

Second Age: 2009



Why yes, the cover art is a little boring.

You're wondering why?

Oh, I don't know, maybe it's because you didn't submit any cool artwork for the cover this year.

Yeah, that's ok, we'll let it slide.

# Official Rule Book • 2009

“The strength of the Elves to resist him was greater long ago; and not all Men were estranged from them. The Men of Westnesse came to their aid. That is a chapter of ancient history which it might be good to recall; for there was sorrow then, too, and gathering dark, but great valour, and great deeds that were not wholly vain.”—Gandalf, *The Fellowship of the Ring*, Chapter 2

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## Background

The events this game is based on take place thousands of years before the time of Frodo and Bilbo, shortly after Sauron has returned to Middle-Earth out of the wreck of Númenor. His war of conquest is opposed by the Last Alliance of Men and Elves. Detailed knowledge of the history of Middle-Earth is *not* a prerequisite for playing!

## Set-up

The game itself is a combination of tag, hide-and-seek, and role-playing. It is played in the “Hickory Ridge” area of Governor Dodge State Park in southwest Wisconsin.

Characters are chosen during an organizational meeting, which is held roughly two weeks before game day, and up until 11:00 AM on game day. Judging and character introductions take place at the Judging Area indicated on the map in the center of this booklet. Several hours are needed to rate the fifty or more players in the game, so it is absolutely necessary to *show up early*. While players are being rated, the time can be used to finalize strategies and form alliances. After all players are checked in, characters will be introduced and the judges will review important safety information and park rules.

After introductions, players proceed to their starting locations, where they must remain until the game starts. Starting locations are shown on the team lists on pages 8–13. If a player is late getting to their starting position, they may not enter the game until they have “checked in” at their designated starting position.

The game begins at noon and will end at 5:00 PM. Thanks to the miracle of walkie-talkie communications, at least one referee will attempt to be in the vicinity of each major battle to resolve any disputes. Players are otherwise on their honor to play fairly and follow the intent of the rules. Cheating detracts from the fun of the game!

Additional information about The Second Age can be found on our web site at: <http://www.SecondAgeAlliance.com>

## Governor Dodge State Park

We are not the only ones using the park, and it is extremely important to be respectful of other visitors. Therefore, the following areas are *strictly off-limits* to all players: Group Camp Sites A–H; Backpack Camp Sites 1–6; the Horse Loading/Unloading parking lot; and Pleasant Valley Cemetery. The approximate locations of these areas are shown on the map in the center of this booklet. Any player found in any of these areas will be immediately ejected from the game! The judges will explain other park rules during introductions; failure to obey these rules will also result in ejection of the player or players involved. This may seem harsh, but is necessary to ensure our ability to continue to play games in the park in the future.

## Victory Conditions

### Victory Points (VPs)

The goal of the Second Age Game is to capture as many of the opposing team’s citadels as possible (while defending your own citadels), and return the captured flags to your team’s “base” citadel. The base citadel for the Evil team is Barad-Dûr; the base citadel for Good is Ost-in-Edhil. The team with the greatest number of victory points (VPs) at 5:00 PM will be declared the winner. VPs are gained in one of two ways:

- ❑ Each captured enemy citadel flag that is present at a team’s base citadel at 5:00 PM is worth two (2) VPs. A captured enemy citadel flag that is not present at the base citadel is worth zero (0) VPs, so be sure to allow enough time to get back to your base after capturing a flag! Moria *does* count as an enemy citadel for purposes of determining VPs.
- ❑ Each intact (non-captured) citadel is worth one (1) VP to its team.
- ❑ Each completed mini-game is worth its respective amount of VPs to its team.

NOTE: The Dwarves can win the game for themselves. They receive two (2) VPs for each captured citadel flag in their possession, regardless of where they are located. See page 13 for additional information about the Dwarves and their role in the game.

NOTE 2: Even though capturing citadels is the object of the game, citadels may not be attacked before 1:00 PM (or 3:00 PM, in the case of base citadels, see page 18). This is to allow each team one hour to prepare its strategy, scout the opposition, and move their forces into position.

## Mini-Game Victory Points (VPs)

Mini-games are small quests or challenges that take place during the game which will earn you a various amount of VPs. Specifics of the quests are not released until check in when players will receive a sheet of instructions, locations, and time frames for the mini-games. Mini-games may include, but are not limited to, things such as retrieving tokens from citadels, finding players with certain colors in their costume, shooting a toy arrow into a box, answering riddles, etc. The location of the mini-games judge(s) will change for each mini-game time frame. The mini-games will change for every game, so do not plan your strategy around last year's mini-games. The area around the mini-game judge(s) (ten paces from the judge as paced by the judge) is a combat-free zone, meaning that anyone inside that area is unable to be asked, tagged, or paced in to join a combat, even if they are willing to pace in or there is a freeze. The combat-free zone is, for all intensive purposes, outside of the game playing area. Enemy teams may be in the mini-game area at the same time, and as long as they are within the combat-free zone, they are safe from combat. Once they leave the combat-free zone, however, they are once again vulnerable. There is no two-minute head start nor period of immunity once leaving the combat-free zone. If a team leaves the combat-free zone without completing their mini-game, they are considered to have failed that challenge and are not able to complete it at a later time. Teams may not remain in the combat-free zone after their mini-game is complete. Not all mini-games are available for all players or teams so be sure to read the instruction sheet carefully.

## Tie-Breaker Points (TBPs)

In the event that two or more teams have exactly the same number of VPs at 5:00, a tie-breakers system will be used. Tie-Breaker Points (TBPs) will only come into play *only* in the case of a tie, and are earned as follows:

- ❑ Each Elf Ring of Power is worth three (3) TBPs to the team that possesses it at 5:00.
- ❑ Each Nazgûl Ring of Power and Dwarf Ring of Power is worth one (1) TBP to the team that possesses it at 5:00.
- ❑ The One Ring is worth five (5) TBPs to the team that possesses it at 5:00.

If, after totaling VPs and TBPs, two or more teams are *still* tied, the Dwarves win by default.

## End of the Game

At 5:00 PM, the game ends. The referees may, at their discretion, extend the game in order to resolve any combats that are in progress at 5:00. The Dwarves then have fifteen (15) minutes after the referees declare the game over to turn over any captured citadel flags and/or Rings of Power to the referees to be counted towards VPs and TBPs, respectively. Any flags or Rings of Power that are not turned in will not count toward your team's total, so it is important to find a referee as soon as possible at game's end to turn over captured tokens and flags. All other teams must have their captured citadel flags at their base citadel in order for them to be counted.

