Tournament Rules v3.2

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Section 1: General Rules and Information

1.01 LOTR Combat Hex features two types of warriors: heroes and minions. Heroes have dark green bases, while minions have light green bases.

1.02 All of the warrior's game information is printed on the base.

>   **Attacks**: How many dice the warrior rolls in combat.

>   **Toughness**: How hard it is to damage the warrior.

>   **Movement Points**: How fast the warrior moves across the map.

>   **Ranged Attack**: If the warrior is capable of a ranged attack, there will be an oval with 2 numbers. These numbers represent how many dice the warrior rolls when shooting and how far the warrior can shoot.

>   **Special Abilities**: The special skills the warrior has, if any.

>   **Faction**: The leaf represents the forces of good, while the crow represents the evil forces of Sauron.

>   **Points Cost**: How many points this model costs towards your total.

>   **Unique Number**: If the model is unique, there will be a number above the points cost.

>   **Collector Number**: This number has no effect on game play; it is just there to help you organize your collection. The two letters before the number tell you what set the model is from.

>   **Rarity Symbol**: Some models are harder to find than others.

Sliders/Wheels

1.03 In addition to the static attributes listed above, you will find a slider or wheel on each side of the warrior's base. Sliders always begin the game pushed all the way forward, indicating the highest number on the slider. Wheels should be similarly rotated to match the value printed on the base next to the wheel.

>   **Wounds**: How much damage a warrior can take before it is killed. The wounds slider has a white bar with green numbers. The wounds Wheel has the wounds value printed in a white symbol.

>   **Action Points**: How many Action Points (APs) the warrior can use during a battle. The warrior needs these to pay for certain abilities. The action point slider uses white numbers. The Action point Wheel has its value printed in a green symbol.

1.04 Action points may only be replenished by use of the appropriate special ability

1.05 Since each warrior comes in several versions, each with its own set of stats, the color of the slider or the wheel denotes the version. This way, you can see which version your enemy is playing at a glance.

>   Starter Version: White
>   Version 1: Orange
>   Version 2: Red
>   Version 3: Purple
>   Version 4: Blue

1.06 When you place a model on the map, it must be placed so it fits inside a hex.
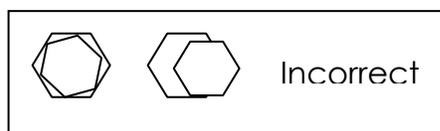
1.07 The front of a warrior's base is the side with the basic stats (attacks, toughness, etc.) on it.

1.071 If the model was mounted backwards on its base, the front of that model's base is the side with the special abilities on it.

Bonuses

1.08 Some abilities grant bonuses such as "+1 attacks" or "double move."

1.09 If there are multiple bonuses, apply any doubling effects first.

1.10 All bonuses are cumulative unless the bonus specifically states otherwise.

Section 2: Army Construction

2.01 The tournament organizer will set the point level for the games as well as the time limit. For a standard game, each army's total point cost should not exceed 1500 points. For quicker games, 1000 or 500 points is recommended.

2.02 Select heroes and determine the number of minions you can have. The maximum number of minions you may have in your army equals the total number action points listed on all of the heroes in your army.

2.021 Some events may have special restrictions on what may be selected or how you select an army. If this is the case the organizer should make the details of any scenario or format that they are playing available in advance of the event.

2.03 All your models must be either good or evil. You may not mix the two.

2.04 You may not have more than one model with the same unique number. If a model has more than one unique number then it counts as both.

Section 3: Game Turns

3.01 Each game has 3 stages: setup, battle, and victory.

Setup

3.02 Each player rolls a die. The player who rolls the highest may either be the Map Chooser and setup their army first or be the Edge Chooser and setup their army second. In the event of a tie, re-roll. This roll is not a strategy roll, so it is not affected by abilities that affect the strategy roll.

3.03 Once the Map Chooser chooses a map, the Edge Chooser chooses one of the narrow map edges, and then the Map Chooser sets up their army within three hexes of the opposite edge. The Edge Chooser then sets up their army within three hexes of the edge they chose.

