

EXCLUSIVE RULES

SAURON

[11.0] INTRODUCTION

Sauron is a simulation of the greatest battle of the Second Age of Middle Earth. After the defeat of Morgoth at the end of the First Age, Sauron had inherited the position of Dark Lord and sought to subjugate the entirety of Middle Earth. A formidable mage, Sauron forged the One Ring, within which he stored much of his power, and also controlled many of his minions. He was also a being of great persuasive powers and so was able to influence men to his side. Toward the end of the Second Age, he sought to capture Middle Earth from his stronghold Barad-dûr in Mordor. In doing so, he brought down the wrath of Elendil, the King of Arnor, and Gil-galad, the last High ElvenKing. The two, forging the Last Alliance, assembled the greatest host seen in Middle Earth since the end of the First Age and sought to defeat the evil Sauron on the Plains of Dagorlad. The tremendous victory by the Alliance led to the seven-year siege of Barad-dûr - a siege that ended in Sauron's losing the Ring during a duel in which both Elendil and Gil-galad were killed.

[12.0] GAME LENGTH

Sauron is played for eighteen Game-Turns. Game Turns fifteen through eighteen are considered Night Game-Turns. The forces of Mordor under the command of Sauron are called Sauron forces. The forces under Elendil, Gil-galad and Baldrim are called collectively Westernesse (Or Alliance) forces.



[13.0] INITIAL DEPLOYMENT OF UNITS

GENERAL RULE:








Some 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 hex to which they are specifically assigned. As soon as both Players have placed down their starting units, the game may begin.

[13.1] SAURON INITIAL FORCES

The following units, identified by their strengths, start the game in the hex noted below:

Unit Type and Strength	One Each in Hexes
 7 Goblins (Ee-2-Z)	0821, 1021, 1221, 1421, 1621, 1821, 2021
 3 Wargs (D-2-Z) (cavalry)	1324, 1325, 1326, 1327, 1328
<i>Gorgol</i>	

[13.2] WESTERNESSE/ALLIANCE INITIAL FORCES

Unit Type and Strength	One Each in Hexes
 4 Cavalry (B-3-W)	2207, 2007, 1908, 1807
 6 Men (D-3-X)	1108, 1007, 0907, 0806, 2005, 1805
 3 Dwarf (B-3-X)	1308, 1408, 1508
 2 Cavalry (B-3-X)	1906, 1407
 3 Men (e-l-X)	0608, 0709, 0808
 2 Men (De-2-Y)	1405, 1406
 2 Men (B-l-Y)	1404, 1404, 1403
<i>Isildur</i>	1808
<i>A narion</i>	1007
<i>Elendil, with Narsil</i>	1407
<i>Baldrim</i>	1408


[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. 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 reinforcements enter the game from inside Mordor through hex 1331. In their first turn of movement they may not move more than two hexes from the Road of the Orcs.

Arriving Game-Turn Four	
	8 Orc Archers (Ee-3-Y)
	<i>Sauron</i>
	The Pedestal



Arriving Game-Turn Six	
	10 Slaves (A-1-Z)
	<i>Ringwraith</i>

Arriving Game-Turn Eight	
	3 Trolls (B-3-X)

Arriving Game-Turn Twelve	
	9 Orcs (D-3-Y)

[14.2] WESTERNESSE/ALLIANCE REINFORCEMENTS

On Game-Turn *Two*, all Elven units, including all Elven Leaders plus Aiglos (which is carried by Gil-galad), arrive within two hexes of 1401. All units must stay within two hexes of the Road of the Orcs during their first Movement Phase on the game-map.

	7 Elves (D-4-W)
	5 Elves Archers (De-3-X)
	<i>Gil-galad</i>
	<i>Cirdan</i>

[15.0] SPECIAL UNIT & LEADER CAPABILITIES

[15.1] ELVES

[15.11] All Elven units may enter any hex on the game-map, excluding Craters, Mountains and Walls (i.e., all impassable hexes) at the cost of *one* Movement Point per hex. They may still use Roads at ½ MP.

