

STANDARD RULES

GONDOR & SAURON

[1.0] INTRODUCTION

The Game System for the Battle Games *Gondor* and *Sauron* simulates two important battles from the fictional *Lord of the Rings* fantasy by J.R.R. Tolkien. The Playing pieces in each individual game represent combat units that participated in the battles, while the game-map represents the terrain over which the battle was fought.

Two rules folders are provided. The first contains *Standard Rules*, which are common (with a very few noted exceptions) to both battle games. The second folder contains *Exclusive Rules* pertaining to each individual game only.

[2.0] GAME EQUIPMENT

[2.1] THE GAME-MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain. A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and combat. To make the map lie flat, it will help if you back-fold it against the creases.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Casualty Probability Table, the Casualty Results Table, the Leader/Individual Combat Results Table, the Leader Rally Tables, and the Turn Record/Reinforcement Track. The Exclusive Rules may contain additional tables or charts.

[2.3] THE PLAYING PIECES

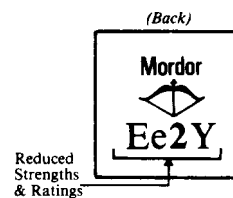
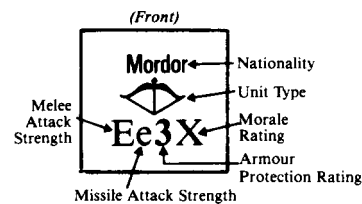
The cardboard pieces represent the various military units, magical units, and leaders that took part in the battle. The letters and numbers printed on each unit counter represent Attack Strengths, Armor Protection, and Morale of the various combat units (see 2.41). Leaders have a Rally Rating printed on them, while Magical Leaders have an additional Magic Capability number. Certain combat units are capable of both Melee and Missile fire Combat and thus have two Attack Strength letters. Missile strengths are in lower case letters; e.g. (e); units that

have *only* a lower case letter strength may *not* attack in a Melee Phase.

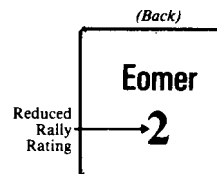
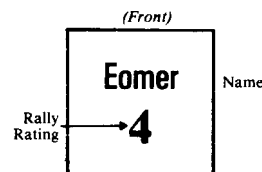
[2.4] HOW TO READ THE UNITS

[2.41] Sample Units

COMBAT UNIT



LEADER UNIT



[2.5] PARTS INVENTORY

	Gondor Folio	Sauron Folio
Game Map	1	1
Die-Cut Counter Sheet	1(200)	1(100)
Standard Rules	1	1
Gondor Exclusive Rules	1	0
Sauron Exclusive Rules	0	1
Chart Sheet	2	2
Plastic Die	2	2
Folio (Folder)	1	1

[2.6] GLOSSARY OF TERMS

Certain terms are used in the game which may be unfamiliar to players. The following are basic definitions used for the purpose of familiarizing Players with the language of the game.

Attack Strength: The ability of a unit to inflict casualties. A lower case letter attack strength (e.g. **(e)**) shows Missile Fire Capability - the ability to fire a weapon at a unit over a distance. The best Attack Strength is **A**; the worst is **E**.

Armor Protection Rating: The ability of the armour (Or lack thereof) worn by the unit to protect that unit. The best armour is rated **4**; the worst, **1**.

Demoralization Level: The maximum number of Demoralization Points a Player may collect before his units lose good morale and become demoralized. Players keep track of the Demoralization Points accumulated as the game progresses.

Morale Rating: The ability of a unit to withstand casualties. The higher a unit's morale, the less serious the casualties it will sustain in battle. The best Morale is **W**; the worst, **Z**.

Movement Allowance: The number of Movement Points a unit may expend towards movement in a Game-Turn. Movement Allowances are *not* printed on the counters; they are found in the rules.

Magic Capability Rating: The maximum number of Magic Capability Points a Magic Leader may expend in a game.

Rally Rating: The numerical ability of a Leader to rally a disrupted unit. It is also used in Leader Combat.

Unit Demoralization Value: A numerical value representing the Demoralization Points accumulated

by a Player when he has lost that unit in combat. The value is added to the total points lost to reach the Demoralization Point Sum. (See *Demoralization Level*).

