

Second Age

“The strength of the Elves to resist him was greater long ago; and not all Men were estranged from them. The Men of Westeros came to their aid. That is a chapter of ancient history which it might be good to recall; for there was sorrow then, too, and gathering dark, but great valour, and great deeds that were not wholly vain.”—Gandalf, *The Fellowship of the Ring*, Chapter 2

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THE WOE OF THE DRAGONS



Majestic Dragon
He is removed from the light
Sad Baby around

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Background

The events this game is based on take place thousands of years before the time of Frodo and Bilbo, shortly after Sauron has returned to Middle-Earth out of the wreck of Númenor. His war of conquest is opposed by the Last Alliance of Men and Elves. Detailed knowledge of the history of Middle-Earth is *not* a prerequisite for playing!

Set-up

The game itself is a combination of tag, hide-and-seek, and role-playing. It is played in the “Hickory Ridge” area of Governor Dodge State Park in southwest Wisconsin.

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Characters are chosen during an organizational meeting, which is held roughly two weeks before game day, and up until 11:00 AM on game day. Judging and character introductions take place at the Judging Area indicated on the map in the center of this booklet. Several hours are needed to rate the fifty or more players in the game, so it is absolutely necessary to *show up early*. While players are being rated, the time can be used to finalize strategies and form alliances. At 11:00 AM, characters will be introduced and the judges will review important safety information and park rules.

After introductions, players proceed to their starting locations, where they must remain until the game start time. Starting locations are shown on the team lists on pages 12–20. If a player is late getting to their starting position, they may not enter the game until they have “checked in” at their designated starting position.

The game begins at noon and will end at 5:00 PM. At least one referee will attempt to be in the vicinity of each major battle to resolve any disputes. Players are otherwise on their honor to play fairly and follow the intent of the rules. Cheating detracts from the fun of the game!

Additional information about The Second Age can be found on our web site at: <http://www.SecondAgeAlliance.com>

Governor Dodge State Park

We are not the only ones using the park, and it is extremely important to be respectful of other visitors. Therefore, the following areas are *strictly off-limits* to all players: Group Campsites A–G; Backpack Camp Sites 1–6; the Horse Loading/Unloading parking lot; and Pleasant Valley Cemetery. If Campsite H is occupied, please ask before entering the campsite. The approximate locations of these areas are shown on the map in the center of this booklet. Any player found in any of these areas will be immediately ejected from the game! The judges will explain other park rules during introductions; failure to obey these rules may also result in ejection of the player or players involved. This may seem harsh, but is necessary to ensure our ability to continue to play games in the park in the future.

The park rangers are wonderful people. Please follow any instructions they give you without argument. Smile, wave, be nice to them.

Referees

The referees are all volunteers. Please treat them with kindness and respect. If you do not agree with their rulings, feel free to talk to them about it politely after the game or drop us a polite email from the website. We are always happy to hear suggestions from our players.

Losing Your Character Sheet

If you lose your character sheet, you are now worth zero points during all combats and you may not use any tokens. You must find a referee to give you a replacement. Note that they may re-rate your costume, weapon, and armor points.

Victory Conditions

Victory Points

The goal of the game is to capture as many of the opposing team's citadels as possible (while defending your own citadels), and return the captured flags to your team's "base" citadel (see [Citadels](#) on page 26). The team with the greatest number of victory points at 5:00 PM will be declared the winner. Victory points are gained in one of three ways:

- ❑ Each captured enemy citadel flag that is present at a team's base citadel at 5:00 PM is worth 2 victory points. A captured enemy citadel flag that is not present at the base citadel is worth 0 victory points, so be sure to allow enough time to get back to your base after capturing a flag! *Moriá* *does* count as an enemy citadel for purposes of determining victory points.
- ❑ Each intact (non-captured) citadel is worth one VP to its team.
- ❑ Each completed mini-game is worth a certain amount of victory points to its team.

NOTE: The Dwarves can win the game for themselves. They receive two 2 victory points for each captured citadel flag in their possession, regardless of where they are located. See page 19 for additional information about the Dwarves.

Mini-Game Victory Points

Mini-games are small quests or challenges that take place during the game which will earn you a various amount of victory points. Specifics of the quests are not released until check in when players will receive a sheet of instructions, locations, and time frames for the mini-games. Mini-games may include, but are not limited to, things such as retrieving tokens from citadels, finding players with certain colors in their costume, shooting a toy arrow into a box, answering riddles, etc. The mini-games will change for every game, including their location, so do not plan your strategy around last year's mini-games. The area around the mini-game (25 paces as paced by the judge starting 15 minutes before the mini-game start time and ending at the mini-game end time) is a combat-free zone, meaning that anyone inside that area is unable to be asked, tagged, or paced in to join a combat, even if they are willing to pace in or there is a freeze. The combat-free zone is, for all intensive purposes, outside of the game playing area. Enemy teams may be in the mini-game area at the same time, and as long as they are within the combat-free zone, they are safe from combat. Once they leave the combat-free zone, however, they are once again vulnerable. There is no two-minute head start or period of immunity once leaving the

combat-free zone. If a team leaves the combat-free zone without completing their mini-game, they are not able to complete it at a later time. Teams may not remain in the combat-free zone after their mini-game is complete. Not all mini-games are available for all players or teams so be sure to read the instruction sheet carefully.

Tie-Breaker Points

In the event that two or more teams have exactly the same number of victory points at 5:00 PM, a tie-breakers system will be used. Tie-breaker points will only come into play *only* in the case of a tie, and are earned as follows by the players in possession of these items at 5:00 PM:

- ❑ Each Elf Ring of Power is worth 3 tie-breaker points.
- ❑ Each Nazgûl Ring of Power and Dwarf Ring of Power is worth 1 tie-breaker point.
- ❑ The One Ring is worth 5 tie-breaker points.

If, after totaling victory points and tie-breaker points, two or more teams are *still* tied, the Dwarves win by default.

End of the Game

At 5:00 PM, the game ends. The referees may, at their discretion, extend the game in order to resolve any combats that are in progress at 5:00 PM. The Dwarves then have 15 minutes after the referees declare the game over to turn over any captured citadel flags and/or Rings of Power to the referees to be counted towards victory points and tie-breaker points, respectively. Any flags or Rings of Power that are not turned in will not count toward your team's total, so it is important to find a referee as soon as possible at game's end to turn over captured tokens and flags. All other teams must have their captured citadel flags at their base citadel in order for them to be counted.

Gentlemen's Agreement

A captured citadel flag must remain "in play." That is, it must be carried along by an army that is actively pursuing its enemies or enemy citadels, *or* it must be taken *directly* to the capturing team's base citadel. A captured flag may *not* be taken to a hidden location and brought to the base citadel at the eleventh hour. Once captured flags have been brought the base citadel, they may not be removed unless captured by an enemy team.

2 Minute Head Start

The only players who get a 2 minute head start are prisoners. See the "[Taking Prisoners](#)" section on page 8.