3.031 If a player's army consists of more figures than will physically fit in their set up zone then any extra models may not be placed and are not considered part of that player's army for that game.

Battle

3.04 Battles are played out in a series of turns. Each turn (including the first turn) has all of the following phases:

1. Strategy Phase
2. Attacker's Action Phase
3. Defender's Action Phase
4. Combat Phase

The Strategy Phase

3.05 Starting with the first turn, each player rolls a die at the beginning of the strategy phase. This is called a *Strategy Roll*. The player who rolls the highest may choose to be the attacker or defender for the turn. In the event of a tie, re-roll.

3.051 If both players have special abilities that can only be played in the strategy phase, the attacker plays all of theirs first, after the strategy roll.

Attacker's Action Phase

3.06 During the attacker's action phase, each of the attacker's warriors gets 1 action. Possible actions include:

>   **Move**: See the movement section below.

>   **Shoot**: See the shooting section below.

3.07 A warrior doesn't have to take an action if you don't want it to.

3.08 If a warrior is reduced to zero wounds in the strategy phase or either action phase, that warrior is removed from the map immediately.

Defender's Action Phase

3.09 Once the attacker is finished, the defender takes his action phase. The rules for the defender's action phase are identical to those of the attacker's.

Section 4: Movement

4.01 The number of movement points (MPs) listed on a warrior's base determines how far it can move.

4.02 Warriors may move in any direction, regardless of which way they were facing, and may end their move facing any hex side. If they must interrupt their move (to play a special ability, for example) they may face any hex side.

4.03 The MP cost to enter a hex depends on the color of the line the warrior had to cross to get there:

Clear (white)	1
Rough (red/orange)	2
Water (blue)	3
Impassable (black)	N/A

4.04 Warriors cannot cross black (impassable) lines.

4.041 Black dotted lines are known as ledges, but they can represent windows, arrow slits, or any other terrain feature that blocks movement but not LOS. They are similar to solid black lines in that a warrior cannot cross them, and kill zones are blocked by them. The difference is they don't block LOS unless the warrior's LOS passes through 2 dotted black lines.

4.05 You are allowed to enter hexes containing your own warriors (paying the normal MP cost), but you cannot enter a hex containing an enemy warrior. If the warrior you are trying to move through is in an enemy kill zone, you cannot move through it.

4.06 Partial hexes at the edge of a map cannot be moved into, and do not count as hexes for any purpose (i.e. deployment.)

4.07 You may never end your move in a hex that contains a warrior, or a hex that is marked with an "X"

4.08 If you move a warrior into a hex that is in an enemy *kill zone*, it must stop moving.

4.09 A warrior's kill zone consists of the three hexes in front of it, as indicated by the red hexes in diagram A. Impassable terrain can limit the size of a kill zone, as shown in diagram B.

4.10 Warriors with one or more enemies in their kill zones are considered *engaged*.

4.11 You may choose to *disengage* any of your warriors that started their action phase in a hex that was in an enemy kill zone. If you do, the enemy warrior gets a *free attack* before your warrior leaves its kill zone. Assuming your warrior survives, it may then move normally. Free attacks are covered fully in the combat section. The enemy warrior gets this free attack even if you moved to another hex in the enemy warrior's kill zone. If your warrior is leaving the kill zone of multiple enemies at once, all of those enemies get a free attack. Add up their attacks and make a single combat and damage roll.

4.12 If you decide not to move a warrior, you may still turn it to face any hex side. This does not cost any MPs and does not count as disengaging. You can even do this before you shoot.

4.13 Once you've spent all of a warriors MP's that warrior may *run* for 1 more hex. Instead of MPs, this move costs the warrior a number of action points equal to the MP cost normally used to enter the hex. A warrior can never run for more than one hex in a single action phase. A warrior cannot run if they are in an enemy kill zone unless they are using a special ability that allows them to move through enemy kill zones.

4.14 Moving Large Models The back hex is the hex used for movement. Move normally using this hex to determine terrain costs and final position. The other hexes of the base can be placed in any unoccupied adjacent hexes as long as the model is not standing on a black line, or dotted black line. If there are not enough unoccupied adjacent hexes the model may not be moved to that hex. When you set up a large model its front must be facing your opponent's edge of the map.

