

# EXCLUSIVE RULES

## GONDOR

### [11.0] INTRODUCTION

*Gondor* simulates the penultimate - and decisive - battle of J.R.R. Tolkien's fantasy novel, *The Lord of the Rings*. The simulation depicts a besieged Minas Tirith, capital of Gondor, attempting to hold out against a variety of forces controlled by the Dark Power, Sauron.

### [12.0] GAME LENGTH






*Gondor* is played for sixteen Game-Turns. Game-Turns *two* through *six* are Night Game-Turns (see Section 10.0). The forces attacking Minas Tirith are called *Sauron* forces; those defending the city and/or coming to her aid are called, collectively, *Westernesse* forces.

### [13.0] INITIAL DEPLOYMENT OF UNITS

Some of the units start the game on the game-map, while others arrive during the course of the game (see Section 14.0). Each side deploys the units listed in this section according to the general area to which they are assigned. They may be placed anywhere in their assigned area. The Sauron Player always places his units on the game-map first; then the Westernesse Player deploys his units.









#### [13.1] SAURON INITIAL FORCES


The following units, identified by their Strengths, start the game anywhere within four hexes of the *Eastern* Edge of the game-map:

Unit Type and Designation	Strength
 4 Orc Archers	Ee-3-X
 9 Light Orc Infantry	E-1-Z
 9 Orc Infantry	E-2-Y
 3 Catapults	
 3 Siege Towers	
<i>The Lord of the Nazgûl</i>	
<i>Gothmog</i>	

#### [13.2] WESTERNESSE INITIAL FORCES

The following units, identified by Strengths, may set up anywhere inside Minas Tirith or within two hexes of its walls:

Unit Type and Designation	Strength
 4 Gondor Spearmen	D-3-X
 1 Gondor Armored Archer	De-3-X
 1 Gondor Mounted Knight (cav)	B-3-X
 1 Gondor Lance Knight (cavalry)	B-3-W
 1 Gondor Axeman	B-3-X
 1 Gondor Bowman	e-2-X
 3 Catapults	
 3 Cauldrons	
Dummy	3 Dummy Cauldrons
	<i>Gandalf</i>
	<i>Imrahil</i>

In addition, the Westernesse Player places his Citadel Guard  (D-3-W) in hex 1903.

#### [14.0] REINFORCEMENTS













##### GENERAL RULE:

Players receive reinforcements according to the schedules below. Units arriving as reinforcements may be placed on the edge of the game-map adjacent to their designated entrance hexes or areas. During the given Player's Movement Phase he may move his reinforcements on to the game-map using all standard movement and stacking rules. The first hex entered on the game-map is treated in the normal fashion in terms of usage of Movement Points. A Player should note that, if he is bringing units on one behind another (visualize a chain), then the first unit expends, say, one Movement Point while the second expends two to enter the game-map, the third, three, etc. This situation is more likely to occur with the Sauron reinforcements, which are too numerous to enter the game-map all at the same time. Reinforcements may be brought in at any time during

the Movement Phase, and they may move and attack freely, just as any other unit.



### [14.1] SAURON REINFORCEMENTS

All of the following units arrive during Game-Turn *two*. They may enter within two hexes of hex 2124 (see General Rule).




Unit Type and Designation	Strength
 3 Uruk-Hai	E-3-Y
 2 Mordor Bowmen	e-1-Y
 2 Mordor Cavalry	D-2-Y
 3 Mûmakil (Harad)	C-4-Y
 2 Cataphracted Cavalry (Harad)	D-3-X
 2 Heavy Cavalry (Harad)	D-3-Y
 3 Axemen (Harad)	E-2-Y
 3 Mordor Orcs	E-2-Y
 2 Mordor Axemen	B-3-Z
 2 Mordor Light Archers	e-1-Z
 4 Trolls	B-3-Z
 1 Siege Tower	
<i>Grond</i>	
<i>King of Harad</i>	

### [14.2] WESTERNESSE REINFORCEMENTS

Westernesse Reinforcements may arrive in Special Formations (see Standard Rules). Furthermore, arriving Westernesse reinforcements may attack Enemy units blocking their passage Onto the game-map if necessary. The following units arrive on *any* Game-Turn, starting with Game-Turn *five*, during which the Westernesse Player throws a 5 or 6 with one die. They arrive anywhere along the Northern edge of the game-map.