Team Leaders

- ❑ Sauron begins the game as absolute undisputed leader of the Evil team and remains such for the entire game. That's why we call him the Dark Lord.
- ❑ Elendil is the King of Men, and thus the leader of the Dunedain and the Warriors of Gondor. He is, therefore, a co-leader of the Good team.
- ❑ Gil-galad is the High King of the Elves, “the last whose realm was fair and free.” That makes him the leader of the Elves, and the other co-leader of the Good team.
- ❑ Durin is the king of the Dwarves.

Combat

Combat consists of the following phases: **Tagging Phase**, **Declaration Phase**, **Resolution Phase**, and **Dissolution Phase**.

Tagging Phase

- ❑ A “tag” is accomplished by one member of a team (tagger) touching (with a hand) one member of an opposing team (taggee) or any of their carried possessions.
- ❑ A successful tag automatically includes the tagger and taggee in the combat, both of whom must STOP—neither of them may then move from the point of the tag until the Resolution phase begins. Any additional tags within 25 paces of the original tag are treated as part of the same combat.
- ❑ If a player has *not* been tagged, and wishes to participate in the combat, they must be within 25 paces of the tag when the tag occurs and must announce their intentions *immediately* (e.g., “I choose to join the battle!” or “I’m not in!”). Players must decide before the end of the tagging phase, or they will not be part of the battle. If a player has not tagged or been tagged, they are not required to participate unless a freeze has been called (see "**Freezes**" on page 7).
- ❑ A Dwarf who tags or is tagged by an Evil player must join the battle on the side of Good. Likewise, any Dwarf tagging or tagged by a Good player must join on the side of Evil. Any non-tagged Dwarf entering a battle must immediately declare whether they are coming in on the side of Good or Evil (see page 19).
- ❑ Good and Evil may never be on the same side of a combat.
- ❑ Distances are difficult to judge—it is up to each individual player to pace in the twenty-five paces from where they are when the tag is made to the point of the tag. Any length step in which the player touches the ground (including accidental trips or stumbles) is considered one pace. You may not use a staff or anything else to help you pace. An opposing player may pace out to see if a player is in a combat only in the case of a freeze (see "**Freezes**" on page 7).
- ❑ Players who are not involved in the combat must immediately leave the area.

- ❑ The tagging phase ends when everyone present has either announced their intention to join the combat, or has declared their intention not to participate and has left the area. The tagger and taggee are responsible for keeping track of who is in and who is out, and declaring the tagging phase complete.
- ❑ See "**Dragon Character Descriptions**" on page 20 and "**Citadels**" on page 26 for special rules on dragons and citadels in combat.

Freezes

Tokens that allow their bearer to call a freeze can be identified by their *red* lanyard. A freeze may be called during combat by any one of the following:

- ❑ Sauron, only if he is in possession of the One Ring token.
- ❑ Celebrimbor or Círdan, only if he is in possession of the Elf Ring Narya token.
- ❑ Galadriel or Celeborn, only if he is in possession of the Elf Ring Ninya token.
- ❑ Gil-galad or Elrond, only if he is in possession of the Elf Ring Vilya token.
- ❑ The bearer of the Horn of Oromë token (see page 24).

At any moment during the tagging phase after the first tag in combat, any of the players designated above may yell “freeze!” Once an eligible player has called a freeze, any other players may shout “freeze” to ensure that all players within earshot have heard the freeze. All players who can hear the freeze call must immediately stop and stand still, whether or not they have been tagged, and whether or not they believe they are within twenty-five paces of the tag.

The first player to call a freeze “controls” the freeze, whether or not another eligible freeze-caller is present. *There is only one freeze per combat!* This is one of those “on your honor” points—if another player beat you to a freeze, suck it up and admit it, and get on with play.

For a freeze to be valid, the freeze-caller must be within 25 paces of the tag (if there are multiple tags, must be within 25 paces of the first announced tag). Once it has been determined that the freeze is valid (by the freeze-caller pacing in to the tag), all players who are within twenty-five paces of the tag (as paced *out* by the freeze-caller) are automatically in the combat. Players who are outside of the twenty-five paces paced by the freeze-caller may, if they desire to be in the combat, then attempt to pace into the tag themselves.

Any Dwarves within range of a freeze (unless they were physically tagged before the freeze was called) must immediately declare which side they are coming in on.

See the "**Citadels**" on page 27 for information on freezing citadels.

When the tagging phase is complete and all participants in the combat have been identified, the next phase is to declare any tokens that require declaration and resolve their effects.

Resolution Phase

When the declaration phase is complete, and tokens have been declared, the next phase is to determine which side has won the battle. The resolution phase consists of the following steps, which must take place in this order.

Add Up Points Step

A representative from each side adds up the total point value of their team's players and any tokens played. Adding up points can be time-consuming, so it's a good idea to bring a calculator!

Determine Victors Step

Combat is won by the team with the greatest point value. In case of a tie, both sides lose, and no plundering or taking of prisoners takes place. Players who are bounced in a tie are only dead for ten minutes (including Númenóreans, they receive no additional shortened "dead" time).

Dissolution Phase

Once the victors have been determined, the following steps occur:

Plundering Step

The victors may capture any tokens, battle flags, and/or citadel flags carried by the losing side. This is *all* they may capture—they may not capture any armor, weapons, equipment, or anything else belonging to the vanquished players. Note that some tokens may not be captured, and some tokens require special circumstances to be captured (see individual token descriptions—pages 21–26). Also note, you may only capture as many battle and citadel flags as you have available players (each player may only carry one flag of any kind at any given time, exception: Dwarves – see Citadels on page 26). Once the victors have walked ten paces away from the vanquished, they may no longer capture any tokens, battle flags, or citadel flags.

Taking Prisoners Step

It does not matter what was said previous to this step; this is the step where you decide if you are taking prisoners. The victorious side, upon winning the combat, may take half of the defeated side (rounded up) as prisoners.

❑ If members of the victorious team cannot agree on who is to be taken prisoner, the surviving tagger or taggee has the final say.

The Evil team has thirty minutes to take its prisoner(s) to Sauron for questioning. The Good team has thirty minutes to take its prisoner(s) to Gil-galad or Elendil. The Dwarven team has thirty minutes to take its prisoner(s) to Durin.

Prisoners must cooperate fully with their captors:

- ❑ They must not speak or yell (as if gagged).
- ❑ They must not escape (as if tied).
- ❑ They must keep up with their captors (as if carried).

If captors at any time move more than 5 paces away from their prisoners, or are defeated by another team (prisoners may not participate in the combat), the prisoners are freed with a two-minute head start. If the prisoners are not brought to someone who can question them within thirty minutes, they must be set free with a two-minute head start. Captors may not deliberately avoid finding a questioner in order to hold prisoners for a full thirty minutes. Prisoners may be traded between teams, but the same 30 minute time period applies, so if the Dwarves capture someone and ten minutes later, trade them to the Evil team, the Evil team only has 20 minutes to get them to their leader for questioning.

Vanquishing Step

Those defeated players who are not taken prisoner are "bounced"—they must sit out of the game for 15 minutes, starting from the Vanquishing step (not from the time of the tag!).

