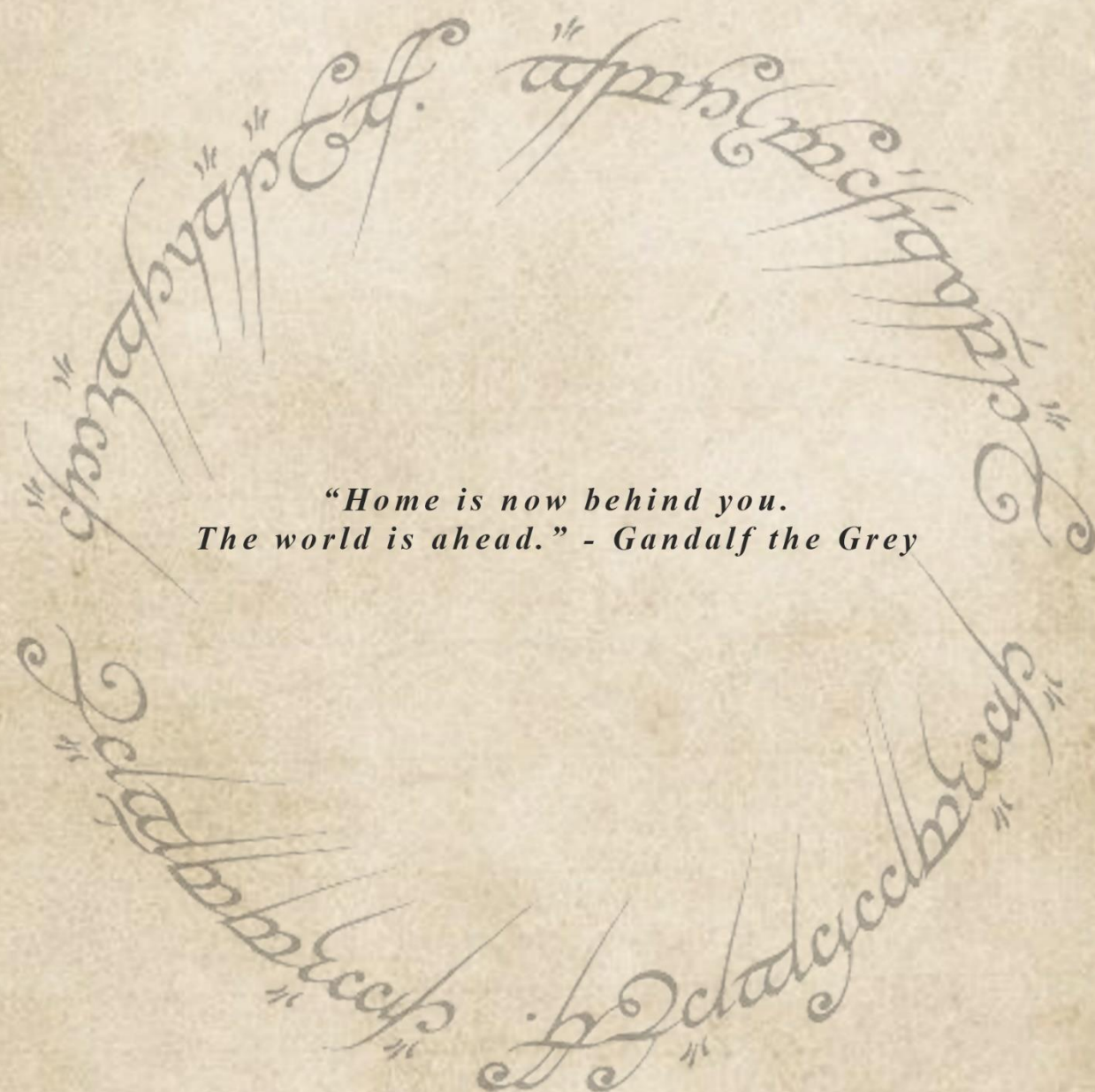




THE BATTLE FOR MIDDLE-EARTH

A MAP BASED CAMPAIGN





*"Home is now behind you.
The world is ahead." - Gandalf the Grey*

WELCOME TO THE BATTLE FOR MIDDLE-EARTH

This is a map-based campaign, run regionally, to encourage players of all age and skill to get together and enjoy some Middle-Earth Strategy Battle Game. Every game you play will have a consequence, be it a small skirmish or giant siege. Play anytime, anywhere, and battle for control of Middle-Earth! All you need to take part are some models and an opponent to play against. Have a look below and see if it sparks your imagination.

