

RIVER ASSAULT RULES

A rules supplement for The Lord of The Rings

The Lord of The Rings is a game that enables you to customise your own ideas for various situations and scenarios. Mat Ward shows what's possible with rules for playing on the open water.

DEEP OR SHALLOW?

The following rules are normally only used on deep water – for example a river or lake. Generally speaking, if a scenario describes a water terrain feature as being impassable (rather than difficult terrain) then these rules are suitable – although players should always agree terrain before a game begins.

DRIFT

There is an element of drift in all nautical departures, whether from wind, current, tides, or simply the flow of the river. At the start of the game, players should determine the rate and direction of Drift in the river or sea. Players are free to decide upon the amount and direction of Drift (if any), but generally speaking it is a good idea for Drift to be either D3"/D6cm (a slow flowing, but still strong, river) or D6"/2D6cm (a fast flowing river). During the Priority phase, but before Priority has been determined, each model (including boats) moves in the direction and speed of the Drift (see right). If a model or boat Drifts into another model, boat or terrain feature, treat it just like a collision.



On a fast river, the boat drifts D6"/2D6cm in the direction of the current.

BOATS

These rules are designed for small boats and rafts between 4"/10cm and 12"/28cm in length. Larger vessels, such as the ships of the Corsairs of Umbar, are considerably bigger and not entirely suited to these rules.

Boats are always deemed under the control of the player with the greatest number of models touching either the sails or the oars of the boat. Models that are lying down or incapacitated for any reason (as the result of a Paralyse spell, for example) do not count for the purpose of determining control. Models with a Strength of 6 or greater count as three models for the purposes of determining control. If both players have an equal number of models, touching either the sails or the oars of the boat, then either player can move the boat (although it will still Drift).

Moving Within The Boat

Models may move around the boat freely in accordance with the normal rules. Depending on the size and construction of your boats, there may be various obstacles or even areas of difficult terrain – as normal, agree these with your opponent before the game.

Moving The Boat

The controlling player may assign any number of his models within the boat to propel it (either using oars or any sails the craft may have) at the start of his Move phase. Boats may only move on deep water. Any number of warriors may propel the



boat, but if engaged in combat, it is slower. If the boat is engaged in combat, it may still Drift, but it is slower. Warriors on the boat may still Drift, but it is slower. Warriors on the boat may still Drift, but it is slower.

Boats are always deemed under the control of the player with the greatest number of models touching either the sails or the oars of the boat. Models that are lying down or incapacitated for any reason (as the result of a Paralyse spell, for example) do not count for the purpose of determining control.

Handling

1. The war...
2. Mo...
3. con...
4. this...
5. cur...

2-5. The...
6. wa...
7. ove...
8. D6...
9. ad...
10. tha...
11. pro...
12. D6...

6. Ex...
7. mo...
8. ea...
9. fo...
10. mo...
11. 8"



The Rangers track the movements of the enemy, waiting for the call to strike.

boat, but if fewer than four models are engaged in this way the boat will move slower. If no models are assigned to propel the boat then the boat will not move but may still Drift. Models that are engaged in combat, or lying down, may not propel the boat. Warriors propelling the boat cannot fire missile weapons, cast spells or use spears (although other models within the boat may still do so if the controlling player wishes it).

Boats are always moved directly forwards by the controlling player. They can be turned to face any direction at the start of their move, but cannot change direction whilst moving. When moving a boat, the controlling player rolls a D6 and consults the Handling chart (below).



Handling Chart

- 1 The boat goes **out of control**. The warriors spend the rest of their Move phase trying to regain control – the boat may not move this turn but will drift with the current as normal.
- 2-5 The boat is **under control**. The warriors carefully guide their boat over the water – the boat moves $D6"/2D6cm$ plus $1"/2cm$ for each additional model beyond the fourth that is propelling the boat (a boat propelled by 6 models would move $D6+2"/2D6+4cm$).
- 6 **Excellent seamanship**. The boat moves $6"/14cm$ plus $1"/2cm$ for each additional model beyond the fourth that is propelling the boat (6 models would move a boat by $8"/20cm$).