## Gentlemen's Agreement

A captured citadel flag must remain "in play." That is, it must be carried along by an army that is actively pursuing its enemies or enemy citadels, *or* it must be taken *directly* to the capturing team's base citadel. A captured flag may *not* be taken to a hidden location and brought to the base citadel at the eleventh hour. Once captured flags have been brought the base citadel, they may not be removed unless captured by an enemy team.

## Team Leaders

- ❑ Sauron begins the game as absolute undisputed leader of the Evil team and remains such for the entire game. That's why we call him the Dark Lord.
- ❑ Elendil is the King of Men, and thus the leader of the Dunedain and the Warriors of Gondor. He is, therefore, a co-leader of the Good team.
- ❑ Gil-galad is the High King of the Elves, "the last whose realm was fair and free." That makes him the leader of the Elves, and the other co-leader of the Good team.
- ❑ Durin is the king of the Dwarves.

## Combat

Combat consists of three distinct phases:

1. Tagging.
2. Resolution.
3. Dissolution.

## 1. Tagging

A “tag” is accomplished by one or more members of a team tagging one or more members of an opposing team. Tagging is only done with a bare hand that touches the target person or any of their carried possessions. A successful tag automatically includes the “tagger” and “taggee” in the combat, both of whom must STOP—neither of them may then move from the point of the tag until the Resolution phase begins. Other players may add their point values to the battle if they are within twenty-five (25) paces of the tag. However, if a player has not tagged or been tagged, they are not required to participate, unless a freeze has been called (see below). Any additional tags within 25 paces of the original tag are treated as part of the same combat.

- ❑ If a player has *not* been tagged, and wishes to participate in the combat, they must announce their intentions *immediately* (e.g., “I choose to join the battle!” or “I’m not in!”). Players must decide before the end of the tagging phase, or they will not be part of the battle.
- ❑ A Dwarf who tags or is tagged by an Evil player must join the battle on the side of Good. Likewise, any Dwarf tagging or tagged by a Good player must join on the side of Evil. Any non-tagged Dwarf entering a battle must immediately declare whether they are coming in on the side of Good or Evil (see page 13).

*Good and Evil may never team up against the Dwarves! They may only battle each other, with the Dwarves allying with one side or the other.*

- ❑ Distances are difficult to judge—it is up to each individual player to pace in the twenty-five paces from where they are when the tag is made to the point of the tag. Any length step in which the player’s foot touches the ground (including accidental trips or stumbles) is considered one pace. An opposing player may pace out to see if a player is in a combat only in the case of a freeze (see below).
- ❑ Players who are not involved in the combat must immediately leave the area. If the winning party is of the opposing team, they are allowed a two-minute head start before any non-combatant is allowed to pursue.
- ❑ The tagging phase ends when everyone present has either announced their intention to join the combat, or has declared their intention not to participate and has left the area. The tagger and taggee are responsible for keeping track of who is in and who is out, and declaring the tagging phase complete.
- ❑ See page 13 for special rules governing tags by dragons in combat.
- ❑ Citadels that are not being defended by players may only be tagged if the attacking army has more points than the citadel’s inherent value (see the chart on page 18). A player may not “commit suicide” by “attacking” a citadel with more points than he has (to avoid being captured by an approaching enemy, for example).

## Freezes

A freeze may be called by any one of the following:

- ❑ Park rangers. Because they’ve got guns.
- ❑ Referees. When a referee calls a freeze, it is usually because of a safety issue. So stop, be quiet and listen!
- ❑ Sauron, only if he is in possession of the One Ring token.<sup>1</sup>
- ❑ An Elf Lord or Elf Lady, only if they are in possession of one of the three Elf Ring tokens.<sup>2</sup>
- ❑ The bearer of the Horn of Oromë token (see page 16).<sup>2</sup>

At any moment during the tagging phase after the first tag in combat, any of the players designated above may yell “freeze!” Once an eligible player has called a freeze, any other players may shout “freeze” to ensure that all players within earshot have heard the freeze. All players who can hear the freeze call must immediately stop and stand still, whether or not they have been tagged, and whether or not they believe they are within twenty-five paces of the tag.

The first player to call a freeze “controls” the freeze, whether or not another eligible freeze-caller is present. *There is only one freeze per combat!* If the bearer of the Horn of Oromë token gets “beaten” to the freeze, it does not count towards the Horn’s one use. This is one of those “on your honor” points—if another player beat you to a freeze, suck it up and admit it, and get on with play.

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<sup>1</sup> Tokens that allow their bearer to call a freeze can be identified by their *red* lanyard.

For a freeze to be valid, the freeze-caller must be within twenty-five paces of the point of the tag. Once it has been determined that the freeze is valid (by the freeze-caller pacing in to the tag), all players who are within twenty-five paces of the tag (as paced *out* by the freeze-caller) are automatically in the combat. Players who are outside of the twenty-five paces paced by the freeze-caller may, if they desire to be in the combat, then attempt to pace into the tag themselves.

Any Dwarves within range of a freeze (unless they were physically tagged before the freeze was called) must immediately declare which side they are coming in on.

## Freezing Citadels

A freeze may transfer the point value of a citadel to a combat only if the following conditions are all met:

- ❑ The citadel is within twenty-five paces of the tag (as paced by the freeze-caller).
- ❑ The citadel is within twenty-five paces of the freeze-caller at the time of the tag/freeze (pacing to be done by the freeze-caller).
- ❑ At least one player from either team is touching the citadel flag at the time of the tag/freeze.

If any one of these conditions is not met (e.g., the citadel is within twenty-five paces of the tag, but not the freeze-caller), the citadel's points are not included in the combat!

## 2. Resolution

When the tagging phase is complete, and all participants in the combat have been identified, the next phase is to determine which side has won the battle. The resolution phase consists of the following events, which must take place in this order.

### A. Declare Tokens

Players must declare which tokens, if any, they are using in the combat. Note that some tokens *must* be played. Any token that is not declared in the combat prior to adding up points may not be used (but may still be plundered if the player is on the losing side).

### B. Add Up Points

A representative from each side adds up the total point value of their team's players and any tokens played. A player must have their character sheet in order to participate in a combat—if a player has lost their character sheet, their point value is *zero*.<sup>2</sup> Adding up points can be time-consuming, so it's a good idea to bring a calculator!