HOW TO PLAY

You will need to make a choice – Good or Evil!
Then select a faction from any of the sourcebooks.
Choose carefully, because you will play with this faction for the entire campaign. There are no restrictions on the size of your army – it can higher than 1000 points, or just a Battle Company.

SELECT A LEADER

This is the trickiest part of the whole process – picking a leader. What you need to do is select one **infantry** model from your faction. Give them a name and basic wargear, along with a single Might, Will and Fate point. This character will be your army leader, and will progress by earning Experience in each battle.

SELECT AN ICON

This icon will represent you on the world map (more on that later), so please select an icon that suits your force from those below.



PLAY GAMES

It's as simple as that! Play any number of games against any opponent that is also taking part in the campaign. Games should always be good vs evil. Once you have played your game(s), report the results to your regional admin and you're done!

NEW ZEALAND REGIONS

Instead of being nation-wide, each region listed below will have its own map that local players are trying to conquer. Each region has an admin, whose job it is to update the map once you've reported your results.

The regions and admins are as follows:

Auckland – *Lev* - levprokofyev@gmail.com

Hamilton – *Josiah* - jimsire_@hotmail.com

Wellington – *Govinda* - guvna0@gmail.com

Christchurch – *George* - georgecostello01@gmail.com

Rest of NZ – *Matthew* - mattridgley@hotmail.com

Don't be afraid of contacting these guys, either via email or on Facebook. They're all really keen to hear from you.

YOUR OBJECTIVE

Whether you chose to fight for Good or Evil, your job is to work together with other players to cover the entire map in good or evil icons. Because each player has individual icons, your personal progress can be monitored. Once the map is covered, or come the end of the year, whichever side controls the most territories wins!

