

FROM THE GAMES OF
MIDDLE-EARTH
THE FORDS OF ISEN
EXCLUSIVE RULES

(v1.0, 10 May, 2022)

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[11.0] INTRODUCTION

Fords of Isen is a variant based on the game ‘Gondor’ and ‘Sauron’ (published by Simulations Publications Inc. in 1977).

Fords of Isen simulates the battles at the Fords of Isen in J.R.R. Tolkien's, Unfinished Tales. The simulations depicts Rohan's struggles to defend and hold the Fords of Isen located on Rohan's Northwestern border.

The Standard Rules for The Games of Middle Earth are required to play The Fords of Isen.

[11.1] THE GAME MAP

The 20" x 30" Game Map portrays the area in which the battles of the Fords of Isen were fought. It includes all the significant terrain.



- (A) Western and Eastern Fords.
- (B) The Eyot.
- (C) Earthen Forts.
- (D) Rohirric Camp.
- (E) River Isen

[12.0] GAME LENGTH

Both battles are played for sixteen Game-Turns. Game-Turns eight thru sixteen are Night Turns in the first battle, six thru sixteen are Night Turns in the second battle (see Section 10.0 and Standard Rule Amendments).

[13.0] INITIAL DEPLOYMENT OF UNITS

The attacking forces are collectively called Isengard forces; those defending the Fords or coming to her aid are called, collectively, Westernesse forces.

Some of the Units start the game on the Game Map, while others arrive during the course of 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 case 5.0*). The Isengard Player always places his Units on the Game Map first; then the Westernesse Player deploys his Units.

CASES:

[13.1] ISENGARD INITIAL FORCES

(*see specific battle scenario for initial setup*)

[13.2] WESTERNESSE INITIAL FORCES

(*see specific battle scenario for initial setup*)

[14.0] REINFORCEMENTS

Players 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.

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. This situation is more likely to occur with the Isengard reinforcements, which are too numerous to enter the Game Map all at the same time. Reinforcements may be brought in at any time during the Movement Phase, and they may move and attack freely, just as any other Unit.

Units entering the map on a road expend **1/2** Movement Point instead of the normal **1** when entering the map in a chain. This will allow units to remain in column without forming gaps when entering the map.

CASES:

[14.1] ISENGARD REINFORCEMENTS

(*see specific battle scenario for initial setup*)

[14.2] WESTERNESSE REINFORCEMENTS

(*see specific battle scenario for initial setup*)

[15.0] THE ISEN RIVER AND FORDS

The Isen, also known as the Angren, was a river of Rohan. It began in the southern Misty Mountains from Nan Curunir, first running south through the fortress of Isengard to the White Mountains through the Gap of Rohan, and then bent west finally emptying into the Sea of Belegaer.

CASES:

[15.1] THE RIVER ISEN

[15.11] Units may never move through an Isen river hex except at Ford hexes. Units forced to retreat into a non-ford river hex are instead eliminated. River hexes do not block Line of Sight.

[15.12] Banks are treated the same as Slopes for purposes of movement and combat.



[15.13] Where the river does not cover an entire hex; the hex is considered 'River' as long as the river covers half or more of the hex.

[15.2] THE FORDS OF ISEN

[15.21] The Fords of Isen were located along the river Isen, and were guarded by the Rohirrim in the Third Age. The Fords were notable as the only crossing of the Isen into Rohan, until Saruman built a bridge upstream close to Isengard.



[15.22] Units may move through Ford hexes at the cost of two Movement Points. The side that has a unit either occupy or pass through a Ford hex, without any undisrupted enemy units occupying a Ford hex, controls the Ford. Each Ford will *always* be under the control of one side or the other. The Westernesse Player is considered in control of the Fords at the beginning of the game.

[15.24] Units may move into or exit a Ford hex from a road, shoreline, or bank hex. Units defending against a *melee* unit attacking from a Ford hex have their Armour Protection rating increased by one.

[16.0] EARTHEN FORTS AND CAMP

[16.1] EARTHEN FORTS

Earthwork forts were constructed to defend the western approaches to the Fords of Isen.



[16.11] Units may move through Earthwork hexsides at a cost of two Movement Points. A Zone of control does not extend across Earthworks hexsides into fort hexes

[16.12] Units defending from behind (*fort side*) an Earthwork hex have their Armour Protection Rating Increased by one when being attacked by a unit from across an earthwork hexside. In addition, 'r1' results are ignored (*even when combined with 1/2E*), 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 7.57*).