Unit Type and Designation	Strength
 3 Heavy Cavalry (Rohan)	B-3-X
 7 Horse Archers (Rohan Cavalry)	Be-3-X
<i>Theoden</i>	
<i>Eomer</i>	
<i>Eowyn</i>	

The following units arrive on Game-Turn *ten* anywhere along the Southern edge of the game-map.

Unit Type and Designation	Strength
 4 Heavy Cavalry (Men)	B-3-X
 6 Spearmen (Men)	D-3-X
 1 Light Cavalry (Men)	C-2-W
<i>Aragorn</i>	

### [14.3] MÛMAKIL

Mûmakil - Middle Earth elephants (or oliphants) - were very tricky beasts to handle militarily. They couldn't stand the smell of horses, and vice versa. Furthermore, they had a nasty habit of panicking and charging their own men. The following rules take this into account.

[14.31] No cavalry unit may ever move adjacent to a Mûmakil unit - *Enemy* or *Friendly* (however, see 14.32), and *vice versa*.

[14.32] If a Mûmakil unit suffers a retreat result, instead of simply retreating one or two hexes, the Sauron Player rolls one die and consults the Scatter Diagram. He then moves the Mûmakil unit its full Movement Allowance in that direction. It continues to move in that direction until it either leaves the map or moves adjacent to *any* combat unit. If it does so (and in this case such unit *may* be a cavalry unit) it attacks that unit - *Enemy* or *Friendly* - and then stops, until rallied. The Mûmakil unit is now considered disrupted. If it runs into a Wall it is eliminated.

### [15.0] MINAS TIRITH

#### COMMENTARY:

Minas Tirith is the great fortified city of Gondor. It is set in the spur of a range of mountains and surrounded by seven rings of walls. Each ring of walls delineates a different "level" of the city.

#### [15.1] CITY LEVELS

[15.11] Each level of the city is higher than the levels outside it. Thus, the first level of the city (delineated by the Outer Wall and the second wall) is the lowest level; the second level is higher than the outer level but lower than the third, etc. The Citadel is the highest level of the city.

[15.12] Units may never move through an unbreached Wall or Tower hexside to a higher level (see 15.11) without using Siege Towers or Ladders.

They may use a Gate if they control the gate (see 15.15).

[15.13] Units *may* move through a Wall or Tower hexside to a *lower* level. To do so costs that unit its entire Movement Allowance, and a unit may not enter an Enemy ZOC in so crossing a wall.

[15.14] Towers are considered *higher* than any other type of hex adjacent to it and must be treated in accordance with 15.12 and 15.13.

[15.15] Units may move freely through Gates that are controlled by their side. The last side to have any unit either occupy or pass through *both* hexes connected by a Gate controls that Gate. However, the Westnesse Player is considered in control of all Gates at the beginning of the game. Uncontrolled gates are treated as walls.

## [15.2] SPECIAL RULES

[15.21] All Westnesse combat units (not Leaders) have a Movement Allowance of 5 inside Minas Tirith.

[15.22] Cavalry and Mûmakil units may *never* cross a Wall or Tower hexside, whether it is breached or not. They may only enter a different city level through a Gate.

[15.23] The Outer Wall of Minas Tirith has special properties. It may never be breached by any type of Siege Equipment; it always remains intact. The Main Gate may be breached - but only by *Grond*. The Outer Wall *may* be scaled.

[15.24] Combat units attacked in a tunnel hex defend with an Armor Protection Rating of **W**, regardless of their actual rating.

## [16.0] SIEGES

### COMMENTARY:

The object of the game, for the Sauron Player, is to get inside Minas Tirith. To do this he must besiege the city and use his Siege Equipment to go through or over the walls. The following rules explain the use of such equipment, as well as other rules pertaining to siege warfare and various means - some rather grisly - used to advance it.

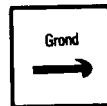
## [16.1] SIEGE EQUIPMENT

Siege Equipment includes the various counters representing Siege Towers, Catapults, Cauldrons (used against Siege Equipment), and *Grond*.

[16.11] *Siege Towers* are used to facilitate movement over the walls. They have no combat value in and of themselves. They do have a Movement Allowance of **2**. However, for a Siege Tower to move it must be stacked with a combat unit, which is pushing (or pulling) the tower (see 16.4 for instructions on how to use Siege Towers). For purposes of 15.1 and 16.74 Siege Towers are lower than Walls and Tower hexes.