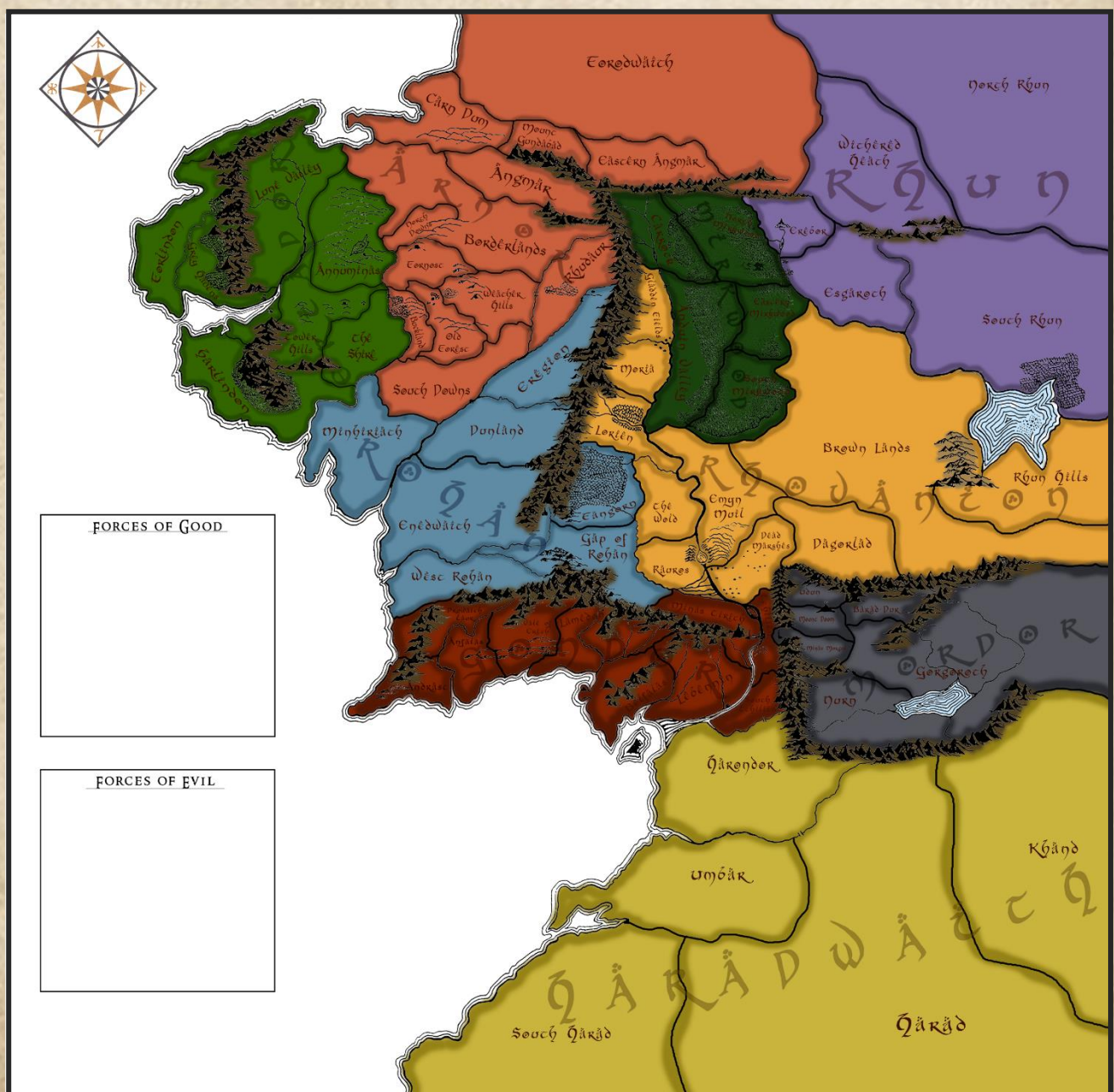
THE MAP

As you can see, the map of Middle-Earth is divided into many territories. The list of players for each faction, along with their icon, will be displayed on the bottom left. After your first game, you will select a territory to place your first icon. From there, every game you win allows you to place an icon in a bordering territory, thus expanding your control over Middle-Earth.

If your territory borders that of a player from the opposite side (they are evil and you are good), then you can attempt to claim that territory from them by playing a game. The game must be played against the person controlling the territory which borders yours **if you wish to claim that particular territory**. The winner of that game will have two options: either claim the bordering territory from their opponent, or select another **unoccupied** bordering territory to place a marker in.

Example: **Player A** controls South Harad, Harad and Khand. **Player B** controls South Ithilien and Harondor. Umbar is unoccupied. **Player A** sets up a game vs. **Player B** and attempts to take Harondor from them. Because Harad is the only bordering territory **Player A** controls, they are assumed to be attacking from there.

*If **Player A** wins, they can take control of Harondor from **Player B**. Alternately, they can take control of Umbar, as it is a neighbouring, unoccupied territory. Should **Player B** win, they can claim Harad from **Player A**, or take control of Umbar as it is a neighbouring, unoccupied territory.*



LEADER EXPLAINED

So, back to the tricky part. You should have a leader for your army now, with an appropriate name and a basic statline, plus a single Might, Will and Fate. In order to improve your leader, you will need to earn Experience points.

If you play a Battle Companies game, your leader gains Experience points in the regular way.

If you play a Points Match game, your leader earns Experience points for the following:

- Each time your leader participates in a battle, they get +1 Experience point
- Each time you win a game, your leader gets +2 Experience points
- If your leader caused at least one wound during the game, they get +1 Experience point

Once your leader has accumulated **5 Experience points**, you may spend them to roll **once** on the **Hero Progression charts** shown below, highlighted **blue**.

LEADER'S POINTS VALUE

You will need to keep track of your leader's points value for playing Points Matches. To work out their value, follow this formula:

- Begin with the cost of the infantry model your leader started as, along with the basic equipment they carry.
- For each Might, Will and Fate point your hero has, add 5 points.
- For each increase to Fight value, Strength, Defence and courage, add 5 points.
- For each increase to the leader's Attacks or Wounds, add 10 points.
- For each special rule gained, add 10 points.

Simple as that!

LEADER'S APPEARANCE

We strongly encourage you to get creative with your leader, by converting them to have the appropriate wargear and making them truly unique! Please, have some fun with this.

