e
4	De	D½e	D½e	Dr2	–	Ar2	Ar2	A½e
5	De	De	D½e	D½e	Dr2	–	Ar2	Ar2
6	De	De	De	D½e	D½e	Dr2	–	Ar2

KEY:

Dr2 (Ar2) = Defender (Attacker) retreat two hexes

D½e (A½e) = Defender (Attacker) reduced to half-strength; the affected Leader must use its back-printed strength for the rest of the game. If the Leader is already in a reduced state, he is eliminated instead.

De (Ae) = Defender (Attacker) eliminated

– = No effect

NOTES:

Differentials greater than +6 are treated as +6; differentials less than −4 are treated as −4.

[7.41] CASUALTY PROBABILITY TABLE

Defender's Armour Protection Rating

Attacker's Strength	1	2	3	4
A	2-10	3-9	2-8	4-7
B	4-9	4-8	2-7	3-6
C	4-8	2-7	4-7	4-6
D	2-7	5-8	6-8	2-5
E	4-7	6-8	3-6	5-6

KEY:

= Number required on a roll of two dice to inflict a casualty (e.g., "6-9, means that the total of both dice must equal 6, 7, 8, or 9 to inflict a casualty)

NOTE:

A unit defending behind a wall hexside during the Missile Combat Phase adds one to its Armoured Protection Rating to a maximum rating of 4 (see Case 7.18).

[7.42] CASUALTY RESULTS TABLE

Defender's Morale Level

DIE	W	X	Y	Z
1	½E, r1	½E, r2	E	E
2	½E, r1	½E, r1	E	E
3	r2	½E, r1	½E, r1	E
4	r1	r2	r2	E
5	r1	r1	r2	r2
6	r1	r1	r1	r1

KEY:

½E = Defending unit is inverted and now uses the values on its reverse side; if already using its reverse side, the unit is eliminated

E = Defending unit is immediately removed from play and is counted toward Demoralization

r1 (r2) = Defending unit must retreat one (two) hex(es)

EXAMPLE:

"½E, r1" calls for the defending unit to be inverted and retreated one hex

[8.37] LEADER RALLY TABLE

Leader Rating	Dice Roll Total Needed to Rally
1	4, 5
2	6, 7
3	3-6
4	4-7
5	2-7
6	3-8
7	3-9
8	3-10

KEY:

= Number required on a roll of two dice to rally (e.g., "4-7" means that the total of both dice must equal 4, 5, 6, or 7 in order to rally).

[16.3] BREACH PROBABILITY TABLE

Weapon and Range	Hexside Assaulted: Tower	Wall	Gate	Main Gate
Catapult at 1 hex	3	7	4, 5	P
Catapult at 2 hexes	2	5	6	P
Catapult at 3 or 4 hexes	P	3	4	P
Grond	2	4	3-10	5-9

KEY:

= Number required on a roll of two dice to create a breach (e.g., "5-9" means that the total of both dice must equal 5, 6, 7, 8, or 9 in order to create a breach)

P = Attempt prohibited

NOTES:

The Outer Wall of Gondor (excluding the Great Gate) is impervious to Siege Towers; it may never be breached

Grond must be adjacent to the hexside it is attempting to breach.