When a player is bounced:

- ❑ A bounced player should sit or lay down on the ground, if able, to indicate that they are dead. If a player is bounced in a wet, muddy, or otherwise icky spot, they may move to a dry spot nearby (no further than ten paces from where they were bounced) to sit out their dead time.
- ❑ *No talking!* A player who is bounced may not communicate in any way with anyone in the game except to answer whether or not you are dead, which you must answer truthfully. This includes any conversation with other bounced players that live players might "accidentally" overhear (e.g., "Gee Wally, it sure is too bad that we were bounced by that Balrog!" "Gosh Eddie, you mean the one hiding in the trees over there who's getting ready to pounce on those living people?").
- ❑ *Let them Rest In Peace.* – A player who is still alive may not stake out a dead player and wait for them to come alive in order to kill them again. Dead players hold no interest to their live enemies, so move along. This is not to say that the deceased player has a "head-start" or a period of immunity, however, please be considerate and give them a fighting chance.

Questioning Prisoners

When brought before a player who may question them, prisoners must answer one question truthfully, to the best of their knowledge, without evasion or misdirection. After answering the question, they are freed with a two-minute head start.

Character Points

Base Points

Base points represent a character's personal strength, magical abilities, battlefield charisma, small groups of retainers or guards, and supernatural powers. Base points are listed in the team rosters beginning on page 12.

Costumes

Costumes create an incredible visual effect that adds to the atmosphere of the game. For this reason, players can gain extra points for costumes. A player may gain up to a maximum of fifteen points for costuming, broken down into three categories:

- Overall quality
- Accuracy to the character (including race).
- Creativity, workmanship, effort, performance, & presentation

Creativity is encouraged! However, be practical—wear appropriate footwear and clothing, but cover obviously modern clothes with other costume parts. There will be no gender penalties for females playing male characters or vice-versa. Acting the part or getting into one's role will be encouraged with points awarded for creativity.

Elves do not need to have pointed ears, but dwarves should have beards. Orcs, goblins, balrogs, and trolls should make an effort to appear non-human. Team leaders (Sauron, Elendil, Durin, and Gil-galad) must be especially distinctive and easily recognized at a distance.

Players may be judged together as a group for extra consideration if they wish.

Players may not significantly alter their costumes during the game. Players may not disguise themselves as a member of the opposing team. Generally speaking, Evil characters should dress in black and/or red, Elves in green and/or white, Men in primary colors and/or white, and Dwarves in earth tones (e.g., brown or tan). Exceptions to these guidelines will be judged on a case-by-case basis on creativity and accuracy to the character.

For additional information about characters, and hints for costuming, visit the web site at: <http://www.ringgame.net/SecondAge/costumes.html>.

Armor & Weapons

Point values for armor and weapons are listed on the character sheet (back cover of this book). Real armor and weapons are double the point values shown—judges have the final say on classification of “real” items. The judges also have the right to disqualify any weapon for any reason (usually safety issues). All weapons with sharp edges must be sheathed or covered and peace bound to prevent injury.

Anyone drawing live steel for anything other than picture-taking (and even then, live steel is allowed only before character introductions) will be summarily ejected from the game, and may be banned for life! And don't even think about engaging in “stage combat”.

Weapons and armor add to a player's total point value. Players may carry up to 3 weapons to add to their point total. Only one of these may be in the “two-handed” category—additional weapons of this type will be rated at a lower level (e.g., a player carrying a two-handed pole axe and a two-handed claymore sword would receive 3 points [two-handed weapon] for the pole axe, but only 2.5 points [long blade weapon] for the claymore, since a second two-handed weapon is not allowed).

Only one type of armor per body area is allowed (e.g., if you wear a chest plate over a chain mail shirt, you will only receive points for the plate).

For additional information about weapons and armor judging, as well as examples of weapons that fall into each category, visit the web site at: <http://www.ringgame.net/SecondAge/weapons.html>.

Tokens

Some tokens add points to the character who is carrying them. See descriptions starting on page 21.

Point Totals

A player's point total is the combination of their base points, costume points, armor points, weapon points, and token points. In every combat (even very lop-sided combats), be prepared to show your character sheet! *If you lose your sheet, your point value is zero!*

The judges will announce the approximate total points of each team during the introductions.

Evil Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Ar-Pharazôn the Golden ^B	20	Umbar
Balrog (×2)	32/22*	Barad-Dûr
Black Númenóreans (×4) ^B	12	Umbar
Easterling (×6)	11	Khand
Fuinur ^B	13	Haradwaith
Goblins (×3)	12	East of Anduin
Gothmog	25	Mt. Doom
Haradrim (×6)	11	Haradwaith
Herumor ^B	13	Khand
Mouth of Sauron	25	Mt. Doom
Oliphant	11*	Haradwaith
Red Eye Orc (unlimited)	10	Barad-Dûr
Sauron	100/200	Umbar
Trolls (×3)	22*	West of Anduin
Wargs	5*	Leashed with owner

^B=Black Númenórean

* Point values followed by an asterisk (*) have special requirements (see character descriptions for details).

- **Ar-Pharazôn the Golden (Mortal Man)**. 20 base points. Starting location: Umbar. As a Black Númenórean, Ar-Pharazôn is bounced for only ten minutes if vanquished in combat and can be made a Nazgûl.

The last king of Númenor, and the mightiest tyrant the world has seen since the days of Morgoth. His descent into evil caused the fall of Númenor. The Akallabêth describes how he attempted to assault Valinor itself, but here, he has come to Middle-earth as leader of the Black Númenóreans.

- **Balrogs**. 32 base points. Starting location: Barad-Dûr.
*If a Balrog is bounced by Glorfindel (using the Glamdring token, see page 24), it is permanently killed, and returns to the game as a Troll with 22 base points.

These demons of shadow and fire are all that remains (besides Sauron himself) of the horde of Morgoth from the First Age.

- **Black Númenóreans (Mortal Men)**. 12 base points. Starting location: Umbar. Bounced for ten minutes if vanquished in combat and can be made a Nazgûl.

These Men of Westemnesse have fallen into Evil and seek to curry the favor of Sauron.

- **Easterlings (Mortal Men)**. 11 base points. Starting location: Khand. Can be made a Nazgûl.

Evil men-at-arms in the service of Sauron.

- **Fuinur (Mortal Man)**. 13 base points. Starting location: Haradwaith. As a Black Númenórean, Fuinur is bounced for only ten minutes if vanquished in combat and can be made a Nazgûl.

A Black Númenórean who has become a captain of the evil Haradrim.

- **Goblins**. 12 base points. Starting location: assigned by referees (must be on the east side of the Anduin not within 50 paces of any Good starting location).

Bigger, meaner, harder-to-control, but otherwise very orlike.

- **Gothmog**. 25 base points. Starting location: Mt. Doom. May take and carry the Oath Breakers token (page 25).

High-captain of Angband.

- **Haradrim (Mortal Men)**. 11 base points. Starting location: Haradwaith. Can be made a Nazgûl.

Evil men-at-arms in the service of Sauron.

- **Herumor (Mortal Man)**. 13 base points. Starting location: Khand. As a Black Númenórean, Herumor is bounced for only ten minutes if vanquished in combat and can be made a Nazgûl.