The boat can move at full speed if there are four or more models propelling the boat, if there are less than four models then the speed of the boat is halved.

Note that the boat need not always move the full distance indicated by the chart. If the boat moves into contact with other models or terrain features, treat it as a collision.

Collisions

It is eminently possible that a boat can collide with other boats, the bank, or even models in the water. If a boat collides with a model with a Strength of 5 or less, the model is pushed $1"/2cm$ back from the boat – the boat completes its move as normal.

If a boat collides with a model with a Strength of 6 or greater or another boat, it immediately comes to a halt. In this case when this happens both the boat and whatever it collides with suffer a Strength 6 hit for each $1"/2cm$ of unused movement.

Example: The Good player has control of a boat. He has four models assigned to propel it and rolls on the Handling chart to determine how far the boat travels.

He rolls a 6 so the boat moves $6"/14cm$, bringing it into contact with a Troll floundering in the water after moving $4"/10cm$. As a collision has now occurred, both the Troll and the boat take two Strength 6 hits (one for each $1"/2cm$ of remaining move).

Embarking And Disembarking

Any model may make a Jump roll to embark or disembark using the normal Jump rules. If a 1 is rolled on the Jump roll then the model falls into the water. If a model attempts to jump onto a defended obstacle (the side of a boat, or a bank defended by the enemy), treat it as an attacker charging a defended obstacle.



If a boat capsizes its occupants have no choice but to swim.

Attacking Boats

Boats may be attacked like any other model and have the following profile.

	Strength	Defence	Batter Points
Boat	-	8	4

A model can attack a boat just like they would attack another model – by moving into touch with it. As a boat cannot fight back the attacker will automatically win and may inflict a single strike on the boat (regardless of the number of attacks on its profile). If the attacker is also engaged by other enemies in a multiple fight, the fight is worked out as normal. If the warrior wins the fight he can direct a single attack on the boat. Roll on the Wound chart as normal to see if the strike would normally inflict a wound. If the roll is not sufficient to cause a wound then the strike has no effect. If the strike would usually inflict a wound then roll a dice and consult the Battering chart. Roll once on the chart for each blow that would normally inflict a wound.

Battering Chart

- 1 No effect – Your blow rebounds uselessly from the hard surface.
- 2-5 Damaged – You have damaged the target and score 1 Batter Point on it. (strikes with a Strength of 10 cause 2 Batter points of damage, not 1).
- 6 Heavy Damage – The target is badly damaged and suffers 2 Batter Points (strikes with a Strength of 10 cause 4 Batter points of damage, not 2).

Boats that are reduced to 0 Batter Points sink instantly – any models inside are tipped into the water. Cavalry models that are cast into the water are treated as if they had just rolled a 1 on the Thrown Rider chart.

MODELS IN THE WATER

Warriors and Heroes may attempt to swim through deep water – indeed if they have been tipped into a river as a result of a boat sinking, they'll have no other choice. Mounted models may not attempt to swim – though they may dismount and attempt to cross without their mount. Swimming models are moved in the controlling player's Move phase as normal. Roll a D6 for each swimming model and consult the following chart.

JUMPING IN

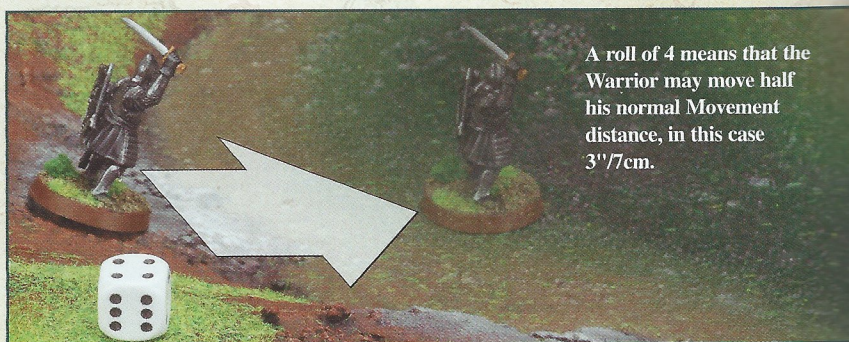
Models may jump into the water in the same way as jumping a gap (see the main rulebook). If a model falls into the water from more than twice its height, for any reason, it takes damage from falling in the normal way.