[3.0] SEQUENCE OF PLAY

Players should first punch out their playing counters and place them on the map according to the initial set-up given in the Exclusive Rules.

Each game is played in a series of Game-Turns. The number of Game-Turns which comprise a complete game is given in the Exclusive Rules for that game. Each Game-Turn consists of eight (*Gondor*) or seven (*Sauron*) separate *Phases*. These *Phases* take place in the sequence listed, and the Player performing the function of that *Phase* is called the *Phasing Player*. All actions must take place within the appropriate *Phase* and in the *Sequence* given.

OUTLINE OF THE SEQUENCE OF PLAY

A. *Initial Magic Leader Movement Phase:*

Leaders with a Magic Capability Rating may either move *or* attempt to cast a Spell. *Westernesse* Leaders go first in this *Phase*.

B. *Forces of Sauron Siege Phase (Gondor only):*

The *Phasing Player* may use his *Siege Engines* to engage in *Siege warfare*. Units used for this purpose may not move in the *Game-Turn* in which they are so used.

C. *Forces of Sauron Movement Phase:*

The *Sauron Player* may move as many of his units as he wishes, excluding units used in *Sieges*, within the restrictions of the *Movement rules*. *Magic Leaders* may not move in this *Phase*.

D. *Forces of Sauron Combat Phase:*

Combat units of the *Sauron Player* may attack by either *Missile* or *Melee Combat* units of the *Westernesse Player* (see Section 7.0). All *Missile Combat* is resolved first, followed by *Individual Leader Combat* and finally *Melee Combat*.

E. *Second Magic Leader Movement Phase:*

Players repeat *Phase "A"* with the following exceptions: Leaders that cast *Spells* in "*A*" may not do so in this *Phase*; and the *Sauron Magic Leaders* move (or cast *Spells*) first in this *Phase*.

F. *Westernesse Movement Phase:*

Same as "*C*," using *Westernesse* units.

G. *Westernesse Combat Phase:*

Same as "*D*," using *Westernesse* units.

H. *Joint Rally Phase:*

Both Players may use their Leaders to attempt to rally combat units that are disrupted.

At the conclusion of the above sequence (A through H) the Game-Turn Marker is moved to the next turn and the sequence is begun again for the next Game-Turn.

[4.0] MOVEMENT

GENERAL RULE:

During a Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, up to the limit of the unit's Movement Allowance.

Units are moved one hex at a time, tracing a path of connecting hexes through the hex grid. As a unit enters each hex it pays one or more Movement Points from its Movement Allowance according to the schedule on the Terrain Effects Chart. Units do not have to move, and sometimes their movement may be restricted.

[4.1] MOVEMENT ALLOWANCES

The Movement Allowance of a unit represents the total number of Movement Points a unit may expend during a given Movement Phase. Movement Allowances are *not* printed on the counters.

[4.11] All *cavalry* units and *Leaders* have a Movement Allowance of *six*. Magic Leaders may expend their Movement Allowance during both Magic Leader Movement Phases if they do not cast a Spell; they may not move in the Phase in which they attempt to cast a Spell.

[4.12] All infantry units have a Movement Allowance of *four*.

[4.13] See the Exclusive Rules (13.0 and 14.0) for an example of a cavalry unit. All other units, except for Leaders, are considered to be infantry for the purposes of movement.

[4.21] MOVEMENT LIMITATIONS

[4.21] The number of Movement Points which a unit may expend during a single Movement Phase may not exceed that unit's Movement Allowance.

[4.22] A Player's combat and leader units may be moved only during their designated Movement

Phases. They may never be moved out of sequence (Exceptions: see 7.5 and 7.6 and Siege rules for *Gondor*).

[4.23] No combat may take place during a Movement Phase.

[4.24] A unit may expend any portion of its Movement Allowance during a Movement Phase, but unused Movement Points may not be accumulated for use in subsequent Movement Phases or transferred to other units.

[4.25] Movement from one hex to another must be consecutive; *i.e.*, units may not skip hexes during movement.

[4.26] If the Terrain Effects Chart calls for the expenditure of more Movement Points than the unit has left to enter a particular hex, that unit may not enter that hex.

