



FROM THE GAMES OF MIDDLE-EARTH

FIELD OF CELEBRANT

EXCLUSIVE RULES

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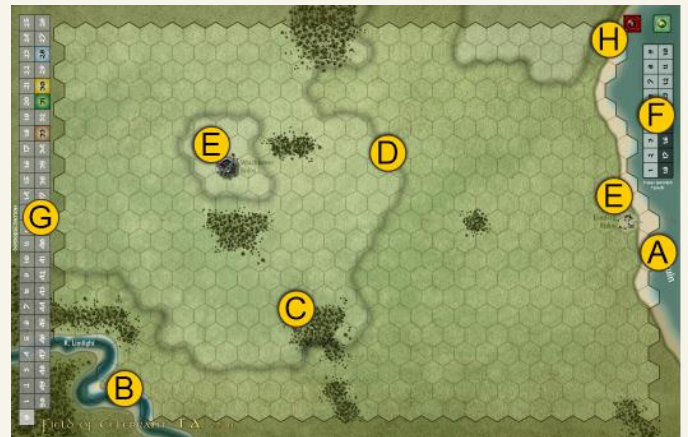
(Living Version 1.33, 11 May, 2024)

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The Standard Rules for The Games of Middle Earth are required to play Field of Celebrant.

[11.1] THE GAME MAP

The 22" x 34" Game Map portrays the area in which the battle of the Field of Celebrant was fought. It includes all the significant terrain.



- (A) River Anduin.
- (B) River Limlight.
- (C) Groves (typical).
- (D) Slopes (typical)
- (E) Ruins.
- (F) Game Turn Track.
- (G) Demoralization Track.
- (H) Éothéod Reinforcements chit holding boxes.

STANDARD RULES AMENDEMENTS

Field of Celebrant the following changes to the *Games of Middle Earth Standard Rules*:

Any reference to Dark Power/Sauron Units, in the Standard rules, should be taken as applying to Shadow player Units.

[2.3] (Amendment) The terms Leader(s) and Character(s), in both these rules and the Standard Rules, are considered synonymous.

[11.0] INTRODUCTION

Field of Celebrant is a variant based on the game 'Gondor' and 'Sauron' (*published by Simulations Publications Inc. in 1977*).

Field of Celebrant simulates the final battle of the Balchoth invasion of Calenardhon on 15 April, T.A. 2510. The battle took place in Parth Celebrant, a region between Lothlorien and the rivers Anduin and Limlight.

[3.0] OUTLINE OF THE SEQUENCE OF PLAY (Amendment)

A. Reinforcement and Special Ability Phase

1. Check for reinforcements and reveal chits.
2. Shadow leaders with *Special Abilities* may use them now.
3. After the Shadow player resolves their Special Abilities, the Westnesse player may use their *Special Abilities*.
4. Where conflicts occur, the Westnesse *Special Abilities* will cancel or override any conflicting Shadow effects.

B. Westnesse Movement Phase

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

C. Westnesse Combat Phase

1. *Westnesse* 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, *Westnesse* 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. Rally Phase (see Case 8.38 addition)

1. The *Shadow* player uses their leaders to attempt to Rally Disrupted units. Each leader may spend up to 3 Movement Points to move, then attempt to Rally up to 3 units within 1 hex of the leader. Each leader completes their Rally phase before proceeding to the next leader.
2. The *Westnesse* player then uses their leaders to attempt to Rally Disrupted units. Each leader may spend up to 3 Movement Points to move, then attempt to Rally up to 3 units within 1 hex of the leader. Each leader completes their Rally phase before proceeding to the next leader.

G. Advance Game Turn

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

[2.41] (Addition) Captain units have an additional Captain number printed on the counter. This number has no effect on game play.



[4.27] (Amendment) Combat Units (only) may enter hexes occupied by enemy Leaders if no enemy Combat Units are present in the hex (see Case 8.1 amendment, below).

[7.12] (Amendment) Due to the smaller scale of the game, the range for Archers is **three** hexes. This range includes the target hex but excludes the firing Unit's hex. Mounted archers still have a range of **two** hexes.

[7.31] (Amendment) In a given Combat Phase, after all Missile and Leader Combat has been resolved, each Phasing combat unit that is adjacent to, but not in the enemy ZoC of an Enemy combat unit *may* attack it. This does not negate the requirement to attack enemy Units whose ZoC a Unit is in.

