

WAR IN ARDA

REVISED RULES FOR MASS BATTLES IN MIDDLE EARTH

TURN SEQUENCE

After determining priority for the turn, each subsequent phase is resolved first by the priority player, then by the non-priority player.

1. Priority Phase
2. Recovery Phase
3. Move Phase
4. Shoot Phase
5. Charge Phase
6. Fight Phase



PRIORITY PHASE

If not specified by the scenario (turn 1 only), players roll to determine who has priority. Regardless of how the first turn priority is determined, from turn two onwards, roll off for priority. Each side rolls 1D6. The side with the highest result has priority for the current turn.

Generate Magic Dice

Each Spellcaster generates the number of D6 equal to their Magic Mastery level. These dice can be used to cast and dispel magic spells for the current turn. Any unused dice are discarded at the end of the turn.

MOVEMENT RATES

The distance a formation can move is listed on the formations profile in the army lists.

COMMAND COMPANIES

Every formation must have a command company, usually identifiable by leaders, banners, musicians or other special models. The command company must always be placed in the front rank of a formation as the center most company. The command company is the last company in a formation to be removed from play.

Legal Configuration

Formations must be 1-4 companies wide and 1-4 ranks deep. Companies must be aligned corner-to-corner. Each rank must be filled out before starting another.

RECOVERY PHASE

Each disordered formation must take a Courage test to recover. If the test is passed, unit regains order and can act normally. If the test is failed, formation must fall back.

Courage Test

To take a Courage test, roll 2D6 and add the formation's Courage (C) value to the result. If the total result is 10 or more, the test is passed. If there is more than one Courage value in the formation, use the highest.

Falling Back

Formations that lose a fight or are disordered and fail to recover will be required to fall back. Distance moved is half formation's Movement + D6".

Movement ignores penalties of enemy proximity. Formation cannot shoot and charge. If formation lost a fight, or is forced to/voluntarily Falls Back, the command company must move away from the closest enemy formation, facing the enemy (and pivoting if necessary) then all other companies fill around the command company in a legal configuration, moving up to twice their movement value, without changing shape. If a failed recovery, the move is towards the nearest table edge (facing the table edge).

Impeded

If a fall back movement can't be completed (e.g., due to intervening formations, impassible terrain, the table edge, etc.), the formation is impeded. For each 1" (or partial 1") of movement that cannot be completed by the impeded formation, the formation suffers D3 automatic hits.

MOVE PHASE

Priority player moves first, then non-priority player.

Moving Formations

Player can move formations in any order, one at the time. Move the command company for the formation in any direction (no matter where it is facing), then all other companies fill around the command company in a legal configuration.

Pivoting

The command company can freely pivot to face any direction at the end of its movement.

Single Models

Single models can move at full movement rate and pivot 360° at any point during the move.

Interpenetration

Formations cannot interpenetrate other formations, friend or enemy, for any reason.

Difficult Terrain

Formations starting their turn with any of their companies into difficult terrain must move at HALF rate.

Impassable Terrain

Formations may not move into or through impassable terrain for any reason.

Separation

Formations may not move closer than 1" to an enemy formation unless charging.

Proximity To Enemy

Formations starting their movement with any of their companies within 6" of the enemy must move at HALF rate.

Flyers

Can move over intervening formations (friend/enemy) and terrain. Ignores difficult terrain. Cannot land on other companies, impassible terrain, or enter defensible terrain.

A formation moving at HALF rate (or less) can move in any direction, shoot during the shooting phase, and do one (and only one) of the following during movement ...

- **Change shape (reform).** Adopt any legal configuration, moving all other companies around the command company up to twice their movement value.
- **Pivoting up to 180°.** The command company can pivot up to 180° at the end of its movement.
- **Cross difficult terrain.** A formation can move through difficult terrain within the move distance.
- **Enter or leave defensible terrain.** (see Defensible Terrain).

A formation moving at FULL rate (or more than half rate) can move in any direction, pivoting up to 45° and ...

- **Can:** Shoot in the shooting phase ONLY if the formation has the Skilled or Expert Riders special rule.
- **Cannot:** shoot in the shooting phase, change shape, cross difficult terrain or enter/leave defensible terrain.

A formation moving AT THE DOUBLE must first pass a Courage test and then ...

- **Can:** Move in any direction doubling its movement value.
- **Cannot:** Shoot in the shooting phase, pivoting, change shape, cross difficult terrain, or enter/leave defensible terrain.



SHOOT PHASE

Player with priority resolves shooting first, then the non-priority player.

1. Choose shooting formation
2. Choose target
3. Calculate number of dice
4. Roll to hit
5. Remove casualties
6. Target driven back



1. Choose Shooting Formation

Formation cannot shoot if disordered, if moved more than 1/2 its move value in preceding move phase (exception: Skilled or Expert Riders), or if it has a shoot value of '-'. A formation can shoot only once per turn. Player can resolve shooting in any order.

2. Choose Target

Target must be in range and arc of sight of at least one company from shooting formation. All companies must shoot at same target. Only companies in range and arc can shoot. **If target is composed by multiple companies, shoot at the closer one that is visible (check Line of Fire). The company will shoot at the front, flank or rear of the target depending on which arc it is mostly in.**

Arc of Sight

Arc of sight is determined per company for shooting. Companies arc of sight is established on the front edge of the base by drawing imaginary lines through opposite corners. All monsters and flyers have a 360° arc of sight.

Can I See? (Line of Fire)

Draw a line of fire from any point on the shooting company to any point on target formation. Target is seen if this line is not blocked by formations or terrain.

Hills and Elevated Positions

Hills and elevated positions (e.g., tall building) allow companies to draw a line of fire over intervening terrain and formations that are on a lower level. Conversely, lower formations can shoot at higher formations.

3. Calculate Number of Dice

Total number of dice = Attacks (A) value of companies shooting directly + Shoot (SH) value + supporting fire.

Shooting Directly

Target is in the companies arc of sight and can be seen.

Shoot Value Bonus

Add or subtract the number of dice listed for the shoot (SH) value for each company shooting directly.

Supporting Fire

Companies that cannot see the target formation but it is in their arc of sight contribute 1 dice each.

4. Rolling To Hit

Compare strength of weapon (see Missile Weapons table) to targets defence and consult the To Hit table to determine the minimum result needed to score a hit.

TO HIT (SHOOTING & FIGHTS)

		DEFENCE									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
	3	3	4	4	5	5	6	6	6/4	6/4	6/5
	4	3	3	4	4	5	5	6	6	6/4	6/4
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

6/4, 6/5, or 6/6: Roll of 6, then X needed to score a hit.

MISSILE WEAPONS

NAME	RANGE	STRENGTH	NOTES
Blowpipe	12"	2	• May charge in same turn the formation shot
Shortbow	18"	2	
Bow	24"	2	
Longbow	36"	2	
Crossbow	24"	4	• No move and fire
Thrown Weapons	6"	Per Company Profile (S)	<ul style="list-style-type: none"> • 1/2 number of attacks (round up) • May charge in same turn the formation shot • No long range penalty

Long Range. The missile weapon's Strength is reduced by 1 when shooting a target that is more than half the weapon's range.

5. Remove Casualties

Divide hits by the target's resilience (round down) to determine number of casualties. Casualties must be removed starting with depleted companies in the rear rank.

Automatic Hits

Do not require a roll to hit as it hits automatically.

Hope is Lost!

The last company in a formation is always the command company. When this company lose half its models, it is removed from play (the entire formation is destroyed).

6. Target Driven Back

For each company lost, target formation moves D3" away from shooter (line drawn from center-to-center).

Formation stops 1" away from other formations/terrain. **For each inch unable to be moved, formation suffers one automatic hit.**

ARTILLERY

Consists of siege engine and crew. Artillery companies are not removed per the Hope is Lost! rule. Instead, artillery companies are only removed once they suffer all hits for the company. If forced to fall back, formation is destroyed. To shoot, target enemy per normal then roll 1D6 on the Artillery table. NO long range penalty. Artillery cannot move unless entering the board as reinforcement, **but can pivot up to 45° and shoot. Artillery cannot shoot if pivoted more than 45°.**

ARTILLERY TABLE

D6	RESULT
1 or less	Friendly Fire! Opponent immediately chooses a formation within 6" of initial target which suffers D6 hits at siege engine's strength OR can choose to treat shooting result as a miss.
2	Miss. Shot misses, no damage.
3-5	On Target. Target takes D6 hits at siegeengine's strength.
6	Dead Aim. Target takes D6+4 hits at siegeengine's strength.
7+	Devastation. Target takes 2D6+4 hits at siegeengine's strength.

Apply the following modifiers to the above result:

- -1 : Target is single company/model.
- +1 : Target is 4-6 companies in size.
- +2 : Target is 7-9 companies in size.
- +2 : Cumulative with above – target is in a building.

A D6 roll of 1 always produces a Friendly Fire! Result, regardless of modifiers.

CHARGE PHASE

The player with priority resolves all charges first.

1. Choose Charging Formation
2. Choose Spearhead
3. Choose Target
4. Roll Charge Distance
5. Move Spearhead
6. Move Remaining Companies



1. **Choose Charging Formation**

Can resolve charges in any order a player wishes.

Who Can Charge?

A formation is not allowed to charge if it is disordered, made a shooting attack in the preceding shooting phase, or if the formation is already engaged in a fight (having been charged already).

2. **Spearhead Company**

Any company from the front rank can be selected as the spearhead. The spearhead can only charge a visible enemy within its arc of sight (same as shooting).

3. **Choose Target**

Select an enemy formation that will be charged. Players are free to measure to potential targets from the spearhead company. **If target is composed by multiple companies, charge at the closer one that is visible.**

4. **Roll Charge Distance**

Charge distance is **half formation's Movement + D6"**. A spearhead may only charge an enemy that is within its maximum charge distance.

Unstoppable Charge!

If a 6 is rolled for charge distance, mark the charge as an unstoppable charge. Each company in the formation that is fighting directly gains +D3 attacks in the ensuing fight.

Stalled Charge

If a 1 is rolled for charge distance, the charge is stalled – the formation does not move.

Attack of the Flyers

Flyers ignore intervening formations/terrain when charging and only need space enough to land (can't end on top of another formation or terrain feature).

5. **Move Spearhead**

Move spearhead company up to its total charge distance into base contact with the front, flank or rear of the target formation (depending on which arc of the target formation the spearhead company is mostly in), **otherwise the charge stalls.** The spearhead company only needs to contact the target formation, any additional movement to contact is free.

Charging Through Difficult Terrain

Difficult terrain counts as double the actual distance.

6. **Move Remaining Companies**

Remaining companies are moved up to twice their movement value to align with the command company. The formation must be able to fit in the final position and endeavor to being as many companies from the charging and enemy formation into contact as possible, **in a legal configuration (1-4 companies wide)**. If unable to fit, the formation must reduce its frontage as much as is needed in order to fit (change of shape is free). If still unable to fit after reducing frontage, the charge cannot be completed and counts as being a stalled charge.

Impacting Multiple Targets

Clipped enemy units must align and maximize to the front of the charging formation.

DEFENSIBLE TERRAIN

Consult the Defensible Terrain Features table for what unit types can occupy different terrain features, and what defensive bonuses are granted to occupying formations.

Occupying a Terrain Feature

A formation may occupy a defensible terrain feature during its move if the feature is unoccupied and if it is in contact with the terrain feature. Formations can only charge occupied terrain features. The terrain feature counts as the entire formation tray.

Capacity value

Defensible terrain features have a capacity value ranging from 1 to 9. Formations cannot occupy terrain features if have more companies than the capacity value, but can move through unoccupied defensible terrain counting it as difficult terrain.