[4.27] Hexes occupied by Friendly units (units controlled by a Player) or their Zones of Control (see Section 6.0) have no effect on the movement of a Friendly unit *through* any of those hexes. A Friendly unit may *never* enter an Enemy-occupied hex. There is no limit to the number of units that may move *through* a hex in a Movement Phase.

[4.28] All stacking restrictions (see Section 5.0) must be met by the Phasing Player at the end of his Movement Phase.

[4.29] Terrain Effects on Movement (and combat) are covered in the Terrain Effects Chart, 4.3.

[4.3] TERRAIN EFFECTS CHART

(see separate sheet)

[5.0] STACKING

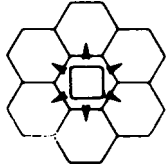
The placing of more than one unit in a hex is called "stacking." No two units may ever occupy the same hex (except under certain circumstances). Stacking restrictions always apply at the end of a Player's Movement Phase. Units may always move *through* Friendly occupied hexes. There *are* certain exceptions to stacking restrictions:

a. Leaders do not count toward stacking restrictions; they may stack freely with combat units or other Leaders.

b. When using special Formations (see 8.4) more than one Friendly unit may be in a hex.

c. Siege equipment (*Gondor*) is another stacking exception. See *Gondor's* exclusive rules.

[6.0] ZONES OF CONTROL



GENERAL RULE:

The Zone of Control (ZOC) of a combat unit is defined as the six hexes adjacent to and surrounding the hex that the combat unit is occupying. As soon as a Friendly combat unit enters an Enemy combat unit's ZOC, that Friendly unit must stop; it may not move for the rest of that Movement Phase. Friendly units in an Enemy ZOC at the beginning of a Friendly Combat Phase must engage in Melee Combat with one Enemy unit (see 7.31).

[6.1] GENERAL EFFECTS OF ZONES OF CONTROL

All Combat units exert a ZOC throughout the game, regardless of the Phase. The effects of ZOC's are never negated by other Friendly units, or otherwise.

[6.11] Once a Friendly unit enters an Enemy ZOC it must cease all movement. There are only two ways to leave an Enemy ZOC: by Retreat or Advance after Combat (see 7.5 through 7.7) or by eliminating the Enemy unit exerting the ZOC.

[6.12] If there are both Friendly and Enemy ZOC's exerted in the same hex, both ZOC's coexist and that hex is controlled by both Players. There is no additional effect for having more than one unit exerting a ZOC into a single hex.

[6.13] ZOC's extend into all six hexes adjacent to the controlling unit's hex. However, ZOC's do *not* extend into or through Mountain hexes nor into or Out of Tunnel hexes. ZOC's *do* extend through Wall, Gate or Tower hexes that have been Breached (see *Gondor* Exclusive Rules: Sieges).

[6.14] Demoralized units (see Section 9.0) do *not* exert a ZOC.

[6.15] Leaders of any type neither have nor are affected by ZOC's.

[6.16] Friendly ZOC's never affect Friendly units.

[6.2] EFFECTS OF ZOC ON MOVEMENT

It does not cost any additional Movement Points to enter an Enemy ZOC. Furthermore, paths of *Retreat* may never be traced through an Enemy ZOC regardless of the presence of Friendly units and/or their ZOC's.

[6.3] EFFECT OF ZOC ON COMBAT

A Friendly unit must attack *one* Enemy unit if there are one or more Enemy units exerting a ZOC on such Friendly unit (see Case 7.31).

[7.0] COMBAT

GENERAL RULE

There are three different types of combat:

Missile Combat is the firing of projectiles (*e.g.*, arrows) by the Phasing Player's units capable of Missile Fire. Enemy units must be within *range* of the units firing missiles.

Leader/Individual Combat represents 'hand-to-hand' combat between two adjacent Leaders.

Melee Combat takes place whenever a Phasing Player has a Combat unit in the ZOC of an Enemy combat unit.

A given unit may move, fire missiles, and then melee during the same Game-Turn. All Missile Combat is resolved first in the Combat Phase; then any Leader/Individual Combat is resolved, followed by any Melee Combat.