<p style="text-align:center">Section 5: Shooting</p>

5.01 Instead of moving, a warrior with the *ranged attack* ability may shoot.

5.02 Warriors in an enemy kill zone may not shoot.

5.03 Your warrior may only shoot at a single target.

5.03A: Sauron™ may not be the target of a ranged attack.

**5.04** You can shoot at engaged warriors.

5.05 Before you can shoot at an enemy, you must check for 2 things: range and line-of-sight (LOS). You may check both of these before deciding which enemy to shoot at.

Range

5.06 To check range, count the number of hexes between the shooting warrior and the target, including the hex the target occupies. If this number is greater than your warrior's range, you cannot shoot at that target.

Line of Sight (LOS)

5.07 If the target is in range, you must now check if the target is in your warriors LOS arc.
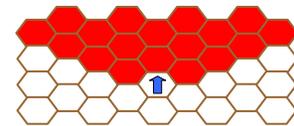
5.08 You can change the direction your warrior faces before you shoot with it.

5.09 If the target is in your warrior's LOS arc, you must now see if any impassable terrain blocks the actual LOS.

5.10 Draw an imaginary line from either of the front corners of your shooting warrior's base to any corner of the target's hex then draw another line from the same corner of your warrior's base to a corner on the target's hex adjacent to the first corner you drew a line to. If either line passes through or alongside a black line, the LOS is blocked and you cannot shoot at that target.

5.101 The front hex of a multi hex model is the hex used to draw LOS from.

5.11 If either line passes through or alongside a hex containing a warrior (friend or foe) the LOS is blocked.

5.12 If neither the shooting warrior nor the target is on elevated terrain, but either imaginary line passes through or alongside elevated terrain, the LOS is blocked.

5.121 "Alongside" is defined as running congruently with the black line or occupied hex side. An imaginary line that just touches the tip or corner of a black line (without passing through it) or the corner of an occupied or elevated hex is not considered to be alongside, so it is not blocked.

Elevated Terrain and Shooting

5.13 Elevated terrain is represented on the map with a ▲.

5.14 If the shooting warrior is on elevated terrain, other warriors that are not on elevated terrain do not block LOS. If the target is not on elevated terrain, the shooting warrior gets +1 shots.

5.141 If the shooting warrior is on elevated terrain but its target is not, then if its LOS passes through or alongside elevated terrain that cannot be connected to the hex that the shooter is standing upon by other hexes of elevated terrain the shooters LOS is blocked, and vice versa.

5.15 If a shooting warrior is not on elevated terrain, but its target is, then intervening warriors not on elevated terrain do not block the shooter's LOS.

The Shooting Roll

5.16 Roll a number of dice equal to your warrior's shots.

5.17 Each roll of 5 or 6 scores a hit. Each roll of 1 scores a *glancing blow*.

5.171 If your warrior's LOS crosses anything other than a blue line, not counting any line your warrior's base or the base of the target is touching, then only a 6 will be a hit and a 1 is a *glancing blow*.

5.18 For one glancing blow you roll, your warrior may spend 1 AP to change that roll to a 6, converting it to a hit. If your warrior doesn't spend the AP, the roll remains a 1.

The Damage Roll

5.19 For each hit you score, roll another die. These are called *damage dice*.

5.20 For each damage die that is equal to or greater than the target's toughness, that warrior loses 1 wound. Each die roll of 1 scores a *critical hit*.

5.20A: Sauron™ may not be assigned damage dice from ranged attacks.

5.21 For one critical hit you roll, your warrior may spend 2 action points to change that roll to a 6. Otherwise, it remains a 1.

5.22 Warriors reduced to zero wounds from shooting are removed from the map immediately.

Section 6: Combat Phase

6.01 During the combat phase, players resolve all combats on the map.

6.02 The attacker decides which order the combats are resolved in.

6.03 A combat is defined as a single group of engaged warriors that are all part of the same *damage chain*.

6.04 A damage chain is an imaginary line drawn between each warrior and every enemy in that warrior's kill zone.

6.05 To determine the damage chain, start with one of the attacker's warriors. Add any of the defender's warriors in the attacker's kill zone, or that have that attacker in their kill zone to the chain. Then add any attackers that are in any of the defender's kill zones, or have any of those defenders in their kill zones. Go back and forth between attacker and defender warriors until you cannot add any more warriors.