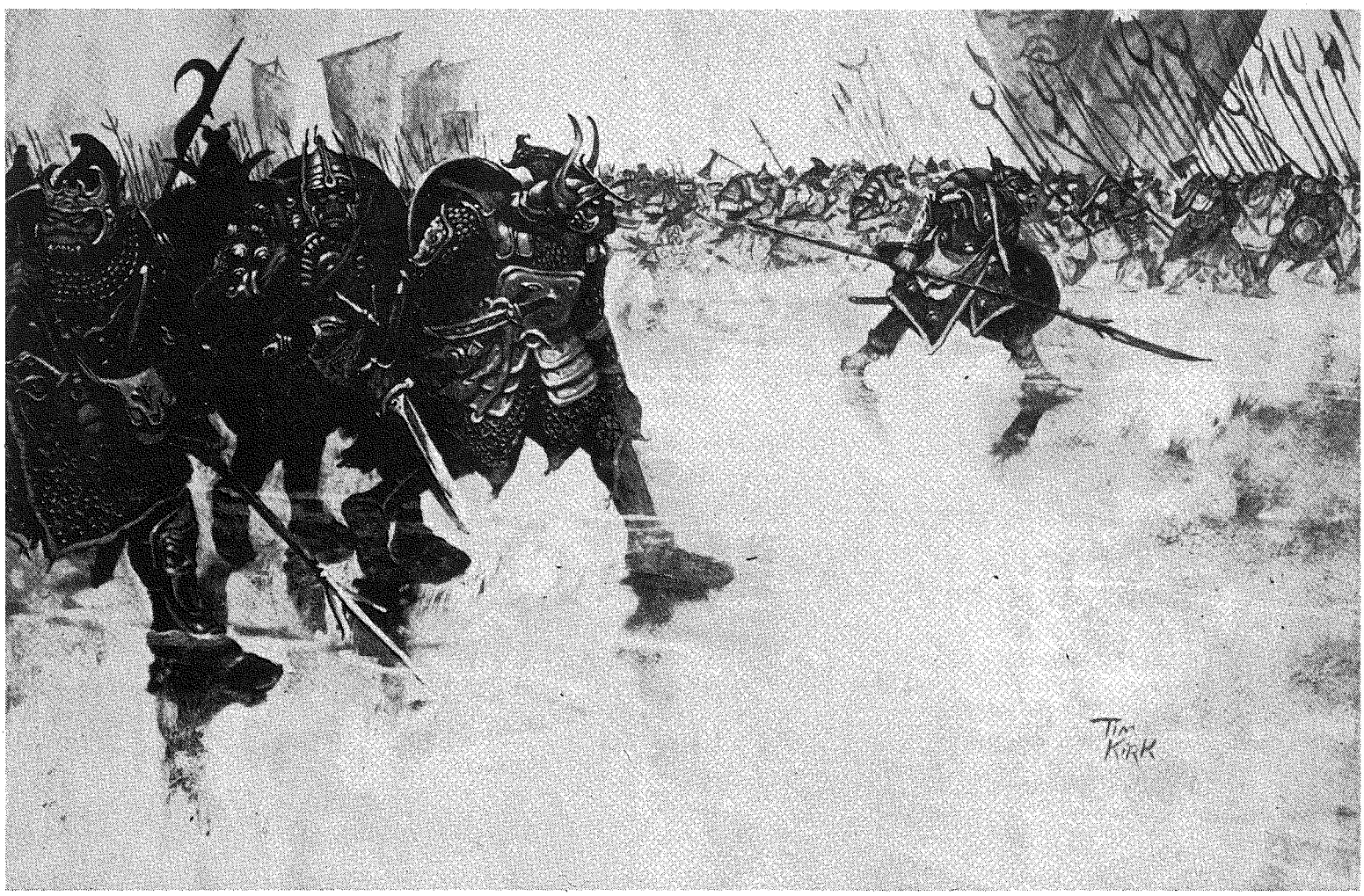
[17.4] MAGIC CAPABILITIES CHART

Magic Capability Points	1	2	3	4	5
Gandalf's Spells					
Break Darkness	6-8	5-8	3-8	3-10	2-11
Stalemate Nazgul					
(Day)	4-10	A	A	A	A
(Night)	4-6	4-9	A	A	A
Revealing Aragorn to Sauron	5-8	4-10	3-10	A	A
Lord of the Nazgul's Spells					
Fear Spell	4,5	4-7	4-9	4-10	A
Freeze Leader Spell					
(1st spell)	4-6	3-8	A	A	A
(2nd spell)	4,5	4-7	3-8	A	A
Activate *Grond*	A	A	A	A	A

KEY:

= Number required on a roll of two dice to successfully cast a spell (e.g., "6-8" means the total of both dice must equal 6, 7, or 8 to cast the spell)

A = Spell automatically successful



GONDOR COUNTERS (FRONT)