[16.13] Fort hexes are considered "clear" hexes for purposes of forming Special Formations.

[16.2] CAMP

The Camp includes the buildings and surrounding pasture hexes, bordered by a hedge, and represents the permanent garrison housing, supply, and horse pastures.



[16.21] Entering a Building hex, or crossing a hedge hexside requires a Unit to consume 2 Movement Points. Building hexes are impassable to cavalry.

[16.22] Units defending from a building or across a hedge hexside have their Armour Protection Rating increased by one.

[16.22] The Camp will *always* be under the control of one side or the other. To control the Camp, a side must either have a unit occupy or pass through the camp, without any enemy undisrupted units occupying a hex inside the camp. The Westnesse Player is considered in control of the Camp at the beginning of the game.

[16.23] Pasture hexes are considered "clear" hexes for purposes of forming Special Formations.

[17.0] GROVES

All standard rules apply for groves.

[18.0] SIEGES

The siege phase is skipped for The Fords of Isen scenarios

[19.0] LEADER SPECIAL ABILITIES & MAGIC

Unlike the games Gondor and Sauron, 'The Fords of Isen' does not use the Case 8.5, nor the Magic Capabilities Chart when using these Spells (*or Special Abilities*). The casting, or use of Special Abilities and Spells is automatic, no die roll is necessary. All Special Abilities and Spells last for one Game-Turn unless otherwise specified. When a 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. Where conflicted, the last Spell/Special Ability used overrides previous Spell/Special Ability. If both sides use Special Abilities on the same turn, the one announced last will take precedence.

CASES:



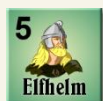
[19.1] THÉODRED

[19.11] To Me, Eorlingas!:

Precondition: Théodred must be in an enemy Zone of Control at the start of the Westnesse Movement phase. This special ability isn't declared until the beginning of the Westnesse Movement phase.

Action/Effect: Once per game any Rohan leader within six hexes of Théodred, and any unit stacked with or adjacent to that leader, may move *towards* Théodred at 1.5 times their normal Movement Allowance during the Westnesse Movement phase. (*Terrain penalties still apply*).

Moving Rohirrim units ignore all enemy Zones of Control as long as they are moving in the shortest rout possible in the direction of Théodred.



[19.3] ELFHELM

[19.31] Death and Glory:

Action/Effect: Elfhelm forms a Wedge (*see Case 8.4*) with Cavalry Units during the Leader Special Abilities Phase, with the following exceptions to case 8.4:

1. *Forming the Wedge takes place in the Special Ability Phase.*
2. *Elfhelm's Wedge may move and conduct combat in the current turn during the Westnesse Movement Phase.*
3. *The Wedge gains a second round of combat against an adjacent Unit if they advance after combat.*

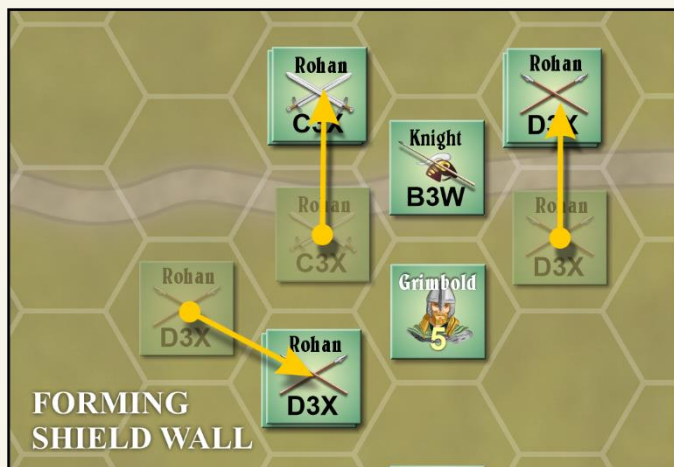


[19.2] GRIMBOLD

[19.21] Form up!:

Action/Effect: Once per game Grimbold can order Infantry units within three hexes, and in **clear** terrain, to form into a Shield Wall (see Case 8.4.), 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 Grimbold after forming the shieldwall.



[19.5] LIEUTENANT OF ISENGARD

[19.51] The Voice of Saruman:

Even though Saruman is not present at the battle, his presence can still be felt on the battlefield through his Lieutenant.

Effect: Westnesse Units may not be rallied this turn.



[19.6] DUNLENDING NOBLE

[19.61] Dunlending Hatred:

Due to the Dunlending hatred of the “Straw heads”, the Noble could bring up past misdeeds the Rohirrim had inflicted upon the Dunlendings, whipping them into a state of battle frenzy.