6.06 Sometimes warriors may be adjacent to each other but not part of the same damage chain.

Resolving Combat

6.07 Each combat is resolved in 2 rolls: the combat roll and the damage roll.

The Combat Roll

6.08 Each player totals up the number of attacks on their warriors in the damage chain that have at least one enemy warrior in their kill zone, and then rolls that many dice.

6.09 Each roll of 4, 5 or 6 scores a hit. Each roll of 1 scores a glancing blow.

6.10 For each glancing blow rolled, one of your engaged warriors in this combat may spend 1 AP to change it to a 6, making it a hit. Otherwise, it remains a 1.

6.11 Each warrior may only convert one glancing blow per combat.

The Damage Roll

6.12 For each hit you score, roll a damage die.

6.13 Each 1 rolled scores a critical hit.

6.14 For each critical hit you roll, one of your engaged warriors may spend 2 APs to convert it to a 6. Otherwise, it remains a 1.

6.15 A single warrior can only convert 1 critical hit per combat. If a warrior converted a glancing blow in the combat roll, that warrior may still convert a single critical hit.

6.16 After players have converted (or decided not to convert) their critical hits, the attacker then assigns all of his damage dice (in any order he chooses) and the defender follows suit.

6.17 You may only assign damage dice to an enemy warrior if it lies within the kill zone of one of your warriors, and only if that die is equal to or greater than the enemy warrior's toughness.

6.18 For each damage die assigned to it, the warrior loses 1 wound.

6.19 Once both players have assigned all of the damage dice they can, warriors reduced to 0 wounds are removed from the map.

6.20 Any damage dice that cannot be assigned to an enemy warrior are ignored.

6.21 After the first combat is resolved, the attacker chooses the next combat. They cannot choose the combat that has already been resolved this turn.

6.22 Once all combats have been resolved, check for victory (see below). If neither player has won, a new turn begins.

Outflanking

6.23 If your warrior has an enemy in its kill zone, and it is not in any enemy kill zone, your warrior gets +1 attack for each enemy in its kill zone. This bonus only applies during the combat phase.

Elevated Terrain and Combat

6.24 Warriors on elevated terrain receive +1 attack for each enemy in its kill zone that is not on elevated terrain. This bonus only applies during the combat phase.

Free Attacks

6.25 Some abilities and game situations (such as disengaging) grant free attacks. The warrior making the free attack gets to make a combat roll and damage roll.

6.26 The warrior may only assign damage dice to the enemy they are making the free attack against.

6.27 The warrior making the free attack gets its full <u>printed</u> attacks.

Section 7: Determining Victory

7.01 If at the end of the turn a players army has been reduced to 50% or less of its original warrior count, that player loses and the other player wins.

7.02 If both players' armies are reduced to 50% or less at the end of the same turn, each player adds up the point values of all their warriors that remain on the map. The player with the highest point total wins. If that total is also tied, then the player who spent the most points on heroes (living or dead) is the winner. If that total is tied as well, the game ends in a draw.

7.03 For games of 500 points or less, a player loses when *all* of his warriors have been removed from the map.

7.04 If both armies are reduced to zero warriors at the end of the same turn, then the player who spent the most points on heroes wins. If that number is also tied, then the game is a draw.

Section 8: Special Abilities

8.01 Special Abilities are represented by a symbol on the warrior's base.

8.02 A number next to the symbol represents the ability's action point cost. The warrior may pay that many action points to activate that ability.

8.03 If a special ability contradicts the rules, the special ability takes precedence.

8.04 Abilities deactivate once their effect resolves unless the ability specifically states otherwise.

8.05 If an ability has a cost of zero, it must still be activated at the appropriate time.

8.06 A warrior may only activate each of its abilities once per turn.

8.07 If both players wish to play special abilities at the same time, the attacker plays all of theirs first.

8.08 If a special ability says it is activated "for this model's combat," it can only be activated during the combat phase, in that model's combat.