### C. Determine Victors

Combat is won by the team with the greatest point value. In case of a tie, both sides lose, and no plundering or taking of prisoners takes place. Players who are bounced in a tie are only dead for ten minutes (including Númenóreans, they receive no additional shortened "dead" time).

## 3. Dissolution

This phase constitutes the actions that take place after a combat, once again in the following order:

### A. Plundering

The victors may take any tokens, battle flags, and/or citadel flags carried by the losing side. This is *all* they may take—they may not take any armour, weapons, equipment, or anything else belonging to the vanquished players. Note that some tokens may not be captured, and some tokens require special circumstances to be taken (see individual token descriptions—pages 14–17). Also note, you may only capture as many battle and citadel flags as you have available players (each player may only carry one flag of any kind at any given time, exception: Dwarves – see Citadels on page 17). Once the victors have walked ten paces away from the vanquished, they may no longer plunder any tokens, battle flags, or citadel flags.

### B. Taking Prisoners

The victorious side, upon winning the combat, may take half of the defeated side (rounded up) as prisoners.

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<sup>2</sup> If you lose your character sheet, you must find a referee to give you a replacement. Note that they may re-rate your costume and weapon/armour points!

- ❑ If more than one Elf Lord/Lady has been vanquished, no more than half of the Elf Lords/Ladies may be taken prisoner (rounded down). If only one Elf Lord/Lady is defeated, Evil can take that Elf Lord/Lady.
- ❑ If members of the victorious team cannot agree on who is to be taken prisoner, the surviving tagger or taggee has the final say.
- ❑ Sauron may not be taken prisoner (unless the combat is after 3:30 PM). It's just one of the perks of being the Dark Lord.

The Evil team has thirty minutes to take its prisoner(s) to Sauron for questioning. Elves have thirty minutes to take their prisoner(s) to Gil-galad. Númenóreans have thirty minutes to take their prisoner(s) to Elendil. Despite being a team leader, Durin may *not* question prisoners. Dwarves may take their prisoners to Gil-galad, Elendil, or Sauron, depending on who the prisoner is (e.g., a captured Orc must be taken to a Good questioner; a captured Elf must be taken to Sauron). Similarly, captured Dwarves must be questioned depending on which side they took in the battle (e.g., if Bavor joined a battle on the side of Good and was taken prisoner, he must be taken to Sauron for questioning).

Prisoners must cooperate fully with their captors:

- ❑ They must not speak or yell (as if gagged).
- ❑ They must not escape (as if tied).
- ❑ They must keep up with their captors (as if carried).

If captors at any time move more than five (5) paces away from their prisoners, or are defeated by another team, the prisoners are freed with a two-minute head start. If the prisoners are not brought to someone who can question them within thirty minutes, they must be set free with a two-minute head start. Captors may not deliberately avoid finding a questioner in order to hold prisoners for a full thirty minutes. Prisoners may be traded between teams, but the same 30 minute time period applies, so if the Dwarves capture someone and ten minutes later, trade them to the Evil team, the Evil team only has 20 minutes to get them to their leader for questioning.

### A Note on Timing

It does not matter what players have said or indicated before the Dissolution phase—the determination of which characters are prisoners and which characters are dead does not take place until the dissolution phase! E.g., if a Nazgûl tags an Elf Warrior and says, “ha! you’re dead!” during the Tagging phase, they may still elect to take the Elf prisoner during the Dissolution phase. Players are not to be held accountable for enthusiastic outcries during the Tagging phase! However, you *are* accountable for what you say during the *Dissolution* phase. E.g., if after totaling up points and determining victory, the Nazgûl says, “you’re all dead” to three Elf Warriors, he is now in the Dissolution phase and may not change his mind and take one of them prisoner. It’s all in the phases.

### Questioning Prisoners

When brought before a player who may question them, prisoners must answer one question truthfully, to the best of their knowledge, without evasion or misdirection. After answering the question, they are freed with a two-minute head start.

## C. The Vanquished

Those defeated players who are not taken prisoner are “bounced”—they must sit out of the game for fifteen (15) minutes, starting from the Dissolution phase (not from the time of the tag!). In special cases, this time can be shortened or lengthened (e.g., in the case of a tie, both sides are only bounced for ten minutes).

EXCEPTION: Characters who are *Númenóreans*—marked with an <sup>N</sup> on the Good team roster (page 11) or a <sup>B</sup> on the Evil team roster (page 8)—are only bounced for *ten* (10) minutes.

What a player may do during this time when they are bounced:

- ❑ **NOTHING.** During this period of down time, the player is completely out of the game. At the very least, a bounced player must sit down on the ground to indicate that they are effectively dead. If a player is bounced in a wet, muddy, or otherwise icky spot, they may move to a dry spot nearby (no further than ten paces from where they were bounced) to sit out their fifteen minutes.
- ❑ **No talking!** A player who is bounced may not communicate in any way with anyone in the game. If a referee catches a bounced player talking to a “live” player (saying anything other than “I’m dead”), both the bounced player and the live player will be rebounded and have to start the fifteen minutes over again. This includes any conversation with other bounced players that live players might “accidentally” overhear (e.g., “Gee Wally, it sure is too bad that we were bounced by that Balrog!” “Gosh Eddie, you mean the one hiding in the trees over there who’s getting ready to pounce on those living people?”).
- ❑ **Let them Rest In Peace.** – A player who is still alive may not stake out a dead player and wait for them to come alive in order to kill them again. Dead players hold no interest to their live enemies, so move along. This is not to say that the deceased player has a “head-start” or a period of immunity, however, please be considerate and give them a fighting chance.

**Bounced by a Dragon**

When a player is bounced by a dragon, they are immune to further attacks by that dragon for an additional thirty (30) minutes after coming back to life. They are *not* immune to attacks by the other dragon (e.g., if Nimrodel is bounced by Smaug, she is immune to his attacks for thirty minutes, but she is not immune to attacks by Scatha).

EXCEPTION: Dwarves are immune to attacks by a dragon who bounced them for *one hour* after coming back to life.

## Character Points

### Base Points

The characters in this game range from soldiers and beasts to kings and lords of evil. The only essential difference between characters is their base point value. These base points usually represent more than a character's personal strength—they also represent magical abilities, battlefield charisma, small groups of retainers or guards, and supernatural powers. Base points are listed in the team rosters beginning on page 8.

Point values that are followed by an asterisk (\*) have restrictions, or cannot be enhanced by armour or weapons (see individual character descriptions for details).

