

### [4.3] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter or Cross	Effect on Combat
<b>Clear</b>	1 MP	No effect
<b>Road</b>	½ MP	Depends on other terrain in hex
<b>Slope</b>	1 additional MP	If a defending unit is attacked through an up-slope hexside, add 1 to defender's Armored Protection Rating
<b>Crater (Sauron only)</b>	May not enter	Not allowed
<b>Mountain</b>	May not enter	Not allowed
<b>Tunnel (Gondor only)</b>	1 MP	Allowed only through tunnel hexside
<b>Plowed Fields (Gondor only)</b>	2 MP; cavalry and siege towers may not enter	No effect
<b>Grove (Gondor only)</b>	2 MP; cavalry and siege towers may not enter	Unit defending in a grove hex add 1 to Armor Protection Rating
<b>Gate</b>	1 MP if under friendly control; may not cross if under Enemy control	No Zones of Control through unbreached Gate hexsides (see 6.13)
<b>Wall/Tower (Gondor only)</b>	1 additional MP if breached (see Gondor Exclusive Rules, 15.1)	See Gondor Exclusive Rules, Section 16.0

### [7.26] LEADER/INDIVIDUAL COMBAT RESULTS TABLE

Combat Differential (Attacker minus Defender)								
DIE	+6	+4	+2	+1	0	-1	-2	-4
		or +5	or +3				or -3	
<b>1</b>	Dr2	-	Ar2	Ar2	A½e	A½e	Ae	Ac
<b>2</b>	D½e	Dr2	-	Ar2	Ar2	A½e	A½e	Ae
<b>3</b>	D½e	D½e	Dr2	-	Ar2	Ar2	A½e	A½e
<b>4</b>	De	D½e	D½e	Dr2	-	Ar2	Ar2	A½e
<b>5</b>	De	De	D½e	D½e	Dr2	-	Ar2	Ar2
<b>6</b>	De	De	De	D½e	D½e	Dr2	-	Ar2

#### KEY:

Dr2 (Ar2) = Defender (Attacker) retreat two hexes

D½e (A½e) = Defender (Attacker) reduced to half-strength; the affected Leader must use its back-printed strength for the rest of the game, If the Leader is already in a reduced state, he is eliminated instead.

De (Ae) = Defender (Attacker) eliminated

- = No effect

#### NOTES:

Differentials greater than +6 are treated as +6; differentials less than -4 are treated as 44.

**[7.41] CASUALTY PROBABILITY TABLE**

Attacker's Strength	Defender's Armor Protection Rating			
	1	2	3	4
A	2-10	3-9	2-8	4-7
B	4-9	4-8	2-7	3-6
C	4-8	2-7	4-7	4-6
D	2-7	5-8	6-8	2-5
E	4-7	6-8	3-6	5-6

**KEY:**

# = Number required on a roll of two dice to inflict a casualty (e.g., "6-9" means that the total of both dice must equal 6, 7, 8, or 9 to inflict a casualty)

**NOTE:**

A unit defending behind a wall hexside during the Missile Combat Phase adds one to its Armored Protection Rating to a maximum rating of 4 (see 7.18).

**[7.42] CASUALTY RESULTS TABLE**

DIE	W	X	Y	Z
1	½E,r1	½E,r2	E	E
2	½E,r1	½E,r1	E	E
3	r2	½E,r1	½E,r1	E
4	r1	r2	r2	E
5	r1	r1	r2	r2
6	r1	r1	r1	r1

**KEY:**

½E = Defending unit is inverted and now uses the values on its reverse side;  
 if already using its reverse side, the unit is eliminated  
 E = Defending unit is immediately removed from play and is counted toward Demoralization  
 r1(r2) = Defending unit must retreat one (two) hex(es)

**[8.37] LEADER RALLY TABLE**

Leader Rating	Dice Roll Total Needed to Rally
1	4,5
2	6,7
3	3-6
4	4-7
5	2-7
6	3-8
7	3-9
8	3-10

**KEY:**

# = Number required on a roll of two dice to rally (e.g., "4-7" means that the total of both dice must equal 4, 5, 6, or 7 In order to rally).

### [16.3] BREACH PROBABILITY TABLE

Weapon and Range	Hexside Assaulted			
	Tower	Wall	Gate	Main Gate
Catapult at 1hex	3	7	4,5	P
Catapult at 2hexes	2	5	6	P
Catapult at 3 or 4 hexes	P	3	4	P
Grond	2	4	3-10	5-9

#### KEY:

# = Number required on a roll of two dice to create a breach (e.g., “5-9” means that the total of both dice must equal 5,6,7,8, or 9 in order to create a breach)

P = Attempt prohibited

#### NOTES:

The Outer Wall of Gondor (excluding the Great Gate) is impervious to Siege Towers; it may never be breached

**Grond** must be adjacent to the hexside it is attempting to breach.

### [16.5] MAGIC CAPABILITIES CHART

Magic Capability Points	SPELLS		
	Sinister Visions	Wrath of the Ringwraith	Total Eclipse of the Sun
1	2-7	-	-
2	3-9	7	-
3	A	4-6	-
4	A	4-7	3,4
5	A	3-9	3-5
6	A	A	3-6
7	A	A	4-7
8	A	A	2-7
9	A	A	4-9
10	A	A	2-10

#### KEY:

# = Number required on a roll of two dice to successfully cast a spell (e.g., “6-8” means that the total of both dice must equal 6, 7, or 8 to cast the spell)

A = Spell automatically successful

## [17.4] MAGIC CAPABILITIES CHART

<i>Gandalf's Spells</i>	Magic Capability Points				
	1	2	3	4	5
<b>Break Darkness</b>	6-8	5-8	3-8	3-10	2-11
<b>Stalemate Nazgûl</b>					
<b>(Day)</b>	4-10	A	A	A	A
<b>(Night)</b>	4-6	4-9	A	A	A
<b>Revealing Aragorn to Sauron</b>	5-8	4-10	3-10	A	A
<i>Lord of the Nazgûl's Spells</i>					
<b>Fear Spell</b>	4,5	4-7	4-9	4-10	A
<b>Freeze Leader Spell</b>					
<b>(1st spell)</b>	4-6	3-8	A	A	A
<b>(2nd spell)</b>	4,5	4-7	3-8	A	A
<b>Activate Grond</b>	A	A	A	A	A

### KEY:

# = Number required on a roll of two dice to successfully cast a spell (e.g., "6-8" means the total of both dice must equal 6, 7, or 8 to cast the spell)

A = Spell automatically successful