[16.12] *Catapults* are used to throw missiles (usually rocks) against the walls or against Enemy units. Catapults may also be used to hurl fireballs or, in the case of the Sauron Player, the severed heads of captured Westnesse men. Catapults have a Movement Allowance of **2** and must be stacked with a Friendly combat unit in order to move. Players should note that Catapults that fire in a regular Combat Phase (missile fire) may *not* fire in a Siege Phase, and vice versa. They may be fired only *once* per Game-Turn.

[16.13] *Grond* is a tremendous battering ram forged by the might of the Dark Power, Sauron. Its strength is immeasurable and its might inexorable. It is the only Siege Equipment capable of breaching the Main Gate of Minas Tirith. It has a Movement Allowance of **2** and it must be carried by a Troll or Uruk-Hai unit. For *Grond* to be used, it must be controlled under spell by the Lord of the Nazgûl (see 17.13).



[16.14] *Cauldrons* are used to keep the boiling oil at just the right temperature, so to speak. The use of cauldrons is covered in 16.7.

[16.15] Siege Equipment is used only for Sieges (with the exception noted in 16.12). It may not be used - and has no effect on - Melee and has no ZOC.

## [16.2] BREACHING WALLS

[16.21] Catapults may be used to breach (*i.e.*, break down) the walls of Minas Tirith. Remember, the Outer Wall may never be breached. Catapults fire at Wall hexsides depending on their Range from the Wall hexside. The maximum Range of a Catapult when firing at a Wall hexside is 4.

[16.22] To attempt to breach a Wall hexside the firing Player notes which Catapult is firing and the Range from which it is firing (see 16.23). He consults the Breach Probability Table (16.3) under the correct Weapon and Range, cross-referencing that Weapon and Range with the target (Wall, Gate, Towers, etc.). The number(s) listed therein are the total needed from a throw of *two* dice in order for the Wall to be breached. Thus a Catapult firing at a Wall hexside at a Range of **2** needs a throw of *nine* to breach the target Wall hexside. If the Player throws a nine, the wall is breached for the remainder of the game; if he throws any other number, there is no effect.

[16.23] The Range of the Catapult is determined as follows: If the Catapult is adjacent to the hex it is firing at (*i.e.*, the wall forms part of the hexside the catapult is in) the Range is **1**. If the Wall is part of a hex one hex from the Catapult the Range is **2**, etc. The maximum Range is **4** when firing at walls.

[16.24] Catapults may fire through any hex, regardless of terrain or what is in the hex, with one exception: Catapults may never fire through Mountain hexes.

[16.25] Catapults may be used to fire at Enemy units, as anti-personnel weapons, in a Missile Combat segment of a Combat Phase. In such case, the range of the Catapult is **2** hexes and it fires with a Missile strength of (*e*).

[16.26] Catapults may be used for hurling fireballs and Severed Heads (see 16.6 and 16.8).

[16.27] To denote that a wall hexside is Breached, the Player should place a *Breached* Counter in an adjacent hexside with the Arrow pointing toward the appropriate hexside.



[16.28] *Grond* may be used to breach any type of hexside (with the exception of the Outer Wall). *Grond* must be adjacent to the hexside it is trying to breach and a Troll or Uruk-Hai unit must be in the same hex. Breaches by *Grond* are resolved in the normal fashion (17.22); however, *Grond* must be activated by Magic in order to be used.

### [16.3] BREACH PROBABILITY TABLE

(see separate sheet)

### [16.4] SCALING WALLS

There are only two ways to cross unbreached Wall hexsides from a lower to a higher level (see 15.12): using Siege Towers or Ladders. Breached Wall, Tower, or Gate hexsides may always be crossed, as per the Terrain Effects Chart, without using such Equipment.

[16.41] In order for a *Siege Tower* to be used to scale a Wall hexside (or Gate or Tower hexside) the Siege Tower must begin the *Siege* Phase adjacent to the Wall hexside. Any Friendly unit may then enter the hex with the Siege Tower and cross the Wall hexside at a cost of **1** additional Movement Point for crossing the Wall hexside. Note that all movement takes place during the proper Movement Phase; however, the Siege Tower must have started a previous Siege Phase adjacent to the Wall hexside.