Swimming Chart

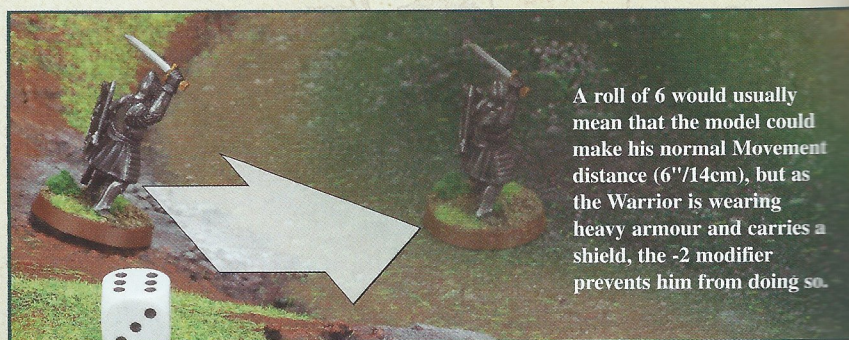
- 1 Sink – The model is overcome by the weight of his wargear and drowns. Remove the model as a casualty.
- 2-5 Swim – The model may move up to half its move through the water. If it reaches the bank it may not move further this turn but may make a Climb test to pull itself out of the water and onto a bank or a boat.
- 6 Swim strongly – The model may make its normal move through the water. If it reaches the bank it may not move further this turn but may make a Climb test to pull itself out of the water and onto a bank or a boat.

The amount of armour that a model is wearing can adversely affect its ability to swim – this chart represents the ability of a model wearing armour (including special kinds of regular armour, such as Dwarf armour). To represent this, apply the following modifiers to the Swimming chart:

Model is wearing no armour/ Mithril armour	+1
Model is wearing heavy armour/ Dwarf heavy armour	-1
Model is carrying a shield	-1
Model carrying a shield and wearing heavy armour/Dwarf heavy armour	-2
Swimming models may not lie down, shoot, or carry burdens but will fight as normal.	



A roll of 4 means that the Warrior may move half his normal Movement distance, in this case 3"/7cm.



A roll of 6 would usually mean that the model could make his normal Movement distance (6"/14cm), but as the Warrior is wearing heavy armour and carries a shield, the -2 modifier prevents him from doing so.

HOW TO BUILD YOUR OWN BOATS



Chris Bone is mad about boats, something he puts down to being born in Portsmouth, though we suspect he may be part dolphin. He's a great fan of naval wargaming of all kinds, so it was no surprise to find out that he'd been inspired by *The Return of The King* film to make two excellent ships.

You will need:

- a sharp craft knife
- mounting card
- balsa wood
- foamcard
- a ballpoint pen
- PVA glue and/or a hot glue gun
- barbecue skewers or toothpicks
- twine
- polystyrene insulation foam (The pink stuff from builders' merchants.)

ORC LANDING CRAFT

Chris: Watching the *Return of The King* I was particularly inspired by the assault landing by the hordes of Orcs on the ruined

city of Osgiliath. So I decided to re-create an Orc assault-landing barge. These are vessels constructed by brutish Orcs, so they should appear as though they have been hastily knocked together.