Action/Effect: Any Dunland units within **six** hexes of the Noble at the end of the Isengard Movement Phase are considered Fanatical.



[19.7] ORC CAPTAINS

[19.71] By the Whip:

Action/Effect: Once per game each Orc captain may command Isengard 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. At the end of each unit’s movement roll 1d6, on a roll of **1** the unit becomes Disrupted.

[20.0] UNIT SPECIAL ABILITIES

Each unit starts the game with its Special Ability, and it remains active throughout the game.



[20.1] WARG RIDERS

[20.81] Swift and Agile:

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.

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



[20.2] GUARD UNITS

[20.21] To the Death:

Precondition: An Isengard or Westnesse Leader must be stacked with a Guard unit. Knight and Half-orc units are considered ‘Guard’ units.

Action/Effect: When defending, Guard units 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.

[20.0] DEMORALIZATION

CASES:

[20.1] DEMORALIZATION LEVELS

(see specific battle scenario for Demoralization)

[20.2] EFFECTS OF LEADER LOSSES

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

[21.0] VICTORY CONDITIONS

(see specific battle scenario for Victory Conditions)

STANDARD RULES AMENDMENTS

The Fords of Isen requires 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 Isengard Units.

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

[3.0] (*Amendment*)

OUTLINE OF THE SEQUENCE OF PLAY

A. Special Ability Phase

1. Isengard leaders with *Special Abilities* may use them now.
2. After Isengard completes resolves their Special Abilities, the Westernesse player may use their *Special Abilities*.
3. Where conflicts occur, the Westernesse *Special Abilities* will cancel or override any conflicting Isengard effects (*Voice of Saruman and Forth Eorlingas!* for example).

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. Isengard Movement Phase

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

E. Isengard Combat Phase

1. *Isengard* 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, *Isengard* 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. Both Players 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. Where conflicts may arise, the Westernesse leader goes first.

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.

[4.27] (*Amendment*) Combat Units (only) may enter hexes occupied by enemy Leaders if no enemy Combat Units are present in the hex (see 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 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) continue to use the Casualty Probability Table but their opponents have both their Armour Protection Rating (*min. 0*) and their Morale Rating (*min. Z*) reduced by 1. 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 Westnesse player attempts rallying first in the Rally phase, followed by the Isengard 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. Once a leader attempts a rally he may no longer move.

[8.41] (*Amendment*) Dunlending 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.

[10.0] NIGHT TURNS (*Amendment*)

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

DESIGN CREDITS

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SCENARIOS

[S1] THE FIRST BATTLE OF THE FORDS OF ISEN

25 February, T.A. 3019

The battle starts after Théodred returns from his aborted attack on Isengard as he is setting his defences on the banks of the Isen fords. The attacks start before Theodred can get all his cavalry units from the attack on Isengard in place, represented as units that start in “Disarray” See Case 13.24).

The only goal of the Saruman player is to kill Théodred.

[12.0] GAME LENGTH

This scenario lasts for **sixteen** Game-Turns with Game-Turns **eight** thru **sixteen** being Night Turns.


[13.0] INITIAL FORCES

(see *The Fords of Isen Exclusive rules 13.0*)



[13.1] ISENGARD INITIAL FORCES

The Isengard units are split into 2 forces. The main body deployed to the west of the Isen, while a smaller force deployed to the east of the Isen.

[13.11] The Western Force: Units are placed anywhere within **four** hexes of the northern map edge west of the river.

Unit Type	Qty	Strength
 Orcs	6	E1Z
 Orc Archers	2	e1Z
 Uruk	4	D2Y
 Uruk Archers	1	Ee3X
 Half-orcs	2	B3W
 Uruk Guard	1	B3X
 Captain	1	7/4 Rally

[13.12] The Eastern Force: The following units are placed anywhere within **four** hexes of the northern map edge and east of the river.

Unit Type	Qty	Strength
 Wargs	4	D2Z
 Uruk	4	D2Y
 Uruk Archers	2	Ee3X
 Uruk Guard	1	B3X
 Captain	1	7/4 Rally
 Dunland Cavalry	4	D2Y



[13.2] WESTERNESSE INITIAL FORCES

The Rohirrim forces are deployed on the western and eastern banks of the Isen fords, with Théodred and his guard on the eyot in the river.

[13.21] Western Ford Shoreline: Units are placed in, or adjacent to the Forts located west of the Ford.