[15.12] Elven units may leave Enemy Zones of Control, as an exception to the normal ZOC rules. It costs an Elven unit one Movement Point to leave an Enemy ZOC *in addition to* the cost of entering the hex to which it is going. Elven units thus have a much greater mobility than other units in the game, which are forced to remain in enemy ZOC's once they have entered such a hex.

[15.13] All Elven Bowmen have a range of *three* hexes.

[15.2] DWARVES

[15.21] Dwarf units ignore the Zones of Control of all Troll and/or all Goblin Units for the purposes of movement (only).

[15.22] If a Dwarf unit starts a Movement Phase within two hexes of any Orc unit, that Dwarf unit *must* move adjacent to that Orc unit, if possible, and attack it during its Combat Phase.

[15.3] SLAVE PHALANXES

[15.31] Two Slave units may form a Slave Phalanx at any time during a Sauron Movement Phase, without the help of a Leader.

[15.32] To form a Slave Phalanx the two Slave units must begin the Movement Phase in adjacent hexes. During the Movement Phase one simply moves into the hex occupied by the other. The Slave Phalanx is now formed. It may move no more during that Movement Phase.

[15.33] Slave Phalanxes have a Movement Allowance of *two*. They have an Armor Protection Rating of **3** and a Morale Rating of **Y**.

[15.34] Only full-strength Slave units may form Slave Phalanxes.

[15.35] If a Slave Phalanx suffers a $\frac{1}{2}$ *Elim* Combat Result, one of the Slave units is eliminated while the other must retreat two hexes. If the formation suffers a Retreat Combat Result, both units must be retreated into separate hexes.

[15.4] ORCS

The *only* Sauron units that become fanatical during Night Game-Turns are Orcs: no other units become fanatical during Night Game-Turns. During a Night Game-Turn, all Orc units raise their Morale Rating by *one* level.

[16.0] MAGIC AND SPELLS

GENERAL RULE:

Only Sauron may cast spells in *Sauron*. He may cast the following spells, using the Standard Magic Rules (9.0). See the Magic Capability Table, 16.5, for all costs to cast.

[16.1] SINISTER VISIONS

<i>Duration</i>	One full Game-Turn
<i>Effect</i>	All Westensesse units, other than Dwarves or Elves, with a Morale Rating of X or lower are immediately disrupted. To be rallied, they must be at least three hexes distant from Sauron
<i>Allowance</i>	Two per game

[16.2] WRATH OF THE RINGWRAITH

<i>Duration</i>	Three consecutive Game-Turns
<i>Effect</i>	All Sauron units within five hexes of the Ringwraith increase their Attack strength <i>one</i> level when attacking in a melee (only)
<i>Allowance</i>	Three per game

[16.3] TOTAL ECLIPSE OF THE SUN

<i>Duration</i>	One Game-Turn
<i>Effect</i>	All turns in which this spell is in effect are treated as Night Game-Turns
<i>Allowance</i>	Two per game

[16.4] THE BEAST OF MORDOR

The Beast of Mordor is a special item. Rules for conjuring this dreaded demon are covered in Section 17.0.

[16.5] MAGIC CAPABILITY TABLE (see separate chart)

[16.6] THE PEDESTAL



[16.61] In order for Sauron to attempt to cast a Spell, he must be stacked in the same hex as the Pedestal counter at the beginning of his Magic Leader Movement Phase. In addition, the Pedestal counter may not have moved in the previous normal Movement Phase.

[16.62] The Pedestal itself has no Movement Allowance. It must be carried by an Orc Archer. The Orc Archer carrying the Pedestal retains its normal Movement Allowance and combat ratings while carrying the Pedestal.

[16.63] If an Orc Archer carrying the Pedestal is attacked and is either eliminated or forced to retreat, the Pedestal may be captured. It may never be eliminated (or retreated). It may be captured and recaptured throughout the game. It may be captured by any type of unit. However, if it is recaptured it must be turned over immediately to an Orc Archer unit.

[16.64] If Sauron is attacked while on the Pedestal and he suffers a retreat, the retreat result is ignored. If he suffers a $\frac{1}{2}$ E result, he remains on the Pedestal.

