

CHARACTER AND UNIT SPECIAL ABILITIES

Each of the Special abilities may be used only once during a game and unless specified otherwise, and are resolved during the *Special Ability Phase*. The effects of Special Abilities last for one complete game turn.

WESTERNESSE SPECIAL ABILITIES

Gandalf

Divine Light: As one of the Istari, Gandalf is allowed to reveal a small part of his true self, striking fear and dismay upon his enemies.

Isengard units may not rally this turn, and the *Armour Protection Rating* of all Isengard units is lowered by one.



Aragorn

Sortie: Aragorn must be stacked with a combat unit at the beginning of the game turn, in one of the three hexes shown. Aragorn, the unit, and any additional characters stacked with Aragorn are moved to the hex outside the keep, adjacent to the ramp as shown. During the Westernesse Combat Phase, the unit Aragorn is stacked with may attack a unit adjacent to the Main Gate. After the attack the unit and Aragorn may Retreat back through the wall. The Isengard unit Morale Rating is decreased by 1 for each Westernesse character stacked with Aragorn that successfully rolls their Rally Value or less on a d6.

Théoden

For Death and Glory: Théoden may form a Wedge with cavalry units during the *Leader Special Abilities Phase* and unlike with normal wedges he may move and conduct combat in the current turn during the *Westernesse Movement Phase*. In addition the Wedge gains a second round of combat against an adjacent unit if they advance after combat.

Gambling the Old

Rear Guard: All units, including Disrupted units defending Helm's Dike (*within 2 hexes of a dike hex*) may make a move towards the Hornburg at **1.5** times their normal movement rate. Units in an enemy ZoC may leave the ZoC, but may not enter any other enemy ZoC during their movement.

Horn of Helm Hammerhand

The horn is placed in the central tower at the beginning of the game, and never moves. A unit or character must be stacked with the horn, and expend its Movement Allowance for the turn to use. Once per game the horn may be blown with the following effects lasting for one complete game turn:

- Isengard units may not attempt to rally during the current turn.
- Attempt to rally all disrupted Rohan units as if the horn had a leadership value of 6.
- All attacking Rohan units are considered **Fanatical**.
- Units in the Glittering caves answer the call. The following Rohan reinforcements arrive on the western map edge during the Special Ability Phase.

| Unit Type | Qty | Strength |
|-----------|-----|----------|
| Infantry | 2 | D3X |
| Archer | 1 | e2X |

ISENGARD SPECIAL ABILITIES

Lieutenant of Isengard

Voice of Saruman: Even though Saruman is not present at the battle, his presence can still be felt on the battlefield through his lieutenant. On the turn this spell is cast Westernesse units cannot be rallied.

Chief of the Dunlendings

Dunlending Hatred: Due to the Dunlending hatred of the "Straw heads", the Chief of the Dunlendings could bring up past misdeeds the Rohirrim had inflicted upon the Dunlendings, whipping them into a state of battle frenzy. For one game turn all Dunlending units are considered **Fanatical**.



Orc Captains

Red Cunning: An Orc unit located in one of the three hexes shown, and is stacked with or adjacent to an Orc Captain, may be placed in the stream hex adjacent to, and west of the culvert hex. This movement is conducted in the Leader Special Abilities Phase. If a Westernesse unit occupies the hex where the orc Unit is to be placed, the Westernesse unit is displaced, and Disrupted on a single d6 roll of **1-3**. May be used once by each Orc Captain. Cannot be used once the culvert has been barricaded, collapsed, or breached. The unit may retreat back into or through the culvert as a result of combat assuming the

culvert has not been barricaded or collapsed

WALL AND TOWER COMBAT EXAMPLES

MISSILE COMBAT EXAMPLES

Unit A may shoot at units **D**, and **E** (*Tower hexside does not block Line of Sight*). Unit **A** may not shoot at **C** or **I** as the shot crosses a Tower hex.

Unit B may shoot at units **C**, **D**, **E**, and **I** from the Tower hex.