8.081 "This model's combat" is the combat that the model is engaged in (i.e. has one or more models in its kill zone, and is in that damage chain.)

8.082 Activated abilities are abilities that tell you when they can be activated by using a phrase similar to "activate when…" Other abilities (like The One Ring) are non-activated.

8.083 Models are "adjacent" if they are in hexes next to each other and are not separated by impassable terrain.

8.084 Some models have the same Special ability printed on their base multiple times. This means that they can activate that ability once per turn for each copy they have on there base. They are activated one at a time so each instance will resolve before subsequent ones are activated.

The Special Abilities

Movement

8.09   **Battle Awareness**: Until the end of the turn, this model's kill zone extends to all 6 hexes around it. Activate in the strategy phase.

8.10   **Cavalry:**
•When you set up your army, both hexes of your cavalry model's base must be within 3 hexes of your map edge.
• Instead of moving your cavalry model may Charge. Charge works just like a normal move except: Only cavalry may charge; you cannot charge if you start your action phase in an enemy kill zone; you cannot cross red or blue lines while charging, you get a free attack at the end of the charge
•The lead hex of your cavalry model is used for movement. Basically, while the cavalry model is moving, only the lead hex exists.
•When they "free spin," they must turn 180°, occupying the same 2 hexes they were in before the spin
•Foot soldiers do not block LOS to or from a cavalry model.

•If a cavalry model enters a hex that is in the kill zone of one or more models with the spearman special ability, the spearman get a free attack. This happens before the cavalry model can free attack (i.e. for charging or using the FS ability.)
•When a cavalry model selects the "move" option, it can interrupt its move once to make its ranged attack.
•If any hex of a cavalry models base is on elevated terrain it counts as being elevated.

8.11 **Fast**: This model gets double its normal movement points. This does not affect running. Activate before you move this model.

8.12 **Fast Strike**: This model may interrupt its move at any time to get a single free attack vs. an enemy model in its kill zone, and then continue moving. Warriors with this ability must still stop moving if they enter an enemy kill zone. If this attack kills the enemy model, and the attacking warrior is no longer in an enemy kill zone, it may continue its move. Activate during this model's movement, after it moves at least 1 hex.

8.13 **Flyer**: There are a few special rules to represent the capabilities of such figures.
•While moving flying figures treat rough, water, ledges, and impassable terrain as clear terrain. You may not end your move in a hex of impassable terrain or one occupied by another model.
•They do not have to stop when they enter a non flying models kill zone. They are not subject to free attacks when moving through kill zones. However if they started the turn engaged with a model and leave it's kill zone they are subject to free attacks as normal.
•Figures with flight may not run.
•At the end of its action you may choose to make a free attack or shoot with your flying model.

8.14 **Invigorate:** Choose one friendly model that is adjacent to this model. Roll a die for each action point that model has spent. For each 4+ you roll, that model gets +1 AP.   Activate as this model's action.

8.15 **Magical Force**: You may move any enemy model that this model has LOS to, using the enemy model's move score. This move follows all the normal rules for movement, such as disengaging, entering enemy kill zones and terrain costs. You cannot force an enemy model to spend action points by running, nor can you activate any of its special abilities. This move happens in the strategy phase, but the affected model still gets its normal action in its action phase. This ability may not be used on any model whose base occupies more than one hex. Activate during the strategy phase.

8.16 **Repel:** Activate after an enemy model moves into this model's kill zone. This model gets a free attack vs. the enemy model.

8.17 **Sneak**: Until the end of the turn, this model ignores all terrain costs while it moves, even impassable terrain. Each hex it enters costs 1 MP, regardless of the color of the line it had to cross to get there. It may move through enemy models and is not subject to free attacks for leaving enemy kill zones, nor does it have to stop when entering enemy kill zones. It may not end its movement in a hex marked with an "X" or a hex that is occupied by another warrior. Activate before you move this warrior.