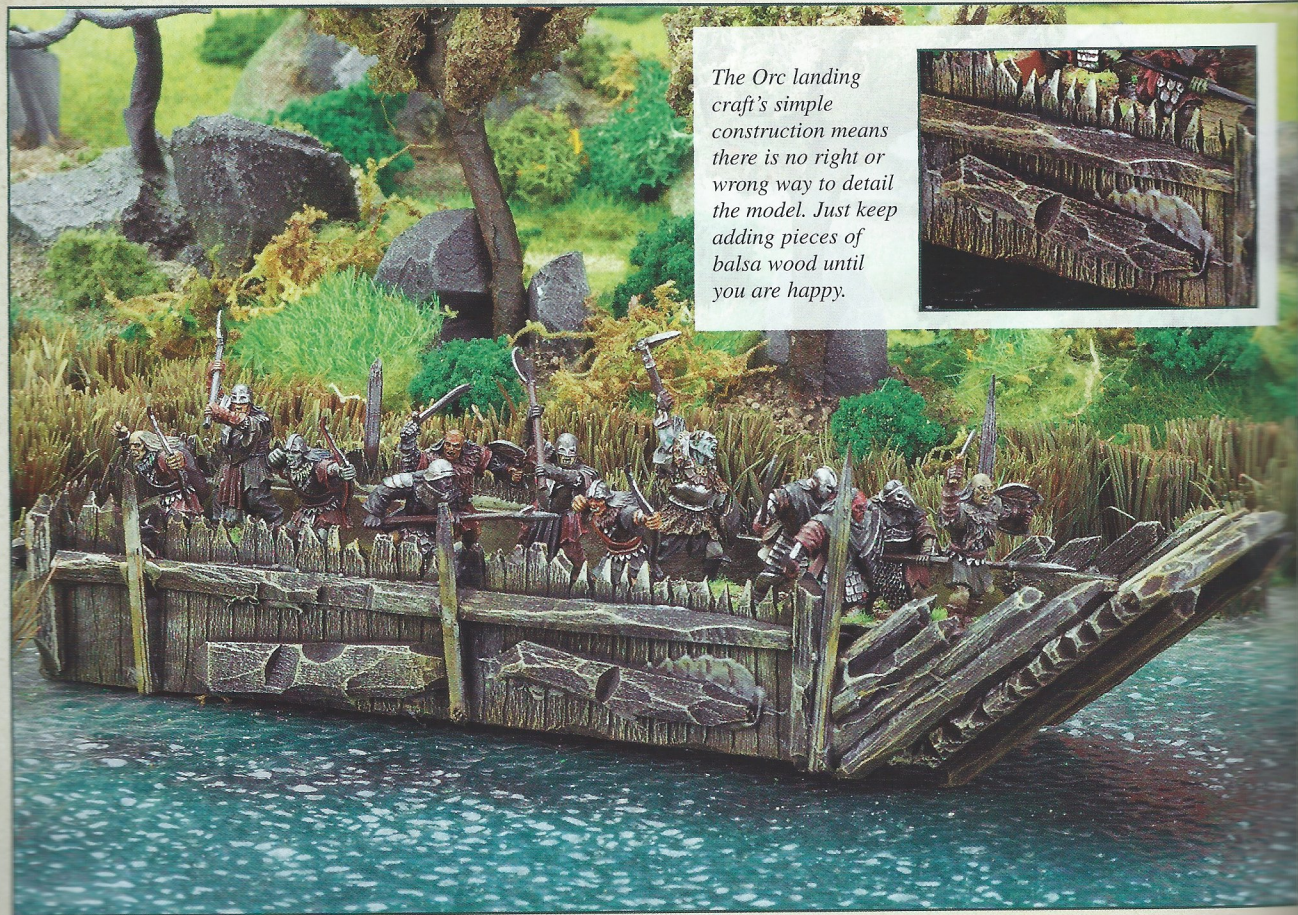
First cut out a rectangular piece 2" by 6" long from 10mm thick foam-card. This should be sufficient space to fit 10 Orcs. Then cut an identical shape from 3mm thick balsa wood. Draw the planks onto the wood using a ruler and ballpoint pen. Apply a bit of pressure with the pen to leave indentations in the balsa about 4mm apart. Always draw the lines running along with the grain. Glue this onto the foamcard. You can use PVA but I prefer a hot glue gun. Cut three thin pieces of balsa to glue across the width of the deck. Next cut out the sides and stern of the vessel from the mounting card and glue around the sides and rear of the deck, ensuring that the bottom of your vessel is flat. The sides should stand proud of the deck by about 1cm to give your figures some cover.