### Costumes

Costumes create an incredible visual effect that adds to the atmosphere of the game. For this reason, players can gain extra points for costumes. A player may gain up to a maximum of fifteen points for costuming, broken down into three categories:

- Overall quality ..... 0–5 pts.
- Accuracy to the character (including race)..... 0–5 pts.
- Creativity, workmanship, effort, performance, & presentation ..... 0–5 pts.

Creativity is encouraged! However, be practical—wear appropriate footwear and clothing, but cover obvious modern clothes with other costume parts. Blatantly exposed anachronisms will cause points to be subtracted from the quality category. There will be no gender penalties for females playing male characters or vice-versa. Acting the part or getting into one's role will be encouraged with points awarded for creativity.

Do elves have pointed ears? Maybe, maybe not—elf players will not be penalized for a lack of pointed ears as long as the rest of their costume is suitably elvish. But dwarves should certainly have beards. Orcs, goblins, Balrogs, and trolls should make an effort to appear non-human. Team leaders (Sauron, Elendil, Durin, and Gil-galad) must be especially distinctive and easily recognized at a distance.

Players wishing to be judged together as a group for extra consideration must show the costume judges that they have a common emblem or theme among them. This will affect the accuracy category only. Players will be judged individually for other categories.

Players may not change or alter their costumes during the game. A player who is found to have changed their costume shall have their costume points reduced to zero for the remainder of the game, and referees may assess additional penalties for extreme changes. Players may not disguise themselves as a member of the opposing team. Generally speaking, Evil characters should dress in black and/or red, Elves in green and/or white, Men in primary colors and/or white, and Dwarves in earth tones (e.g., brown or tan). Exceptions to these guidelines will be judged on a case-by-case basis on creativity and accuracy to the character.

For additional information about characters, and hints for costuming, visit the web site at:

<http://www.ringgame.net/SecondAge/costumes.html>.

## Armour & Weapons

Point values for armour and weapons are listed on the character sheet (back cover of this book). Real armour and weapons are double the point values shown—judges have the final say on classification of “real” items. The judges also have the right to disqualify any weapon for any reason (usually safety issues). All weapons with sharp edges must be sheathed or covered and peace bound to prevent injury.

*Anyone drawing live steel for anything other than picture-taking (and even then, live steel is allowed only before character introductions) will be summarily ejected from the game, and may be banned for life! And don't even think about engaging in “stage combat.”*

Weapons and armour add to a player's total point value. Players may carry up to three (3) weapons to add to their point total. Only one of these may be in the “two-handed” category—additional weapons of this type will be rated at a lower level (e.g., a player carrying a

two-handed pole axe and a two-handed claymore sword would receive 3 points [two-handed weapon] for the pole axe, but only 2.5 points [long blade weapon] for the claymore, since a second two-handed weapon is not allowed).

Only one type of armour per body area is allowed (e.g., if you wear a chest plate over a chain mail shirt, you will only receive points for the plate).

For additional information about weapons and armour judging, as well as examples of weapons that fall into each category, visit the web site at: <http://www.ringgame.net/SecondAge/weapons.html>.

## Tokens

Some tokens add points to the character who is carrying them. See descriptions starting on page 14.

## Point Totals

A player's point total is the combination of their base points, costume points, armour points, weapon points, and token points. In every combat (even very lop-sided combats), be prepared to show your character sheet! *If you lose your sheet, your point value is zero!*

In general, the Good and Evil teams will have a roughly equal number of base + token points, which means costume, weapons, and armour points will determine the balance between teams. If there is a large discrepancy in final team point totals, the judges reserve the right to modify the point value of tokens to achieve a closer balance. It is expected that the Dwarf team will be vastly outmatched point-wise. The judges will announce the approximate total points of each team (and any modifications to token values) during the introductions.

## Evil Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Ar-Pharazôn the Golden <sup>B</sup>	20	Umbar
Balrog (×2)	30/20*	Barad-Dûr
Black Númenóreans (×4) <sup>B</sup>	12	Umbar
Easterling (×6)	11	Khand
Fuinur <sup>B</sup>	13	Haradwaith
Goblins (×3)	12	East of Anduin
Gothmog	25	Mt. Doom
Haradrim (×6)	11	Haradwaith

Herumor <sup>B</sup>	13	Khand
Mouth of Sauron	25	Mt. Doom
Oliphaunt	11*	Haradwaith
Red Eye Orc (unlimited)	10	Barad-Dûr
Sauron	100/200	Umbar
Trolls (×3)	22*	West of Anduin
Wargs	5*	Leashed with owner

<sup>B</sup>=Black Númenórean

- ❑ **Ar-Pharazôn the Golden.** 20 base points. Starting location: Umbar. As a Black Númenórean, Ar-Pharazôn is bounced for only ten minutes if vanquished in combat (see page 6).

*The last king of Númenor, and the mightiest tyrant the world has seen since the days of Morgoth. His descent into evil caused the fall of Númenor. The Akallabêth describes how he attempted to assault Valinor itself, but for the purposes of this game, he has come to Middle-earth as leader of the Black Númenóreans.*

- ❑ **Balrogs.** 30 base points. Starting location: Barad-Dûr. After 3:30, the Balrogs become trolls with 20 base points (yes, that's less than other trolls). If a Balrog is bounced by Glorfindel (using the Glamdring token, page 16), it is permanently killed, and returns to the game as a Troll with 20 base points (as if it were 3:30). Balrogs are *not* Mortal Men; therefore, they cannot be given Nazgûl Ring tokens.

*These demons of shadow and fire are all that remains (besides Sauron himself) of the horde of Morgoth from the First Age.*

- ❑ **Black Númenóreans.** 12 base points. Starting location: Umbar. The Black Númenóreans are only bounced for ten minutes if vanquished in combat (see page 6).

*These Men of Westemesse have fallen into Evil and seek to curry the favor of Sauron.*

- ❑ **Easterlings.** 11 base points. Starting location: Khand.

*Evil men-at-arms in the service of Sauron.*

- ❑ **Fuinur.** 13 base points. Starting location: Haradwaith. As a Black Númenórean, Fuinur is bounced for only ten minutes if vanquished in combat (see page 6).

*A Black Númenórean who has become a captain of the evil Haradrim.*

- ❑ **Goblins.** 12 base points. Starting location: assigned by referees (must be on the east side of the Anduin)—may not start within 50 paces of any Good starting location.