A Black Númenórean who has become a captain of the evil Easterlings.

- **Mouth of Sauron**. 25 base points. Starting location: Mt. Doom.

Sauron's official envoy, press secretary, and chief of staff.

- **Oliphant**. 11 base points. Starting location: Haradwaith.
*May not add weapon points, only armor is allowed.

Like an elephant, only bigger and meaner and Evil.

- **Red Eye Orcs**. 10 base points. Starting location: Barad-Dûr.

Twisted mockeries of the Elves created by Morgoth.

- **Sauron**. 100 base points. Starting location: Umbar (he just returned from Númenor). Starts with four to nine Nazgûl Ring tokens (see page 22). NOTE: at 3:30 PM, Sauron doubles his base points to 200. He is the leader of the Evil team. Only he may use the powers of the One Ring (see page 21). He may not be taken prisoner in combat before 3:30 PM.

Forger of the One Ring, betrayer of Elves and Men, and embodiment of all that is Evil.

- **Trolls**. 22 base points. Starting location: West of the Anduin—may not start within 50 paces of any Good or Dwarf starting location. They may automatically capture the Glamdring token in combat with Glorfindel (see page 24).

* No armor allowed; may only use rocks or clubs as weapons.

Strong and vicious, but not known for their intelligence.

□ **Wargs.** Add 5 base points to their owners. Must be kept on a leash at all times!

*They receive only half points for any armor and/or weapons carried.

“Wargs” (large vicious wolves in the books) is our term for people’s pet dogs.

Good Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Amroth	15	Eryn Galen
Anárion ^N	15	Osgiliath
Celeborn	18	Ost-in-Edhil
Celebrían	15*	Forlindon
Celebrimbor	22	Ost-in-Edhil
Círdan	17	Forlindon
Dúnedain (×3) ^N	13	Fornost
Elendil ^N	19*	Fornost
Elrond	18	Ost-in-Edhil
Galadriel	21*	Eryn Galen
Gil-galad	25*	Forlindon
Glorfindel	16/26*	Rhosgobel
Hounds of Valinor	5*	Leashed with owner
Isildur ^N	16	Osgiliath
Nandor Elf Warrior (×3)	14	Eryn Galen
Nimrodel	15*	Rhosgobel
Noldor Elf Warrior (×3)	14	Forlindon
Sindar Elf Warrior (×3)	14	Ost-in-Edhil
Thranduil	17	Eryn Galen
Warriors of Gondor (unlimited)	12	Osgiliath

^N=Númenórean

* Point values followed by an asterisk (*) have special requirements (see character descriptions for details).

Map

- ❑ **Amroth (Elf)**. 15 base points. Starting location: Eryn Galen. Amroth and Nimrodel are star-crossed lovers, doomed to be forever apart. If they are in a combat together (defying their destiny), each loses 5 base points during that combat.

A noble captain of the Elves. Really, about all we know about him is that he was Nimrodel's lover (see page 18) and later settled in the area of Gondor subsequently known as Dol Amroth.

- ❑ **Anárion (Mortal Man)**. 15 base points. Starting location: Osgiliath. May use the Narsil token (page 15). As a Númenórean, Anárion is bounced for only ten minutes if vanquished in combat.

Anárion, the younger son of Elendil, is the king of Gondor.

- ❑ **Celeborn (Elf)**. 18 base points. Starting location: Ost-in-Edhil. May bear the Elf Ring Ninya token.

A lord of the Nandor (aka. Silvan Elves, or Elves of the Twilight), he is the consort of the Lady Galadriel.

- ❑ **Celebrían (Elf)**. 15 base points. Starting location: Forlindon.

* No armor allowed; only one (not two-handed) weapon allowed.

The daughter of Galadriel, future wife of Elrond, and future mother of Arwen Evenstar.

- ❑ **Celebrimbor (Elf)**. 22 base points. Starting location: Ost-in-Edhil. Starts with the Elf Ring Narya token (see page 22).

Grandson of the legendary Fëanor, and forger of the Three Elf Rings.

- ❑ **Círdan (Elf)**. 17 base points. Starting location: Forlindon. May bear the Elf Ring Narya token.

A lord of the Sindar (Grey Elves), he is the most renowned mariner in Middle-Earth.

- ❑ **Dúnedain (Mortal Men)**. 13 base points. Starting location: Fornost. As Númenóreans, the Dunedain are bounced for only ten minutes if vanquished in combat and can be made a Nazgûl.

Noble warriors of Westemnesse who survived the destruction of Númenor by sailing to Middle-Earth with Elendil and his sons.

- ❑ **Elendil (Mortal Man)**. King of Men, co-leader of the Good team. 19 base points. Starting location: Fornost. Starts with the Narsil token (page 25) and the Athelas token (page 24). Only Elendil can take the Palantír token (page 25) from Osgiliath. As a Númenórean, he is bounced for only ten minutes if vanquished in combat.
* Must have a sword (Narsil) as part of his costume.

Leader of "the Faithful," and High King of the Númenórean realms in exile.

- ❑ **Elrond (Elf)**. 18 base points. Starting location: Ost-in-Edhil. May bear the Elf Ring Vilya token.

The son of Eärendil the Mariner, Elrond is the herald of Gil-galad.

❑ **Galadriel (Elf)**. 21 base points. Starting location: Eryn Galen. Starts with the Elf Ring Ninya token (see page 22).

* No armor allowed; only one (not two-handed) weapon allowed.

Daughter of Fingon and sister of King Finrod Felagund, Galadriel is widely considered the greatest and wisest of Elf women. Later queen of the Silvan Elves of Lothlórien, even though she herself is one of the Noldor (High Elves).

❑ **Gil-galad (Elf)**. High King of the Elves, co-leader of the Good team. 25 base points. Starting location: Forlindon. Starts with the Elf Ring Vilya token (see the "The Elf Rings" section on page 22) and the Aeglos token (see the "Other Tokens" on page 23).

* Must have a spear (Aeglos) as part of his costume.

The last King of the Noldor (High Elves) in Middle-Earth.

❑ **Glorfindel (Elf)**. 16 base points. Starting location: Rhosgobel. Must have a sword (Glamdring) as part of his costume. Only he can use the Glamdring token (see the "Other Tokens" section on page 23) to permanently remove one or more of the Balrogs from the game.

* After using Glamdring, he is bounced for 10 minutes and gains 10 base points.

Besides Lúthien Tinúviel, the only Elf who has returned from the Halls of Mandos to Middle-Earth.

❑ **Hounds of Valinor**. Adds 5 base points to its owner. Must be kept on a leash at all times!

* They receive only half points for any armor and/or weapons carried.

Hounds of Valinor are the good counterpart to wargs and are people's pet dogs.

❑ **Isildur (Mortal Man)**. A Prince of Men. 16 base points. Starting location: Osgiliath. May use the Narsil token (page 25). As a Númenórean, Isildur is bounced for only ten minutes if vanquished in combat.

Isildur, the eldest son of Elendil, is the king of Arnor.

❑ **Nandor Elf Warriors**. 14 base points. Nandor Elf Warriors start in Eryn Galen.