Unit Type	Qty	Strength
 Infantry	4	D3X
 Heavy Infantry	1	C3X
 Archer	1	e2X
 Guard	1	B3W
 Grimbold	1	5 Rally

[13.22] The Eyot: Unit and Théodred are placed anywhere on the Eyot. Theodred acted as a rear guard protecting the withdrawal of units deployed on the western side of the river. Theodred must remain on the Eyot as long as any Westernesse units (*including Disrupted units*) remain west of, or on the Eyot.

Unit Type	Qty	Strength
 Knights (Guard)	1	B3W
 Théodred	1	6 Rally

[13.23] Eastern Ford Shoreline: Units may be placed within two hexes of the road and up to **four** hexes east of the Ford. Units may also be placed in the Camp, with the exception of Disarrayed cavalry units (*see 13.24*).

Unit Type	Qty	Strength
 Infantry	4	D3X
 Heavy Infantry	1	C3X
 Light Cavalry	2	De3X
 Riders	1	C3X
 Riders*	4	C3X
 Knights*	1	B3W

* Units start in Disarray

[13.24] Units Starting in Disarray: Some of the returning Cavalry units from Théodred’s attack on Isengard were deployed to the eastern bank of the Fords. These units were unable to fully deploy before the Isengard forces started their attack. The units above marked with an “*” start the game with a ‘Disarray’ counter. Disarrayed units must take a roll during the Westernesse Movement Phase of each turn until organized. On a roll of **4** to **6** on 1d6 the ‘Disarray’ counter is removed and the unit may move and conduct combat as normal. A result of **1-3** means the unit remains Disarrayed.





Disarrayed, units are treated the same as ‘Disrupted’ units for all movement and combat purposes.

[14.0] REINFORCEMENTS

(see *The Fords of Isen Exclusive rules 14.0*)

[14.1] ISENGARD REINFORCEMENTS

On Game-Turn 2 the following units are placed anywhere along the northern map edge west of the river.

Unit Type	Qty	Strength
 Dunland Infantry	8	D2Y
 Dunland Archers	2	e1Y
 Dunland Guard	1	B3X
 Dunland Noble	1	4 Rally

[14.2] WESTERNESSE REINFORCEMENTS

Starting with Game-Turn **six** there is a chance of reinforcements arriving. Roll 1d6, a result of **3-6** means reinforcements arrive. The units are placed within **three** hexes of the Road on the eastern map edge anytime during the Westernesse Movement Phase. Reinforcements may arrive in special formations and may move and attack in the current turn.

A result of **1-2** means no reinforcements have arrived this turn. Better luck next turn.

Unit Type	Qty	Strength
 Knights (Guard)	2	B3W
 Riders	2	C3X
 Elfhelm	1	5 Rally

[20.1] DEMORALIZATION

The demoralization level for the Westernesse player is **120 Points**. The demoralization level for the Isengard player is **100 Points**.

Rohan Demoralization

- Total points of each unit eliminated as in Standard Rules.
- Add **10 Points** if the Isengard controls both Fords (*east and west*) and the Eyot. Points are removed if the Isengard player loses control of the Fords (see *Case 15.22*).
- Add **5 Points** for Isengard control of the Camp.
- Subtract **10 Points** upon the arrival of Elfhelm (*reinforcements*).

Isengard Demoralization

- Total points of each unit eliminated as in the Standard Rules.