[7.1] MISSILE COMBAT

[7.11] Only combat units with a Missile Capability (an Attack Strength in small letters; *e.g.*, *e*) may engage in Missile Combat. In addition, Catapults may be used for Missile Combat when not being used for Sieges (*Gondor* only). Missile-firing units may fire only at an Enemy unit within *Range* (see 7.12).

[7.12] The range for Archers or Bowmen is *two* hexes. Catapults used as anti-personnel units have a range of *four*. This range includes the target hex, but excludes the firing unit's hex.

[7.13] Missiles may not be fired *through* Tower, Grove, or Mountain hexes, or *over* hexes occupied by Siege Towers. Missiles *may* be fired through wall hexsides and hexes occupied by other units, and into or out of Tunnel hexes *if* they follow the path of the tunnel.

[7.14] Missile units may fire only *once* per Game-Turn.

[7.15] Units that are capable of *only* Missile Combat (i.e., have only a small letter Attack Strength) may never voluntarily enter an Enemy ZOC.

[7.16] All Missile Combat initiated by the Phasing Player is resolved in his Combat Phase *before* any other type of combat.

[7.17] Missile Combat is resolved in the same way as Melee Combat (see 7.33) with the exception that the opposing units need not be adjacent. Players will note that all units capable of Missile Fire have a Missile Attack Strength of (e).

[7.18] If a defending unit is fired on (during a Missile Combat Phase) through a wall hexside that is part of the hex the defending unit is in, then the defending unit adds *one* to its Armour Protection Rating. However, a *four* Armour Protection Rating remains a *four*.

[7.2] LEADER/INDIVIDUAL COMBAT

[7.21] Following the resolution of all Missile Combat (see 7.1), Players may engage in Leader Combat; *i.e.*, Leader units may fight each other. Any of the Phasing Player's Leaders may, if he wishes, attack any Enemy Leader to whom he, or she, is adjacent. Leader Combat is always optional.

[7.22] To engage in Leader Combat, the defending Leader subtracts his Rally Rating from that of the attacking Leader. The result - either a plus or minus number (or a zero) - is the Combat Differential. The Phasing Player then rolls *one* die and cross-references that die roll with the Combat Differential on the Leader Combat Results Table (7.26) to get the result. All results are applied immediately.

[7.23] If a Leader engaging in Leader Combat is stacked with a combat unit and that Leader suffers *any* combat result, then the combat unit *must* retreat two hexes. If it cannot do so, it is either flipped over to its reduced strength or, if already flipped over, it is eliminated.

[7.24] Leaders may attack only once per Combat Phase. A given Leader may be attacked any number of times per Combat Phase (see 7.32).

[7.25] Leaders may not attack Enemy combat units and *vice versa*.

[7.26] Leader Combat Results Table (see separate sheet)

[7.3] MELEE COMBAT

[7.31] In a given Combat Phase, after all Missile and Leader Combat has been resolved, each Phasing combat unit that is in the ZOC of one or more Enemy combat units *must* attack *one* of the Enemy combat units whose ZOC the Phasing unit is in. The Phasing combat unit does not have to attack *all* the Enemy combat units; it must attack *one*.

[7.32] If more than one Friendly combat unit is adjacent to an Enemy unit, each Friendly unit may Melee that Enemy unit, with each attack being resolved *separately*. The Phasing Player *must*, however, state which of the adjacent units are attacking the defending unit, and the Phasing units allocated to that attack may not attack any other Enemy units during that Combat Phase regardless of the outcome of the individual battle.

[7.33] Melee Combat is resolved in two steps. First, the Phasing Player cross-references the Attack Strength of his unit with the Armour Protection Rating of the defending unit, using the Casualty Probability Table (7.41). The numbers listed under that cross-reference include the total which the Phasing Player must throw with *two* dice to produce a casualty. If the total of two dice thrown by the Phasing Player is not listed, there is no casualty. If that total *is* amongst those listed, the Phasing Player then proceeds to the Casualty Results Table (7.42). There the Phasing Player throws *one* die and cross-references that throw with the Morale Rating of the defending unit. The result is the type of casualty inflicted on the unit.