❑ **Nimrodel (Elf)**. 15 base points. Starting location: Rhosgobel. Amroth and Nimrodel are star-crossed lovers, doomed to be forever apart. If they are in a combat together (defying their destiny), each loses 5 base points during that combat.

* No armor allowed; only one (not two-handed) weapon allowed.

A fair elf maiden with a lovely singing voice and tale of woe.

❑ **Noldor Elf Warriors**. 14 base points. Noldor Elf Warriors start in Forlindon.

❑ **Sindar Elf Warriors**. 14 base points. Sindar Elf Warriors start in Ost-in-Edhil.

❑ **Thranduil (Elf)**. 17 base points. Starting location: Eryn Galen.

The future Elvenking of Mirkwood Forest.

❑ **Warriors of Gondor (Mortal Men)**. 12 base points. Starting location: Osgiliath. If vanquished in combat, they can be made a Nazgûl.

Human warriors of Middle-Earth.

Dwarf Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Barin	13	Door of Moria
Bávor	13	Door of Moria
Drúin	13	Door of Moria
Durin	15	Door of Moria
Dwálin	13	Door of Moria
Thélor	13	Door of Moria
Thrár	13	Door of Moria

* Point values followed by an asterisk (*) have special requirements (see character descriptions for details).

Durin. 15 base points. Starting location: The Door of Moria. May travel to Moria to obtain his Dwarf Ring. Durin is in charge of deciding the starting place of the Moria citadel (see the **Citadel Descriptions** section on page 28).

The Lord of Moria and High King of all Dwarves in Middle-Earth.

❑ **Barin, Bávor, Drúin, Dwálin, Thélor, Thrár**. 13 base points. Starting location: The Door of Moria. May travel to Moria to obtain his Dwarf Ring.

The seven Dwarf Lords are the reincarnation of the original seven Dwarves made by Aulë the Smith in the Dawn of Time. The greatest miners and smiths in Middle-Earth, their first loyalty is to their own wealth, honor, and power.

All Dwarves must be judged by 10:00 AM on game day. The Dwarves are a Neutral faction, aiding or hindering both Good and Evil as they see fit. It is possible for the Dwarves to win the game for themselves, although the odds are very heavily stacked against them. They do have a few things in their favor, however:

❑ Dwarves gain victory points without having to return captured citadel flags to a base citadel of their own. They gain 2 victory points for each captured citadel flag—Good and/or Evil—in their possession at the end of the game.

❑ If the other two teams tie (both in victory points and tie-breaker points), the Dwarves win by default.

❑ Because of their inherent toughness and experience in dealing with the depredations of dragons, Dwarves are immune to additional tags by the same dragon for an *hour* after rejoining the game, instead of the usual thirty minutes (see **Dragons and Combat** on page 20). E.g., if they are bounced by Smaug, they are

immune to Smaug for an hour afterwards, although they are still vulnerable to a tag by Scatha.

- Any Dwarf can use the Arkenstone tokens (see the "Other Tokens" section on page 23).

Dragon Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Scatha the Worm	500	Referees' Assignment
Smaug the Magnificent	500	Referees' Assignment

* Point values that are followed by an asterisk (*) have restrictions requirements (see individual character descriptions for details).

- **Scatha the Worm** gains an additional 10 base points for every Evil player he bounces, and five (5) base points for every Dwarf he bounces.
- **Smaug the Magnificent** gains an additional 10 base points for every Good player he bounces, and 5 base points for every Dwarf he bounces.

The most feared creations of Morgoth, Scatha and Smaug are menacing creatures of pure destruction.

The referees will determine the dragons' starting locations before the game starts. Their sole ambition is to bounce as many characters, Good and Evil, as they can. They enter the game at 12:30 PM, and disappear forever at 3:30 PM if they are not changed by one of the two Arkenstone tokens which can be used once by a Dwarf to kill either Scatha or Smaug and turn them into a Dwarf (see page 23). If a Dragon has not been changed into a Dwarf by 3:30 PM, they should report to a referee. At the referee's discretion, they may re-enter the game as either a Red-Eye Orc or a Warrior of Gondor, but not as a Dwarf.

Dragons and Combat

Dragons may never capture tokens, may never take prisoners, and may never tag citadels (that means they may not cross any bridges that represent citadels unless those citadels have been sacked). They also do not get along with each other; therefore, they do not work together.

Because of their vast power, dragons are exempt from having to stop moving when they tag another player. Dragons may continue to move, tagging additional players (within 25 paces of the first tag), until they decide to stop or all other players have fled the area (or voluntarily elected to join the combat). Dragons are subject to freezes like anyone else.

When a player is bounced by a dragon, they are immune to being tagged by that dragon for an additional 30 minutes after coming back to life. They are *not* immune to being tagged by the other dragon (e.g., if Nimrodel is bounced by Smaug, she is immune to his tags for thirty minutes, but she is not immune to tags by Scatha).

EXCEPTION: Dwarves are immune to being tagged by a dragon who bounced them for *one hour* after coming back to life.

In the rare occurrence when the dragons cause a multi-way battle, whichever team has the most points (Scatha, Smaug, Good, Evil or Dwarf) wins and all other teams are bounced.

Tokens

Tokens are laminated cards worn about the neck in plain sight (this includes all Ring tokens!). Tokens confer special abilities or powers on the owner, or they may serve a special purpose in the game. Tokens that allow their bearer to call a freeze are identified by their red lanyard; other Rings of Power have a blue lanyard; and all other tokens have a black lanyard. No player may change a token's lanyard at any time! Tokens that may be passed between players may not be passed until after the game has started (unless specifically noted).

Once a one-use token has been played, it is given to the opposing team, or to a referee if one is nearby. Unspent tokens may be captured from a defeated enemy unless otherwise noted. Tokens must not leave a player's possession. All tokens must be returned to the judges once the game is over. Tokens or token abilities marked by an asterisk (*) are one-use-only effects.

The One Ring

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

The One Ring starts at Barad-Dûr (where Sauron left it before he went to Númenor), and may only be removed by Sauron. The One Ring confers the following powers on Sauron while he carries it (any other player carrying the Ring gains no special abilities):

- 100 additional points.
- The ability to call freezes in combat (see page 7).

Capturing the One Ring

The One Ring may only be captured from Sauron after he has been defeated in combat. Alternately, Isildur or Anárion may use the Narsil token against Sauron in combat (see page 25) to capture the Ring *before* points are totaled in a combat.

The One Ring token may also be captured from Barad-Dûr if Barad-Dûr falls before Sauron has had an opportunity to retrieve it.

One Ring may only be captured from Sauron or Barad-Dûr by Elendil, Isildur, Anárion, or Durin, as well as Celebrimbor, Círdan, Galadriel, Celeborn, Gil-galad, or Elrond only if they are in possession of their respective Elf ring (see the "The Elf

"Rings" section on page 22). If Barad-Dûr is sacked but the One Ring cannot be taken, the token should be left on the orange citadel stake.

The Elf Rings

“Three Rings for the Elven-kings under the sky.”

