

[7.41a] CASUALTY PROBABILITY TABLE

Attacker Strength	Defender's Armour Protection Rating					
	0	1	2	3	4	5
A	2-11	2-10	3-9	2-8	4-7	2-6
B	3-10	4-9	4-8	2-7	3-6	4-6
C	4-9	4-8	2-7	4-7	4-6	5-6
D	3-8	2-7	5-8	6-8	2-5	4-5
E	2-7	4-7	6-8	3-6	5-6	3-4

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

[7.41b] CASUALTY PROBABILITY TABLE (PERCENTAGE)

Attacker Strength	Defender's Armour Protection Rating					
	0	1	2	3	4	5
A	97%	92%	81%	72%	50%	42%
B	89%	75%	64%	58%	39%	33%
C	75%	64%	58%	50%	33%	25%
D	69%	58%	56%	44%	28%	19%
E	58%	50%	44%	39%	25%	14%

Number required on a roll of percentage dice to rally (e.g., "64%", means that the total roll must be equal to less than 64 on the percentage die).

[7.5] and [7.7] OUT OF PHASE MOVEMENT/ACTIONS

Unit	Condition	Effect
Cavalry:	Before Melee and defending solely against Infantry	Retreat 1 or 2 hexes. Attacker may advance into vacated hex. Unit becomes disrupted on 1-3.
Missile:	Before Melee and unit is Missile capable only.	Retreat 1 or 2 hexes. Attacker may advance into vacated hex. Unit becomes disrupted on 1-3.
Any:	After Melee Attack.	Attacker may advance into vacated hex.

FANATICAL

Westernes: All **Morale Rating** 'W' and 'X' become Fanatical when Demoralized.

Orcs: Orc units withing six hexes of Orc Chieftain become **Fanatical** while **Blood Lust** is in play.

[7.42] CASUALTY RESULTS TABLE

1d6	Defender's Morale level			
	W	X	Y	Z
1	½E, r1	½E, r2	E	E
2	½E, r1	½E, r1	E	E
3	r2	½E, r1	½E, r1	E
4	r1	r2	r2	E
5	r1	r1	r2	r2
6	r1	r1	r1	r1
7	-	-	-	-

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

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

r1, r2 **Defending** unit must retreat **one** or **two** hexes. Unit is Disrupted.

- No Effect.

Unit **Morale Rating** decreased by **one** when defending against a **Fanatical** unit. **One** is added to Results roll when defender is **Guard** unit stacked with Leader.

Watchtower: Ignore **r1** (no Disruption) results, **r2** is reduced to an **r1** (Disrupted).

Riverbank: Ignore **r1** results, **r2** ignored with a successful rally check. Disruption is ignored if **r1** or **r2** is ignored, unit Eliminated if **r2** Rally check failed.

[7.26] LEADER/INDIVIDUAL COMBAT RESULTS TABLE

1d6	Combat Differential (Attacker Minus Defender)							
	+6	+5 or +4	+3 or +2	+1	0	-1	-2 or -3	-4
1	Dr2	-	Ar2	Ar2	A½e	A½e	Ae	Ae
2	D½e	Dr2	-	Ar2	Ar2	A½e	A½e	Ae
3	D½e	D½e	Dr2	-	Ar2	Ar2	A½e	A½e
4	De	D½e	D½e	Dr2	-	Ar2	Ar2	A½e
5	De	De	D½e	D½e	Dr2	-	Ar2	Ar2
6	De	De	De	D½e	D½e	Dr2	-	Ar2

Dr2, Ar2 Defender or Attacker retreat two hexes.

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

De, Ae Defender or Attacker is eliminated.

- No Effect.

[8.37] LEADER RALLY TABLE

Leader Rating	Total Needed to Rally	Percentage
1	4-5	19%
2 (or River bank)	6-7	31%
3	3-6	39%
4	4-7	50%
5	3-7	56%
6	3-8	69%
7	3-9	81%
8	3-10	89%

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

Number required on a roll of percentage dice to rally (e.g., "64%", means that the total roll must be equal to less than 64 on the percentage die)

[4.1] MOVEMENT ALLOWANCES

Unit	Movement Allowance	Notes:
<i>Infantry</i>	4	
<i>Cavalry</i>	6	
<i>Leaders</i>	6	May use <i>Special Abilities</i> if applicable.
<i>Cavalry Wedge</i>	3	May not move in the phase in which they are formed.
<i>Shield wall</i>	2	May not move in the phase in which they are formed.
<i>By the Whip</i>	x1.5	Orc Captain Special Ability

[4.3] TERRAIN EFFECTS CHART

Terrain	Movement Point Cost	Effect on Combat	APR
<i>Clear:</i>	1 MP to enter hex.		
<i>Slope:</i>	1 MP to move Downslope. 2 MP to move Upslope.	Defending across an Upslope hexside	+1
<i>Ruins:</i>	2 MP to enter hex. Impassable to Cavalry	Defending from Ruins (Tower or Landing) hex.	+1
<i>River:</i>	Impassable to all units.		
<i>River Bank:</i>	1 MP to enter hex.		
<i>Grove:</i>	2MP to enter hex. Impassable to Cavalry	Defending from Grove hex.	+1

FIELD OF CELEBRANT SEQUENCE OF PLAY

A. REINFORCEMENT AND SPECIAL ABILITY PHASE

1. Starting with the Westernesse player, both sides check for reinforcements.
2. Shadow leaders with Special Abilities may use them now.
3. After the Shadow player resolves their Special Abilities, the Westernesse player may use their Special Abilities.