Example: A "B" unit attacks a "3" unit. Looking at the Casualty Probability Table we see that the attacker will need to throw a 2, 3, 4, 5, 6, or 7 with two dice to inflict a casualty. If he throws, say a 9, nothing has happened and that combat is finished. If he throws a 7, there is a casualty, and he proceeds to the Casualty Results Table to see what has happened. Let's say the "3" unit had a "Y" Morale Rating. If the attacker now throws a 3 with one die, the

defending unit must retreat one hex and, in addition, flip over to its reduced strength.

[7.34] No combat unit may attack/melee more than once per Combat Phase. A defending unit may be meleed more than once (see 7.32).

[7.35] Combat units may not melee/attack through unbreached Wall or Tower hexsides, unless the attacking unit is using a Siege Tower or a Ladder or if the attacking unit is on a city level higher than the defending unit. This rule applies mainly to the *Gondor* game.

[7.36] Units may not melee through prohibited hexsides or into a prohibited hex. *E.g.*, a cavalry unit (in *Gondor*) may not attack an Enemy unit in a Grove hex.

[7.37] Combat units that become fanatical (see 9.33 and Section 10.0) do not use the Casualty Probability Table when they attack. They automatically cause casualties and proceed immediately to the Casualty Result Table, regardless of whom they attack.

[7.4] MELEE COMBAT TABLES

[7.41] Casualty Probability Table
(see separate sheet)

[7.42] Casualty Results Table
(see separate sheet)

[7.5] MOVEMENT AFTER COMBAT

[7.51] Whenever a hex is vacated as a result of Melee (only) Combat the victorious unit *may* advance into that vacated hex. This advance is made regardless of Enemy ZOC's.

[7.52] After advancing a unit may not be attacked or attack during the remainder of that Combat Phase.

[7.53] Combat units may advance across a Wall or Tower hexside only if they are on ladders, in Siege Towers, or if the wall, tower or gate hexside is breached.

[7.54] Certain Results on the Casualty Result Table require the defending unit to retreat a number of hexes. This is done by moving the defending unit the required number of hexes Out of the ZOC of any Enemy units. Neither advances or retreats after combat require the expenditure of Movement Points.

[7.55] The Player whose unit is retreating decides the course of retreat. However, the retreating unit may not enter an Enemy ZOC, Enemy-occupied hex, prohibited hex, or pass through an impassable hexside.

[7.56] Units that must retreat which are unable to fulfill the requirements of 7.55 are eliminated.

[7.57] Units that have retreated are considered *disrupted*. Disrupted units may not move or attack in any fashion until rallied by a Leader (see 8.3). Disrupted units defend normally. However, a disrupted unit that is forced to retreat is eliminated instead. Thus, disrupted units may not use displacement (see 7.6). Place a marker with a large **D** on disrupted units.

[7.6] DISPLACEMENT

[7.61] If the only hex available for retreat is occupied by a Friendly combat unit (remember stacking restrictions) then the unit in that hex may be *displaced* to make way for the retreating unit. Displacement is handled exactly as if it were a normal retreat (see 7.5).

[7.62] Displaced units follow all the rules of retreat.

[7.63] If the displacement of a unit would cause the displaced unit's elimination, the *retreating* unit is eliminated instead.

[7.64] A unit may be displaced more than once per Game-Turn, and a retreating unit may cause the displacement of more than one unit.

[7.65] All displaced units are disrupted.

[7.7] RETREAT BEFORE COMBAT

Certain units may retreat *before* melee combat; *i.e.*, if they are in danger of being attacked they may choose to retreat one or two hexes (their choice) before the opposing Player melee/attacks. Retreats before combat follow all standard retreat rules with the exception that they occur *before* combat takes place. In addition, the attacking unit may, if the Player so chooses, move into the hex vacated by the retreating unit. Units that may retreat before combat are: all bowmen units with *only* missile capability; and any cavalry unit when attacked *solely* by an infantry-type unit. Units that retreat *before* combat are disrupted on a die roll of 1,2, or 3.

[8.0] LEADERS

GENERAL RULE:

Leaders represent the fictional figures from the Tolkien novels that played a prominent part in the simulated battles. Leaders may engage in Individual combat, rally combat units, command special formations (Westernesse Player only) and, if given a Magic Rating, cast Spells.