[7.37] (Amendment) Combat Units that become Fanatical (see Case 9.33 and Section 10.0 amendments) continue to use the **Casualty Probability Table**, but have their Attack rating increased by one (*maximum of A*), and their opponents have their Morale Rating reduced by one (*minimum of Z*). This is in addition to any other attack modifiers that may apply. Only Melee Combat is affected in this way. Missile Combat continues to be resolved normally.

[8.1] (Amendment) Leaders **do not** need to be stacked with a Combat Unit. If an enemy Combat Unit enters a hex occupied by a lone Leader, the Leader will 'fly' to the nearest friendly Combat Unit of the same-coloured counter.

[8.24] (Addition) If a Combat Unit with which a Leader is stacked retreats, the Leader must retreat with them. If the Combat Unit suffers either a 1/2E or an E result by Melee, Missile, or Case 7.23, the Leader suffers the same result if, when the owning Player rolls a die, the result is a five or six. Otherwise, the Leader is unaffected. If the Combat Unit is eliminated entirely and the Leader remains (after a successful roll of 1-4), the Leader must be transferred to the nearest Friendly Combat Unit.

[8.38] (Addition) The Shadow player attempts rallying first in the Rally phase, followed by the Westnesse player. Players may expend up to 3 movement points (using normal movement rules) for each leader during the Rally Phase to move a leader counter *before* attempting to rally Combat units with that leader.

[8.41] (Amendment) Balchoth Infantry units may form a Shield Wall. This is an exception to the rule that Special Formations may not be made by the Dark Power Combat Units. For purposes of forming Special Formations, a "clear" hex is considered any hex that does not incur a movement penalty to move through.

[9.12] (Replace) The Demoralization value of the unit is now shown on the counter. This value replaces the calculated value of **Case 9.12**.



[10.0] NIGHT TURNS (Amendment)

Orc units are not considered fanatical during Night Turns. However, all Orc Leaders do add **three** to their Rally Ratings (*shown as black Rally Rating on Leader counter*) during Night Game Turns.

[12.0] GAME LENGTH

The battle is played for up to eighteen Game turns. Game turns with fifteen thru eighteen being night Turns (*see Section 10.0 amendments*).

[13.0] INITIAL DEPLOYMENT OF UNITS

The attacking Orc and Balchoth forces are collectively called the Shadow forces; the defending Gondorians and the Relief force of the Éothéod are collectively called the Westensse forces.

Some of the Units start the game on the Game Map, while others arrive during the game (*see Section 14.0*). Each side deploys the Units listed in this section according to the general area to which they are assigned. They may be placed anywhere in their assigned area, in accordance with stacking limits (*see Section 5.0*). The Shadow player always places their Units on the Game Map first; then the Westensse Player deploys their Units.

See **Section 21.0** for optional deployment of initial forces.

[13.1] MISTY MOUNTAIN ORC INITIAL FORCES

The Misty Mountain Orc forces are deployed on the hill extending from the northwestern side of the map. They may be deployed up to six hexes from the western map edge and thirteen hexes from the northern edge (*Reference the setup map at end of rules*).

Orc Initial Units

Unit Type	STG	QTY	Special
Orc Archers:	e1Y	8	
Orc:	E1Z	18	
Great orcs:	C2Y	6	
Warg Riders:	De2Z	3	
Orc Guard:	B3X	4	To the Death
Orc Captain:	4	3	By the Whip
Orc Chieftain:	5	1	Blood Lust

[13.2] GONDORIAN INITIAL FORCES

The Gondorian forces are deployed in the center of the map concentrated around the grove of trees. Units may be deployed within two rows to the north and south of the grove and four rows to the east and west of the grove. Units may also be placed in the seven hexes, five rows

south of the grove as a Rearguard (*see Case 19.32*) if the player wishes (*Reference the setup map at end of rules*).