Each of the Elf Ring tokens gives its rightful bearer the following powers (see descriptions below for who can carry which Elf Ring token; for anyone else, the Rings are powerless):

- ❑ The ability to call freezes in combat (see the "Freezes" section on page 7).
- ❑ 25 additional points.

Elf Ring tokens may only be taken from their rightful bearers by Sauron, the Lord of the Nazgûl, two Nazgûl acting together, or Durin.

The “rightful bearers” of the three Elf Ring tokens are as follows:

- ❑ The **Elf Ring Narya** token starts the game with Celebrimbor, and may be used by Celebrimbor or Círdan.
- ❑ The **Elf Ring Nenya** token starts the game with Galadriel, and may be used by Galadriel or Celeborn.
- ❑ The **Elf Ring Vilya** token starts the game with Gil-galad, and may be used by Gil-galad or Elrond.

The Dwarf Rings

“Seven for the Dwarf Lords in their halls of stone.”

The seven Dwarf Ring tokens all start the game at Moriá and may only be claimed from Moriá by their rightful bearers (the Dwarf named on the token) as long as Moriá still stands. Once Moriá falls, the rings can be removed by any player. gives Dwarves one of the following powers:

- ❑ 7 additional points if the Dwarf is its rightful bearer
- ❑ 5 additional points if the Dwarf is not its rightful bearer

Dwarves may not willingly give their rings to another player, they may only be relinquished when captured during the Plundering Step of the Dissolution Phase.

The Nazgûl Rings

“Nine for mortal Men, doomed to die.”

Sauron may give one each of these tokens to any Mortal Man on the Evil team, making them a Nazgûl. Each Nazgûl Ring token gives its bearer the following powers:

- ❑ 12 additional base points.

- ❑ The prestige of being a Nazgûl—the Ring is what makes a Nazgûl a Nazgûl. If they lose their Ring, they revert to their original character (e.g., an Easterling).

No matter how many Nazgûl rings a Mortal Man has, they only receive powers from one of them, and Nazgûl retain any special powers their original character had (shortened dead time, ability to carry tokens, etc.).

Once per game, Sauron may give a Nazgûl Ring token to a Warrior of Gondor or a Dúnedain Knight that has been taken prisoner. Sauron must have the One Ring in his possession to do so. The affected player then becomes a Nazgûl and joins the Evil team for the rest of the game, or until they are defeated and the Nazgûl Ring token is captured from them. In this case, the player reverts to their original character on the Good team.

Nazgûl Ring tokens may never be taken from Sauron..They can only be captured once they have actually been given to Mortal Men. Nazgûl may not willingly give their rings to another player, they may only be relinquished when captured during combat resolution.

A captured Nazgûl Ring has no power whatsoever. Even if it is subsequently recaptured by the Evil team. However, if a recaptured Nazgûl Ring is returned to Sauron (and he has the One Ring), he may then grant the Nazgûl Ring to any Mortal Man again, making that player a Nazgûl (in effect, “recharging” the token).

The Lord of the Nazgûl Ring

Like the other Nazgûl Rings, Sauron may give the Lord of the Nazgûl Ring token to any Mortal Man on his team. The only differences between the Lord’s Ring and any other Nazgûl Ring are:

- ❑ Sauron may give the Lord of the Nazgûl Ring token (and up to four Nazgûl Ring tokens) to any Evil Mortal Man any time before players leave the judging area before the game begins. The Lord may then distribute the Nazgûl Ring tokens to Evil Men after the game begins.
- ❑ 13 additional base points.

Other Tokens

REMINDER: tokens marked by an asterisk (*) are one-use-only tokens.

- ❑ **Aeglos**. Starts with Gil-galad. Adds five points to any Elf who carries it, or adds ten points to Gil-galad.

The legendary Spear of Gil-galad.

- * **The Arkenstone 1**. Starts at Moriá, can be removed by any Dwarf any time after 1:30 PM. Once per game, it can be used by a Dwarf to automatically kill a dragon and change them into a Dwarf. The converted dragon must wear the Arkenstone token around their neck in plain sight to show that they are now a Dwarf with the

point value listed on the Arkenstone 1 token. The Arkenstone 1 token may only be used prior to 3:30 PM.

A large shining gem, also known as the “Heart of the Mountain” and precious to all Dwarves.

* **The Arkenstone 2.** Starts at Moriá, can be removed by any Dwarf any time after 2:30 PM. Once per game, it can be used by a Dwarf to automatically kill a dragon and change them into a Dwarf. The converted dragon must wear the Arkenstone token around their neck in plain sight to show that they are now a Dwarf with the point value listed on the Arkenstone 2 token. The Arkenstone 2 token may only be used prior to 3:30 PM.

A large shining gem, also known as the “Heart of the Mountain” and precious to all Dwarves.

□ **Athelas.** Starts with Elendil, but may be carried and used by any Númenórean (including Black Númenóreans!). When touched to a bounced player, it allows them to re-enter the game immediately. The token cannot revive its owner and cannot be used during a combat.

Healing herbs of Númenor, brought to Middle-Earth by the Dúnedain.

* **Glamdring.** Starts with Glorfindel; only he can use it. Usable once, it removes Glorfindel and all Balrogs from the combat, bouncing them immediately. The Balrogs are bounced for 15 minutes; Glorfindel for 10 minutes. The Balrogs then become Trolls with 22 base points, and Glorfindel receives an additional 10 base points. If Glorfindel enters combat with the trolls (all trolls in the game must be present), they may automatically capture the Glamdring token from Glorfindel, regardless of the outcome of the combat.

The sword of the King of Gondolin, its name means “the Foe Hammer.” Goblins call it “Beater.” It eventually made its way to a troll horde, where it was found by Bilbo Baggins.

* **The Horn of Oromë.** Starts with the player who has the lowest total points in the game (not counting wargs or hounds). May be carried and used by any player on either team except those who have a Ring of Power token in their possession (even if the Ring token is captured and not being used). Usable only once per game, it allows its bearer to call a freeze in combat (see page 7). If the bearer of the Horn of Oromë token gets “beaten” to the freeze (that is, another eligible player calls a freeze first), it does not count towards the Horn of Oromë’s one use. Once the token has been used, it is turned over to the nearest referee.

An artifact of the Valar brought to Middle-Earth in ages past by Oromë the Hunter.

* **Minas Morgul.** Starts at Osgiliath, and may only be removed from Osgiliath, carried or used by a Nazgûl. If the bearer of the Minas Morgul token is part of an army that sacks any Good citadel, they may play the Minas Morgul token to prevent the reestablishment of the Good citadel in that location (see page 27). May not be played on Osgiliath in the same combat as when it is removed.

The horrific City of the Nazgûl.

* **Narsil.** Starts with Elendil; may be carried by any Númenórean, can only be used by Isildur or Anárion. May only be captured from Elendil by Sauron, the Mouth of Sauron, the Lord of the Nazgûl, or Ar-Pharazôn. Once per game, the Narsil token can be used to capture the One Ring token from Sauron *before* points are totaled in the battle. This power *may* be used to capture the One Ring before 3:30 PM. Once the Narsil token’s power has been used, it becomes the Sword That Was Broken and no longer has any use for the duration of the game.