*Bigger, meaner, harder-to-control, but otherwise very orclike.*

- ❑ **Gothmog.** 25 base points. Starting location: Mt. Doom. May take and carry the Oath Breakers token (page 16). Gothmog is not a Mortal Man; therefore, he cannot be given a Nazgûl Ring.

*The lieutenant of Barad-Dûr, captain of Red Eye orcs.*

- ❑ **Haradrim.** 11 base points. Starting location: Haradwaith.

*Evil men-at-arms in the service of Sauron.*

- ❑ **Herumor.** 13 base points. Starting location: Khand. As a Black Númenórean, Herumor is bounced for only ten minutes if vanquished in combat (page 6).

*A Black Númenórean who has become a captain of the evil Easterlings.*

- ❑ **Mouth of Sauron.** 25 base points. Starting location: Mt. Doom. The Mouth of Sauron is *not* a Mortal Man; therefore, he cannot be given a Nazgûl Ring token.

*Sauron's official envoy, press secretary, and chief of staff.*

- ❑ **Oliphaunt.** 11 base points. Starting location: Haradwaith. May not add weapon points, only armour is allowed.

*Like an elephant, only bigger and meaner and Evil.*

- ❑ **Red Eye Orcs.** 10 base points. Starting location: Barad-Dûr.

*Twisted mockeries of the Elves created by Morgoth.*

- ❑ **Sauron.** 100 base points. Starting location: Umbar (he just returned from Númenor). Starts with four to nine Nazgûl Ring tokens (see page 15). NOTE: at 3:30 PM, Sauron doubles his base points to 200. He is the undisputed leader of the Evil team—no Evil player in his presence (loosely defined as being within 25 paces) may disobey his orders. Only he may use the powers of the One Ring (see page 14). He may not be captured in combat before 3:30 PM.

*Forger of the One Ring, betrayer of Elves and Men, and embodiment of all that is Evil.*

- ❑ **Trolls.** 22 base points. Starting location: assigned by referees (must be on the west side of the Anduin)—may not start within 50 paces of any Good or Dwarf starting location. No armour allowed; may only use rocks or clubs as weapons. They may automatically capture the Glamdring token in combat with Glorfindel (see page 16).

*Big, mean, green, and dumb. Kinda like the Incredible Hulk.*

- ❑ **Wargs.** Add 5 base points to their owners. They receive only half points for any armour and/or weapons carried and no costume points. Must be kept on a leash at all times!

*“Wargs” (large vicious wolves in the books) is our term for people’s pet dogs.*

*continued after map*

continued from before map

## Good Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Amroth <sup>C</sup>	15	Eryn Galen
Anárion <sup>N</sup>	15	Osgiliath
Celeborn <sup>E</sup>	18	Ost-in-Edhil
Celebrian <sup>M</sup>	15*	Forlindon
Celebrimbor <sup>E</sup>	22	Ost-in-Edhil
Círdan <sup>E</sup>	17	Forlindon
Dúnedain (Knight of Númenor) (×3) <sup>N</sup>	13	Fornost
Elendil <sup>N</sup>	19*	Fornost
Elf Warrior/Noldor (×3)	14	Forlindon
Elf Warrior/Sindar (×3)	14	Ost-in-Edhil
Elf Warrior/Nandor (×3)	14	Eryn Galen
Elrond <sup>E</sup>	18	Ost-in-Edhil
Galadriel <sup>E</sup>	21*	Eryn Galen
Gil-galad <sup>E</sup>	25*	Forlindon
Glorfindel <sup>C</sup>	16/14*	Rhosgobel
Hound of Valinor	6*	Leashed with owner
Isildur <sup>N</sup>	16	Osgiliath
Nimrodel <sup>M</sup>	15*	Rhosgobel
Thranduil <sup>C</sup>	17	Eryn Galen
Warriors of Gondor (unlimited)	12	Osgiliath

<sup>N</sup>=Númenórean, <sup>E</sup>=Elf Lord or Elf Lady, <sup>C or M</sup>=Elf Captain or Elf Maiden

- ❑ **Amroth.** Elf Captain. 15 base points. Starting location: Eryn Galen. Amroth and Nimrodel are star-crossed lovers, doomed to be forever apart. If they are in a combat together (defying their destiny), each loses five (5) base points during that combat.

*A noble captain of the Elves. Really, about all we know about him is that he was Nimrodel's lover (see page 12) and later settled in the area of Gondor subsequently known as Dol Amroth.*

- ❑ **Anárion.** A Prince of Men. 15 base points. Starting location: Osgiliath. May use the Narsil token (page 15). As a Númenórean, Anárion is bounced for only ten minutes if vanquished in combat (see page 6).

*Anárion, the younger son of Elendil, is the king of Gondor.*

- ❑ **Celeborn.** Elf Lord. 18 base points. Starting location: Ost-in-Edhil. May bear the Elf Ring Ninya token.

*A lord of the Nandor (aka. Silvan Elves, or Elves of the Twilight), he is the consort of the Lady Galadriel.*

- ❑ **Celebrian.** Elf Maiden. 15 base points. Starting location: Forlindon. No armour allowed; only one (not two-handed) weapon allowed.

*The daughter of Galadriel, future wife of Elrond, and future mother of Arwen Evenstar.*

- ❑ **Celebrimbor.** Elf Lord. 18 base points. Starting location: Ost-in-Edhil. Starts with the Elf Ring Narya token (see page 14).

*Grandson of the legendary Fëanor, and forger of the Three Elf Rings.*

- ❑ **Círdan.** Elf Lord. 17 base points. Starting location: Forlindon. May bear the Elf Ring Narya token.

*A lord of the Sindar (Grey Elves), he is the most renowned mariner in Middle-Earth.*

- ❑ **Dúnedain (Knights of Númenor).** 13 base points. Starting location: Fornost. As Númenóreans, the Dunedain are bounced for only ten minutes if vanquished in combat (see page 5).

*Noble warriors of Westeros who survived the destruction of Númenor by sailing to Middle-Earth with Elendil and his sons.*

- ❑ **Elendil.** The King of Men, co-leader of the Good team. 19 base points. Starting location: Fornost. Must have a sword (Narsil) as part of his costume. Begins with the Narsil token (page 16) and the Athelas token (page 16). Only Elendil can take the Palantír token (page 17) from Osgiliath. As a Númenórean, Elendil is bounced for only ten minutes if vanquished in combat (see page 6).

*Leader of "the Faithful," and High King of the Númenórean realms in exile.*

- ❑ **Elf Warriors.** 14 base points. An equal number of Elf Warriors start in Eryn Galen, Ost-in-Edhil, and Forlindon. There is no distinction between male and female Elf Warriors.