Gondorian Initial Units

Unit	STG	QTY	Special
Spearmen:	D3X	8	
Infantry:	B3X	4	
Bowmen:	e2X	4	
Hvy. Bowmen:	De3X	2	
Light. Cavalry:	C2Y	3	
Knights:	B3X	2	
Guard:	B3W	4	To the Death
Captain:	5	3	Form up!
Cirion:	7	1	Tactics

[13.21] Starting in Disarray: The Gondorian forces start the game in disarray to simulate their forced retreat from the pursuing Balchoth army. The Disarray marker is placed on Cirion as a reminder. At the start of the first turn, and any subsequent turns until the army is returned to good order, Cirion must pass a Rally roll (*Rally rating*) to organize his army. If the roll is failed all Gondorian units are treated as “Disordered” for the turn. Once Cirion passes his Rally roll, the army is returned to “good order” and no further army Disarray rolls are required.

[14.0] REINFORCEMENTS

At the beginning of each game turn the players checks to see if they will receive reinforcements according to the schedules. Units arriving as reinforcements may be placed on the edge of the Game Map adjacent to their designated entrance hexes or areas.

See **Section 21.0** for optional deployment of reinforcements.

[14.1] MOVING REINFORCEMENTS

During the given Player's Movement Phase, they may move their reinforcements on to the Game Map using all standard movement and stacking rules.

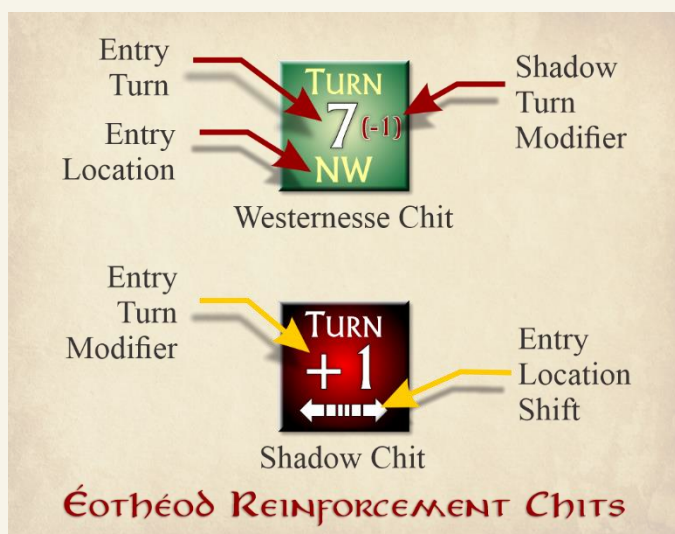
The first hex entered on the Game Map is treated in the normal fashion in terms of usage of Movement Points. A Player should note that, if they bring Units on one behind another (*visualize a chain*), then the first Unit expends, say, one Movement Point while the second expends two to enter the Game Map, the third, three, etc. Reinforcements may be brought in at any time during the Movement Phase, and they may move and attack freely, just as any other Unit.

[14.2] DELAYED REINFORCEMENT ENTRANCE

A player does not have to bring in all reinforcing units on the turn the faction is deployed. Units may be held back by the player and deployed on following turns. Units that are unable to enter the map due to blocked hexes may be deployed as hexes become available. Arriving reinforcements may attack Enemy units blocking their passage onto the map if necessary.

[14.3] ÉOTHÉOD REINFORCEMENT CHITS

Cirion sent messengers to The North to ask for aid against the Balchoth invasion but had received no word back by the time of the battle. Cirion assumed the messengers never delivered the message.



After the initial units have been placed on the map the Éothéod reinforcement chits are separated into separate Shadow and Westernesse, and either placed face down on the table or placed in an opaque cup. The Westernesse and Shadow players then randomly draw **one** chit each to determine when the Éothéod reinforcements enter the map, and where they enter. Each player may look at the chit they drew but it is kept secret from the opposing player until the Westernesse player reveals their chit. The chits are placed face down on the map in the Reinforcement holding boxes (*Item H on the map above*). The Westernesse chit is revealed on the turn indicated on the chit, followed by revealing the Shadow chit. The chits are resolved to see when and where the Éothéod enter the battle.

[14.31] Westernesse Chits: The chit determines the turn (5-7), Eorl and his forces enters the battle, and where they enter (*NW, NE, or SE*). Some chits will have a modifier to the Shadow chits, a (-1) or (-2) located next to the turn number. This number reduces the delay modifier shown on the Shadow chit by the amount indicated. The Shadow turn modifier cannot be reduced below 0.

If the Westernesse player drew the **Chance** chit, it is revealed at the start of turn seven. When this chit is revealed the Westernesse player rolls 1d6:

Roll	Effect
1	Shadow player decides where they enter.
2-5	Westernesse player decides where they enter.
6	Éothéod reinforcements do not arrive.