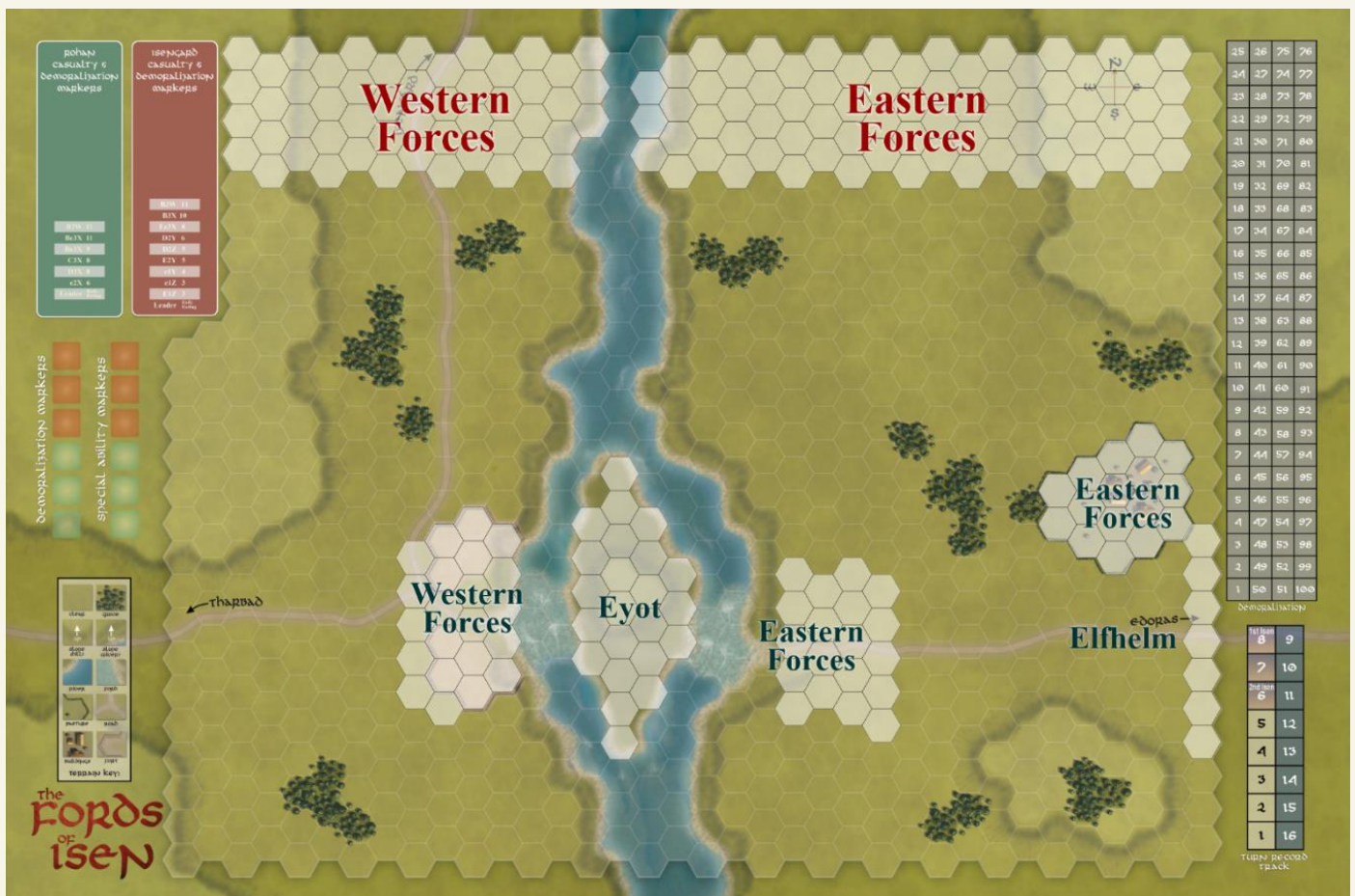
[21.0] VICTORY CONDITIONS

[21.1] HOW TO WIN

[21.11] Isengard Victory: There is one way for Saruman to win; kill Théodred.

[21.12] Westernesse Victory: If Théodred is alive at the end of turn **16**, and Saruman is demoralized, Rohan has won.

[21.13] Draw: Any other condition at the end of the game results in a draw.



[S2] THE SECOND BATTLE OF THE FORDS OF ISEN

March 2-3, T.A. 3019

Saruman's vanguard must clear the Fords of Isen and the road to Edoras so the main body of Saruman's army can start the invasion of the Westfold.

Historically Elfhelm never came to the aid of Grimbold as the Isengard forces east of the river were able to get between him and Grimbold. This cuts Elfhelm off from the main Rohirrim forces, forcing him to retreat to the east. As a "what if" to the historical battle, in this scenario Elfhelm has a chance of reinforcing Grimbold, *if* the Westnesse player can get Elfhelm and his forces on the map before Isengard's reinforcements start arriving.

[12.0] GAME LENGTH







This scenario lasts for **sixteen** Game-Turns with Game-Turns **six** thru **sixteen** being Night Turns.

[13.0] INITIAL FORCES

(see *The Fords of Isen Exclusive rules 13.0*)

[13.1] ISENGARD INITIAL FORCES

Units are placed anywhere within **four** hexes of the northern map edge west of the river.

Unit Type	Qty	Strength
 Orcs	4	E1Z
 Orc Archers	2	e1Z
 Uruk	4	D2Y
 Uruk Archers	2	Ee3X
 Half-orcs	1	B3W
 Uruk Guard	1	B3X
 Captain	1	7/4 Rally




[13.2] WESTERNESSE INITIAL FORCES

The battle starts with Rohirrim defenders in place.