*Generally broken into three types: the Noldor (High Elves), Sindar (Grey Elves), and Nandor (Silvan Elves).*

- ❑ **Elrond.** Elf Lord. 18 base points. Starting location: Ost-in-Edhil. May bear the Elf Ring Vilya token.

*The son of Eärendil the Mariner, Elrond is the herald of Gil-galad.*

- ❑ **Galadriel.** Elf Lady. 21 base points. Starting location: Eryn Galen. No armour allowed; only one (not two-handed) weapon allowed. Starts with the Elf Ring Nenyá token (see page 14).

*Daughter of Finarfin and sister of King Finrod Felagund, Galadriel is widely considered the greatest and wisest of Elf women. Later queen of the Silvan Elves of Lothlórien, even though she herself is one of the Noldor (High Elves).*

- ❑ **Gil-galad.** High King of the Elves, co-leader of the Good team. 25 base points. Starting location: Forlindon. Must have a spear (Aeglos) as part of his costume. Starts with the Elf Ring Vilya token (see page 14) and the Aeglos token (page 5).

*The last King of the Noldor (High Elves) in Middle-Earth.*

- ❑ **Glorfindel.** Elf Captain. 16 base points. Starting location: Rhosgobel. Must have a sword (Glamdring) as part of his costume. Only he can use the Glamdring token (see page 16) to permanently remove one Balrog from the game. After doing so, he becomes a mere Elf Warrior with only 14 base points.

*Besides Lúthien Tinúviel, the only Elf who has returned from the Halls of Mandos to Middle-Earth.*

- ❑ **Hound of Valinor.** Adds 6 base points to its owner. They receive only half points for any armour and/or weapons carried and no costume points. Must be kept on a leash at all times!

*Hey, why should Evil be the only ones who can bring their dog to the game?*

- ❑ **Isildur.** A Prince of Men. 16 base points. Starting location: Osgiliath. May use the Narsil token (page 16). As a Númenórean, Isildur is bounced for only ten minutes if vanquished in combat (see page 6).

*Isildur, the eldest son of Elendil, is the king of Arnor.*

- ❑ **Nimrodel.** Elf Maiden. 15 base points. Starting location: Rhosgobel. No armour allowed; only one (not two-handed) weapon allowed. Amroth and Nimrodel are star-crossed lovers, doomed to be forever apart. If they are in a combat together (defying their destiny), each loses five (5) base points during that combat.

*A fair elf maiden with a lovely singing voice and tale of woe.*

- ❑ **Thranduil.** Elf Lord. 17 base points. Starting location: Eryn Galen.

*The future Elvenking of Mirkwood Forest.*

- ❑ **Warriors of Gondor.** 12 base points. Starting location: Osgiliath. They are not Númenóreans; therefore, they are bounced for a full fifteen minutes if vanquished in combat (see page 6). They are considered part of the Númenórean team, however.

*Human warriors of Middle-Earth, followers of the exiled Lords of Númenor.*

## Dwarf Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Barin	13	Door of Moria
Bávor	13	Door of Moria
Drúin	13	Door of Moria
Durin	13	Door of Moria
Dwálin	13	Door of Moria
Thélor	13	Door of Moria
Thrár	13	Door of Moria

- ❑ **Durin.** 15 base points. Starting location: The Door of Moria. May travel to Moria to obtain the Dwarf Ring of Durin token. Durin is in charge of deciding the starting place of the Moria citadel, somewhere in the Misty Mountains (see page 18).

*The Lord of Moria and High King of all Dwarves in Middle-Earth.*

- ❑ **The other six.** 13 base points. Starting location: Moria. May travel to Moria to obtain the Dwarf Ring of Power of his clan.

*The seven Dwarf Lords are the reincarnation of the original seven Dwarves made by Aulë the Smith in the Dawn of Time. The greatest miners and smiths in Middle-Earth, their first loyalty is to their own wealth, honor, and power.*

**All Dwarves must be judged by 10am on game day.** The Dwarves are a Neutral faction, aiding or hindering both Good and Evil as they see fit. It is possible for the Dwarves to win the game for themselves, although the odds are very heavily stacked against them. They do have a few things in their favor, however:

- ❑ Dwarves gain victory points (VPs) without having to return captured citadel flags to a base citadel of their own. They gain two (2) VPs for each captured citadel flag—Good and/or Evil—in their possession at the end of the game.
- ❑ If the other two teams tie (both in VPs and TBPs), the Dwarves win by default.
- ❑ Because of their inherent toughness and experience in dealing with the depredations of dragons, Dwarves are immune to additional attacks by the same dragon for an *hour* after rejoining the game, instead of the usual thirty minutes (see page 7). E.g., if they are bounced by Smaug, they are immune to Smaug for an hour afterwards, although they are still vulnerable to attack by Scatha.
- ❑ The Dwarves' Arkenstone token (see page 16) can be used once to *permanently* bounce a dragon, which may give them some bargaining power in dealing with the Good and Evil teams.
- ❑ They are immune to the Oath Breakers token (see page 16).

## Dragon Character Descriptions

<u>Name</u>	<u>Base Points</u>	<u>Starting Location</u>
Scatha the Worm	500	Referees' Assignment
Smaug the Magnificent	500	Referees' Assignment

\* Point value has a restriction or cannot be enhanced by armour or weapons (see individual character description for details).

- ❑ **Scatha the Worm** gains an additional ten (10) base points for every Evil player he bounces, and five (5) base points for every Dwarf he bounces.
- ❑ **Smaug the Magnificent** gains an additional ten (10) base points for every Good player he bounces, and five (5) base points for every Dwarf he bounces.

*The most feared creations of Morgoth, Scatha and Smaug are menacing creatures of pure destruction.*

The referees will determine the dragons' starting locations before the game starts. Their sole ambition is to bounce as many characters, Good and Evil, as they can. They enter the game at 12:30 PM, and disappear forever at 3:30 PM if they are not changed by the Arkenstone tokens. Dragons may never capture tokens, may never take prisoners, and may never attack citadels (that means they may not cross any bridges that represent citadels unless those citadels have been sacked). They also do not get along with each other; therefore, they may never participate in the same combat together.

Because of their vast power, dragons are exempt from having to stop moving when they tag another player. Dragons may continue to move, tagging additional players (within 25 paces of the first tag), until they decide to stop or all other players have fled the area (or voluntarily elected to join the combat). Dragons are subject to freezes like anyone else. Combat then proceeds normally.