The Sword of Elendil, used by Isildur to cut the One Ring from Sauron’s hand.

* **Oath Breakers.** Starts at the Paths of the Dead. May be taken and carried only by Gothmog until given to Sauron or the Lord of the Nazgûl. It can be played in combat by Sauron or the Lord of the Nazgûl against all non-named players of any one of the following character types:

- Noldor Elves
- Nandor Elves
- Sindar Elves
- Dúnedain
- Warriors of Gondor.

The Oath Breakers token requires all players of the character type chosen by the token wielder to retreat from combat and return to their starting location (even if sacked). If they are bounced by another Evil army en route, they are freed from their obligation to return to their starting point.

Symbol of the power of Sauron to corrupt even the most steadfast of warriors.

□ **Palantír.** Starts at Osgiliath. May only be taken from Osgiliath by Elendil, but is capturable by anyone thereafter. Is usable only when carried by a Númenórean (including Black Númenóreans) and may only be used by Elendil, Isildur, Anárion, Ar-Pharazôn, Sauron, or the Lord of the Nazgûl. Once per hour, the Palantír token may be used to ask any referee one game-related question of something the stone (aka the referees) could see (e.g., “where is Gil-galad?” or “is the Minas Morgul token on a Good citadel?”). In order to use the Palantír token, the players should come up with three questions they wish to ask. There is no team discussion allowed after approaching the referee, so be sure to form all three questions and set their order prior to approaching a referee. The team then asks the referee their first question. The referee will answer truthfully to the best of their knowledge after consultation with other referees via walkie-talkie. If the referees do not know the answer, the second question may be asked. If the second question cannot be answered, the third may be asked. If the third cannot be answered, the Palantír has failed and may not be used again for another hour.

One of the Seven Seeing Stones of Númenor.

* **The White Tree.** Starts at Umbar, and may only be removed by a Good Númenórean. Afterward, the token may be carried or used by any Good

Númenórean. If the bearer of the White Tree token is part of an army that sacks any Evil citadel, they may play the White Tree token to prevent the reestablishment of the Evil citadel in that location (see page 27). May not be played on Umbar in the same combat as when it is removed.

A seedling of Celeborn, the White Tree of Númenor, itself a seedling of Galathilion the White Tree of Tûna, which was grown in the image of Telperion, the Silver Tree of Valinor.

Battle Flags

A battle flag will add 1 point to each member of that group. It has meaning only for the unit it represents—it will not add a point to any character who is not of that unit. Example: A troop of Noldor Elf Warriors has a battle flag. The army also has two Sindar Elf Warriors with them. If they got into a battle, the Noldor Elf Warriors would each add 1 base point to their individual values, but the Sindar Elf Warriors would not, because they are not elves of that unit.

A captured enemy battle flag, not a captured citadel flag, is worth 5 points to the overall combined value of the group that carries it. To have a unit battle flag, it must be a good size (judges' discretion, but typically 20"×30" minimum) and must be clearly marked with the unit it is to represent (e.g., a Red Eye Orc battle flag should have a big red eye on it). The flag must be on a pole (judges' discretion, but typically 8' tall minimum) and unfurled.

The judges will certify all flags and their decisions will be final. NOTE: Units must supply their own battle flag—they are *optional*. The judges are not responsible for any lost or damaged battle flags.

A battle flag must be in the possession of a player or at a base citadel at all times.

Citadels

Citadels represent the areas of Middle-Earth that each team is trying to capture or defend in order to achieve victory. Each citadel has its own flag, and there is a card specifying the point value and any special rules that apply to the citadel on its flagpole. There is also an orange stake at each citadel location marking where the flag goes and holding any tokens that start at that citadel. When a flag is captured, the orange stake is not removed.

Citadels may be attacked any time after 1:00 PM, with the exception of Barad-Dûr and Ost-in-Edhil which cannot be attacked until 3:00 PM. The flags must remain in place until captured. Citadels may only be tagged if the attacking army has more points than the citadel's point value (see the charts starting on page 28). A player may not "commit suicide" by "attacking" a citadel with more points than he has (to avoid being captured by an approaching enemy, for example).

A captured enemy citadel flag is worth -10 points in combat to the person carrying it. Each person may only carry one citadel flag at any time. The only exception to this is if a Dwarf is in a group comprised of only Dwarves, then the Dwarf may carry

multiple flags and they are worth zero (0) points. However, if a Dwarf joins the Good army, then the standard flag rules apply and the Dwarf may only carry one flag, and it is worth negative ten (-10) points in combat. A captured citadel flag must remain in the possession of a player or at a base citadel at all times—they cannot be hidden. (Please see Gentlemen's Agreement on page 5).

Citadels and Combat

A citadel may be involved in a combat in one of the following ways:

- ❑ The citadel flag is tagged.
- ❑ The tagger or taggee is touching the flag.
- ❑ A freeze is called (see the "Freezing Citadels" section on page 27).

Freezing Citadels

A freeze may transfer the point value of a citadel to a combat only if all of the following conditions are met:

- ❑ The citadel is within twenty-five paces of the tag (as paced by the freeze-caller).
- ❑ At least one player from either team is touching the citadel flag at the time of the tag/freeze.

Reestablishing Citadels

If a team is able to recapture one of its citadel flags, they may return the flag to its original location as marked by the orange stake to reestablish the citadel. A reestablished citadel is worth 1 Victory Point to its team at the end of the game.

A citadel may not be reestablished if Evil has played the Minas Morgul token (see page 24) or if Good has played the White Tree token on the citadel (see page 25).

Base Citadels

The base citadel for the Evil team is Barad-Dûr; the base citadel for Good is Ost-in-Edhil. These locations remain the "base" to which captured enemy flags must be brought to achieve victory points, even if the citadel is sacked and its own flag is captured. Base citadels may not be attacked before 3:00 PM.

The Dwarves have only one citadel, Moriá, but it does not count as a base, since they receive victory points for captured flags regardless of their location (although they do get one extra VP at the end of the game if Moriá remains unsacked).

Evil Citadels

<u>Name</u>	<u>Team</u>	<u>Characters Doubled</u>	<u>Points</u>	<u>When Attackable</u>
Barad-Dûr	Evil	Red Eye Orcs within 25 paces, even if flag is not in combat	300	3:00 PM
Haradwaith	Evil	Haradrim (including Oliphaunt)	225	1:00 PM
Khand	Evil	Easterlings	200	1:00 PM
Mt. Doom	Evil	Trolls and Goblins	265	1:00 PM
Umbar	Evil	Black Númenóreans	185	1:00 PM

Good Citadels

<u>Name</u>	<u>Team</u>	<u>Characters Doubled</u>	<u>Points</u>	<u>When Attackable</u>
Eryn Galen	Good	Nandor Elves	265	1:00 PM
Forlindon	Good	Noldor Elves	225	1:00 PM
Fornost	Good	Dúnedain	200	1:00 PM
Osgiliath	Good	Warriors of Gondor	185	1:00 PM
Ost-in-Edhil	Good	Sindar Elves within 25 paces, even if flag is not in combat	300	3:00 PM

Dwarf Citadel

<u>Name</u>	<u>Team</u>	<u>Characters Doubled</u>	<u>Points</u>	<u>When Attackable</u>
Moriá	Dwarf	Dwarves within 25 paces, even if flag is not in combat	250	1:00 PM

Citadel Descriptions

Some citadels can give bonuses to certain characters as described below. Unless noted otherwise, named characters never receive bonuses while defending citadels (e.g., the Dúnedain double their point values defending Fornost, but Elendil, Isildur, and Anárion do not). In cases where the point value of the defenders are doubled, the point value of the citadel is not.

