War of the Ring
Charts and Tables

F.7 Terrain Effects Chart

Terrain Type	Movement Cost	Defense
Clear hex	1	-
Mountain Path hex	1	x2
Road hex	1/2	-
Trail hex	1	-
Rough hex	3	x2
Forest hex	2	x2
Desert hex	3	-
Mountain hex/hexside	P	-
Forest-Rough hex	4	x2
Town hex	1	x2
Citadel hex	1	x3
Lake/Sea hexside	p	-
Orodrim hex	3	†
Minor River hexside	+1	-
Major River hexside	+2	-
Swamp hex	4	x1/2
Ford hexside	+1	-
Bridge hexside	-	-
Pass hexside	+1*	-
Tunnel hexside	+2*	-
Servant of Sauron hex	-	-
Magic hex	-	-
Port hex	-	-
Area Border hexside	-	-
Dunharrow	‡	-

Key:
* = In some cases, must be open to enter.
† = No armies permitted in hex.
‡ = Only Aragorn and accompanying Characters may cross Dunharrow hexside.
P = Prohibited **-** = No Effect

I.3 Schedule of Shadow point Costs
(Character game)

Action	Cost
Move Orcs *(per group)*	1
Search with Orcs *(per group)*	1
Move Nazŭl *(per Nazgŭl)*	2
Search with Nazgŭl *(per Nazgŭl)*	2
Reduce Citadel *(per Nazgŭl present)*	2

NOTES:
Costs are expressed in terms of **Shadow Points**. Any action not listed may be accomplished at no cost in Shadow Points. Note that it never costs Shadow Points to search during the Fellowship player turn; it costs Shadow Points to search only during the Search Phase.
"Group" as used here in reference to Orcs means any number of Orcs occupying the same hex.

I.4 Schedule of Shadow point Costs
(Campaign game)

Action	Cost
Move Force of **41** or more Strength *(per Force)*	3
Move Force of **11-40** Strength Points *(per Force)*	2
Move Force of **10** or fewer Strength Points *(per Force)*	1
Move Nazgŭl for Search *(per Nazgŭl)*	1
Move Nazgŭl during player turn *(per Nazgul)*	2
Initiate Army Combat *(per Army Combat)*	3
Defend at full strength *(per Army Combat)*	2
Defend at half strength	0

Notes:
Costs are expressed in terms of Shadow Points.

E.9 Control of Gollum Table

Die	Gollum Controlled By
0 - 2	Fellowship Player
3 - 4	Neither Player
5 - 7	Dark Power Player

Notes:
If Gollum was controlled by the Dark Power player on the previous game turn, add **1** to the die roll, treating a result of **7** as a **6**. If Gollum was controlled by the Fellowship player on the previous game turn·, subtract **1** from the die roll, treating a result of **0** as a **1**. If Gollum's allegiance remains the same, the player holding Gollum's card retains control. If Gollum becomes **"neutral,"** the player holding Gollum's card retains the card, but does not control Gollum. If Gollum switches allegiance to the player not holding Gollum's card, the card must be given to that player.

I.2 Shadow Points Table

	Shadow Points Letter						
Die	A	B	C	D	E	F	
1	9	10	11	12	13	8	
2	10	11	12	13	8	9	
3	11	12	13	8	9	10	
4	12	13	8	9	10	11	
5	13	8	9	10	11	12	
6	8	9	10	11	12	13	

KEY:
= Number of Shadow Points available to Dark Power player for that game turn.

J.7 Search Points Table

Search Points	Number of Characters in Hex			
	1-2	3-5	6-8	9+
1 - 2	1c	1c	1	1, 2
3 - 4	1c	1c, 2	1c, 2	1, 2, 3
5 - 6	1c, 2	1c, 2	1c, 2, 3	1c, 2, 3
7 - 8	1c, 2c	1c, 2c, 3	1c, 2, 3	1c, 2, 3, 4
9+	1c, 2c, 3c	1c, 2c, 3	1c, 2c, 3, 4	1c, 2, 3, 4

Key:
# = Die roll(s) necessary for Dark Power player to spot Characters in hex
c = Dark Power player may attempt to capture each of the spotted Characters
Cross-index the number of Characters in the hex to be searched with the number of Search Points available to the Dark Power player in that hex *(Note: each Nazgŭl is worth **2** Search Points; each Search Point of Orcs is worth **1** Search Point.)* For each possible combination of Characters and Search Points, a range of die rolls is listed. For the Dark Power player to spot the Characters, he must roll one of those numbers.