LEADER PROGRESSION CHARTS

COMBAT PROGRESSION CHART

D6 Result

- 1 Fate** - The Hero gains +1 Fate point to a maximum of 3.
- 2 Strength/Defence** - The Hero gains +1 to either their Strength or Defence value. Each one can only be improved once.
- 3 Fight** - The Hero's Fight value is improved by 1, this can only be improved by a maximum of +2.

D6 Result

- 4 Attack/Wound** - The Hero gains +1 to either their Attack or Wounds value. The Hero's Attacks and Wounds may not exceed 3 each.
- 5 Special Rule** - The Hero now rolls on the Combat Skills chart.
- 6 Might/Will** - The Hero gains +1 Might or Will point to a maximum of 3 each.

COMBAT SKILLS CHART

D6 Result

- 1 Blade Master** - The Hero may re-roll a single D6 when making a Duel roll.
- 2 Parry** - The Hero may force their opponent to re-roll a single D6 when making a Duel roll against this Hero.
- 3 Deadly Strength** - The Hero gains the **Burly** special rule.

D6 Result

- 4 Furious Charge** - Whilst this Hero is on foot, they receive a bonus of +1 Attack on a turn in which they Charge.
- 5 Hero Slayer** - This Hero receives a bonus of +1 To Wound when making Strikes against Heroes.
- 6 Heroic Presence** - The Hero may call a Heroic Combat each turn without expending Might to do so.

SHOOTING PROGRESSION CHART

D6	Result	D6	Result
1	Fate - The Hero gains +1 Fate point to a maximum of 3.	4	Pinpoint Shot - The Hero may re-roll To Wound rolls of a 1 when making shooting attacks.
2	Steady Aim - The Hero does not suffer the -1 penalty To Hit if they moved during the Move phase.	5	Special Rule - The Hero now rolls on the Shooting Skills chart.
3	Shoot - The Hero's Shoot value is improved by 1, to a maximum of 3+.	6	Might/Will - The Hero gains +1 Might or Will point to a maximum of 3 each.

SHOOTING SKILLS CHART

D6	Result	D6	Result
1	Master Archer - The Hero may call either a Heroic Shoot or Heroic Accuracy each turn without expending Might to do so.	4	Seasoned Archer - The Hero may still fire their bow even if they have moved their full Move allowance, or their crossbow if they have moved up to half of their full Move allowance.
2	Keen Eye - The Hero can still target models that would usually not be able to be seen due to the effects of a special rule or an Elven cloak.	5	Expert Shot - This Hero may shoot twice in the Shoot phase rather than just once.
3	Deadly Accuracy - The Hero may re-roll all failed In The Way rolls.	6	Lethal Aim - The Hero may spend a single 'free' point of Might during each Shoot phase. This can either be to improve a To Hit, To Wound or an In The Way roll.

LEADERSHIP PROGRESSION CHART

D6	Result	D6	Result
1	Fate - The Hero gains +1 Fate point to a maximum of 3.	4	'Rally to me!' - The range of the Hero's Stand Fast! is increased by 3", to a maximum of 12".
2	Courage - The Hero's Courage value is improved by 1, to a maximum of 6.	5	Special Rule - The Hero now rolls on the Leadership Skills chart.
3	Inspiring Presence - The Hero counts as a banner.	6	Might/Will - The Hero gains +1 Might or Will point to a maximum of 3 each.

LEADERSHIP SKILLS CHART

D6	Result	D6	Result
1	Rule from Above - The Hero is granted a Horse or Warg. Add 10 points to their overall cost.	5	Master of Ambush - In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you receive a bonus of +1 to the dice roll for this Hero's warband. If this Hero is already on the board, then all warbands in your army receive a +1 bonus to the dice roll. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.
2	Courageous - The Hero may re-roll failed Courage tests.	6	Master of Battle - Whenever an enemy Hero attempts a Heroic Action within 6" of this Hero, this Hero may call the same Heroic Action without spending Might.
3	Lead by Example - Friendly Warriors within 6" of this Hero gain a bonus of +1 to their Courage value.		
4	Battle Veteran - The Hero's Battle Company always gains an additional 1 Influence point at the end of each game.		