8.18 **Stalwart:** Enemy models may not leave this models kill zone unless they are using the Sneak special ability. Activate when an enemy model attempts to leave this models kill zone. If a model uses sneak to leave this model's kill zone this model gets a free attack vs. the sneaking model.

8.19 **Tyrant**: Your minions that started your action phase adjacent to this model get +1 move until the end of the turn. Activate before you move one of your minions that is adjacent to this model.

Shooting

8.20 **Arrow Flurry**: The model gets double its shots. It doesn't nominate a target when it shoots, so it wouldn't get the +1 shots for being on elevated terrain. Make a shooting roll and a damage roll, and then assign the damage dice to any enemy models within this warrior's range and LOS. You can only assign damage dice to an enemy model if that die is equal to or greater than that model's toughness. Activate before you shoot with this model.

8.21 **Crack Shot**: This model may shoot before it moves. Activate before this model takes an action.

8.22 ⊙ **Deadly Aim:** Damage dice this model assigns when shooting deal 2 wounds instead of 1. Activate after this model rolls its damage roll for shooting.

8.23 💘 **Deadly Shot**: You roll 2 damage dice for each hit rolled. Activate before you roll this model's damage dice from shooting.

8.24 ⊙ **Expert Marksman**: Other models (friend or foe) do not block LOS for this model. Activate before you shoot with this model.

8.25 ◎ **Perfect Aim:** 2's this models rolls when shooting count as glancing blows as well as 1's. Activate before you make this model's shooting roll.

8.26 🏹 **Shot Caller**: Choose an enemy model that this model has LOS to. Until the end of the turn, your minions get +1 shots if they target that enemy. Activate before you shoot with any of your minions.

8.27 🏹 **Volley Attack:** When this model shoots, it doesn't nominate a target. It rolls for hits, then for damage, and then assigns those damage dice to any number of enemy models within range and LOS. Activate when this model shoots.

The Combat Roll

8.28 ✊ **Battle Cry**: Your minions in this combat get +1 attacks until the end of the turn. Activate when you are adding up the attacks for this model's combat.

8.29 🎲 **Battle Savvy:** 6's you roll for this model's combat roll remain 6's for the damage roll. This applies to converted glancing blows as well. Activate before you make the combat roll for this model's combat.

8.30 ✠ **Berserker**: This model gets +1 attack for each enemy model adjacent to it. It gets this bonus even if some of the enemy warriors are not in its kill zone. Activate when you are adding up the attacks for this model's combat.

8.31 ✎ **Dirty Fighting**: 2's you roll for this warrior's combat count as glancing blows as well as 1's. Activate before you roll the combat roll for this model's combat.

8.32 🪓 **Rage:** Roll a die for each of this model's current attacks. This model gets +1 attack for each 4+ you rolled. Activate when you are adding up attacks for this model's combat.

8.33 🏹 **Spearman**: While this warrior is not in an enemy kill zone and has no enemies in its kill zone, the warrior directly in front of this model (referred to as the *supported model*) gets +1 attacks. You cannot use this ability if impassible terrain separates the two warriors. This ability may only target single-hex models. Activate when you are adding up the attacks for the supported model's combat.

Directly in front
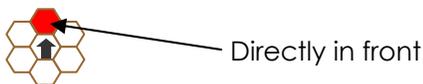
The Damage Roll

8.34 🖐 **Aggressive Strategy:** You may re-roll any number of your damage dice in this warrior's combat. Activate after you make your damage roll for this model's combat.

8.35 Armor: Activate after any damage die is assigned to this model. That die deals 1 less wound than normal. This ability can still only be activated once per turn.

8.36 Assassin: Until the end of the turn, critical hits that were converted to 6's assigned to enemies in this model's kill zone take 2 wounds instead of 1. Activate when you assign damage dice to models in this model's kill zone.

8.37 Bodyguard: Choose one of your heroes that are adjacent to this model and in this model's damage chain. Until the end of the turn, your enemy may not assign damage dice to the chosen hero. Activate after your enemy rolls his damage dice for this model's combat, but before he **assigns** any.