Now cut out two strips of balsa to be glued over the card. You will need to draw in the planking with a ballpoint pen, so remember

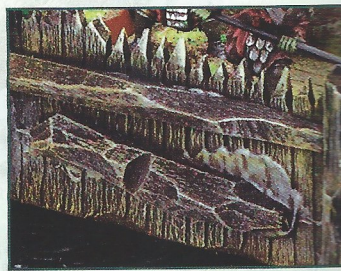
to cut the strips so that the grain will run top to bottom when glued to the boat. With a sharp knife, cut in little v's into the balsa and bevel them slightly on one side. This gives the effect of sharpened stakes. Strengthen the ends of the stakes with a blob of superglue before painting.

Make the landing ramp from slightly thicker balsa wood and make indentations on both sides. Glue it to the front of the boat so it is at an angle. Using long strips cut from 5mm balsa wood, make roughly hewn timbers and glue these horizontally along the sides and at an angle on the prow for the reinforcements. Get some wooden barbecue skewers and glue these upright along the sides. You can also add chains, spears and shields, gluing them on at random for a rough-built Orc look, as Orcs are not careful craftsmen.

Spray the entire boat with Chaos Black Undercoat spray. Using a tank brush, lightly drybrush the entire boat across the grain of the balsa with Scorched Brown. Repeat using Bubonic Brown and finally Bleached Bone. Use a bit more Bleached Bone on the sharpened ends of the planks to give them that freshly cut look.



The Orc landing craft's simple construction means there is no right or wrong way to detail the model. Just keep adding pieces of balsa wood until you are happy.



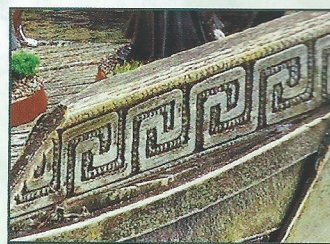
THE SWA

The same technique was used to build the Swan Boat, a floating hearer of

The real difficulty was the flexible metal graph paper for the template was polystyrene insulation on the small packet length of the carved them would easily from the bottom the next plank



Balsa wood is an extremely versatile material and with a few tools and little effort you can create a variety of different figure heads.



You can use a strip of wood beading which you can buy at your local DIY store to add some simple details for very little effort.



THE SWAN BOAT

The same techniques were used to make my Swan Boat, a smaller version of the kind the Ring-bearer sailed off in.

The real difference is the hull. I used a flexible metal curve to create a template on graph paper for the shape of it. This template was pinned to a 20mm thick piece of polystyrene insulation foam. For the planking on the sides I cut four strips of cereal packet card, about 1cm thick and the length of the sides of the cereal packet. I curved them using my fingers so that they would easily fit and glued them on, starting from the bottom of the hull and then laying the next plank 5mm over the first one to

give a clinker-built effect. The swan's head prow and tail were made from two pieces of 5mm thick balsa glued together and then carved with a sharp knife and smoothed with a needle file and sandpaper.

I cut a small slot in the figurehead's base and fitted it over the prow and wound some craft twine around both prow and stern to give the effect of lashing. Four triangular pieces of mounting card were cut and glued to the stern and prow of the hull to reinforce them. The rails of the ship were simply lengths of wooden-embossed beading which you can buy from DIY superstores. Pieces of 6mm dowel were used to make the mast and thinner dowel was used for the cross spar.

The mast was put into a hole in the deck and reinforced with a square of foamcard.

After painting it in the same manner as the Orc boat, I attached the sail. This I created on my computer, using a word-processing package to make the stitching and ties, before printing it out and scrunching it up to make it appear worn.

You may wish to make a white ship which Cirdan the Shipwright would be proud of. In which case, start with a grey undercoat spray and drybrush white. Use watered down brown or green ink to create streaks of weathering, then paint the swan head and tail in gold and give it a Chestnut Ink wash.