Exiting a Terrain Feature

To exit a terrain feature, place the command company in base contact with the terrain feature and at least 1" from enemy formations. Complete the remaining movement (half move). Formation must be clear of terrain feature at end of movement. Formation can adopt any legal shape during this movement (free change of shape).

Companies that cannot be deployed are destroyed.

Shooting at a Defensible Terrain Feature

Shooting range is measured to **any point** of the terrain feature. Formations can shoot at terrain features that are visible and in arc of sight. Formations in terrain features are granted a bonus to their Defence (see the Defensible Terrain Features table).

Shooting from a Defensible Terrain Feature

Line of sight can be drawn from any point of a terrain feature and arc of sight is 360°. Range is measured from any outside point of the terrain feature. The formation may only shoot directly with a number of companies equal to half the capacity of the terrain feature (round up), with all other companies providing supporting fire.

Charging a Defensible Terrain Feature

Charges against a terrain feature can contact any point. Fights are worked out normally, with the following exceptions:

- All companies from the charging units front rank in base contact with the terrain fight directly (all others make supporting attacks).
- Occupying unit has no flanks or rear (will never lose dice for flank/rear charges).
- Occupying unit may fight directly with a number of companies equal to half the capacity of the terrain feature (round up), with all other companies providing supporting attacks.
- Charging unit does not count as charging. Occupying unit gains a defence bonus (see the defensible terrain features table).
- Occupying unit that loses fight must exit the terrain feature (unit is destroyed if it can't exit) as described above but conducting a Fall Back instead of a ½ move. One attacking formation can choose to occupy the terrain feature soon after.

• **DEFENSIBLE TERRAIN FEATURES**

TERRAIN	DEFENSIVE BONUS	WHO CAN OCCUPY?	TYPE
Walled Field	+1	All	Woodland
Forest	+2	All	Woodland
Timber Building	+2	Monsters, Infantry	Mountains
Ruin	+2	Monsters, Infantry	Mountains
Stone Building	+3	Monsters, Infantry	Mountains

FIGHT PHASE

Choose which fight to resolve

1. Determine striking order
2. Calculate number of dice
3. Roll to hit
4. Remove casualties
5. Fight results

1. Choose Which Fight to Resolve

Priority player chooses the order to resolve fights.

2. Determine Striking Order

Flyers > Monsters > Cavalry > Infantry

Striking order is determined by troop type. Flyers fight first, then monsters, cavalry, and finally, infantry. Warriors of the same type strike simultaneously.

3. Calculate Number of Dice

Total number of dice = Attacks (A) value of companies fighting directly + Fight (F) value bonus + fight modifiers + supporting attacks.

Fight (F) Value Bonus

Companies gain extra dice equal to the difference between their Fight (F) value and the opponent's one.

Fighting Directly

A company fights directly if it is in base contact (includes corner-to-corner contact) with the enemy formation.

Company contributes its full Attacks (A) value, unless depleted (-1 for each casualty sustained).

Fight Modifiers

See Fight Modifiers table. Modify number of dice for each company that is attacking directly.

Supporting Attacks

Companies not fighting directly contribute 1 dice each.

4. Roll To Hit

Compare attackers' strength to targets Defence and consult the To Hit table (same table use for Fights and Shooting) for the result needed to score a hit. Different Companies can split attacks between different enemies.

5. Remove Casualties

Divide hits by the targets Resilience (round down) to determine number of casualties. Once casualties are equal to the hits in the profile, remove a company from the formation, starting with depleted companies in the rear rank.



Hope is Lost!

The last company in a formation is always the command company. When this company lose half its models, it is removed from play (the entire formation is destroyed).

Stranded Units

Formations left out of contact after casualty removal before rolling to hit are immediately repositioned back into base contact (with the same original edge: front, flank or rear) with the formation with which they were in base contact at the start of the phase, by moving the less amount possible. If this is not possible, the stranded formation is considered out of the fight.

6. Fight Results

Fight's winner is determined by the number of hits inflicted (not casualties). Consult the Fight Results table, with the attacker being the side with a formation that initiated the first charge in the fight.

FIGHT RESULTS

FORMATION	WINNER	LOSER	DRAW
Attacker	Consolidate or Breakthrough	Panic Test	Courage Test
Defender	Hold	Panic Test	Courage Test

Panic Test (Loser)

A Panic test is the same as a Courage test (2D6+Courage, result => 10 is pass). If failed, the formation suffers a number of hits equal to the amount the test was failed by, falls back (see Falling Back) and is disordered. If passed, the formation falls back and is disordered, but suffers no other losses.

Hold (Defender Winner)

Formation holds its current position (separate them 1").

Consolidate (Charging Infantry/Monster Winner)

Hold its current position, reform or voluntarily fall back.

Breakthrough (Charging Cavalry Winner)

Once per turn, only cavalry. If a cavalry formation wins a fight and all enemy formations have fallen back or are destroyed, the cavalry unit may immediately roll a D6. With a result of 5+ they can immediately charge again. Resolve the new fight immediately.

Courage Test (Draw)

All formations involved take a courage test. If passed, hold. If failed, fall back.

FIGHT MODIFIERS PER COMPANY

CONDITION	FIGHT MODIFIER
Charging (Infantry and Monsters)	+1 dice per company fighting directly. Company gets this bonus even if it is itself charged later in the phase.
Cavalry Charge (Cavalry and Flyers)	+6 dice versus Infantry and Monsters. +2 dice versus Cavalry and Flyers. Grants the +6 bonus, unless it is against 1+ formation of cavalry or flyers, which is then the +2 bonus. Company gets this bonus even if it is itself charged later in the phase.
Fighting to the Flank	-3 dice (to a minimum of 1). Applies to all attacks made by the company.
Fighting to the Rear	-5 dice (to a minimum of 1). Applies to all attacks made by the company.
Disordered	Company's total number of dice reduced to 1. Ignore all other modifiers – each company rolls 1 dice.
Unstoppable Charge	+D3 dice – roll one die and apply result to all companies fighting directly. Stacks with other bonuses for charging.

Wargear:

The controlling player must declare at the start of the **relative phase** which equipment the formation is intending to use during that phase.

Barded Horses: Defence value is improved by 1. This is already included in the profile. Does not stack with the equivalent Fate or Fortune.

Enchanted Cloaks: Formation cannot be targeted by shooting from farther than 12" away. Do not obstruct enemy line of fire beyond 12".

Dwarf Masks: Defence value is improved by 2 against Bolt of Fire and Breathe Fire attacks.

Glaives: +1 bonus to dice results when rolling to hit in a fight.

Lances: When cavalry charges with lances, apply +1 bonus to dice results when rolling to hit in a fight. It does not apply when charging Defensible terrain features.

Pikes: Works only during the Fight phase if the formation has been charged to the front, the enemy receive no bonus for charging, the formation receives +2 to its Defence value (the bonus does not stack with shields).

Shields. Shields provide a +1 bonus to the Defence value when being attacked from the front. If the direction of attacks is not clear the the company's own Defence is used.

Shieldwall. In open and difficult terrain infantry companies doubles the bonus to the Defence provided by shields.

Two-Handed Weapons: Infantry and monsters gain +1 bonus to dice results when rolling to hit in a fight and -1 to their Fight value. When charging, cavalry gain +1 bonus to dice results when rolling to hit in a fight. Cannot receive the Defence bonus from shields.

Bows, Shortbows, Longbows: A formation carrying either any kind of bow (i.e. shortbows, bows and longbows) and shields, cannot use both during the same phase. The controlling player must instead declare at the start of the relative phase which equipment the formation is intending to use during that phase.

HEROES & EPIC HEROES

Some formations command companies may include heroes. Heroes **must always** stay with the formations command company and can never leave it. **Infantry's command company can have up to 3 Heroes, Cavalry up to 1.**

Definition

The term hero applies to both heroes and epic heroes. Epic heroes have the added ability to move between formations and may use Epic Actions.

Heroic Profiles

The benefits provided by a hero are included in the formations profile. Heroes use the Wargear, Strength (S) and Defence (D) of the formation they have joined. Each hero in a formation contributes their Fight (F) and Attacks (A) values to attacks made by their company. **If multiple Heroes have joined the formation, use the higher value (i.e. attacks do not stack).**

Epic Heroes

Can't have more epic heroes in the **command company** than regular warriors. **Command upgrades count as regular warriors.** Once per turn at start of formations move, epic heroes can move to friendly formation within 12" (doesn't affect either formations move). Ignore terrain and enemy proximity penalties. Epic hero is foot/mounted based on formation joined.

Heroic Courage

A formation uses the highest Courage (C) value present in a formation across all heroes present in the formation.

MIGHT & HEROIC ACTIONS

Might points can be spent to do Heroic Actions. See the Heroic Actions table. Heroes can do multiple different Heroic Actions per turn (so long as the Might points are spent).

Might Points

At the start of a game, each hero generates the number of Might Points as indicated in their profile. Unless otherwise specified, when a Might Point is spent, it is exhausted for the remainder of the game.

Heroic Actions

All heroes and epic heroes can call Heroic Actions. Epic Actions can only be called by a hero if specifically listed in their profile. All Heroic and Epic actions cost 1 Might point to call.

Stacking

If an action does not stack, then using this action on the same formation multiple times during the same phase does not add any additional benefits.

Duration

Heroic Action benefits only apply for the phase in which they are used – ending as soon as the phase ends.

Effects

When a Heroic Action is called, it can only apply to the hero themselves, or the hero's current formation.

Heroic Actions and priority

When two or more Heroic/Epic actions are called during the same phase by both players, roll a D6. With a result of 4-6 the player with priority acts first, with a result of 1-3 the other player acts. The players acts alternatively until all Heroic/Epic actions are resolved. Note that some Heroic/Epic actions can cancel the ones called by the opponent!

Command upgrades:

- **Captains:** command company gets +1 Fight and Courage, count as hero, 2 Resilience, 2 Might points; +50 points.
- **Banners:** Can re-roll charge rolls and Panic tests. +25 points.
- **Musicians:** +1" to Movement of the entire formation. +15 points.
- **Taskmaster:** +1 to Courage of the entire formation. +15 points.

Special Rules

Epic Heroes Special Abilities

Epic Heroes inherit ALL the formation special abilities. The formation inherit from an Epic Hero only the **TERROR and PATHFINDERS** special rule. The **BANE and SPIRIT GRASP** special rule are used **ONLY** by the command company the Hero has joined.

Stacking Multiple Special Abilities

Special abilities with similar effects provided by Heroes or Magic do not stack. Instead, pick the most favourable one. Example re-rolling failed to Hits of 1 and re-rolling all failed to Hits, pick the most favourable one.

Special Abilities, Wargear and ROLLS modifiers

The bonus provided by Special abilities and equipment stack. However, when rolling on the To Hit table, the minimum required to score a hit is always 3.

Heroic Special Rules

Counsellor. Expend 1 might point. Target friendly hero within the same formation during the Move phase and roll a D6. With a result of 6 the Hero immediately gains 2 Might point, otherwise 1.

Inspiring Leader. All friendly formation of the appropriate race within 12" of the Hero must use his Courage vaule if it is higher. If the Hero has Inspiring Leader(Master), all races can use his Courage.

Overlord. A friendly formation within 24" can use the Overlord's Might to call Heroic (not Epic) Actions, rather than their own.

Touched by Destiny. The model may call a single Epic Action each turn without expending a Might Point. Further actions may be called at the usual cost.