[13.23] Eastern Ford Shoreline: Units may be placed within two hexes of the road and up to **four** hexes east of the Ford. Units may also be placed in the Camp.

Unit Type	Qty	Strength
 Infantry	3	D3X
 Light Cavalry	2	De3X
 Riders	4	C3X
 Knights	2	B3W
 Grimbold	1	5 Rally
 Guard	1	B3W

[13.21] Western Ford Shoreline: Units are placed in, or adjacent to the Forts located west of the Ford.

Unit Type	Qty	Strength
 Infantry	5	D3X
 Heavy Infantry	2	C3X
 Archer	1	e2X

[14.0] REINFORCEMENTS

(see *The Fords of Isen Exclusive rules 14.0*)

[14.1] ISENGARD REINFORCEMENTS



Starting with Game-Turn **five** the Isengard player rolls 1d6 to see if Isengard's reinforcements arrive:

	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9
Success	5-6	4-6	3-6	2-6	Auto

After a successful roll, units start appearing on the map along the northern map edge, east of the ford, between the river and the hill using the schedule below.



Reinforcements (on same turn as successful roll):

On the turn the Isengard player successfully rolls for reinforcements, units are placed on the northern map-edge east of the river.

Unit Type	Qty	Strength
 Wargs	4	D2Z
 Dunland Cavalry	2	D2Y



Reinforcements (on turn following successful roll):

Placed on the northern map edge east of the river.

Unit Type	Qty	Strength
 Uruk	4	D2Y
 Uruk Archers	2	Ee3X
 Uruk Guard	1	B3X
 Captain	1	7/4 Rally
 Dunland Infantry	6	D2Y
 Dunland Archers	2	e1Y
 Dunland Guard	1	B3X
 Dunland Noble	1	4 Rally

Lieutenant of Isengard (Game-Turn 8):

On Game-Turn **eight** the following units are placed on the road hex on the northern map edge.

Unit Type	Qty	Strength
 Uruk Guard	1	B3X
 Lieutenant of Isengard	1	8/5 Rally

[14.2] WESTERNESSE REINFORCEMENTS

Starting with Game-Turn **five**, the Westnesse player rolls for reinforcements. On a roll of **4** to **6** reinforcements start appearing within two hexes of the northern map edge, east the river. If the Isengard eastern reinforcements have already deployed, no Westnesse reinforcement roll is permitted.

On the turn Elfhelm's reinforcements arrive they must perform a full move south towards the fords or road.

Unit Type	Qty	Strength
 Knights (Guard)	2	B3W
 Riders	2	C3X
 Elfhelm	1	5 Rally

[20.1] DEMORALIZATION

[20.11] The initial demoralization level for Rohan is **90** Points. If Elfhelm arrives the demoralization level of Rohan is increased to **110**.

[20.12] The initial demoralization level of Isengard is **40**. Once the Isengard Eastern reinforcements arrive the demoralization level of Isengard is increased to **100**.

Players should note that the total Demoralization Points accumulated by a side can fluctuate and thus rise above or fall below their Demoralization Level. Thus a force may possibly become demoralized and then gain morale again, etc., during the course of the game.

Rohan Demoralization

- A. Total points of each unit eliminated as in Standard Rules.
- B. Add **10** Points if the Isengard controls both Fords (*east and west*) and the Eyot. Points are removed if the Isengard player loses control of the Fords (*see Case 15.22*).
- C. Add **5** Points for Isengard control of the Camp.
- D. Subtract **10** Points upon the arrival of Elfhelm.

Isengard Demoralization

- A. Total points of each unit eliminated as in the Standard Rules.

[21.0] VICTORY CONDITIONS

[21.1] HOW TO WIN

[21.11] Isengard Victory: The Isengard Player must control the fords and road for the invasion of Rohan to start in earnest. If the Isengard player controls both the fords and the road to Edoras at the end of the last Game-Turn, the Saruman player wins.

[21.12] Westnesse Victory: If the Westnesse Player can prevent this, he has delayed the Isengard forces long enough to let Erkenbrand's forces reach Helm's Deep, and is deemed the victor at the Isen Ford.

[21.2] CONTROLLING THE FORDS

There may not be any undisrupted Westnesse Combat Units in any of the ford or the Eyot hexes at the end of the game.

[21.3] CONTROLLING THE ROAD TO EDORAS

There may not be any undisrupted Westnesse Combat on, or adjacent to any road hex east of the fords.