8.38 Courage: This model is not removed from the game until the end of the next turn. Use a bead or coin next to the model as a reminder. The model is removed even if it somehow regains wounds. This model still counts as alive for the purposes of victory conditions until it is removed. Activate when this model is reduced to zero wounds.

8.39 Killing Blow: Convert all critical hits to 6's. Activate after you make the damage roll for this model's shooting or for this model's combat.

8.40 Rally Cry: Your minions in this combat get +1 toughness, to a maximum of 6. Activate after your enemy makes their damage roll for this combat but before he assigns any damage dice.

Miscellaneous

8.41 Dread: Until the end of the turn, enemy models adjacent to this model have their action point costs for abilities, glancing blows and critical hits increased by 1. Models that have Dread are unaffected by this ability. Activate whenever an enemy adjacent to this model is about to activate an ability or spend action points. If the enemy model doesn't have enough action points to pay the new cost, they do not spend any action points. Otherwise, the enemy model must spend the action points.

8.42 Ent Carry: The Ent may carry up to 2 models. While a model is being carried, it may shoot normally, but may not participate in combats. Damage dice may not be assigned to carried models during combats. If the Ent is destroyed, so are any models it is carrying. Carried models count as being on elevated terrain. At the start of the action phase a model may be picked up as long as there is an open slot. Carried models may dismount as an action. The model is placed in an adjacent hex. Models with the One Ring special ability may not be carried by models with this ability. The Ent may begin the game carrying 2 models.

8.43 Fearsome: Enemy models must spend 1 AP to move into this model's kill zone. During your enemy's action phase, enemy minions in this model's kill zone must spend 1 AP or disengage.

8.44 Healing: One friendly model adjacent to this model gets +d6 wounds, up to its maximum. This model may not heal itself. Activate in the strategy phase.

8.45 Initiative: You get +1 to your strategy roll. Activate before the strategy roll.

8.46 Large: Large models have several Benefits:
- Non large models do not block there line of site.
-There kill zone extends to all adjacent hexes.
-They can shoot even while in a non large enemy kill   zone.
- They do not have stop when they enter a non large enemy kill zone, though they are still subject to free attacks for leaving kill zones.
- They may convert any number of critical hits and/or glancing blows each turn.
- Their LOS arc is not restricted to the front, it is considered to be 360.
- They block the LOS of models on elevated terrain.

They do have two drawbacks:
- Large models do not get the attack bonus for being on elevated terrain.

8.47 👑 **Leadership**: This hero's action points are doubled for the purposes of determining how many minions you can have in your army.

8.48 💧 **Regeneration:** Roll a die for each wound the model has lost. For each die that rolls 4+, the model recovers 1 wound. Activate during the strategy phase.

8.49 ✳ **Steal Essence**: Until the end of the turn, this model gains the ability of any enemy hero still on the map, without paying that ability's cost. This ability can only copy activated abilities (see **8.082** for the definition of activated abilities.) Activate whenever you would activate the copied ability.

8.50 🐾 **Terrifying:** This model is so intimidating and awe inspiring that no models may make a free attack against it for any reason. It also cannot be the target of any enemy special ability. The specific abilities which do not affect figures with terrifying are Fast Strike, Magical Force, Stalwart, Shot Caller, Assassin, Dread, Fearsome, Ward, Deadly Aim, and Repel.

8.51 〽 **Ward:** Activate after an enemy model activates a special ability in this model's combat or in this model's kill zone. Cancel the effect of that ability. This ability cannot affect an enemy's use of Ward or non-activated abilities. This ability may not be used to cancel abilities used by Sauron™

Section 9: ⭕ The One Ring

9.01 If Frodo™ is in your army, either during the strategy phase or before you act with him during your action phase you can have him put on the Ring. This happens before his normal action. Replace your Frodo model with the Frodo Wearing Ring figure. Set the sliders on the new base to match those on the Frodo warrior you replaced.

The Struggle Roll

9.02 Once he is wearing the Ring, each time you want to act with him—including the first turn he puts the ring on—you must make a *struggle roll* to see if Frodo keeps his wits about him. This roll is made only once per turn, before Frodo takes his action. He must make this roll even if you decide not to move him.