Heroic ACTIONS

ACTION	DESCRIPTION
Add or Subtract	Call at any point during the Recovery, Move, Shooting, Charge or Fight phases. Each Might point spent can increase or decrease a D6 result by 1, to a minimum of 1 and a maximum of 6. Choose to do this after rolling the dice. A dice that is modified in this way counts as having been rolled to achieve the result (for example, a charge D6 result of 5 is increased to 6, counting as an Unstoppable Charge).
Move	Call at the start of the Move phase, before any formation has moved or casted a spell. The formation moves first, ignoring the priority sequence.
Shoot	Call at the start of the Shooting phase, before any formation has shot. The formation shoots first, ignoring priority sequence.
Charge	Call at the start of the Charge phase, before any formation has charged. The formation charges first, ignoring priority sequence.
Fight	Call at the start of the Fight phase, before any Duel or fight has been resolved. The formation's fight must be resolved first. If the formation wins the fight, can immediately attempt a Breakthrough roll (even if is it not cavalry).
Duel	Call at the start of the Fight phase, before having resolved any fight. Calling player challenges a single enemy hero that is part of a formation in a fight with this hero's formation. Each hero rolls 1D6 and adds their Fight (F) value to the die result (Wargear does not matter). The Hero that calls the duel adds +1 to his dice result. If a Draw, roll again. Higher result is the winner. Winner rolls 1D6 for each point of difference in the result. Each result of 1-3 causes an automatic hit on the Hero's formation, but nothing if the Hero is a monster. Each result of 4-5 causes an automatic hit on the hero. Each result of 6 causes D3 automatic hits on the hero.

Epic ACTIONS

ACTION	DESCRIPTION
Channeling	Call at the start of the Move phase. Hero can reroll any casting die used this turn.
Cowardice	Call at the start of the Fight phase, before any Duel or fight has been resolved. Hero can immediately move to a friendly unengaged formation within 12".
Defence	Call during the Shoot or Fight phase, prior to an enemy rolling to-hit. Improve the formations Defence (D) value by 2 (e.g., defence 5 improves to 7). Does not stack.
Ruination	Call at the start of the Move phase. Any damage based magic spell casted by this Spellcaster during this turn has the Strength (S) increased by 2. Does not stack.
Charge	Call at the start of the charge phase, before any formation has charged. The formation charges first, ignoring priority sequence and all companies get +2 to their Fight value (F) until the end of the turn.
Sacrifice	Call after determining priority but before the start of the Move phase. For each hit inflicted on the hero's formation, roll a D6. On a result of 3+ the hit is discarded. At the end of the turn, before the next priority phase, the hero is removed from play as a casualty.
Strength	Call during the Fight phase, prior to rolling to-hit against an enemy formation. The Hero's company Strength (S) value is improved by 2 (e.g., Strength 4 is improved to 6). Does not stack.
Strike	Call during the Fight phase, prior to calculating the number of dice to roll for the fight. Improve the Hero's Fight value (F) by +2 (e.g., Fight 5 is improved to 7). Does not stack.
Challenge	Call at the start of the Move phase, before any formation has moved or casted a spell, and target enemy hero within 12". Hero must take a Courage (C) test at a -3. If passed, ignore this action. If failed, the target hero and their formation must move towards (moving at the double, if possible) and attempt to charge the calling hero's formation in the following phase. The calling hero's formation cannot move, but can pivot up to 180° and change formation. If engaged in a fight, a Heroic Duel is immediately called by the challenger for free (does not cost a Might point).
Journey	Call during the Move phase, before moving hero's formation. Spend 2 Might points for every 3 companies in this formation. Move this formation to any open space (cannot enter any difficult or defensible terrain) on the battlefield, must be at least 1" from an enemy formation. This formation cannot shoot or charge this turn.
Renewal	Call at the start of any phase and target friendly hero within 12". Hero immediately gains 1 Might point.
Rage	Call before resolving a Fight involving the Hero's formation. Hero's formation gets +2 to their Strength (S) and -2 to their Defence.
Rampage	Call at start of a fight. For each hit the hero's company scores, roll an additional hit. Cannot re-roll twice.
Shot	Call at any time during the Shooting phase and Target enemy formation within 12" and in arc of sight. Target formation immediately suffers D3 automatic hits.
Leadership	Call during the Fight phase, prior to rolling to-hit against an enemy formation. All friendly formations within 12" can reroll failed to hit rolls. Cannot re-roll twice.
Restoration	Call at any time during the recovery phase. Hero's formation immediately regains D3 casualties that were lost earlier in the game. Cannot restore companies that have been removed from the game.

Company's Special Rules

Ambushers. Formation can be deployed normally or held in reserve (can include Epic Hero). If held in reserve, during deployment must be assigned to a defensible terrain feature. Formation can be revealed at the start of the move phase in turn two or later. If terrain is unoccupied, occupy it – otherwise place the formation using the exiting terrain rules. If can't be placed, formation is destroyed.

Bane. A company armed with the Bane special rule always receives a +1 bonus to dice results when rolling To Hit against the target race.

Berserk. If the formation charged, at start of fight phase, roll 1D6 and consult the following table:

1 **Madness.** Berserk formation suffers D6 hits at own strength +2.

2-5 **Charge.** Berserk formation strength is +2 until end of turn.

6 **Carnage.** Berserk formation strength is +4 until end of turn.

Expert Riders. May move full rate, shoot and charge in same turn. Cannot shoot if formation moves at the double.

Extremely Hard to Kill. Same as Hard to Kill, but with the following table:

1-2 no effect.

3-5 gain 1 wound counter.

6-9 gain 2 wound counters.

10-12 gain 3 wound counters.

13+ immediately removed from play.

For Vengeance. During a turn in which the formation makes a successful charge, their strength value is increase to 5.

Hard to Kill. When model suffers hits = resilience, do not remove. Instead roll 1D6 on the Hard to Kill table. If hits suffered = resilience multiple times, roll each time, add bonus for wound counters to each subsequent roll. If not slain, model is driven back D3" per wound counter gained as a result of the attack.

1 no effect.

2-3 gain 1 wound counter.

4-5 gain 2 wound counters.

6 immediately removed from play.

Indomitable. Last company in this formation is not subject to the Hope is Lost! rule.

Mob Rule. Companies provide 2 dice when supporting, rather than 1.

Pathfinders. Formation can ignore appropriate difficult terrain penalties during movement and charging. If the formation has Pathfinders(Master), can ignore all difficult terrain penalties.

Poisoned Bite. The formation may re-roll failed to hit rolls of 1 for close combat attacks.

Poisoned Weapons. The formation may re-roll failed to hit rolls of 1 for shooting and close combat attacks.

Prowlers. A company with the Prowlers special rule receives a +1 to dice results when rolling To Hit in close combat, providing that it is attacking the enemy in the side or rear.

Skilled Riders. May move full rate and shoot in same turn. Cannot shoot if formation moves at the double.

Spirit Grasp. Use the targets' Courage instead of Defence when consulting the To Hit table in close combat.

Spirit Walk. Suffer no penalties for moving through difficult terrain. Can move through impassable terrain, other formations (friend or enemy), and defensible terrain features so long as the formation can end movement clear of formations (friendly or enemy), impassable terrain, or occupied defensible terrain.

Stalk Unseen. The entire formation count as equipped with enchanted cloaks

Stalwart. Companies are never driven back by shooting attacks.

Swoop Attack. The Monster may make a Swoop Attack instead of moving as normal. Move it straight line (this move can be in any direction, performing at least 12" but no more than 24"; The Monster cannot land over formations). Every enemy company the Monster moves over immediately suffers D3 Strength 6 hits. However, the Monster cannot charge in the same turn it has performed a Swoop Attack.

Terror. A formation charging or being charged by a terror causing creature must take a Courage test. If passed, no effect. If failed and is charging a terror causing creature, charge stalls and formation does not move. If failed and being charged by terror causing creature, formation's Fight (F) bonus is reduced to 0 for the remainder of the phase.

Very Hard to Kill. Same as Hard to kill, but rolls on the table suffer a -1 penalty.

We Stand Alone. Epic Heroes can't join this formation.

Flyers.

The formation moves and charges like a Flying Monster.

Hurl Rocks. The Monster counts as equipped with a thrown weapon with range 12".

Light Artillery. Same as Artillery, but with the following table:

1-2 **Miss.** No effect

3-5 **On Target.** Target formation suffers D6 hits at engine's Strength.

6 **Lucky Strike.** Target formation suffers D6+4 hits at engine's Strength.

Relentless Charge. The Command Company performs Unstoppable Charge on a 4+, rather than 6, but it must still have enough move to reach the foe.

Skirmishers. Immediately after an enemy has declared a charge against this formation, roll a D6. On a roll of 4+ the entire formation may immediately attempt a Fall Back move to avoid the enemy charge. This Fall Back move can be used only to avoid one charge per turn.

MAGIC

The player with priority casts spells first.

1. Choose Spell to Cast

2. Choose Target

3. Take Focus Test

4. Counter Spell (If Possible)

5. Apply Spell Effect (If Successful)

Who Can Cast, When, and How Many Spells Spellcasters can use magic. Spells are cast at any point during the casters move in the move phase. Spellcasters can attempt to cast as many spells as they want in a turn, provided they have casting dice to do so.

Casting Pool

During the Priority phase, each Spellcaster generates the number of casting dice based on their level. These dice collectively make up that Spellcasters casting pool.

1. Choose Spell to Cast

Spellcaster must choose which spell will be cast. Spellcasters have access to all the spells from one or more spell discipline, as defined in their profile. There are 5 different spell disciplines: Command, Wilderness, Dismay, Darkness and Ruin. Some Spellcasters may also have unique additional spells, as defined in their profile.

2. Choose Target

Unless otherwise stated, target of spell must be visible to the caster as well as in range and arc of sight.

3. Take Focus Test

Each spell has a focus rating. The focus rating is the resulting total needed (equal to or higher) on one or more casting dice to successfully cast the spell. Further Might points can be spent to modify this result. A spellcaster can choose to use any number of available dice from his casting pool.

4. Counter Spell (If Possible)

A hero from a formation that is targeted by a spell can choose to resist the spell. Nominate 1 hero to resist the spell. That hero must spend a Might point and roll 1D6. The result needed to cancel the spell is based on the Spellcaster level: 4+ if level 1, 5+ if level 2, a 6 if a level 3 Spellcaster, a 6/4+ if a level 5 spellcaster. Further Might points can be spent to modify this result. Only one attempt can be made to resist a spell, regardless of how many heroes are present in the formation. A spellcaster may spend a casting die to resist a spell, instead of might points.

5. Apply Spell Effect (If Successful)

If the spell was successfully cast and has not been cancelled, apply the effects of the spell to the target. **Spell Duration**

The duration a spell lasts for is indicated in the spell list.

Spells that have an instant duration only apply at that point in time (effects on not ongoing).

Heroes and Spell Interaction

Any heroes in a formation under the effects of a spell are also affected. If a hero leaves the formation, they are no longer affected by the spell, nor does it follow them to the new formation they join.