[18.1] LEADERS AND STACKING

Leaders must be stacked with a combat unit at the beginning of a Friendly Combat Phase. Normal (non-magic) Leaders must be stacked with a combat unit of their own "nationality." For example, in the *Gondor* game King Theoden may stack only with a Rohan unit. See the Exclusive Rules deployment and reinforcement schedules for further information. Magic Leaders - those leaders with a Magic Capability Rating - may stack with *any* combat unit.

[8.2] LEADERS AND COMBAT

[8.2.1] Leaders may only be attacked by other leaders (See 7.2). Regardless of the result of combat Leaders are never disrupted; they may be reduced in effectiveness (See 7.25).

[8.2.2] Leaders do not have a ZOC, nor are they ever affected by the ZOC of any other unit.

[8.2.3] Casualties to Leaders may affect the position of the combat units with which they are stacked (See 7.23). Leaders have no other effect on combat units, except in cases of Rallying (8.3).

[8.2.4] If a combat unit with which a Leader is stacked suffers either a 'A' or an 'E' result - by Melee, Missile, or Case 7.23 - the Leader suffers the same result if, when the owning Player rolls a die, he rolls a five or six. Otherwise, the Leader is unaffected. If the combat unit is eliminated entirely and the Leader remains, the Leader is transferred to the nearest Friendly combat unit.

[8.3] RALLYING

Leaders may be used to Rally disrupted combat units during the Joint Rally Phase.

[8.3.1] A Leader may attempt to Rally any disrupted unit of its own nationality (see 8.1) to which it is adjacent in the Joint Rally Phase. Leaders may not attempt to Rally units of a different nationality or units in adjacent hexes that are separated by unbreached wall hexsides or like impassable terrain.

[8.3.2] Leaders may attempt to Rally only *three* combat units per Game-Turn.

[8.3.3] *Gandalf*, the *Lord of the Nazgûl*, and *Sauron* may Rally any units. This is an exception to 8.3.1.

[8.3.4] To Rally a unit, the Player announces which Leaders are doing the Rallying. He checks the *Rally Rating* of the Leader and consults the Rally Table (8.37). He throws *two* dice; if their total is one of those numbers listed under that Rally Rating, that unit is rallied. Otherwise the attempt is unsuccessful. A Rallied unit is no longer disrupted.

[8.3.5] Combat units may be Rallied whether or not they are in an Enemy ZOC. There is no limit to the number of times a unit may be disrupted and then Rallied.

[8.3.6] Leaders may not combine their Rally Ratings in order to Rally a disrupted unit. Furthermore, each combat unit may have a Rally attempt performed on it only *once* per Game-Turn.

[8.3.7] Rally Table
(see separate sheet)

[8.4] SPECIAL FORMATIONS

Westernesse Leaders - and only Westernesse Leaders - are capable of enabling their combat units to exceed the normal stacking restrictions to make special formations.

[8.4.1] Special formations may not be made by Dark Power/Sauron combat units. Furthermore, special formations may form only in clear terrain. They may move only into clear terrain and may never enter any other type of hex or cross any other type of hexside.

[8.4.2] There are two types of special formations: two cavalry units may form a *Wedge* or two infantry units may form a *Shield Wall*.

These are the only types of special formations that may be formed.

[8.4.3] To make a special formation, the two units involved must be of the same nationality and Attack, Armor and Morale strengths. They must begin a Movement Phase stacked with or adjacent to a Leader. They may not be in an Enemy ZOC. The two combat units then move into the same hex with the leader, and they are then in Special Formation.

[8.4.4] *All* Special Formations have an Attack Strength of A and Armor Protection Rating of 4.

Their Morale Rating is the same as that of the units making up the formation.

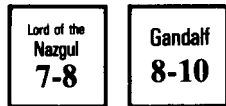
[8.45] **Wedges** have a Movement Allowance of *three*. **Shield Walls** have a Movement Allowance of *two*. Special Formations may not move in the Game-Turn in which they are formed.

[8.46] If a Special Formation suffers a *1/2 E* result, *one* of the units in the formation is eliminated. If the formation is forced to retreat, then each unit must retreat to a different hex.