GOOD PROGRESSION CHART (GOOD HEROES ONLY)




D6	Result	D6	Result
1	Chosen of the Valar – The Hero gains a Will point and the ability to cast the Command Magical Power on a 5+ and a range of 12".	4	Inspirational Fighter – This Hero gains a bonus of +1 to their Fight value whilst they are outnumbered in a Fight.
2	Hardy Warrior – The Hero may re-roll failed Fate rolls.	5	Legendary Hero – Each time the Hero spends a Might point, roll a D6. On a 4+, the Might point is 'free' and is not expended.
3	Fearless – The Hero gains the Fearless special rule.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

EVIL PROGRESSION CHART (EVIL HEROES ONLY)

D6	Result	D6	Result
1	Fell Sight – A model with this special rule does not need Line of Sight to be able to Charge.	4	Terror – The Hero causes Terror.
2	Harbinger of Evil – The Hero gains the Harbinger of Evil special rule.	5	Infused with Dark Power – The Hero gains a Will point and the ability to cast the Transfix Magical Power on a 5+ and a range of 12".
3	Bane of Kings – The Hero gains the Bane of Kings special rule.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

ARMY LEADER SHEET

I understand that there's a lot of information to chew through above, but trust me, it's worth it! Once you've begun your epic journey to rule Middle-Earth (or set it free forever), use this small sheet below to keep track of your Army Leader and their profile. I recommend using a pencil.

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
									
WARGEAR				SPECIAL RULES			INJURIES		
EXPERIENCE POINTS:									

GOOD LUCK

And that, my friends, is all. I hope you thoroughly enjoy this campaign and wage many battles and skirmishes over the year. Remember, this campaign is designed to get players engaging in games locally, be they beginners or advanced campaigners. Please, if you are a regular, try and invite new friends into the fold and show them the joy of gaming inside Middle-Earth.

Everything will be updated through the New Zealand Hobbit League Facebook page. The maps will be uploaded there with progression, and we hope that players upload plenty of photos, battle reports and tales from their triumphs or losses.

Good luck, may the dice be in your favour and beware of the wolves!

STRATEGY BATTLE GAME PLAYSHEET

TURN SEQUENCE

Each turn is divided into phases as follows:

1. Priority

Players roll off to decide who will move/shoot/fight first during the turn. If they draw, priority changes over from the previous turn.

2. Move

Each player moves each of his models up to their maximum move distance. Different races have different move distances.

3. Shoot

Bow-armed models can shoot. To hit the target they need to roll equal or more than the shooting value on their profile. For every hit, cross-reference on the Wound Chart the Strength of the weapon (shown below) with the Defence of the target. In order to cause a Wound on the target, they need to roll equal or higher than the number found on the chart.

4. Fight

Models in close combat roll off to win the fight. If they draw, the model with the highest fight value wins. The winner pushes back the loser 1" and strikes him. Cross-reference on the Wound Chart the Strength of the winner with the Defence of the loser. In order to cause a Wound on the loser, the winner needs to roll equal or higher than the number found on the chart.

5. End

Players begin again from 1.

In the Way Tests	
Flimsy fences, bushes, crops and long grass	3+
Walls, rocks, trees, sturdy fences and models	4+
Fortifications, large rocky outcrops, windows	5+

JUMP CHART

To cross an obstacle a model must move in contact with it and have enough move left to reach the other side. Roll a dice on the chart below, deducting - 1 from the roll if the obstacle is taller or wider than the model itself.

Dice	Result
1	Stumbles and fails. Halt at obstacle.
2-5	Success. Cross obstacle and halt.
6	Effortlessly bounds across. Cross obstacle and complete move.

CLIMB CHART

Models can climb up obstacles which are more than twice their height. Move the model up the obstacle and roll a dice on the chart below.

Dice	Result
1	Fall to the ground.
2-5	Continue to climb up/down. If top/bottom reached model halts.
6	Continue to climb up/down. If top/bottom reached complete remaining move.

THROWN RIDER CHART

Whenever a mount is killed, roll on the following chart to determine what happens to the rider.

Dice	Result
1	Knocked flying. Rider placed lying by mount and moves no further that turn.
2-5	Rises from the dust. Rider placed standing by mount and moves no further that turn.
6	Leaps into action. Rider placed standing – no further penalty.

Wound Chart

[illegible]