SPELLS OF Command

SPELL	TARGET	D6 RESULT	EFFECT	DURATION
Blinding Aura Focus 3	Spellcaster own formation.	3-5	Enemies targeting formation with shooting suffer a -1 penalty to their Shoot value. Additionally, enemies involved in Fight with the formation suffer -1 penalty to their Fight value.	Until end of turn.
		6	Enemies targeting formation with shooting suffer a -2 penalty to their Shoot value. Additionally, enemies involved in Fight with the formation suffer -2 penalty to their Fight value.	
Immobilise Focus 4	Enemy formation within 18" of spellcaster.	4-5	When target formation wants to move or charge, it must roll a D6. If the result is greater than the target formations strength value, the target cannot move, shoot or charge (6 always fails).	Until end of turn.
		6	When target formation wants to move or charge, it must roll 1D6. If the result is greater than the target formations strength value, the target cannot move, shoot or charge (6 always fails). Apply a -1 to the target's strength value for this test.	
Blessing of the Valar Focus 5	Any formation within 6" of spellcaster.	5	Target friendly formation immediately regains D3 casualties that were lost earlier in the game. Cannot restore companies that have been removed from the game. Target enemy formation immediately suffers D3 Strength 10 hits.	Instant.
		6	Target friendly formation immediately regains D6 casualties that were lost earlier in the game. Cannot restore companies that have been removed from the game. Target enemy formation immediately suffers D6 Strength 10 hits.	
Instill Valor Focus 2	Friendly formation within 12" of spellcaster.	2-5	Target formation's Courage is increased by 1.	Until end of turn.
		6	Target formation's Courage is increased by 2.	
Light of the Valar Focus 3	Enemy formation within 24" of spellcaster.	3-5	Target formation suffers a -1 penalty to their Courage or Strength value (spellcaster choose) for rest of turn.	Until end of turn
		6	Target formation suffers a -2 penalty to their Courage or Strength value (spellcaster choose) for rest of turn.	

SPELLS OF Wilderness

SPELL	TARGET	D6 RESULT	EFFECT	DURATION
Entangle Focus 3	Enemy formation within 24" of spellcaster.	3-5	Target formation is considered into difficult terrain (Woodland).	Until end of turn.
		6	Target cannot move and charge and is considered into difficult terrain (Woodland).	
Nature Wrath Focus 5	Enemy formation within 18" of spellcaster.	5	Target formation suffer D6+3 Strength 4 hits if in clear terrain, Strength 6 if in difficult terrain, Strength 9 hits if occupying a terrain feature. The target does not receive Defence bonus from the terrain against this spell.	Instant.
		6	Target formation suffer D6+6 Strength 4 hits if in clear terrain, Strength 6 if in difficult terrain, Strength 9 hits if occupying a terrain feature. The target does not receive Defence bonus from the terrain against this spell.	
Panic Beast Focus 4	Enemy formation within 24" of spellcaster.	4-5	Target formation must immediately take a Courage test. If failed, must immediately Fall Back (even if it has already moved or fallen back).	Instant.
		6	Target formation must immediately take a Courage test with a -3 penalty. If failed, must immediately Fall Back (even if it has already moved or fallen back).	
Call Winds Focus 3	Any formation within 18" of spellcaster.	3-5	Target formation is driven back D3+1" directly away from spellcaster.	Instant.
		6	Target formation is driven back D6+2" directly away from spellcaster.	
Guide Arrows Focus 2	Spellcaster own formation.	2-5	Formation Shoot value is improved by 1.	Until end of turn .
		6	Formation Shoot value is improved by 2..	

SPELLS OF DISMAY

SPELL	TARGET	D6 RESULT	EFFECT	DURATION
Sunder Spirit Focus 3	Enemy formation within 24" of spellcaster.	3-5	Target formation suffers a -1 penalty to their Courage value.	Until end of turn.
		6	Target formation suffers a -3 penalty to their Courage value.	
Transfix Focus 5	Enemy formation within 18" of spellcaster.	5	Target formation must take a Courage test with a -1 penalty. If failed, the target cannot move, shoot, charge or cast spells.	Until end of turn.
		6	Target formation must take a Courage test with a -3 penalty. If failed, the target cannot move, shoot, charge or cast spells.	
Vision of Woe Focus 3	Enemy formation within 12" of spellcaster.	3-5	Target formation must immediately pass a courage test with a -2 penalty. If the test is failed, the formation suffers automatic hits equal to the amount the test was failed by.	Instant.
		6	Target formation must immediately pass a courage test, using only 1D6 (instead of the normal 2D6), applying a -2 penalty. If the test is failed, the formation suffers automatic hits equal to the amount the test was failed by.	
Terrifying Aura Focus 3	Spellcaster own formation.	3-5	Target formation causes Terror. If target already causes Terror, will cause it with a -1 penalty to Courage on foes.	Until end of turn.
		6	Target formation causes Terror with a -2 penalty to Courage on foes.	
Enfeeble Focus 4	Enemy formation within 24" of spellcaster.	4-5	Target formation suffers a -1 penalty to their Strength value.	Until end of turn.
		6	Target formation suffers a -3 penalty to their Strength value.	

SPELLS OF DARKNESS

SPELL	TARGET	D6 RESULT	EFFECT	DURATION
Wings of Terror Focus 3	Spellcaster own formation.	3-5	Target formation's Movement is increased to 12.	Until end of turn.
		6	Target formation's Movement is increased to 12 and causes Terror. If target already causes Terror, will cause it with a -1 penalty to Courage on foes.	
Black Dart Focus 5	Enemy command company within 6" of spellcaster.	5	Target Hero immediately suffers D6-3 automatic hits (to a minimum of 1) and loses 1 point of Might .	Instant.
		6	Target Hero immediately suffers D6-2 automatic hits (to a minimum of 1) and loses 1 point of Might .	
Strength from Corruption Focus 3	Any formation within 12" of spellcaster.	3-5	Target formation's Strength is increased by 2, but immediately suffers 2D3 Strength 10 hits.	Until end of turn.
		6	Target formation's Strength is increased by 4, but immediately suffers 4D3 Strength 10 hits.	
Pall of Night Focus 4	Enemy formation within 24" of spellcaster.	4-5	Target formation's Shoot value is reduced to 0 (artillery suffer a -1 penalty when rolling on the artillery table) and their charging distance is halved .	Until end of turn.
		6	Target formation cannot shoot and charge.	
Black Breath Focus 4	Enemy command company within 6" of spellcaster.	4-5	Enemy Hero's Fight and Courage are reduced to 1.	Until end of turn.
		6	Enemy Hero's Fight and Courage are reduced to 1 and also suffers D3 automatic hits.	

SPELLS OF RUIN

SPELL	TARGET	D6 RESULT	EFFECT	DURATION
Exsiccate Focus 2	Enemy formation within 18" of spellcaster.	2-5	Target formation immediately suffers D3 strength 1 hit per company in the formation. If the target formation are Ents, they suffer D3 Strength 6 hits.	Instant
		6	Target formation immediately suffers D3+1 strength 3 hits per company in the formation. If the target formation are Ents, they suffer D3+1 Strength 8 hits.	
Tremor Focus 5	Enemy formations within 6" of spellcaster.	5	All formations in range suffer D6+3 strength 4 hits.	Instant.
		6	All formations in range suffer D6+3 strength 6 hits.	
Bolt of Fire Focus 5	Enemy formation within 18" of spellcaster.	5	Target formation immediately suffers D6+2 Strength 5 hit. If the target formation are Ents, suffer D6+2 Strength 6 hits.	Instant.
		6	Target formation immediately suffers D6+2 Strength 7 hits. If the target formation are Ents, suffer D6+2 Strength 8 hits.	
Dark Fury Focus 3	Spellcaster own formation..	3-5	Target formation must reroll all failed to hit results of 1 & 2 in a fight.	Until end of turn.
		6	Target formation must reroll all failures to hit in a fight.	
Shatter Shields Focus 4	Enemy formation within 18" of spellcaster.	4-5	Target formation receives no Defence bonus for shields.	Until end of turn.
		6	Target formation receives no Defence bonus for the rest of the game.	

Battle Scenarios

1. Choose Forces
2. Prepare the Battlefield
3. Determine Objectives
4. Winning Conditions
5. Deployment

Choose Forces. [Check the Army list PDF.](#)

Prepare the Battlefield. A good size for armies is about 1000-1500 points each, for a game 1-2 hours long. [The table below shows the suggested size of the gaming area relative to the size of the armies:](#)

Board	Points	Terrain
4'x 4'	0-800	0-3
6'x 4'	801-1500	2-5
8'x 4' / 6'x 6'	1501-2000	3-6
8'x 6'	2001-3000	4-7

Terrain. Players must define how much terrain pieces and define the rules for each type of terrain (occupable or not, Capacity, impassable/ difficult terrain, Woodland/Mountain), Each terrain pieces is suggested to be roughly 12" by 12". Between each terrain pieces there must be at least enough separation to allow a company to pass through.

Determine Objectives. Players can either agree an objective, or roll a D6 and consult the chart below:

- 1-2 The High Ground
- 3-4 Seize the Prize
- 5-6 [Breakthrough](#)

Disordered formation cannot contest objectives.

The High Ground. Players choose one terrain piece (a hill, building, forest, etc.) [or the center of the battlefield](#) to be the objective. This objective is worth 10 Victory points and it is captured at the end of the game if one side has one or more formations within 3". If both sides have 1 or more formations within the objective, [the side with most companies in those formations will capture the objective](#), otherwise neither can contest the objective.



Seize the Prize. Players must deploy 5 counters on the battlefield. They roll off and the winner place the first counter, with both player alternating until all have been placed. Counters cannot be placed in impassable terrain nor within 12" of the board edge or another counter. The counter is captured when a formation moves into base contact with it. Each counter is worth 5 Victory point to the owner side at the end of the game. If a formation with a prize counter is beaten in a fight, an enemy formation in the same fight (of the enemy player's choice) automatically seizes the prize. If a formation is wiped out by any means other than in a fight, the prize counter is dropped and placed on the battlefield where the formation was eliminated.

Breakthrough. Each side scores 1 Victory point for each company be inside the enemy deployment zone at the end of the turn.

Secondary Objective. In each of the Objective shown above, players also scores Victory points by accomplishing the following secondary objectives:

Kingslayer. A player scores 5 victory points for killing the enemy leader.

Headhunter. A player scores 1 victory point for each enemy Hero slain.

Battle Flags. A player scores 1 victory point for each enemy formation with a Banner Bearer destroyed.

To the Death. A player scores 1 Victory point for every three enemy companies slain (rounding up). A player also scores 1 Victory point for each HtK Monster, [2 victory points for each VtK Monster](#) and 3 victory points for any other enemy Monster that has been slain.

Bigger Games. Players can agree to combine two or more of the main objectives to create more depth to their games.

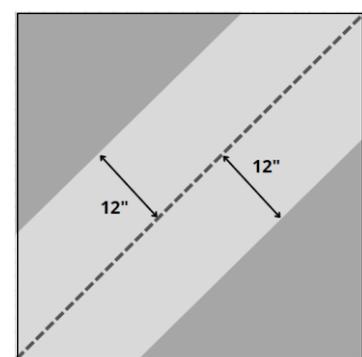
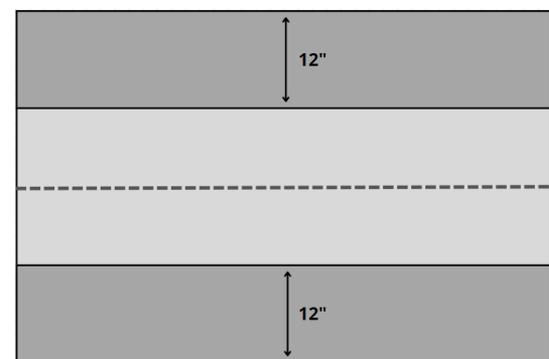
Winning Conditions. [The player that at the end of the game has scored most Victory points is the winner. If both players have scored the same amount of Victory points, the game ends in draw.](#) The game ends at the end of the 8th turn, unless one of the side has been completely eliminated, in which case the other side automatically wins, regardless of the Victory points achieved.