- ❑ **Barad-Dûr.** Evil Base Citadel. 300 points. May not be attacked before 3:00 PM. Red Eye Orcs within 25 paces of the citadel shall have their point values doubled, even if the flag is not involved in the combat. Barad-Dûr remains the Evil team

base for purposes of determining victory points even if it is sacked and its flag taken.

- ❑ **Eryn Galen.** Good Citadel. 265 points. Nandor Elf Warriors defending Eryn Galen shall have their point values doubled.
- ❑ **Forlindon.** Good Citadel. 225 points. Noldor Elf Warriors defending the bridge at Forlindon shall have their point values doubled. The bridge at Forlindon is considered part of the citadel. Any Evil touching any part of the bridge is considered to be attacking the citadel. Even if there are no Good players on the bridge, Evil still may not cross the bridge without attacking it.
- ❑ **Fornost.** Good Citadel. 200 points. Dúnedain defending the bridge at Fornost shall have their point values doubled. The bridge at Fornost is considered part of the citadel. Any Evil touching any part of the bridge is considered to be attacking the citadel. Even if there are no Good players on the bridge, Evil still may not cross the bridge without attacking it.

NOTE: Because the Fornost flag was stolen during the 2005 game, a white “Stewards of Gondor” flag will be used to represent the Fornost citadel.

- ❑ **Haradwaith.** Evil citadel. 225 points. Haradrim defenders (including the Oliphaunt) defending Haradwaith shall have their point value doubled.
- ❑ **Khand.** Evil citadel. 200 points. Easterling defenders defending Khand shall have their point value doubled.
- ❑ **Moriá.** Dwarf citadel. 250 points. May not be attacked before 1:00 pm. Dwarves within 25 paces of the citadel shall have their point values doubled. The Moriá citadel does not have a fixed location from game to game. The flag is placed by the Dwarves (under Durin's direction) somewhere in the Misty Mountains between horse unloading area and Eryn Galen (roughly within the area shown within the dotted orange line on the map in the center of this booklet) before the start of play, and remains there until sacked. The citadel flag may not be outright hidden (e.g., it must be placed upright in the open, not laid under a pile of leaves). However, it may be set in a wooded area that is difficult to spot from a distance. A referee will go with Durin and the Dwarves before the game to see where he places the flag, and to give final approval of the chosen location. The Arkenstone tokens and Dwarf Ring tokens start at Moriá.
- ❑ **Mt. Doom.** Evil citadel. 265 points. Trolls and goblins defending Mt. Doom shall have their point value doubled.
- ❑ **Osgiliath.** Good Citadel. 185 points. Warriors of Gondor defending Osgiliath shall have their point values doubled.
- ❑ **Ost-in-Edhil.** Good Base Citadel. 300 points. May not be attacked before 3:00 PM. Sindar elf warriors within 25 paces of the citadel shall have their point values doubled. Ost-in-Edhil remains the Good team base for purposes of determining victory points even if it is sacked and its flag taken.

❑ **Umbar.** Evil citadel. 185 points. Black Númenóreans defending Umbar shall have their point value doubled.

Non-citadel Locations

There are a number of locations in the game that are not citadels, but merely starting locations for various characters. The banners indicating these locations should not be moved by any player! They are:

- ❑ **Paths of the Dead.** The Oath Breakers token starts clipped to this banner, and may only be removed by Gothmog. This is a real cemetery, and no player should ever be in it for any reason. Anyone caught in the graveyard (by referees or the Park Rangers) will be banned for life! We mean it! See page 3.
- ❑ **Rhosgobel.** Starting point for Glorfindel and for Nimrodel, the Lost Elf Maiden. Located on the path that leads to the Backpack Camp Sites. Due to three consecutive flag-disappearances, Rhosgobel will no longer have a flag marker. The starting location will be 50 paces up the Backpacking Campsite path.
- ❑ **Door of Moríá.** The Door of Moríá is the starting location for Durin and the Dwarves.



“From that time war never ceased between Sauron and the Elves; and Eregion was laid waste, and Celebrimbor slain, and the doors of Moríá were shut.”—Of the Rings of Power and the Third Age

Character Sheet

Character: _____ Base points: _____

Player name: _____ Costume points: _____

Fee paid: _____ Armor/weapons: _____

Permission slip: _____ Miscellaneous: _____

Check-in time: _____ Total points: _____

Weapons

- Two-handed weapon (3.0) _____
- Long blade (one-handed) (24"+ blade) (2.5) _____
- Short blade (including axes) (12"-24" blade) (1.5) _____
- Knife/dagger (<12" blade) F0.5) _____
- One-handed blunt^o (1.5) _____
- Staff (shoulder+ height) (2.0) _____
- Large projectile weapon[†] (2.5) _____
- Small projectile weapon[‡] (1.5) _____
- Miscellaneous weapon^o (0.5) _____

Armor

- Plate _____
- Chest (5.0) _____
- Back (2.5) _____
- Shoulders/upper arms (2.5) _____
- Forearms (2.5) _____
- Thighs (2.5) _____
- Lower legs (2.5) _____
- Scale mail _____
- Chest (4.0) _____
- Back (2.0) _____
- Shoulders/upper arms (2.0) _____
- Forearms (2.0) _____
- Thighs (2.0) _____
- Lower legs (2.0) _____

Armor (Continued)

- Chain mail _____
- Chest (3.0) _____
- Back (1.5) _____
- Shoulders/upper arms (1.5) _____
- Forearms (1.5) _____
- Thighs (1.5) _____
- Lower legs (1.5) _____
- Heavy leather armor _____
- Chest (1.0) _____
- Back (0.5) _____
- Shoulders/upper arms (0.5) _____
- Forearms (0.5) _____
- Thighs (0.5) _____
- Lower legs (0.5) _____
- Light leather armor _____
- Chest (0.5) _____
- Back (0.25) _____
- Shoulders/upper arms (0.25) _____
- Forearms (0.25) _____
- Thighs (0.25) _____
- Lower legs (0.25) _____
- Miscellaneous _____
- Small shield (1.0) _____
- Large shield {min. 22"} (2.0) _____
- Open helm (1.0) _____
- Chain mail coif (1.5) _____
- Closed helm (2.0) _____
- “Operation Valar” participant _____

^o Such as: maces, clubs, etc.

[†] Such as: spears, crossbows, etc.

[‡] Such as: bow & quiver, fist-sized rocks, ninja stars, etc. Any bow without a quiver will be disqualified from receiving “real” points!

^o Any weapon that does not fall into a listed category (e.g., whips, chakrams, brass knuckles, etc.).