The revealed Shadow chit is ignored if the Westernesse player plays the **Chance** chit.

[14.32] The Westernesse golden **6 SE** chit completely cancels the effects of the Shadow chit (*'Eye of Sauron' or any other Shadow modifiers*)

[14.33] Shadow Chits: The Shadow chits indicate a modifier to the turn Eorl, and his forces enter the battle and where they come in. A "+" followed by a number indicates the number of turns Eorl is delayed. A "0" means no change in the turn they come in.

If the Shadow drew the **Eye of Sauron** chit, it is revealed when the Westernesse player reveals their chit. When this chit is revealed the Shadow player rolls 1d6:

Roll	Effect
1	Westernesse player decides where they enter.
2-5	Shadow player decides where they enter.
6	Éothéod reinforcements do not arrive.

[14.4] SHIFTING

If the revealed Shadow chit shows a shift symbol (☞) the Shadow player rolls 1d6 on the table below:

Roll	Direction
1-3	Entrance shifts one area Clockwise
4-6	Entrance shifts one area Counterclockwise

Reinforcement Example: The Westernesse chit above shows a 7(-1) and NW entry location. The Shadow chit indicates a +1, with a shift (☞) to the entry location. The +1 on the Shadow chit would normally indicate that the Éothéod reinforcements enter on turn 8 instead of turn 7, but the (-1) on the Westernesse counter negates the Shadow modifier.

The Éothéod entry point is shifted by one. The Shadow player rolls 1d6, a 4, the entry location is shifted counterclockwise. The Éothéod enter in the northeast (NE) instead of the northwest (NW).

[14.5] BALCHOTH REINFORCEMENTS

Each turn, starting with Game Turn 2, the Shadow player rolls 1d6 and consults the chart below to see if the pursuing Balchoth forces enter the map.

	Turn 2	Turn 3	Turn 4
Die Roll:	1	1-2	1-4

The Balchoth forces automatically enter the map on turn **five** if not already deployed.

The Balchoth forces are deployed on the southeastern (SE) map edge between the groves (*Reference setup map at end of rules*).

Balchoth Reinforcements






Unit	STG	QTY	Special
Spearman:	D2X	8	
Infantry:	B3Y	5	
Lt. Cavalry:	Ce2X	4	
Chariot:	Be3W	4	To the Death
Captain:	4	2	Iron Fist
Chieftain:	6	1	Despair

[14.6] ÉOTHÉOD REINFORCEMENTS

The Éóthéod will enter the map on the turn indicated and from which direction, northwest (*NW*), northeast (*NE*), or southeast (*SE*), as resolved by the Éóthéod Reinforcement chits (see *Case 14.2*).

Reference the three areas with green shaded hexes on the setup map at end of rules for Éóthéod setup.

Éóthéod Reinforcements

Unit	STG	QTY	Special
 Archers:	Ce2X	3	
 Cavalry:	B3X	9	
 Guard:	B3W	3	To the Death
 Captain:	5	2	Arise, Arise!
 Eorl:	8	1	Death & Glory

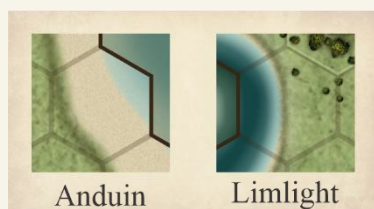
[15.0] RIVERS AND RIVERBANKS

The Anduin, also known as the Great River, was a river that ran most of the length of Middle-earth, from its source in the Grey Mountains in the north to finally emptying into the Great Sea at the Bay of Belfalas in the south.

The Limlight empties into the Anduin from its source in the Misty mountains. The Limlight was historically the border between Lothlorien to the north and Gondor to the south.

[15.1] THE RIVER ANDUIN AND LIMLIGHT

The rivers are impassable to all units.



Anduin

Limlight

[15.2] RIVERBANKS

[15.21] Riverbanks are treated as clear terrain for movement and combat.