Deployment. Players can either agree which type of deployment to use, or roll a D6 and consult the chart below:

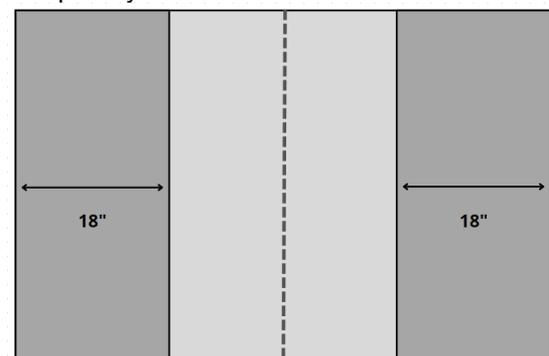
- 1-3 Shieldwalls
- 4 Battle for the Pass
- 5 Maelstrom of Battle
- 6 Encirclement

Regardless of the scenario, a formation may only deploy in a defensible terrain feature if the feature lies completely within the deployment zone.

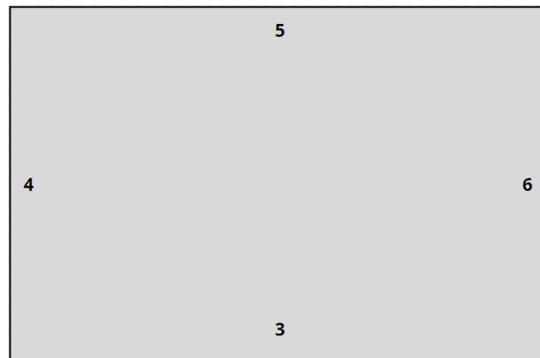
Shieldwalls. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. If the table is a square, the line run to one of the corner to the opposite corner. Players roll off and the winner chooses whether to deploy first or second and chooses one of the long table edges. He then deploys his force up to 12" from this table edge. His opponent then deploys in the opposite half. If the table is a square, the player deploys his force in his half area up to 12" from the line that run to one of the corner to the opposite corner. Once both players have deployed their formations, the game begins. Each player's table edge(s) along their deployment zone serves as their reinforcement zone. The player who set up first decides who has priority in the first turn.



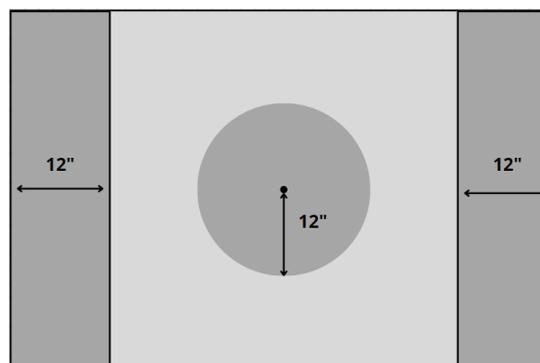
Battle for the Pass. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the long table edges. Players roll off, and the winner chooses whether to deploy first or second and chooses one of the short table edges. He then deploys his force up to 18" from his table edge. His opponent then deploys in the opposite half. Once both players have deployed their formations, the game begins. Each player's table edge(s) serves as their reinforcement zone. The player who set up first decides who has priority in the first turn.



Maelstrom of Battle. At the start of the game, each table edge is assigned a number between 3 and 6. No forces are deployed on the table at the start of the game. Players are not free to choose when their reinforcements will arrive. At the end of his Move phase, each player rolls in turn for each formation in his army that has not yet arrived. If the dice score is 3 or more, that formation immediately enters the board via the table edge indicated by the dice roll. On a 1 or 2, the formation does not arrive this turn and will have to roll again in subsequent turns. Players roll for priority the first turn.



Encirclement. Players must place a counter on the centre of the table. Then players must divide their forces in half (rounding up), and roll off. The winner chooses whether to deploy first or second and chooses whether to deploy half of his force on the centre or on the short table edges. Depending on what the player choose, one player deploys half of his force within 12" of the centre, taking the other half in reserve as reinforcements, while the opponent deploys half of his force within 12" of one of the short table edges, and the other half within 12" of the opposite edge. For one player, the reinforcement zone coincides with his deployment zone. For the player who deployed on the centre, his reinforcement zone coincide with the deployment zone of the opponent. At the start of their movement phase, each player rolls a D6 per formation in his army that has not yet arrived. If the dice score is 3 or more, that formation immediately enters the board via the player's reinforcement zone. On a 1 or 2, the formation does not arrive this turn and will have to roll again in subsequent turns. Players roll for priority the first turn.



Reinforcements. Players can choose not to deploy one or more of their formations: such formations become reinforcements. At the end of each of his Move phases, a player is allowed to choose which of his reinforcements he will bring onto the board (all, none or some).

Deploying Reinforcements. Player moves his reinforcements one at a time onto the board from his reinforcement zone. Deploy the **command** company in base contact with the table edge, then move it as normal (although it may not *At the Double*). **All other companies automatically fill into the appropriate formation around the command company in a legal configuration.** The formation may not move further or charge that turn. If there is not enough space for a reinforcement formation, it does not arrive that turn, but it may attempt to enter the battlefield the following turn. Artillery may move up to 6" when entering the battlefield as reinforcements, but cannot shoot in the same turn.

Appendix

Created and Edited by Abersk93.

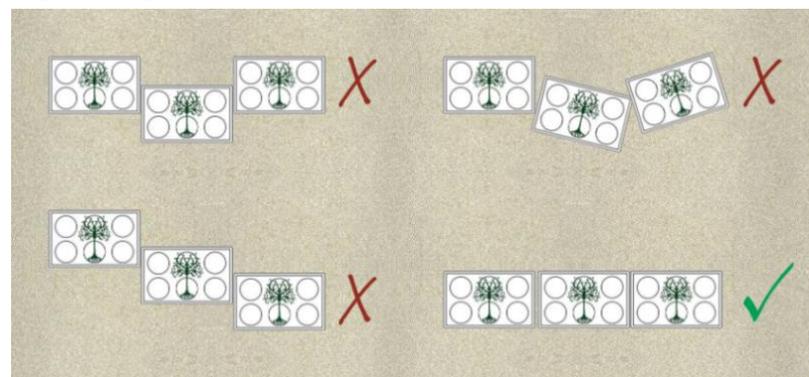
A special thanks to J.White for inspiration and to WotR 2.0 project.

In *Blue* are highlighted differences between *War in Arda* and *War of the Ring (GW)* rules.

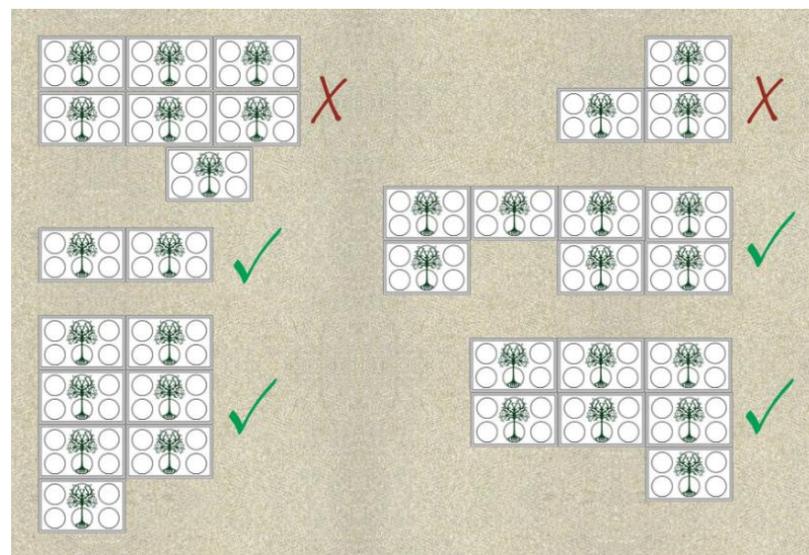
In *War in Arda* infantry companies are usually composed by 6 models each and their trays are at least 90 x 60 mm. Cavalry companies are composed by 2 models each and their trays are at least 90 x 50 mm.

The following pictures shows some critical aspects of the game, for a better comprehension. Some of these pictures and the relative comments are inspired from the book "War of the Ring" (2009) mass battle in Middle-earth, published by Games Workshop and written by Matthew Ward & Jeremy Vetock.

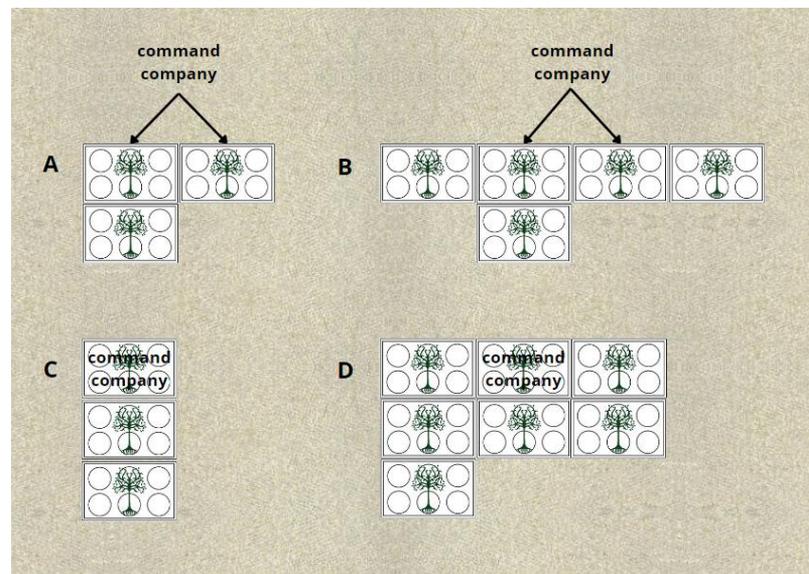
Legal Configurations.



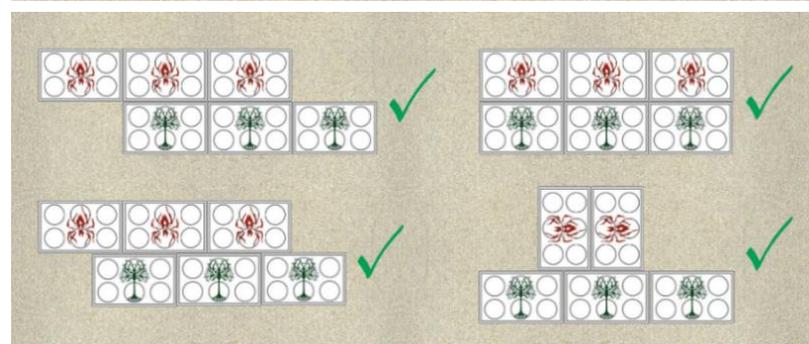
Companies must be arranged corner-to- corner to make a straight line.



A company ranked behind another must be positioned corner- to-corner. Remember that companies placed in rear ranks must be place directly behind another. Each rank must be filled out before starting another.

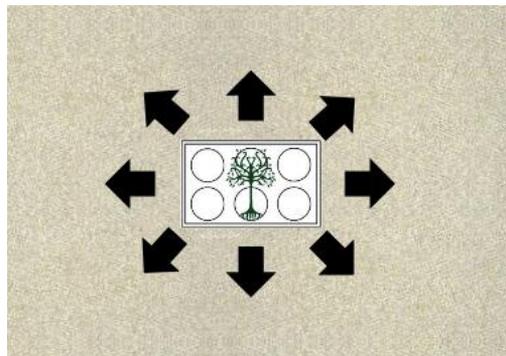


The command company must always be placed in the front rank of a formation as the center most company. When the front rank is odd, like in formation A and B, the player must choose whether to deploy the command company either to the left or right.