[16.42] Units meleed while in the same hex as a Siege Tower subtract **1** from their Armor Protection Rating. Units attacked by Missile Fire while in the same hex as a Siege Tower add **1** to their Armor Protection Rating. Units may fire and/or melee out of a Siege Tower normally.

[16.43] In order to use *Ladders* to scale walls, a combat unit moves adjacent to the designated Wall (or Gate, etc.) hexside and places a Ladder Counter in that hex. (Note that units need not carry ladder counters; they are simply available when adjacent to the wall). On the *following* Game-Turn, units may use the Ladder to cross the Wall at a cost of **3** additional Movement Points (see 17.41).



[16.44] Units in Siege Towers and on Ladders adjacent to a Wall hexside *do* exert a Zone of Control through that wall hexside. This is an exception to the normal ZOC rules.

[16.45] Units stacked with Ladders subtract **1** from their Armor Protection Rating when either meleed or attacked by Missile Fire.

[16.46] Leaders engaging in individual combat subtract **1** from their Rally Ratings if they are stacked with a Siege Tower or Ladder and engaging in combat through a Wall hexside.

[16.47] If a combat unit in a hex with a Siege Tower or a Ladder suffers *any* adverse combat result from Melee (*not* Missile Fire) the Siege Tower or Ladder is destroyed. The Unit takes casualties normally. Note that the number of Ladders and Siege Towers is restricted by the counter-mix; once destroyed, Siege Towers and Ladder counters may not be used again.

[16.48] Neither Cavalry nor Mûmakil units may ever use Siege Towers or Ladders to cross Walls. Nor may Siege Equipment; Siege Equipment may cross walls only through breached or controlled *Gate* hexsides.

## [16.5] ADVANCE DURING SIEGE COMBAT

There are special rules concerning movement during the Siege Phase. This movement is in addition to any normal movement and does not cost any Movement Points.

[16.51] Any infantry-type unit adjacent to a hex-side that has been breached in a given Siege Phase *and* is stacked with the unit creating the breach may move through the newly breached hexside into the adjacent hex. Such an advancing unit may not enter an Enemy-occupied hex or an Enemy ZOC. Players should note that units stacked with Siege Equipment firing at ranges greater than one may not take advantage of this rule.

[16.52] Advance During Siege is treated as Advance After Combat (Standard Rules, 7.5). The option to advance must be exercised immediately after the breach occurs. The advance is voluntary, not mandatory. Only units stacked with the Siege Equipment that caused the breach may advance, and advance is limited to one hex.

## [16.6] FIREBALLS

During a Siege Phase, a Player may choose to hurl Fireballs with his Catapults rather than use them to knock down walls. Fireballs are always hurled in the Siege Phase and constitute a firing (catapults may fire only once per Game-Turn).

[16.61] Catapults may hurl Fireballs up to four hexes. Players count the target and intervening hexes, but not the hex the Catapult is in, to determine range. Fireballs may be thrown over any obstacle, except mountain hexes.

[16.62] To hurl Fireballs, the Player simply designates the hex he wishes the Fireball to land in (see 16.63) and places a Fire Counter in that hex, providing that the hex is within Range.

[16.63] Fireballs hurled three or four hexes are subject to “scatter;” i.e., they *may* not land where you want them to. Fireballs thrown one or two hexes always hit the target hex. For three or four hexes the player rolls a die. If he rolls a 1,2, or 3 the Fireball lands in the designated hex. If he throws a 4,5, or 6, the Fireball scatters. To find out where the Fireball actually lands after scatter, consult the Scatter Diagram on the game-map. Using the intended hex as the center of the Scatter Diagram, throw one die and consult diagram, noting the hex corresponding to the thrown number on the die. This is the relationship the actual hex has to the target hex. *E.g.*, the target is 2906; however the fireball scatters. The Player consults the diagram and throws a ‘4’ on the die. The hex the fireball actually lands in is 2907.

[16.64] Fireballs may land five hexes away as the result of scatter.

[16.65] Fireballs never cause casualties to “personnel” units, with one exception: if the fireball hits a Catapult, Cauldron or Siege Tower, the Tower, Cauldron or Catapult is destroyed. If there is a combat unit stacked with the Siege Tower it, too, is eliminated. There is no effect on Ladders, *Grond*, etc.