[8.47] Leaders may not form Special Formations if they are under a Freeze Leader Spell or a Fear Spell. (See Exclusive Rules for these spells.)

[8.48] To disband a Special Formation, simply move *one* of the units to a different hex than the other during a Movement Phase. Leaders are not needed to disband.

[8.5] MAGIC



[8.51] Certain Leaders are designated Magic Leaders. These are Leaders with a Magic Capability Rating to the right of their Rally Rating.

[8.52] Players will note that there are *two* Magic Leader Movement Phases in a Game-Turn. Thus, Magic Leaders may move twice during a Game-Turn. They may not move in the Magic Leader Movement Phases. They may not move in the Magic Leader Movement Phase in which they cast a spell.

[8.53] Magic Capability Points are used to cast spells. The number of spells a leader may cast is limited only by his Magic Capability Rating (Or what is left of it) and 8.52.

[8.54] To cast a spell, a Player announces, in his Magic Leader Movement Phase, which Leader is trying the spell and what spell is being attempted. (See the individual Exclusive Rules for the Spells and their cost in points.) The Player then notes the number of Points required to attempt to cast that spell, rolls two dice, and cross-references the number of Points being used with the dice roll to see if the spell succeeds, using the Magic Spell Chart (8.57) for the Exclusive Rules for that game.

[8.55] If a Magic Leader does not have sufficient Capability Points left to attempt a certain spell, that spell may not be attempted by that Leader.

[8.56] Magic Capability Points used in an unsuccessful attempt are *not* subtracted from the Leader's total. Magic Capability Points used in successful spells are subtracted from the total, permanently reducing it.

[9.0] DEMORALIZATION

GENERAL RULE:

Demoralization simulates the cumulative effect of combat losses on any army. While, in the most part, combat losses dishearten an army, in some instances they spur it on to greater efforts. Each side has a Demoralization Level. When an army, through losses to its units, exceeds its Demoralization Level, it is demoralized. Once demoralized a unit remains so for the rest of the game.

[9.1] UNIT DEMORALIZATION VALUE

[9.11] The Unit Demoralization Value is the numerical value of a given unit which, when added to such value of other eliminated units, is used to determine whether or not losses have forced an army to reach its Demoralization Level.

[9.12] To determine a given unit's Demoralization Value the full strength of the unit is used. The Player adds together the numerical strengths for Attack (A = 5, B = 4, C = 3, D = 2, and E = 1). Armor Protection, and Morale (W = 4, X = 3, Y = 2, Z = 1) to obtain the Demoralization Value. Thus, a unit with values of B-3-Y has a Demoralization Value of 9 (4 + 3 + 2 + 9). Units with both Missile and Melee Attack Strengths add both to their value. Only combat units with the above strengths have a Unit Demoralization Value.

[9.13] When a unit is eliminated (i.e., removed from the game), its Demoralization Value is added to the value of other eliminated units to determine that army's current Demoralization Level.

[9.2] MECHANICS OF DEMORALIZATION

[9.21] An army becomes demoralized when the total value of all units eliminated *exceeds* its assigned Demoralization Level. (See Exclusive Rules for an army's Demoralization Level.)

[9.22] Either or both sides in a game may become demoralized. An army is not prevented from becoming demoralized simply because the other side is already demoralized.

[9.23] If both armies become demoralized during the same Combat Phase, they are considered to have become demoralized simultaneously.

[9.3] EFFECTS OF DEMORALIZATION

[9.31] Units of a demoralized army may not be Rallied if disrupted.

[9.32] All demoralized units with a Morale Rating of **Z** may not voluntarily enter an Enemy ZOC. Furthermore, they may never attack/melee. They *may* use Missile fire. They still defend normally.



[9.33] Westersesse units (only) with a Morale Rating of **W** or **X** become *fanatical* when their army is demoralized. They remain so for the rest of the game (see 7.37).



[10.0] NIGHT TURNS

Night, as delineated by the Turn-Record Track for the individual games, has a special effect on various units of Sauron's armies. During Night Turns Sauron units are considered *fanatical* (see 7.37).

Furthermore, all Leaders of Sauron armies add *three* to their Rally Ratings during night Game-Turns.