E.5 Individual Combat Results Table

	Combat Difference (Attacker minus Defender)									
Die	**-4**	**-3**	**-2**	**-1**	**0**	**+1**	**+2**	**+3**	**+4**	**+5**
1	k/-	k/-	k/-	-/-	-/-	-/-	-/-	-/k	-/k	-/k
2	k/-	k/-	1w/-	2w/-	1w/-	-/1w	1w/k	1w/k	-/k	-/k
3	k/-	2w/-	1w/-	-/1w	-/1w	-/2w	-/1w	-/2w	-/3w	-/2w
4	3w/-	3w/-	k/1w	2w/1w	1w/1w	1w/1w	-/2w	-/2w	-/2w	-/3w
5	2w/-	2w/-	2w/1w	1w/1w	1w/2w	2w/1w	1w/1w	-/2w	-/2w	-/k
6	1w/-	-/1w	2w/-	1w/-	2w/-	1w/-	1w/2w	1w/1w	1w/k	-/k

Key:

lw (2w, 3w) = Affected individual receives one (two, three) wound(s).

k = Affected individual is killed.

- = No effect

Result to the left of the slash refers to attacker; result to the right of the slash refers to defender. Thus, a **k/1w** means that the attacker is killed and the defender receives one wound.

In Individual Combat *(Duel)*, both contenders roll the die and apply the results of their die roll. The player who is rolling the die is referred to as the *Attacker*, and the other player is referred to as the *Defender*, for purposes of resolving duels on the Individual Combat Results Table. Both results - i.e., the results obtained by each player are applied simultaneously at the end of the combat.

A combat differential of less than *-4* is treated as *-4*; a combat differential of greater than ± *5* is treated as + *5*.

S.8 Army Combat Results Table

	Combat Ratio (Attacker Strength to Defender Strength)								
Die	**1-5**	**1-4**	**1-3**	**1-2**	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**
-1	100/-	80k/-	80/-	50k/-	50/-	50k/-	30/-	30k/-	20/-
0	80k/-	50/-	50k/-	30/-	30k/-	30/-	20k/-	20/-	20k/-
1	50/-	30k/-	30/-	20k/-	20/w	20k/-	20/-	20k/-	10/20
2	30k/-	20/-	20/-	20/10	20/10	20k/10k	10/20	10/20	-/10
3	20k/-	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10
4	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10	-/20k
5	10/-	20/10	20/10	10/20	10/20	10/20	-/20	-/20	-/30
6	20/10	10/20k	10/20	-/20k	-/20	-/20k	-/30	-/30k	-/50
7	10/20k	-/20	-/20k	-/30	-/30k	-/30	-/50k	-/50	-/80k
8	-/20	-/30k	-/30	-/50k	-/50	-/50k	-/80	-/80k	-/100
9	-/30k	-/30	-/50k	-/50k	-/50k	-/80	-/80k	-/100	-/100k

Key:

= Percentage of affected force eliminated *(refer to S.9, Percentage Loss Table to determine number of Strength Points lost)*

k = Individual Character accompanying Fellowship Player-controlled force *(only)* killed *(see S.7)*

- = No losses

Result to the left of the slash refers to attacker; result to the right of the slash refers to defender.

A combat ratio of less than **1-5** is treated as **1-5**; a combat ratio of greater than **5-1** is treated as **5-1**. An adjusted die roll of less than **-1** is treated as **-1**; and adjusted die roll of greater than **9** is treated as **9**.

S.9 Percentage Loss Table

	Percent of Force Loss (Number of Strength Points lost)				
Strength of Force	**10%**	**20%**	**30%**	**50%**	**80%**
1 - 5	1	1	1	2	2
6 - 10	1	2	2	4	6
11 - 15	1	3	4	5	10
16 - 20	2	4	5	9	14
21 - 25	2	5	7	11	18
26 - 30	3	6	8	14	22
31 - 35	3	7	10	16	26
36 - 40	4	8	11	19	30
41- 45	4	9	13	21	34
46 - 50	5	10	14	24	38
51 - 60	5	11	16	27	44
61 - 70	6	13	19	32	52
71 - 80	7	15	22	37	60
81 - 90	8	17	25	42	68
91-99	9	19	28	47	76

H.3 Sorcery Table

	Shadow Points Letter			
Die	**A**	**B**	**C**	**D**
1	1	0	0	0
2	1	1	0	0
3	2	1	1	0
4	2	2	1	1
5	3	2	2	1
6	3	3	2	1

Key:

= The number of wounds inflicted against an opponent in **Individual Combat**; or the Number of points added to the Leader's Individual **Morale Rating** for use in Army Combat only.

Notes:

If it is necessary to subtract a number from the die roll *(see the Balrog's card)*, the lowest number you can get is 1; thus a roll of **2** minus **3** would be a final roll of **1**, while a roll of **6** minus **3** would be a 3.