There are two Arkenstone tokens that can be used once by a Dwarf to kill either Scatha or Smaug (see page 16). When Scatha or Smaug is killed, they become a Dwarf of the value listed on the respective Arkenstone token and must wear the Arkenstone token around their neck in plain sight to show that they are now a Dwarf. The Arkenstone 1 token cannot be removed from Moria before 1:30 PM and the Arkenstone 2 token cannot be removed before 2:30 PM. If a Dragon has not been changed into a Dwarf by 3:30pm, they should report to a referee. At the referee's discretion, they may re-enter the game as either a Red-Eye Orc or a Warrior of Gondor, but not as a Dwarf.

## Tokens

Tokens are laminated cards worn about the neck in plain sight (this includes all Ring tokens!). Tokens confer special abilities or powers on the owner, or they may serve a special purpose in the game. Tokens that allow their bearer to call a freeze are identified by their red lanyard; other Rings of Power have a blue lanyard; and all other tokens have a black lanyard. No player may change a token's lanyard at any time! Tokens that may be passed between players may not be passed until after the game has started (noon). EXCEPTION: Sauron may give the Lord of the Nazgûl Ring token (and four Nazgûl Ring tokens to distribute once the game begins) to an Evil Team Mortal Man before players leave for their starting positions.

Once a one-use token has been played, it is given to the opposing team, or to a referee if one is nearby. Unspent tokens may be captured from a defeated enemy unless otherwise noted. Tokens must not leave a player's possession. All tokens must be returned to the judges once the game is over. Tokens or token abilities marked by an asterisk (\*) are one-use-only effects.

## The One Ring

*“One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them.”*

The One Ring starts at Barad-Dûr (where Sauron left it before he went to Númenor), and may only be removed by Sauron. The One Ring confers the following powers on Sauron alone (any other player carrying the Ring gains no special abilities):

- ❑ One hundred (100) additional points.
- ❑ The ability to call freezes in combat (see page 4).

The One Ring is worth five (5) tie-breaker points (TBPs) at the end of the game.

## Capturing the One Ring

The One Ring may only be taken from Sauron after he has been captured in combat (so not before 3:30 in this manner). Alternately, Isildur or Anárion may use the Narsil token against Sauron in combat (see page 16) to capture the Ring *before* points are totaled in a combat. The One Ring may only be captured by Elendil, Isildur, Anárion, or the bearer of one of the three Elf Rings (see page 14).

The One Ring token may also be captured if Barad-Dûr falls before Sauron has had an opportunity to retrieve it. In this case, the One Ring remains with the Barad-Dûr flag.

If an enemy player who has captured the One Ring is subsequently defeated in combat, any member of the Evil team may take back the One Ring token, but they must *immediately* bring it to Sauron. A Dwarf who somehow manages to capture the One Ring may keep it, although its only value is its TBPs.

## The Elf Rings

*“Three Rings for the Elven-kings under the sky.”*

Each of the Elf Ring tokens gives its rightful bearer the following powers (see descriptions below for who can carry which Elf Ring token; for anyone else, the Rings are powerless):

- ❑ The ability to call freezes in combat (see page 4).
- ❑ Twenty-five (25) additional points. These points cannot be used to defend citadels—they are only added in open battle or when attacking an enemy citadel.

Elf Ring tokens may only be taken from their bearers by Sauron, the Lord of the Nazgûl, two Nazgûl acting together, or Durin. Durin may only capture an Elf Ring if the majority of players on the winning side of the battle are Dwarves, however.

The “rightful bearers” of the three Elf Ring tokens are as follows:

- ❑ The **Elf Ring Narya** token starts the game with Celebrimbor, and may only be carried by Celebrimbor or Círdan.

- ❑ The **Elf Ring Nenyā** token starts the game with Galadriel, and may only be carried by Galadriel or Celeborn.
- ❑ The **Elf Ring Vilya** token starts the game with Gil-galad, and may only be carried by Gil-galad or Elrond.

Each Elf Ring token is worth three (3) tie-breaker points (TBPs) at the end of the game.

## The Dwarf Rings

*“Seven for the Dwarf Lords in their halls of stone.”*

The seven Dwarf Ring tokens all start the game at Moria and may only be claimed from Moria by their rightful bearers (the Dwarf named on the token), who gains seven (7) additional points while carrying the ring. If a Dwarf later finds themselves carrying a Dwarf Ring that doesn't bear their name (e.g., Dwálin recaptures the Dwarf Ring of Thélor token), they still gain five (5) additional points. Only one Dwarf Ring may add points to a Dwarf at a time, however (e.g., if Dwálin is carrying both the Dwálin and Thélor Rings, he only gains seven points). Dwarves may not willingly give their rings to another player, they may only be relinquished when captured during combat resolution.

Dwarf Rings do not allow their users to call freezes. Dwarf Ring tokens may be captured by anyone who defeats their bearers in combat.

Each Dwarf Ring token is worth one (1) tie-breaker point (TBP) at the end of the game.

## The Nazgul Rings

*“Nine for mortal Men, doomed to die.”*

Sauron may give one each of these tokens to any Mortal Man on the Evil team, making them a Nazgûl (or the Lord, as the case may be). Sauron may give the Lord of the Nazgûl Ring token to an Evil Mortal Man any time before the game starts. He may also give the Lord up to four (4) Nazgûl Ring tokens, which the Lord may distribute to Evil Mortal Men once the game begins. Each Nazgûl Ring token gives its bearer the following powers:

- ❑ Twelve (12) additional base points.
- ❑ The prestige of being a Nazgûl—the Ring is what makes a Nazgûl a Nazgûl. If they lose their Ring, they revert to their original character (e.g., an Easterling).
- ❑ Nazgûl Rings do *not* allow their bearers to call freezes.

Once per game, Sauron may give a Nazgûl Ring token to a captured, “non-named” Mortal Man player on the Good team (that is, a Warrior of Gondor or a Dúnedain Knight, but not Isildur, Anárion, or Elendil). Sauron must have the One Ring in his possession to do so, however. The affected player then becomes a Nazgûl for the rest of the game, or until they are vanquished and the Nazgûl Ring token is taken from them. In this case, the player reverts to their original character on the Good team when they come back to life after being bounced (with a two-minute head start from their former Evil teammates).