[17.0] THE BEAST OF MORDOR



GENERAL RULE:

The Beast of Mordor may be conjured by Sauron during any Night Game-Turn at the cost of five Magic Capability Points. In addition, the Beast of Mordor may have one its Magic Capabilities activated by Sauron in the Magic Leader Movement Phase immediately following its appearance. The Beast is stacked with Sauron upon being conjured, and, once slain, the Beast may not be brought back into play.

[17.1] NORMAL CAPABILITIES OF THE BEAST

The Beast has a normal (i.e., non-magic-dependent) Armored Protection Rating of **4**, Morale Rating of **X**, and Movement Allowance of **4**. The Beast is unaffected by Enemy ZOCs and does not exert a ZOC of its own.

[17.2] THE MAGIC CAPABILITIES OF THE BEAST

Once the Beast is conjured by Sauron (at a cost of five Magic Points), Sauron must decide what the Beast may do, according to the schedule below. Thus in each Magic Leader Movement Phase, including the one in which the Beast is originally conjured, Sauron may use his magic to give the Beast special capabilities. To do so is to use his spell attempt for that Game-Turn. Unless the Beast is using special Magic Capabilities, he uses his Normal Capabilities (17.1).

[17.21] Flight

Cost	8 Magic Capability Points
Effects	Beast may be moved 12 hexes regardless of terrain movement costs and restrictions
Duration	One Game-Turn

[17.22] Horn Attack

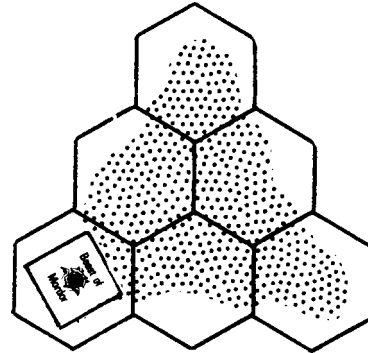
Cost	4 Magic Capability Points
Effects	Beast may attack with an Attack Strength of A
Duration	Two Game-Turns

[17.23] Magic Armor

Cost	9 Magic Capability Points
Effects	Beast may only be attacked by a Leader carrying a Magic Weapon (see 17.3)
Duration	Unlimited

[17.24] Death Breath

Cost	20 Magic Capability Points
Effects	Automatically kills <i>all</i> Westernesse units within a two hex radius of the two frontal hexsides through which the Beast blows his breath
Duration	One Game-Turn



Death Breath Kill Zone

[17.3] KILLING THE BEAST OF MORDOR

[17.31] The Beast may be killed by any combat unit using Missile or Melee Combat.

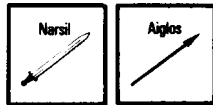
[17.32] If the Beast has Magic Armor, it may be attacked only by a Leader with a Magic Weapon. When the leader with such a weapon attacks, it does so with an Attack Strength of **A**. The procedure for the attack is the same as for Melee Combat, and the Beast uses its normal Armored Protection and Morale Ratings.

[17.33] If the Beast of Mordor suffers a $\frac{1}{2}E$ result, the Beast is flipped over and its normal Movement Allowance is halved and the cost to activate its Magic Capability is doubled (i.e., a 4 becomes an 8; a 20 becomes a 40).

[18.0] MORDOR

In *Sauron* the Land of Mordor is represented by the hex numbered 1331 and the area off the game-map that it leads to. Entrance into and Out of Mordor is through the Gates of Morannon (1331/1330). If Sauron is outside Mordor (On the Plains of Dagorlad), the gate is considered to be open at all times, and anyone may pass through it. If Sauron is inside Mordor (either in hex 1331 or off the game-map) the gates are closed to the Westernesse Player. Only Sauron units may then enter Mordor.

[19.0] MAGIC WEAPONS



GENERAL RULE:

The Westernesse Player has the use of two Magic Weapons: *Narsil* and *Aiglos*. They may be used to slay the Beast of Mordor. In addition, Leaders and combat units receive benefits for being stacked with a Magic Weapon. Only Gil-galad may use *Aiglos*; Isildur or Elendil may use *Narsil*.

[19.1] USES OF MAGIC WEAPONS

[19.11] Leaders carrying Magic Weapons add three Rally Points to their Rally Rating for the purposes of Individual Combat.

[19.12] Combat Units stacked with a Leader who has a Magic Weapon increase their Attack Strength by *one* level.