[15.22] An **Infantry** unit defending from a Riverbank hex that is not Disrupted, and has no retreat options except for the river, will ignore any '**r1**' result (*Including Disruption*) from the Casualty Results Table (7.42), and will ignore any '**r2**' result (*Including Disruption*) from the Casualty Results Table (7.42) with a successful Rally check. If the unit is stacked with, or adjacent to a leader, use the leader's Rally Rating, otherwise a Rally rating of **2** is used. If the check is failed, the unit is eliminated as normal (*impassable terrain*).

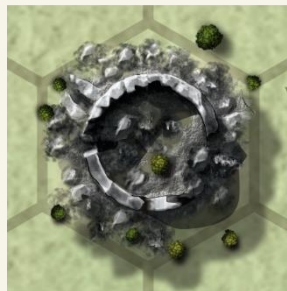
A Disrupted infantry unit, or any non-infantry unit located in a Riverbank hex resolve combat as normal. Any unit retreating **through** a riverbank hex is eliminated if forced into the river as normal (see *Case 7.55*).

[16.0] RUINS

The map contains two ruins hexes, one a watchtower the other the remains of a ship landing.

[16.1] WATCHTOWER

The crumbling remains of an ancient tower that guarded the Anduin.



[16.11] Units may move through the watchtower hex at a cost of two Movement Points. A Zone of control does not extend into or from the watchtower hex.

[16.12] Units defending from the Watchtower hex have their Armour Protection Rating Increased by one when being attacked. In addition, '**r1**' results are ignored (*even when combined with 1/2E (which is applied)*), and '**r2**' results are reduced to '**r1**' on the Casualty Results Table 7.42. Note that units that do not retreat are not disrupted (See *Case 7.57*).



[16.2] LANDING

The landing includes the ruined remains of old buildings once used to house supplies carried by boats.

[16.21] Entering the landing hex requires a Unit to consume **2** Movement Points. The landing hex is impassable to cavalry.

[16.22] Units defending from the landing hex have their Armour Protection Rating increased by one.

[17.0] LEADER SPECIAL ABILITIES & MAGIC

Field of Celebrant does not use **Case 8.5**, nor the **Magic Capabilities Chart**, when using Spells or Special Abilities. The use of Special Abilities or casting of Spells is automatic, no die roll is necessary. All Special Abilities and Spells last for one Game turn unless otherwise specified. When a Spell or Special Ability is announced the appropriate counter is placed on the Character using that ability

Each Spell or Special Ability may be used only once per game, and they are resolved during the Leader Special Ability Phase, unless specified otherwise. Multiple Special Abilities may be used on the same units in the same Game Turn as long as Special Abilities are completed before moving to the next. (*Form Up! and Tactics for example*). If both sides use Special Abilities on the same turn, the one announced last will take precedence.

If a leader is eliminated while a Special Effect is active the special effect is lost at the time the leader is eliminated.

Example: The Shadow player activates Blood Lust during the current turn. If the orc Chieftain is eliminated during the Westernesse combat phase, the Orcs will not get their

Fanatical bonus as the effect doesn't trigger until the end of the Shadow Movement phase.



[17.1] EORL

[17.11] Death and Glory

Action/Effect: Eorl may form a Wedge, or join an already formed Wedge, as per **Case 8.4**, with the following exceptions:

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.



[17.2] ÉOTHÉOD CAPTAIN

[17.21] Arise, Arise!

Action/Effect: 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.

Note: This Special Ability overrides **Despair** if active.



[17.3] CIRION

[17.31] Tactics

Action/Effect: 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 also within three hexes of Cirion that are not in an enemy ZoC, and are not Disordered or Reduced.

Swapping takes place during the Special Ability Phase.



[17.4] GONDORIAN CAPTAIN

[17.41] Form up!

Action/Effect: 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.



[17.5] BALCHOTH CHIEFTAIN

[17.51] Despair

The Balchoth Chieftain, using the dark arts learned from Sauron, may instil a sense of despair upon the enemy.

Action/Effect: Westernesse Units may not take any Rally rolls this turn, including units defending from a Riverbank

with an 'r2' result. Westernesse Leaders may still spend their 3 MP during the Rally phase while Despair is in play.



[17.6] BALCHOTH CAPTAINS

[17.61] Iron Fist

Action/Effect: Any Balchoth unit within three hexes of the Captain ignore any Disrupted effects from the **Casualty**

Results Table during the current Westernesse Combat phase.

Note: All 1/2E, E, r1, and r2 results still apply as normal.