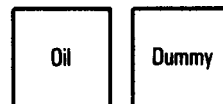
[16.66] Fireballs landing *inside* the city “burn” for the remainder of the game. Fireballs landing outside the city “burn” only until the next Siege Phase. Thus all Fire Counters outside the city are removed at the beginning of the Siege Phase.

[16.67] Units moving into or through a hex containing a Fire Counter expend 3 additional Movement Points.

## [16.7] BOILING OIL

The defenders of Minas Tirith have the ability to use one of the classic defensive weapons of siege warfare: boiling oil. Poured on Enemy units its effects are, shall we say, stirring.

[16.71] The Westemess Player receives three Cauldron counters as well as three Dummy Cauldron counters. Dummy Cauldrons say “dummy” on their reverse side. Cauldrons are deployed anywhere inside Minas Tirith. They may not be moved at any time after deployment. Dummy Counters have no capability except to confuse the opposing player.



[16.72] Each Cauldron counter has stacked with it three Oil counters. (Dummy cauldrons stack with dummy oil counters.) These Oil counters are placed *under* the Cauldron counter. To pick up an Oil counter (dummy or otherwise) a Westernesse combat unit simply enters the same hex as a Cauldron, “picks up” an Oil counter (dummy or otherwise) and moves off. There is no cost to pick up the Oil or to carry it.

[16.73] Cauldrons and their Oil counters do not count against stacking; a combat unit may start a Combat Phase in the same hex as a Cauldron. Cauldrons may be destroyed by Fireballs or by the presence of an Enemy combat unit in the same hex. Sauron units may never use Cauldrons.

[16.74] If a Westernesse combat unit carrying an actual Oil counter occupies a hex adjacent to *and* on a higher level than a hex containing an Enemy combat unit or Siege Tower the Westernesse unit may “pour” the oil on that Enemy Unit/Tower, eliminating the unit and/or the Tower. The Westernesse unit may use his oil on any Sauron combat unit or Siege Tower *during* the Sauron Movement Phase. This is the only time a unit may be attacked in a non-Combat Phase and is an exception to the non-combat during movement rule. Remember, some of those counters may be dummies!

[16.75] Combat units may carry only one Oil counter (dummy or otherwise). Units carrying Oil counters have their Movement Allowances reduced by 1 and their Armor Protection Rating reduced by 1.

## [16.8] SEVERED HEADS



During the Siege Phase the Sauron Player may use his Catapults to hurl the Severed Heads of captured and killed Westernesse soldiers (from a previous engagement) into Minas Tirith in an attempt to demoralize the opposition.

[16.81] Each catapult may fire one Head counter per Siege Phase. The Sauron Player has a maximum of 12 such counters to use during the game.

[16.82] Severed Heads are hurled into Minas Tirith under the same exact rules as for Fireballs (Case 16.6).

[16.83] For each Severed Head thrown into Minas Tirith, the Westernesse Player adds one Demor-

alization Point to his Garrison Demoralization Point Total.

[16.84] Westernesse combat units in the same hex as a Severed Head have their Morale lowered one level (i.e., from a **W** to an **X**, or an **X** to a **Y**, etc.) for the Game-Turn they are in such a hex.

[16.85] Severed Heads landing in any hex other than a hex inside Minas Tirith are immediately removed from play. Firing Severed Heads *does* count against the one-fire-per Game-Turn limitation for catapults.

[16.86] Heads may be removed only by fire. Whenever a Fireball lands in the same hex as a Severed Head, the Head is removed. This, however, does not remove the Demoralization Point assessed. Severed Heads landing in hexes “on fire” are automatically eliminated with no Demoralization Points assessed. Severed heads landing in cauldrons (dummy or real) are also automatically eliminated.

## [17.0] MAGIC AND SPELLS

Players should consult the Standard Rules, 8.5, and the Magic Capabilities Chart when using these spells.