[19.13] The Sinister Visions Spell has no effect on the Rallying Capabilities of a Leader carrying a Magic Weapon.

[19.14] Isildur or Elendil may exchange *Narsil*, at no penalty to their Movement Allowance, if they occupy the same hex at any point during the Westernesse Movement Phase.

[19.2] DESTROYING AND CAPTURING MAGIC WEAPONS

[19.21] A Magic Weapon is considered destroyed if the Leader it is stacked with is eliminated by Missile, Melee Combat, or Death Breath.

[19.22] A Magic Weapon is considered captured if the Leader it is stacked with is eliminated by Leader/Individual Combat.

[19.23] *Any* unit or individual may capture and/or carry a Magic Weapon. Only the Individuals specified in the General Rule may *use* these Weapons.

[20.0] DEMORALIZATION LEVELS

[20.1] SAURON DEMORALIZATION LEVELS

The Demoralization Level for the forces of Sauron is **71** Demoralization Points. If the Beast of Mordor is slain **15** points are added to the current total of Demoralization Points. If Sauron is slain, his army is automatically demoralized.

[20.2] WESTERNESSE/ALLIANCE DEMORALIZATION LEVEL

The Demoralization Level of the Westernesse/Alliance army is **112** Demoralization Points. For each Magic Weapon destroyed or captured, **20** points are added to the total number of Demoralization Points collected up to that time. If Elendil, Isildur, Gil-galad, or Baldrim is killed, their Rally Points are added to the current Demoralization total:

[21.0] VICTORY CONDITIONS

[21.1] VICTORY POINTS

[21.11] Both the Sauron and Westernesse player receive two Victory Points for each Enemy unit they eliminate.

[21.12] The Sauron Player subtracts one Victory Point for each Westernesse unit exited into Mordor and adds **10** Victory Points for each Magic Weapon that is captured by one of his leaders.

[21.2] WHO WINS?

[21.21] If the Westnesse Player demoralizes the Sauron Army without himself becoming demoralized and has more Victory Points than Sauron, the Westnesse Player wins a Decisive Victory.

[21.22] If the Westnesse Player simply demoralizes the Sauron Army without he himself becoming demoralized, he wins a Tactical Victory.

[21.23] If the Sauron Army avoids demoralization and scores more Victory Points than the Westnesse Player, the Sauron Player scores a Decisive Victory.

[21.24] If the Sauron Player simply avoids demoralization, he earns a Tactical Victory. Any other result is a draw.

[21.25] Historically, the Westnesse Player won a Decisive Victory.

[21.26] If you wish to do so, the balance of the game may be affected by adjusting the arrival of Sauron's reinforcements. To help Sauron, bring them in earlier; to help the Westnesse Player, delay them longer.

GAME DESIGN NOTES

The major problem in designing the *Sauron* game was that there was very little information on the actual battle, other than that it took place. Even *The Silmarillion* provides little insight on a battle level into this cataclysmic event. Therefore most of the Order of Battle, weaponry, etc., was derived from hints and suggestions spread throughout the Ring novel. In addition to that — and mostly for play purposes — we added a few inventions of our own, inventions which, we think, are in keeping with the spirit of both the battle and the novel.

In terms of play, *Sauron* is what is known as a “meeting engagement.” The design problems centered around maintaining play balance and keeping the game fairly fluid. Initially we started with both armies on the field, but this proved to be too static an affair. We then experimented with a variety of deployments and reinforcement schedules until we arrived at the present solution. Still, as we state in the rules, if you find the game leans too much in any direction, feel free to adjust that by staggering the reinforcements at a rate different from what is given.

Sauron originally contained some siege rules. However, what we do know of the battle precluded much of this, and what happened during testing forced us to dispense with that ideal altogether. The players simply did not get around to using Siege equipment.

A bigger problem was the power of Sauron himself. He had the Ring at this time; the question was what could he do with it. Obviously he couldn't do too much with it, as his armies were roundly trounced in this battle. Sauron's magic capabilities thus became a balancing influence, and players should treat these rules accordingly. The Beast of Mordor (a designer's invention *in toto*) is a lot of fun, but used unwisely he can have an undue influence on the game.

DESIGN CREDITS

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