9.03 Take two dice of different colors, nominating one to represent good and the other evil. Roll the dice at the same time.

9.04 If the number on the good die is equal to or greater than the number on the evil die, then Frodo's spirit has won out and he may act normally.

9.05 If the evil die is greater than the good die, Frodo has succumbed to the dark lure of the Ring—he cannot move this turn and he loses a wound as the Black Breath overtakes him. He does not participate in combats this turn and cannot spend action points.

Wearing the Ring

9.06 While Frodo wears the Ring, all Ringwraith™ on the map must move toward Frodo during their action phase and try to get Frodo in their kill zone. If they can move to a hex adjacent to Frodo, they must do so. Otherwise, they must end their move closer to Frodo than when they started. In this case, they do not have to spend all of their movement points.

9.07 If they are engaged in combat, the Ringwraiths must disengage and move towards Frodo.

9.08 If the only hex available for the Ringwraith to move to is in an enemy kill zone, the Ringwraith™ does not have to move until it starts its action phase with a hex available that is not in an enemy kill zone.

9.09 Ringwraiths may still participate in any combats they are engaged in.

9.10 While the Frodo Wearing the Ring is on the map, he may only have damage dice assigned to him if he is in a Ringwraith's kill zone, although he may attack normally. Non-Ringwraith models do not add their attacks to the combat if Frodo wearing the ring is the only enemy model in their kill zone.

9.101 Only Ringwraiths may shoot at Frodo while he wears the ring.

9.102 While Frodo wears the ring, he does not block the LOS of non-Ringwraith warriors.

9.11 If Frodo starts the turn with the Ring on, he can try to take the ring off before you act with him during your action phase. Make another struggle roll. This roll replaces his normal struggle roll for this turn.

9.12 If the good die is higher than the evil die, he is able to take off the Ring. Replace the Frodo Wearing the Ring figure with the Frodo model you used earlier. Remember to set the sliders to match those on the Frodo Wearing the Ring base.

9.13 If the evil die is equal to or greater than the good die, Frodo does not remove the ring. Frodo may not move this turn and loses a wound. Note that it is more difficult for Frodo to remove the ring than it is for him to maintain control while wearing it.

9.14 While Frodo is wearing the Ring, he can only be the target of special abilities possessed by Ringwraiths.

9.141 Only Ringwraiths can outflank Frodo while he wears the ring.

9.15 A Ringwraith is defined as any model with the following name:
1. Ringwraith
2. Nazgul™
3. The Witch King™

9.16 If Frodo is ever killed, you automatically lose the game. If Frodo leaves the board from your enemy's side of the map, you automatically win the game. This victory condition takes precedence over any other victory condition. So if Frodo leaves the map on the same turn that Frodo's army loses 50% of its warriors, Frodo's army would still win.

9.17 The Frodo wearing the One Ring base is worth the same amount of points as the normal Frodo version you are using in your army for the purposes of victory.

Section 10: Tournament Conduct

10.01 In tournament play, certain rules of conduct are necessary to ensure that all players involved are treated fairly and above all have a good time. The tournament organizer is the final authority on any rules or conduct judgments in their tournament.

10.02 Models that are in play should not be picked up or moved unless it is part of game play. If you cannot see a model's stats clearly, ask your opponent before picking it up, and be sure to replace it in the same hex, facing the same way.

10.03 Re-painted models are permitted for tournament play, so long as none of the game information on the base is obscured. Also, the slider color may not be changed.

10.04 You may not move the sliders on your opponent's models.

10.05 If at any time the position of a slider is between two numbers, it is automatically set to the lower number. It is the responsibility of the owning player to ensure that the sliders on their models are properly set.

10.06 Dice that come to rest in a tilted position ("cocked" dice) are immediately re-rolled.

10.07 Players using the "Frodo wearing the One Ring" base must have at least 1 die that is a different color than the rest of their dice.

10.08 A model's sliders may not be moved except as a result of game play.

Section 11: Index

11.01 Number in red indicates a clarification, change or new rule from the last version of this rulebook.