[17.7] ORC CHIEFTAIN

[17.71] Blood Lust

Action/Effect: Any Orc units within six hexes of the Captain at the end of the Shadow Movement Phase are considered

Fanatical (per 7.37amendment) during the Shadow Melee Combat phase.



[17.8] ORC CAPTAINS

[17.81] By the Whip

Action/Effect: 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.

[18.0] UNIT SPECIAL ABILITIES

Certain units start the game with a Special Ability, and it remains active throughout the game.



[18.1] WARG RIDERS

[18.11] Swift and Agile:

Although normally used for scouting and hunting down isolated units, Wargs 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.

Action/Effect: Enemy cavalry units have their Armour Protection Rating reduced by one when defending against Warg Riders.



[18.2] GUARD UNITS

[20.21] To the Death

Precondition: A Shadow or Westernesse Leader must be stacked with a Guard

unit.

Action/Effect: When defending, Guard units have one added to the attacker's roll on the **Casualty 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.

Note: Balchoth Chariots are considered Guard units for the purpose of this special ability.

[19.0] DEMORALIZATION

Armies may become Demoralized during a game when their point loses exceed the army's Demoralization level.

[19.1] DEMORALIZATION LEVELS

[19.11] The initial demoralization level for Gondor is **30** Points.

The following Points are subtracted from the Demoralization Point total of Gondor as they occur:

A. Subtract **10** Points upon the arrival of Eorl and the Éothéod (reinforcements).

B. Subtract **5** Points for each Shadow army that becomes Demoralized.

The Demoralization Points accumulated by Gondor can fluctuate and thus rise above or fall below their Demoralization Level. Thus, Gondor may become demoralized and then gain morale again, during the game.

Gondor's Demoralization Point total cannot go below **0**, any points in excess are lost.

[19.12] The initial demoralization level for the Éothéod is **32** Points.

[19.13] The initial demoralization level of the Orcs is **35**.

[19.14] The initial demoralization level for the Balchoth is **33** Points.

Westernesse Demoralization

A. Total points of each unit eliminated (*see Case 9.12 amendments*).

Shadow player Demoralization

B. Total points of each unit eliminated (*see Case 9.12 amendments*).

[19.2] EFFECTS OF LEADER LOSSES

Any Leader Rally Points lost as a result of combat are added to the Demoralization Level of a player.

[20.0] VICTORY CONDITIONS

[20.1] DECISIVE VICTORY

If the Westernesse player demoralizes both Shadow armies without either of his armies becoming demoralized, the Westernesse player wins a Decisive Victory.

If the Shadow player demoralizes both Westernesse armies without either of his armies becoming demoralized, the Shadow player scores a Decisive Victory.

[20.2] TACTICAL VICTORY

If the Westernesse player demoralizes both Shadow armies with no more than one of the Westernesse armies becoming demoralized, he scores a Tactical Victory.

If the Shadow player demoralizes both Westernesse armies with no more than one of the Shadow armies becoming demoralized, he scores a Tactical Victory.

[20.3] MARGINAL VICTORY

If both sides have the same number of demoralized armies, total the Demoralization of each **side**. The side with the combined lower total scores a marginal Victory.

[20.4] DRAW

Any other result is a draw.

Historically, the Westernesse player won a decisive Victory.

[21.0] OPTIONAL UNIT DEPLOYMENT

There are seven (*4 Orc, 1 Balchoth, 1 Éothéod, and 1 Gondor*) extra unit counters provided with the game. These extra counters can be used to swap with units listed on each faction's deployment roster, or for balance.

Gondor: Gondor may swap one Bowmen unit for a Spearmen unit.

Éothéod: The Éothéod may swap one Mounted Archer for a Cavalry unit.

Misty Mountain Orcs: The Orc player may swap up to four Orc Bow units for Orc Infantry units.

Balchoth: The Balchoth may swap one light Cavalry unit for an Infantry unit.

Balance: If players wish, for balance, the extra units from one side may be deployed.

If the advantage is to go to the Westernesse side, the Éothéod may deploy the extra Cavalry unit, and Gondor may deploy the extra Spearman unit.

If the advantage is to go to the Shadow side, the Orcs may deploy the four extra Orc units, and the Balchoth may deploy the extra Infantry unit.

DESIGN CREDITS

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INITIAL DEPLOYMENT AND REINFORCEMENT SETUP