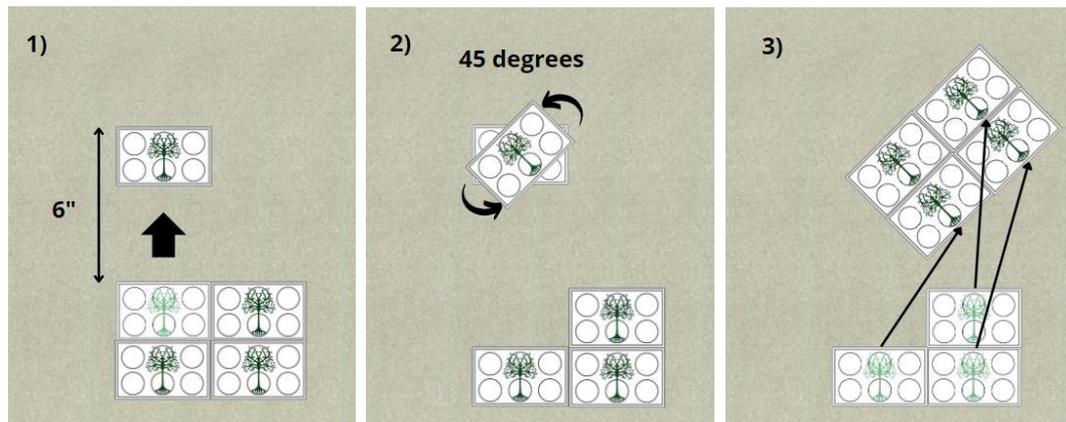
When opposing formations clash in close combat they are arranged in base contact along the lines. Remember that because the formations are enemies, their companies do not need to align corner-to-corner.

Movement.



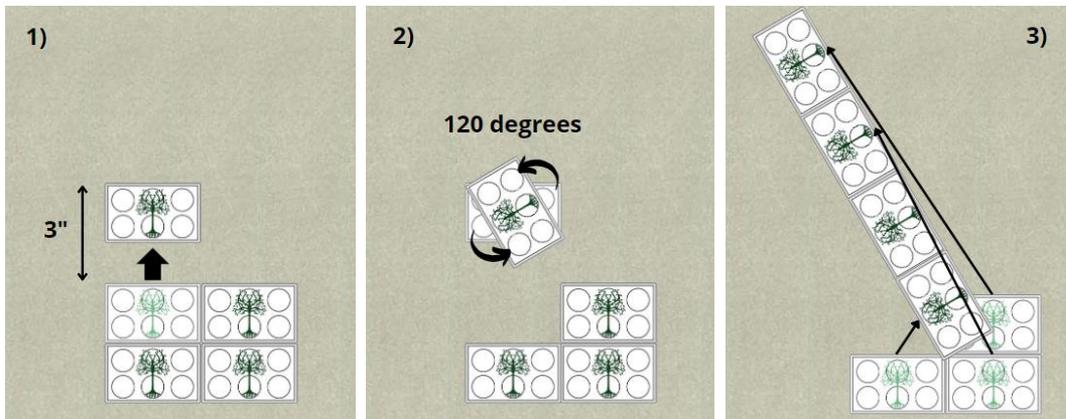
The command company can move in any direction within its movement rate. For example, a company of Minas Tirith Warriors can move up to 6" (FULL rate). The command company may also decide to move at HALF rate, AT THE DOUBLE, or not at all.

Moving Full Rate.



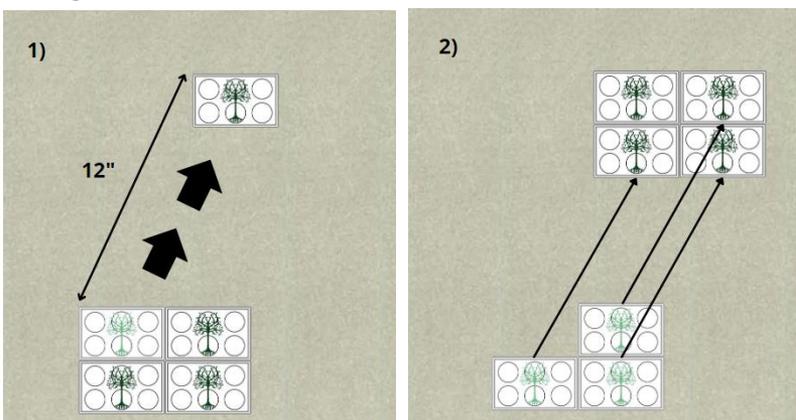
The Minas Tirith Warriors' command company moves 6" (1), then rotates 45° (2). The remaining companies are positioned in a legal configuration around the command company (3). Note that the overall configuration remains unchanged.

Moving Half Rate.



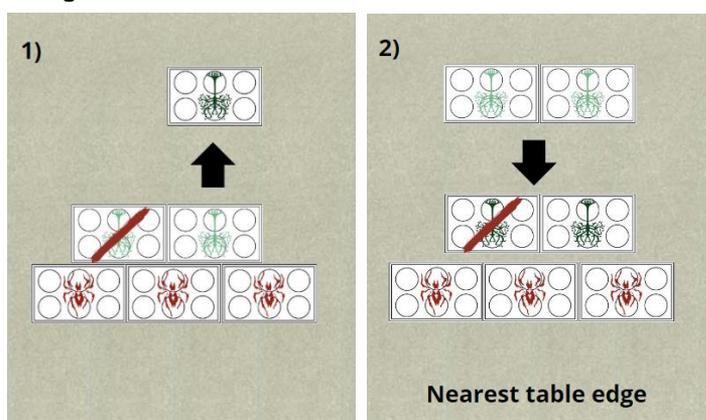
The command company moves 3" (1), then rotates 120° (2). The remaining companies are positioned in a legal configuration around the command company (3). Note that with this move the formation has changed shape, passing from 2 to 1 rank deep, and the other companies have not moved more than twice their movement value (12").

Moving At the Double.



The command company moves 12" (1). The command company is not allowed to rotate during this move. The remaining companies are positioned in a legal configuration around the command company, without changing the overall configuration (2).

Falling Back.

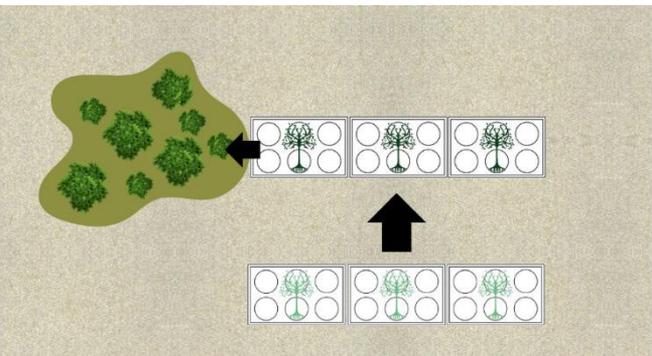


The defeated Gondorians have moved D6+half their movement value (3") away from the closest enemy (1).

In the picture opposite (2), the Gondorians having failed to recover must fall back towards the nearest table edge. However, due to the impossibility to complete the full movement, the formation stops 1" away from the foe, suffering enough casualties to lose a company!

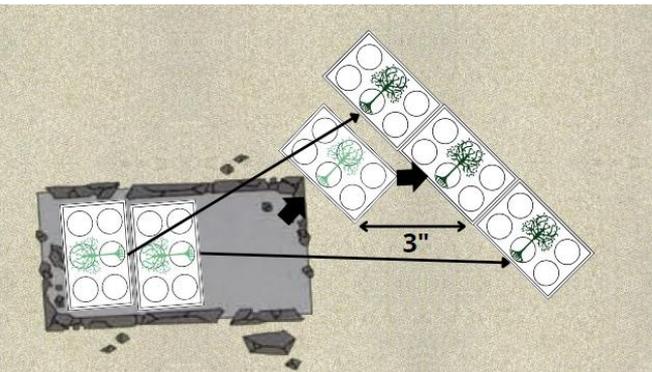
Nearest table edge

Entering Terrain Features.



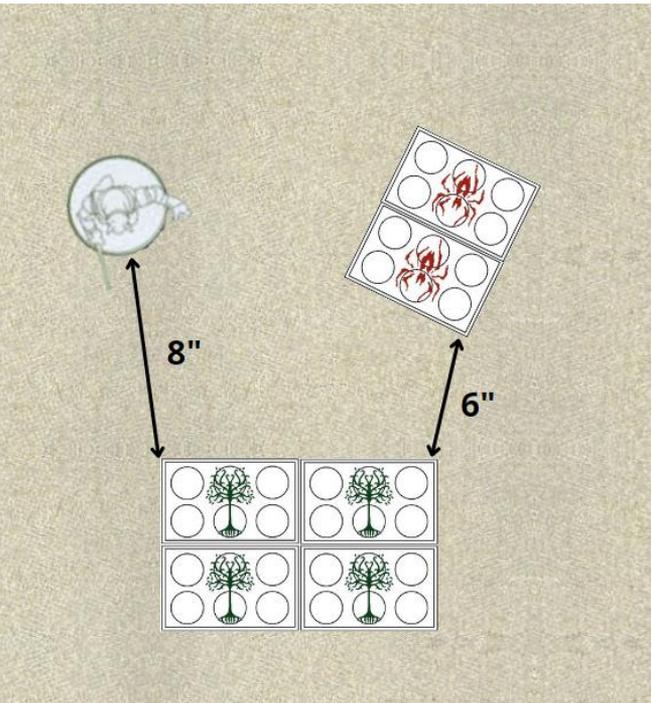
The formation has moved at half rate, and came into base contact with an unoccupied forest. The controlling player then decided to enter and occupying the terrain, deploying companies inside or marking the terrain feature with a token.

Exiting Terrain Features.

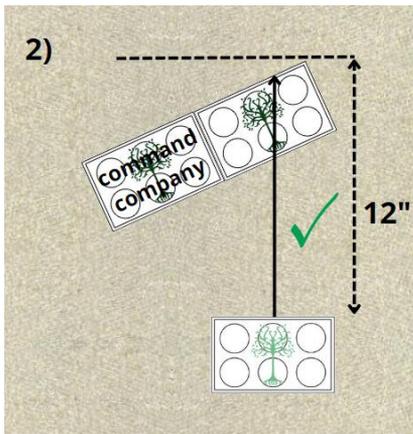
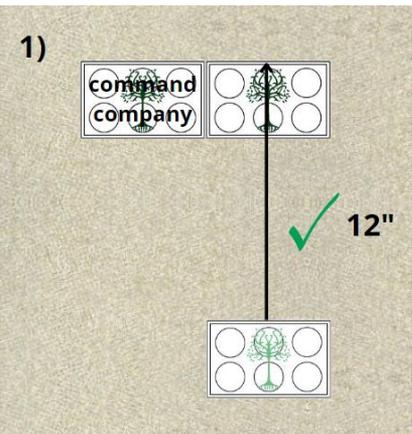


The command company is deployed outside in base contact with the ruin. Then it has moved half rate forward, followed by the rest of the formation, in a legal configuration.

Measuring.

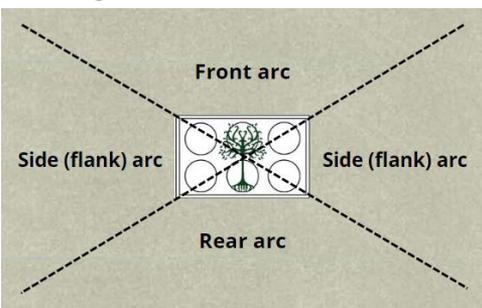


The distance between the Minas Tirith Warriors and the Troll is 8 inches.
The distance between the Minas Tirith Warriors and the Orc Warriors (between the two closest parts of the closest movement trays) is 6 inches.