Unit G may shoot at unit **C** as the Line of Sight does not cross a Wall hexside (parapet). **G** may not shoot at unit **E** as the Line of Sight crosses the Tower hex, or unit **D** as the Line of Sight crosses the wall hexside and attacking unit is not in a protected hex.

Unit I may shoot at units **B** and **F** as they are in Protected Wall or Tower hexes. The target units would have their *Armour Protection Rating* increased by one as the shots cross the Wall hexside (parapet) or Tower hex. Unit **I** may not shoot at unit **A** as Line of Sight passes through the Tower hex. Unit **I** may not shoot at units **G** and **H** as the shot crosses a Wall hexside (parapet) and the target units are not in the protected hexes behind the wall.



MELEE COMBAT EXAMPLES

Unit A may Melee unit **E**, but does not have to attack as the enemy unit does not exert a Zone of Control across the wall hexside.

Unit B may Melee units **C**, **D**, or **E**, but does not have to attack the enemy units as they exert no Zone of Control across a Tower hex or Unbreached Gate hexside.

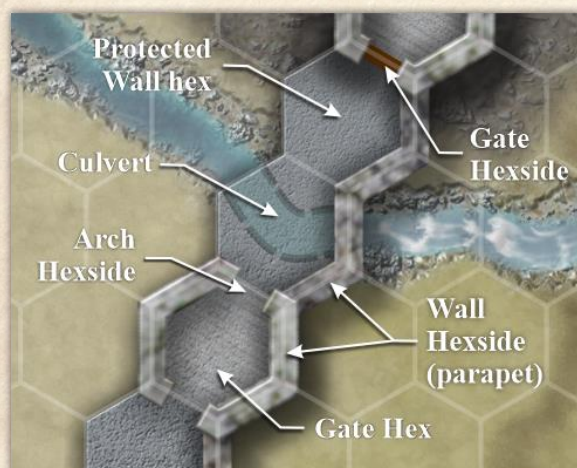
Unit C must Melee either unit **F** or **H** as it is in both enemy units Zone of Control. Unit **C** may not Melee unit **B** as units may not attack into a Tower (*considered on same level as wall, but higher*) hex unless on a ladder or through an Arch or Unbreached Gate hexside.

Unit D on Ladder may Melee unit **B**, but does not have to attack as no enemy Zone of Control extends across the tower hex. Unit **B** has their *Armour Protection Rating* increased by one as they are defending against a unit on a Ladder.

Unit E is not on a Ladder and may not Melee unit **B** as units may not attack a unit on a higher Level unless on a Ladder.

Unit F must Melee unit **C** as it is in the Zone of Control of the unit.

Unit H must Melee unit **C** as it is in the enemy units Zone of Control. Unit **C** would not have their *Armour protection Rating* increased as the attack is not across a Wall hexside (*parapet*).



ANATOMY OF A WALL

Wall Hexside: Also called a 'Parapet' or 'Battlement', Units defending across the Wall hexside (*including hexes inside the keep*) from the Protected Wall hex have their *Armour Protection Rating* increased by one.

Protected Wall Hex: The hex behind the Wall hexside, or inside a Tower hex. Missile or Melee attacks may target this hex across the wall hexside. Missile Combat may not target across a wall hexside to the hexes beyond the Protected hex. There are no Movement or Combat restrictions for non-parapet Protected Wall hexes.

Gate Hexside: May not be crossed to enter the Keep unless Breached, or Controlled by Friendly side.

Arch Hex: Access to Tower hex. No effect on Movement. Units defending from a tower through an Arch have their *Armour*

Protection Rating increased by one.

Culvert Hex: Under wall, may not enter unless using Orc Cunning. The wall above is treated as a normal Wall hex for Combat and Movement (*unless culvert has been Collapsed or Breached*). A Collapsed Culvert is Impassable from Stream hexsides for remainder of game. Units defending from the Culvert hex have their *Armour Protection Rating* increased by one.

Tower Hex: On same level as wall, but considered higher than the wall. Units defending from a Tower hex have their *Armour Protection Rating* increased by one.