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WESTERNESSE ALLIES

Rohan B3W	Rohan B3W	Rohan B3W	Rohan Be3X	Rohan Be3X	Rohan Be3X	Rohan Be3X	Rohan Be3X	Rohan Be3X	Rohan Be3X
Gondor D3X	Gondor De3X	Gondor B3X	Gondor e2X	Gondor D3W	Men D3X	Men D3X	Men D3X	Men D3X	Men D3X

Men B3X	Men B3X	Men B3X	Men B3X	Men C2W	Gondor B3X	Gondor B3W	Gondor D3X	Gondor D3X	Gondor D3X
Men D3X	Gandalf 8-10	Imrahil 5	Theoden 6	Eomer 4	Eowyn 3	Aragorn 7	Legolas 4	Gimli 4	Catapult

Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor Ee3X
Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E3Y	Mordor E3Y	Mordor E3Y	Mordor e1Y	Mordor e1Y	Mordor D2Y	Mordor D2Y

Mordor Ee3X	Mordor Ee3X	Mordor Ee3X	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Catapult
Harad B3Y	Harad B3Y	Harad B3Y	Mordor E2Y	Mordor E2Y	Mordor E2Y	Mordor B3Z	Mordor B3Z	Mordor e1Z	Catapult

FORCES OF SAURON

Mordor e1Z	Mordor B3Z	Mordor B3Z	Mordor B3Z	Mordor B3Z	Harad D3X	Harad D3X	Harad D3Y	Harad D3Y	Harad C4Y
Lord of the Nazgul 7-8	Gothmog 4	King of Harad 6	Catapult	Catapult	Catapult	Grond	Siege Twr	Siege Twr	Siege Twr

Harad C4Y	Harad C4Y								
Siege Twr									

									Breach ►
Oil	Oil	Oil	Oil	Oil	Oil	Oil	Oil	Oil	Oil

Breach ►	Breach ►	Breach ►	Breach ►	Breach ►	Breach ►	Breach ►	Breach ►	Oil	Oil
Oil	Oil	Oil	Oil	Oil	Oil				