Note: Where conflicts occur, the Westernesse Special Abilities will cancel or override any conflicting Shadow effects.

B. WESTERNESSE MOVEMENT PHASE

1. The Westernesse Player may move as many of his units as he wishes, within the restrictions of the Movement rules.

C. WESTERNESSE COMBAT PHASE

1. Westernesse units with a Missile rating may attack.
2. Once all Missile combat is completed, all Individual combat is resolved.
3. Once all Missile and Individual combat is completed, Westernesse units with a melee rating attack, including units with a combined missile and melee rating that shot in step one may attack.

D. SHADOW MOVEMENT PHASE

1. The Shadow Player may move as many of his units as he wishes, within the restrictions of the Movement rules.

E. SHADOW COMBAT PHASE

1. Shadow units with a missile rating may attack.
2. Once all missile combat is completed, all individual combat is resolved.
3. Once all missile and individual combat is completed, Shadow units with a melee rating attack, including units with a combined missile and melee rating that shot in step one may attack.

F. JOINT RALLY PHASE

1. Starting with the Shadow player, both sides may use their leaders to attempt to rally combat units that are disrupted. Each leader may spend 3 Movement points to move into position then attempt to rally up to 3 units within 1 hex of the Leader. Each leader completes his Rally phase before proceeding to the next leader.

G. ADVANCE GAME TURN MARKER

1. At the conclusion of the above sequence (A through F) the Game Turn Marker is moved to the next Game turn.

[7.6] DISPLACEMENT

A unit may be displaced more than once per Game turn, and a retreating unit may cause the displacement of more than one unit. All displaced units are **Disrupted**.

WESTERNESSE LEADER AND UNIT SPECIAL ABILITIES



Cirion:

Tactics: Once per game Cirion may swap **any** Disordered or Reduced Gondorian units, whether or not they are in an enemy ZoC, within three hexes of Cirion, with units within three hexes of the selected unit that are not in an enemy ZoC, and are not Disordered or Reduced.



Gondorian captain:

Form up!: Once per game each Gondorian Captain can order Gondorian Infantry units within three hexes, and in **clear** terrain, to form into a Shield Wall, with the following exceptions to case 8.4:

1. Forming a Shield Wall takes place in the Special Ability Phase.
2. The two units that form each Shield Wall may move one hex to dress the line and close gaps after forming.
3. Units forming Shield Wall need not be stacked with a Captain after forming the shield wall.



Eorl:

Death and Glory: Eorl may form a Wedge (see Case 8.4) with Cavalry units, with the following exceptions to case 8.4:

1. Forming the Wedge takes place in the Special Ability Phase.
2. Eorl's Wedge **may** move and conduct combat in the current turn during the Westernesse Movement and Combat phase.
3. The Wedge gains a second round of combat against an adjacent Unit if they advance after combat. This effect remains in play while the wedge remains intact.



Éothéod Captain:

Arise, Arise!: During the current Rally phase all **Rally** attempts made by the Captain are automatic successes.

Special Play: This Special Ability is played during the Rally Phase.



Guard Units:

To the Death: When defending, Guard units stacked with a Leader have one added to the attackers roll on the *Combat Results Table* giving a result of 2-7. If the result of the roll is a 7 there is no effect to the defending Guard unit.

SHADOW LEADER AND UNIT SPECIAL ABILITIES



Orc Chieftain:

Blood Lust: Any orc units within six hexes of the Captain at the end of the Shadow Movement Phase are considered **Fanatical**.



Orc Captain:

By the Whip: Once per game each Orc captain may command orc units within three hexes to perform a forced march. Orcs, including the Leader, on a forced march have their Movement Allowance increased to 1.5 times their normal movement rate.



Balchoth Chieftain:

Despair Westernesse Units may not take any Rally rolls this turn (including units defending from a Riverbank with an 'r2' result).



Balchoth Captain:

Iron Fist: Any Balchoth unit within three hexes of the Captain ignore any Disrupted effects from the **Casualty Results Table** during the current Westernesse Combat phase.



Warg Riders: Although normally used for scouting and hunting down isolated units, they were also feared by horses and were effectively used against cavalry units as they would ride through gaps left between horses slashing at their bellies.

Swift and Agile: Enemy cavalry units have their Armour Protection Rating reduced by one when defending against Warg Riders.



Guard Units:

To the Death: When defending, Guard units stacked with a Leader have one added to the attackers roll on the *Combat Results Table* giving a result of 2-7. If the result of the roll is a 7 there is no effect to the defending Guard unit.