### [17.1] LORD OF THE NAZGÛL’S SPELLS

#### [17.11] FearSpell:

<i>Cost</i>	5 points for an <i>automatic cast</i> , less for an attempt
<i>Duration</i>	One full Game-Turn
<i>Effect</i>	Westernesse units reduced by 1 in Attack Strength and Morale Rating. They may not be rallied during the spell.
<i>Allowance</i>	May be successfully cast only twice

#### [17.12] Freeze Leader Spell

<i>Cost</i>	First spell: 3 points for an automatic cast, less for an attempt; second and third time: 4 points for an automatic cast
<i>Duration</i>	One full Game-Turn
<i>Effect</i>	All Westernesse Leaders within three hexes of the Nazgûl Lord may not move, rally, cast spells or form special formations
<i>Allowance</i>	May be successfully cast three times in a game; note different costs for second and third casts

**[17.13] Operate Grond**

<b>Cost</b>	1 point for an Automatic Cast; may be used only if Nazgûl Lord is within three hexes of <i>Grond</i> and <i>Grond</i> is stacked with a Troll or Uruk-Hai
<b>Duration</b>	Remainder of game
<b>Effect</b>	Activates <i>Grond</i>

**[17.2] GANDALF’S SPELLS**

**[17.21] Break Darkness**

<b>Cost</b>	6 points for an Automatic cast, less for an attempt
<b>Duration</b>	One Game-Turn (must be day Turn)
<b>Effect</b>	The day Turns of the game are considered to be fought under a sort of Sauron-induced, night-like gloom; this spell tends to dissipate this: no Sauron Units may be rallied and the attack strength of all Mordor units is lowered by one.
<b>Allowance</b>	May be cast twice in one game

**[17.22] Stalemate Nazgûl**

<b>Cost</b>	Depends on whether Day or Night Turn (see 17.3)
<b>Duration</b>	One Game-Turn
<b>Effect</b>	Must be cast while Gandalf is adjacent to Nazgûl Lord; if successful, Nazgûl is placed <i>six</i> hexes away from Gandalf, in an easterly direction (towards the east edge of the map)
<b>Allowance</b>	Unlimited

**[17.23] Revealing Aragorn to Sauron (see Section 18.0)**

<b>Cost</b>	4 points for automatic cast, less for attempt
<b>Duration</b>	Three Game-Turns
<b>Effect</b>	see 18.2
<b>Allowance</b>	One

**[17.3] SPECIAL NOTES ON MAGIC SPELLS**

Players should note that, according to the Magic Capability Chart, the Magic Leader may attempt to cast a spell using a variety of his Magic Points. Certain expenditures of Points produce an automatic cast of the spell. Lesser expenditures need a die roll to produce the spell. If the spell attempt is

unsuccessful, there is no expenditure of Magic Capability Points (the Leader has wasted a turn, though).

**[17.4] MAGIC CAPABILITIES CHART**  
(see separate sheet)

**[18.0] THE BANNER OF THE KING**



**GENERAL RULE:**

This rule simulates The Return of the King (Aragorn) and his revelation to Sauron (through the use of a palantir) in order to distract Sauron from the Ringbearer's mission. The revelation of Aragorn as King and the unfurling of his ‘Banner’ raises Westernesse morale and disturbs the power of Sauron's besieging army.

**[18.1] DEPLOYING AND PLACEMENT OF THE BANNER**

**[18.11]** The Banner of the King marker may be used any time *after* the entrance of Aragorn into the game. In order for the banner to be placed on the game-map, Gandalf must expend Magic Capability Points and Cast a Spell (see 17.23).

**[18.12]** The Banner is placed with the Aragorn counter as soon as it is brought forth by spell (see 18.11).

**[18.13]** The Banner counter may move by itself (it has the same Movement Allowance as a Leader) as long as it ends its Movement Phase stacked with a Westernesse Leader. The Banner follows all standard movement restrictions and prohibitions. It has no ZOC by itself, nor does it have any innate combat strength.

**[18.14]** If the Leader stacked with the Banner is eliminated, so is the Banner.

**[18.2] EFFECT OF THE BANNER**

**[18.21]** No Sauron Leader may attempt to Rally any Sauron combat unit that is within six hexes of the Banner.

[18.22] For the three consecutive Game-Thins in which the Banner is unfurled, any two Westernesse units (per turn) within six hexes of the Banner are automatically rallied.

[18.23] The Lord of the Nazgûl may not attempt any spells while the Banner is unfurled and in play.