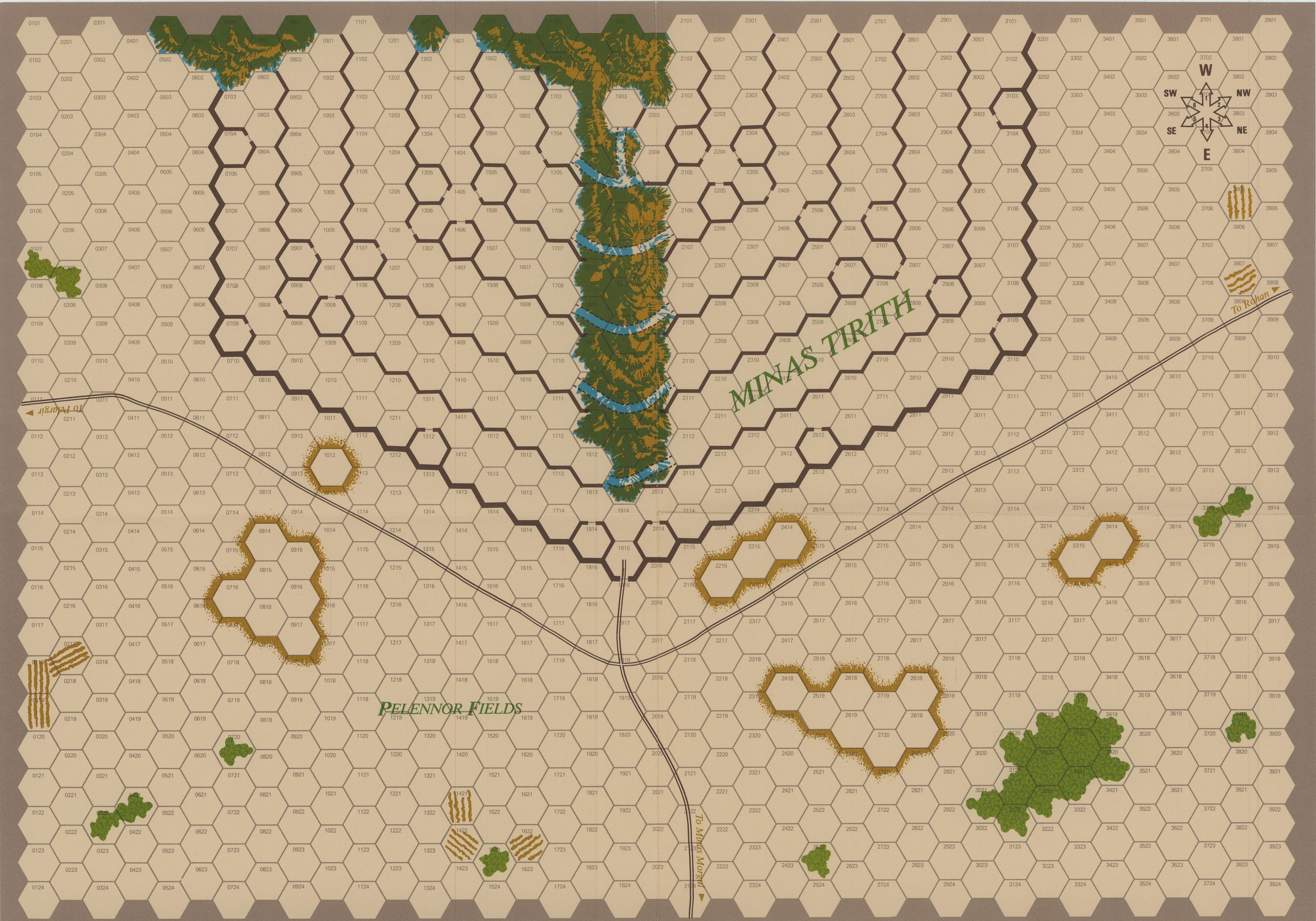
GAME MARKERS

									Game Turn

Dummy	Dummy	Dummy	Dummy	Dummy	Dummy	Dummy	Oil	Oil	Oil
D	D	D	D	D	D	D	D	D	
Lord of the Nazgul 3-8	Gothmog 2	King of Harad 3							
	Mordor C2Y	Mordor C2Y	Mordor C2Y	Mordor C2Y	Harad E2Y	Harad E2Y	Harad E2Z	Harad E2Z	Harad E2Z
			Mordor E2Z	Mordor E2Z	Mordor E2Z			Mordor E1Z	Mordor E1Z
Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor Ee2Y
Gondor E2Y	Gondor Ee2Y	Gondor C2Y	Gondor e3X	Gondor E3X	Men E2Y	Men E2Y	Men E2Y	Men E2Y	Men E2Y
Rohan C2X	Rohan C2X	Rohan C2X	Rohan Ce2Y	Rohan Ce2Y	Rohan Ce2Y	Rohan Ce2Y	Rohan Ce2Y	Rohan Ce2Y	Rohan Ce2Y

Oil	Oil	Oil	Oil	Oil	Oil	Dummy	Dummy	Dummy	
								Dummy	Dummy
D	D	D	D	D	D	D	D	D	
Harad E2Z	Harad E2Z	D	D	D	D	D	D	D	D
Harad C2Z	Harad C2Z	Harad C2Z	Mordor E1Z	Mordor E1Z	Mordor E1Z	Mordor C2Z	Mordor C2Z		
Mordor Ee2Y	Mordor Ee2Y	Mordor Ee2Y							
Men E2Y	Gandalf 4	Imrahil 2	Theoden 3	Eomer 2	Eowyn 1	Aragorn 3	Legolas 2	Gimli 2	
Men C2Y	Men C2Y	Men C2Y	Men C2Y	Men D1X	Gondor C2X	Gondor C2X	Gondor E2Y	Gondor E2Y	Gondor E2Y

GONDOR COUNTERS (BACK)



Turn Record Track

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	S Reinf *Night*	*Night*	*Night*	W Reinf(?) *Night*	*Night*										

TERRAIN KEY:

Clear · Road · Tower · Slope (UP) · Outer Wall · Mountain · Grove · Tunnel · Plowed Field · Gate · Inner Wall

GONDOR

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