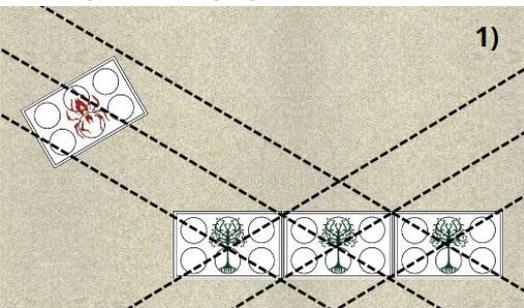
This company of Minas Tirith Warriors (*Move 6*) travels 12" directly forwards (1). In the opposite picture (2), the same company travels directly forward and pivots anti-clockwise. No part of the company has moved more than 12". It is a good idea to keep an eye on the corners of the company as it moves to check which has moved the furthest.

Arc of Sight.

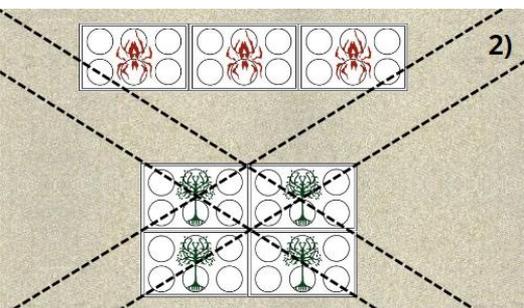


Company's front, side and rear arcs — the division, between each arc is established by drawing imaginary lines through opposite corners.

Shooting and Charging.

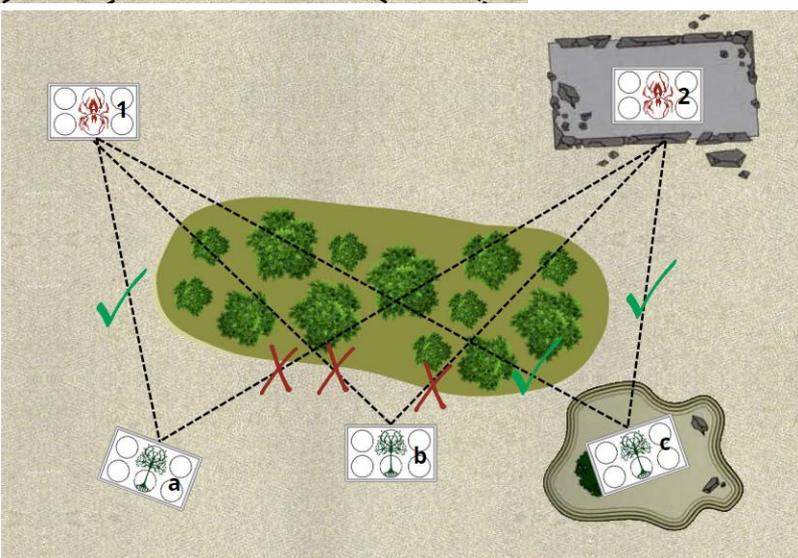


(1) Only the two leftmost companies of Rangers may shoot at the Orc Warriors — the target is not in the rightmost company's arc of sight.

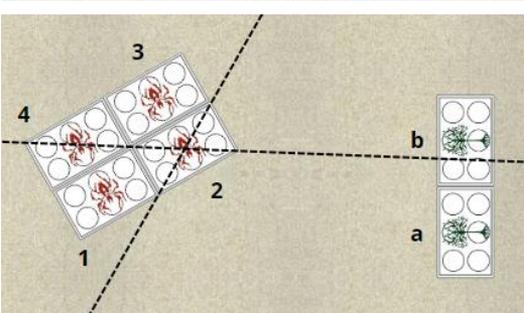


(2) only the 2 companies of rangers in the first rank can shoot directly at the target, the companies in the rear cannot see the enemy, therefore they will provide support attacks.

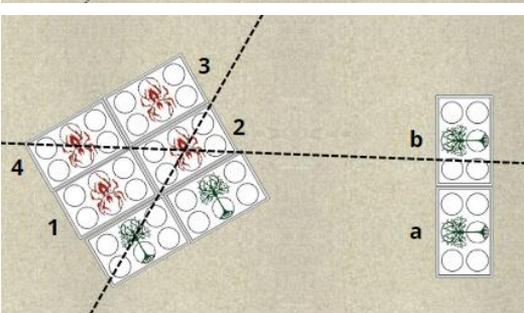
The entire formation will provide 6+6 dice for shooting directly, +2 for supporting, +4 for the accuracy bonus, for a total of 18 dice.



Company A can see Company 1 as there are no intervening terrain features or formations, but cannot see Company 2 as a forest lies in the way. Company B can see neither Company 1 nor Company 2 because the forest is in the way. Because it is on a hill, Company C can see Companies 1 and 2, despite the presence of terrain features in the way. This also means that Companies 1 and 2 can see Company C in return.

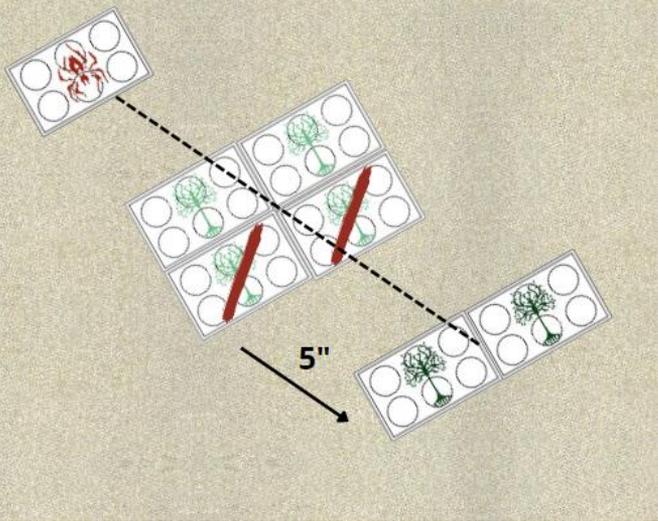


Shooting is resolved company by company, keeping track of each enemy arcs to know in which arc the shooting company is mostly in. Above, Company A can shoot (or charge) to the front company 2. Company B can shoot (or charge) to the flank company 2, being for the most on the enemy's side arc.



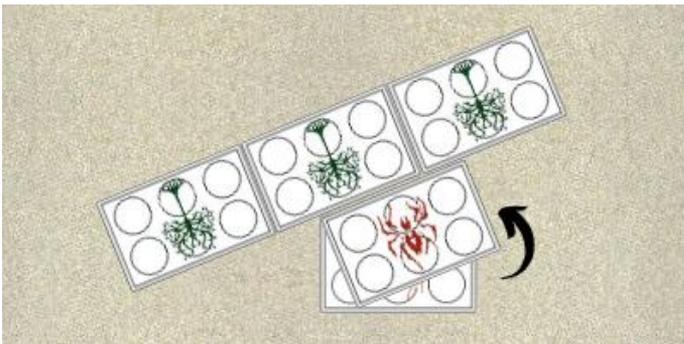
Since the front of company 2 is covered by another formation, company A cannot shoot (or charge) the enemy. Company B, however, can still shoot (or charge) company 2 to the flank.

Target Driven Back.

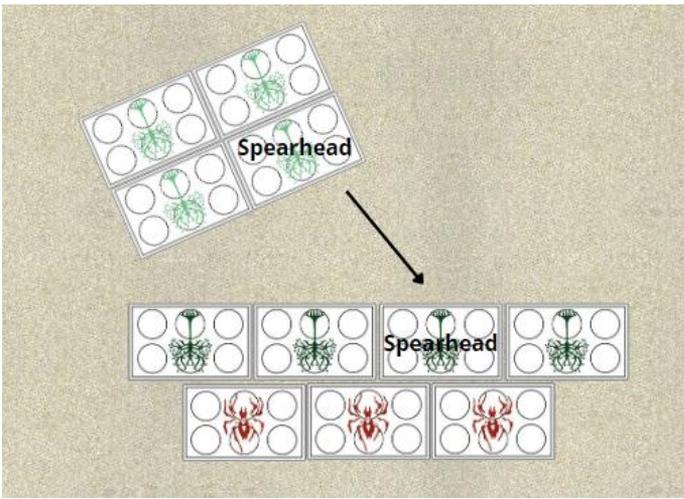


This formation has lost two companies and is driven back 2D3": in this case a distance of 5". Note that the vector is drawn from the center of the formations.

Moving Spearhead.

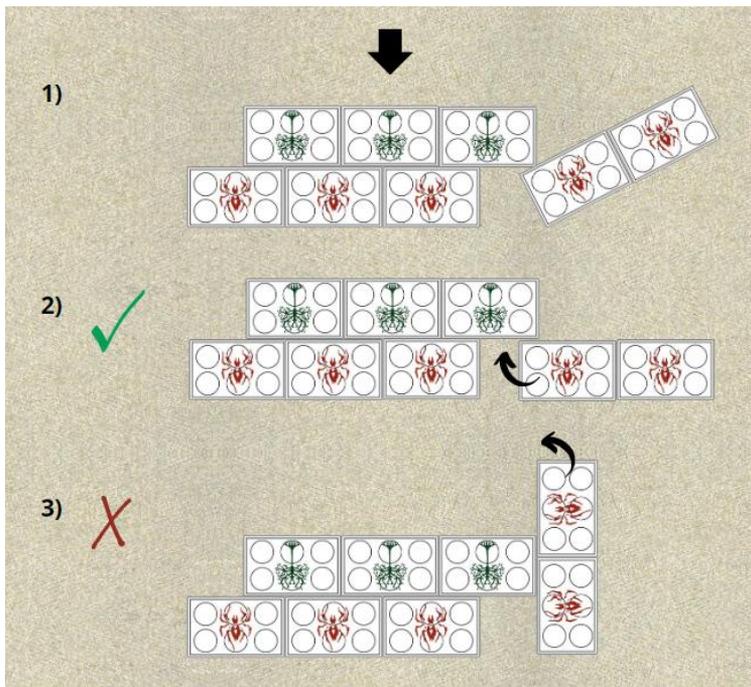


The spearhead comes into contact with the enemy, and aligns so that it is in base contact.



The chargers change formation's shape as they move, in order to increase the number of companies fighting directly.

Clipping.

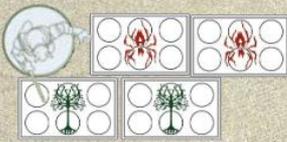


In this example, the chargers clip a second formation (1). The clipped formation must now align to the charger.

The second enemy formation must align to the front facing of the charging formation, as this is closest – i.e. it takes less of change in angle to reach this facing than any other (2). It is not allowed to align to the charging formation's flank (3) as this is further away.

Fighting.