## [19.0] DEMORALIZATION

### [19.1] DEMORALIZATION LEVELS

[19.11] The Demoralization Level of the Forces starting the game inside Minas Tirith (the garrison) is 36 Points. The following Points are added to or subtracted from the Demoralization Point total of the garrison as they occur:

- A. Add **10** Points for every level of the city under control of the Sauron Player (see 20.2)
- B. Add **5** Points when the Main Gate is breached by *Grond*
- C. Subtract **10** Points upon the arrival of the Riders of Rohan (reinforcements)
- D. Subtract **10** Points upon the arrival of Aragorn and his reinforcements

[19.12] The Demoralization Level for Westernesse Reinforcement units (all reinforcements arriving Game-Turn five or later) is **76** Points. The Demoralization Level of reinforcement units is not affected by nor does it affect the Demoralization Level of the Garrison, and vice versa.

[19.13] The Demoralization Level for Sauron's forces is **93** Points. If the Minas Tirith Garrison becomes demoralized at any point in the game **20** Points are immediately subtracted (permanently) from the present total. In addition, for each level of the city controlled by the Sauron Player, **5** Points are subtracted. If he loses control, add the Points back on.

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

## [19.2] EFFECTS OF LEADER LOSSES ON DEMORALIZATION

Any Leader Rally Points lost as a result of combat are added to the Demoralization Level of a Player. For the Westernesse Player, Gandalf and Imrahil are always considered part of the garrison for these purposes.

## [20.0] VICTORY CONDITIONS

### [20.1] HOW TO WIN

For the Sauron Player to win the game, he must do three things. All three things must be in effect after the last Game-Turn:

- A. Demoralize the Minas Tirith Garrison
- B. Remain Undemoralized himself
- C. Control the Road from Minas Tirith to Gondor (East map edge). To control this road, he must be the last Player to have his units occupy or pass through hexes 1918 *and* 2124.

If the Westernesse Player can prevent any *one* of these three things, he wins the game.

### [20.2] CONTROLLING CITY LEVELS

Controlling the levels of the city are important to the morale of the Garrison. For the Sauron Player to control a given city level, he must control all gates leading into that level from the adjacent *lower* level and there may not be any undisrupted Westernesse combat units inside that level.

## GAME DESIGN NOTES:

The major design problems with *Gondor* concerned what to do with a rather large, sprawling battle-cum-siege. The original version of the game relegated Minas Tirith to a small corner of the map, concentrating instead on the combat outside the city. However, this led to a great deal of stereotyped playing and eliminated any aspect of the actual siege. Our desire was to provide the gamers with as much of a flavor of this particular portion of the novel as we could, within the restrictions of the system and size of the game. We therefore decided to concentrate almost entirely on the siege. Immediately this eliminated certain problems we were having with the first series of walls which were some miles from the city. It also gave us greater problems with the siege itself.

No one had done too much work on siege games at SPI, so most of the ideas evolved for *Gondor* had to be tested a bit more than usual. In the book the Outer Walls are virtually indestructible. They are strong in the game, but less so than in the book - simply for the purposes of playability and game balance. Furthermore, movement inside the city is abstracted to a tremendous degree. We could not design - nor did we even have - an accurate rendition of the city itself. The problems were abstracted into the rules for movement inside the city as well as the effect of fireballs.

Much of the body of rules simply came from the information provided by the book. Thus we have the rule for Severed Heads and their effect on the garrison as well as the Magic Rules and the Banner of the King. Yet putting these rules into a game situation, where they cannot assume the status of a *deus ex machina*, was more difficult than originally perceived. We had to mold and fashion the events of the battle so that both players stood a fair chance of winning. Our only guidepost was that we remain faithful to the novel, and, to the greatest extent, I think we have achieved that objective.

*Gondor* is a game where one side (Sauron) has several things to accomplish, and he must do them before the roof falls in on his head - in the form of Gondorian reinforcements. To take the city would be fairly easy - if he didn't have to worry about all those other men. But he does, and that is where the fun comes in.

## DESIGN CREDITS

### Game Design:

Linda Mosca, Richard Berg Game Development:  
Tony Beavers

### Physical Systems and Graphics:

Redmond A. Simonsen

### Production:

Bill Bauer, Larry Catalano, Manfred F. Milkuhn,  
Steve Parsons, Norman Pearl, Bob Ryer

### Playtesters

Jacob Edwards, Alex Epstein, Jon Gautier, Paul  
Gilman, Nick Karp