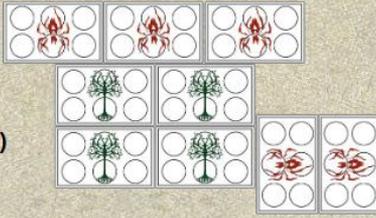
1)



3)

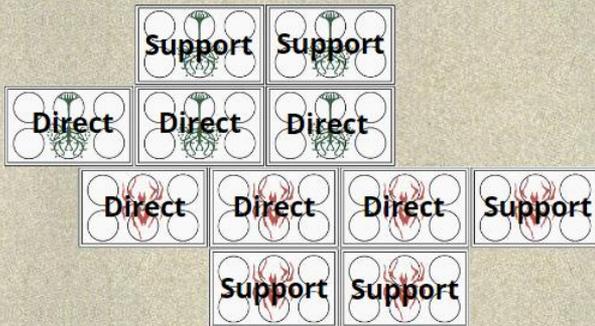


2)

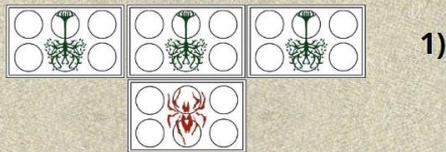


Before rolling dice, the player with priority decides the order that fights are resolved in. There are 3 fights in this part of the battlefield:

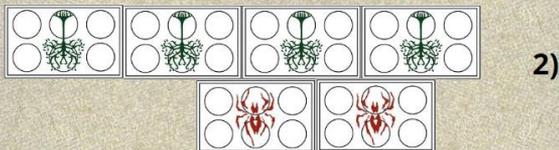
- 1) A Troll and a formation of Orc Warriors fighting a formation of Minas Tirith Warriors.
- 2) Two formations of Orc Warriors fighting a formation of Minas Tirith Warriors.
- 3) A Troll fighting a formation of Minas Tirith Warriors.



In this fight, only companies in base contact can fight directly. The other companies will provide support attacks.



1)



2)

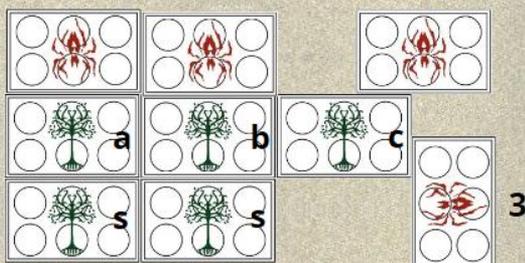
In the example (1), all three companies of Minas Tirith Warriors will fight directly as they are all in base contact. They will contribute 6+6+6 dice for fighting directly, 1+1+1 for charging, for a total of 21 dice!

In the example (2), only three companies of Minas Tirith Warriors will fight directly, the others are not in base contact. They will contribute 6+6+6 dice for fighting directly, +1 from the supporting company that is not directly in base contact with the foe, for a total of 19 dice.

Multiple Fights.

1

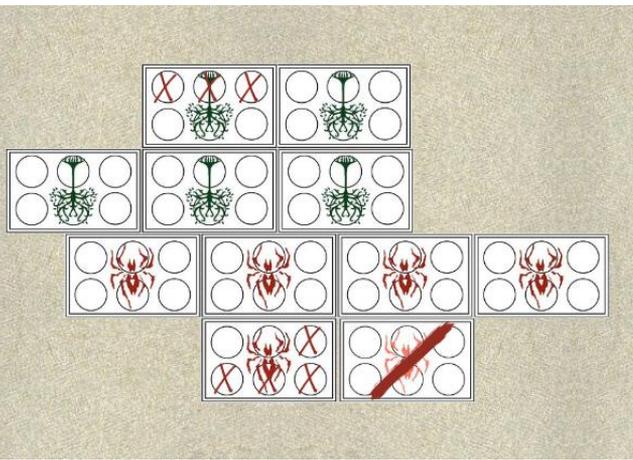
2



3

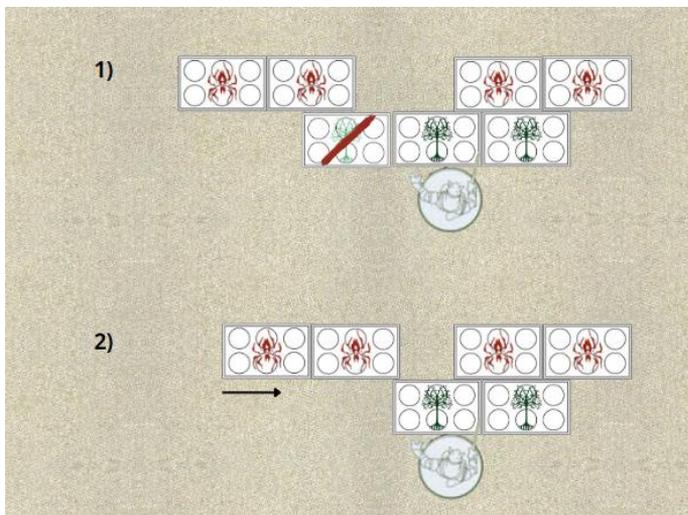
Here, the Gondor companies' attacks can be divided as follows: Company A must fight formation 1, as must Company B. Company C must choose to fight formation 1, 2 or 3. The supporting Gondor companies (S) add their dice to any of the companies fighting directly — which means that they may only strike formations 2 or 3 if Company C chooses to do so.

Remove Casualties.



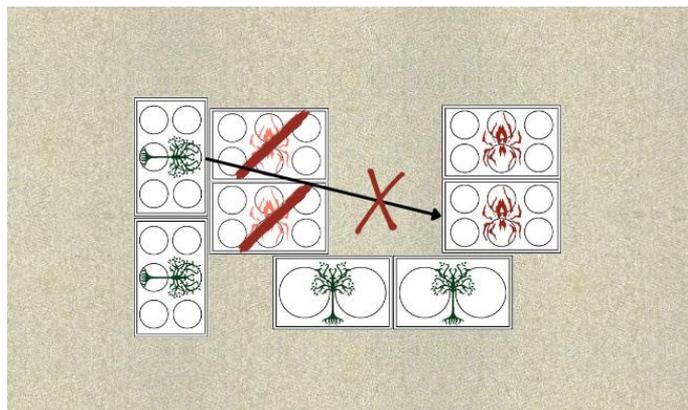
Casualties must be removed starting with depleted companies in the rear rank. In the example, the orcs suffered 10 casualties, enough to removing one company and 4 models from the rear rank.

Stranded Formations.



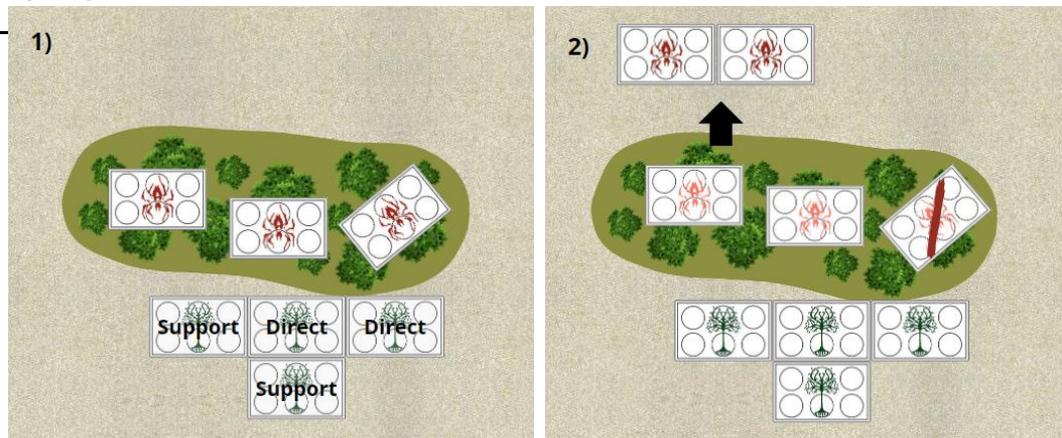
In the example (1), the Troll has struck first, causing enough casualties to remove the depleted company of Gondor on the left.

The Orc Warriors fight after the Troll and are now left out of contact with the Minas Tirith Warriors (2). The Mordor player therefore immediately repositions his formation so that it is in base contact once more.



In this multiple fight, the Gondor cavalry strikes first, causing enough casualties to destroy the enemy formation on the left. However, the Gondor infantry formation on the left, now stranded, cannot be redeployed into base contact with the remaining foe, and it is considered out of the fight.

Fighting in Defensible Terrain.



In the example (1) the gondorians have charged a wood occupied by the orcs. Two companies of Minas Tirith Warriors are touching the wood and so fight as if they were in base contact with the orcs. The other two companies fight in support as normal.

Next (2), the orcs have been defeated and flee the wood. Victorious, the surviving gondorians can choose whether to occupy the now-deserted feature or not.

Formation's Profiles.

(M) Movement value. How far the models can move (measured in inches).

(F) Fight value. Shows the company's (or Heroic) martial skill (min 0-10 max).

(Sh) Shoot value. (if any) Shows after the "/" the company's shooting skill.

(S) Strength value. This characteristic represents the force of the company's attacks (min 1-10 max).

(D) Defence value. How tough or well-armoured the company is (min 1-10 max).

(A) Attacks value. The number of dice a company rolls when attacking. For each casualty a company has taken, the value is reduced by 1.

(R) Resilience value. This represents how many hits the company can sustain before removing a model as a casualty. Note that excess hits are discarded: for example, if a full cavalry company (R=2) suffers 3 hits, it will take 1 casualty. The third hit is simply discarded.

(C) Courage value. The bravery and determination of the company (min 1-10 max).

(Mt) Might points. Allow Heroes to perform special actions or modify dice rolls.

Race. What kind of creature the model is.

Type. Classification of either infantry, cavalry, monster, flying monster or Hero. Note that a Hero may also be a monster/flying monster. Check the army roster to find more informations.

Magic. Describes the abilities owned by some models to cast powerful spells. Only few models can master the Magic, so this voice may often miss into common formations profiles.

Epic Actions. This section is dedicated only to Epic Heroes and some Legendary formations and monsters. Here are described the effects of some powerful and unique actions that may be performed by the most powerful entities of Middle Earth.

Command. Some companies may be composed with special models. These models improve the company or affect with different bonus the entire formation. Details about these extra add-on to the formation can be found into the command section of the profile.

Wargear. In addition to its characteristics, a company will also have wargear. This catch-all title covers any weapons, armour or special equipment it might have.

Special Rules. Some companies also have special rules. These cover any unusual abilities that a company has that are not covered by the main rules.

Formation Class and Size. There are four types of formation in WotR: Common, Rare, Legendary formations and Epic Heroes. Into the box you can also find the maximum number of additional companies that can be purchased. For example, the Oathsworn Militia formation starts with one company, but may include up to six, costing 20 points each. Note that some formations, like monsters, are single model/single company formations.

Points value. War in Arda uses a system of points values that allow players to fight out evenly matched battles, or purposefully "stack the odds" and give one side an advantage. Each formation, Hero or monster is given a cost that reflects its value in a game. In For example, the Oathsworn Militia's Points Value indicates the cost of a single company without upgrades. For Legendary formations, like The King's Guard, the first number (100) indicates the cost of the Heroes and Command upgrades already present in the formation, the second number (+35) indicates the cost of a single company. As such, a single company of King's Guard costs $100+35=135$ points.

Playing on War of the Ring Trays.

Although it is not optimal, you can use War of the Ring Trays for infantry (8 models each, 110 x 60 mm) by modifying the following:

- +1 Defence to all Cavalry units.
- Hard to Kill table: 1-2 No effect; 3-4 Gains 1 wound counter; 5-6 Gains 2 wound counters; 7+ The Monster is slain.
- Extremely Hard to Kill table: 1-3 No effect; 4-7 Gains 1 wound counter; 8-11 Gains 2 wound counters; 12-14 Gains 3 wound counters; 15+ the Monster is slain.
- Heroic Duel: 1-3 deals D3 automatic hits on infantry, rather than 1.
- Epic Shot: deals D3+1 automatic hits on infantry, rather than D3.
- Magic: Blessing of the Valar, Nature Wrath, Strength from corruption, Tremor, Bolt of Fire get +1 dice against infantry when dealing damage (example: D6 automatic hits → D6+1 automatic hits).