Nazgûl Ring tokens may never be taken from Sauron. Ever. They can only be captured once they have actually been given to Mortal Men, making them Nazgûls. Nazgûls may not willingly give their rings to another player, they may only be relinquished when captured during combat resolution.

A captured Nazgûl Ring has no power whatsoever. Even if it is subsequently recaptured by the Evil team. However, if a recaptured Nazgûl Ring is returned to Sauron (and he has the One Ring), he may then grant the Nazgûl Ring to any Mortal Man again, making that player a Nazgûl (in effect, “recharging” the token).

Each Nazgûl Ring token is worth one (1) tie-breaker point (TBP) at the end of the game.

## The Lord of the Nazgul Ring

Like the other Nazgûl Rings, Sauron may give the Lord of the Nazgûl Ring token to any Mortal Man on his team. The only differences between the Lord's Ring and any other Nazgûl Ring are:

- ❑ Sauron may give the Lord of the Nazgûl Ring token (and up to four Nazgûl Ring tokens) to any Evil Mortal Man any time *before* the game starts. The Lord may then distribute the Nazgûl Ring tokens to Evil Men after the game begins.
- ❑ Thirteen (13) additional base points.
- ❑ The Lord of the Nazgûl may use the Oath Breakers token.

The Lord of the Nazgûl Ring still does not allow its bearer to call freezes. The Lord of the Nazgûl Ring token is worth one (1) tie-breaker point (TBP) at the end of the game.

## Other Tokens

REMINDER: tokens marked by an asterisk (\*) are one-use-only tokens.

- ❑ **Aeglos.** Starts with Gil-galad. Adds five points to any Elf (warrior, lord, or otherwise) who carries it, or adds ten points to Gil-galad.  
*The legendary Spear of Gil-galad.*
- \* **The Arkenstone 1.** Starts at Moria, can be removed by any Dwarf any time after 1:30 PM. Once per game, it can be used to automatically bounce a dragon and change them into a Dwarf (see page 13). Only a Dwarf may use the Arkenstone in this fashion. The token is then given to the bounced dragon to show it has been used and that the dragon is now a Dwarf with the point value listed on the Arkenstone 1 token. The Arkenstone 1 token may not be used after 3:30 PM.  
*A large shining gem, also known as the “Heart of the Mountain” and precious to all Dwarves.*
- \* **The Arkenstone 2.** Starts at Moria, can be removed by any Dwarf any time after 2:30 PM. Once per game, it can be used to automatically bounce a dragon and change them into a Dwarf (see page 13). Only a Dwarf may use the Arkenstone in this fashion. The token is then given to the bounced dragon to show it has been used and that the dragon is now a Dwarf with the point value listed on the Arkenstone 2 token. The Arkenstone 2 token may not be used after 3:30 PM.  
*A large shining gem, also known as the “Heart of the Mountain” and precious to all Dwarves.*
- ❑ **Athelas.** Starts with Elendil, but may be carried and used by any Númenórean (including Black Númenóreans!). When touched to a bounced player (Good or Evil), it allows them to re-enter the game before their time is up. The token cannot revive its owner and cannot be used during a combat.  
*Healing herbs of Númenor, brought to Middle-Earth by the Dúnedain.*
- \* **Glamdring.** Starts with Glorfindel; only he can use it. Usable once, it permanently kills one Balrog in combat, but Glorfindel must sacrifice himself to do so. After sitting out their fifteen minutes, the Balrog becomes a Troll with 20 base points, and Glorfindel becomes an Elf Warrior with 14 base points. They must give each other a two-minute head start. If Glorfindel enters combat with the trolls (all trolls in the game must be present), they may automatically capture the Glamdring token from Glorfindel, regardless of the outcome of the combat.  
*The sword of the King of Gondolin, its name means “the Foe Hammer.” Goblins call it “Beater.” It eventually made its way to a troll horde, where it was found by Bilbo Baggins.*
- \* **The Horn of Oromë.** Starts with the player who has the lowest total points in the game (not counting wargs or hounds). May be carried and used by any player on either team except those who have a Ring of Power token in their possession (even if the Ring token is captured and not being used). Usable only once per game, it allows its bearer to call a freeze in combat (see page 4). If the bearer of the Horn of Oromë token gets “beaten” to the freeze (that is, another eligible player calls a freeze first), it does not count towards the Horn of Oromë’s one use. Once the token has been used, it is turned over to the nearest referee.  
*An artifact of the Valar brought to Middle-Earth in ages past by Oromë the Hunter.*
- \* **Minas Morgul.** Starts at Osgiliath, and may only be removed by a Nazgûl. Afterward, the token may be carried or used by any Nazgûl. If the bearer of the Minas Morgul token is part of an army that sacks any Good citadel, they may play the Minas Morgul token to prevent the reestablishment of the Good citadel in that location (see page 18).  
*The horrific City of the Nazgûls.*
- \* **Narsil.** Starts with Elendil; may be carried by any Númenórean, can only be used by Isildur or Anárion. May only be captured by Sauron, the Mouth of Sauron, the Lord of the Nazgûl, or Ar-Pharazôn. Once per game, the Narsil token can be used to capture the One Ring token from Sauron *before* points are totaled in the battle. This power *may* be used to capture the One Ring before 3:30 PM. Once the Narsil token’s power has been used, it becomes the Sword That Was Broken and no longer has any use for the duration of the game.  
*The Sword of Elendil, used by Isildur to cut the One Ring from Sauron’s hand.*
- \* **Oath Breakers.** Starts at the Paths of the Dead. May be taken and carried only by Gothmog until given to Sauron or the Lord of the Nazgûl. It can be played in combat by Sauron or the Lord of the Nazgûl against all players of any one of the following character types:
  - Noldor (Elf Warriors of Ost-in-Edhil, not including “name” characters).
  - Nandor/Silvan (Elf Warriors of Eryn Galen, not including “name” characters).
  - Sindar (Elf Warriors of Forlindon, not including “name” characters).
  - Dúnedain (Knights of Númenor, not including “name” characters).

- Warriors of Gondor.

The Oath Breakers token requires all players of the character type chosen by the token wielder to retreat from combat and return to their starting location (even if sacked). If they are bounced by another Evil army en route, they are freed from their obligation to return to their starting point. The Oath Breakers token may not be used against a “name” character (e.g., if used against the Dúnedain, it has no effect on Isildur or Anárion). It is also useless against Dwarves.

*Symbol of the power of Sauron to corrupt even the most steadfast of warriors.*

- **Palantír.** Starts at Osgiliath. May only be taken from Osgiliath by Elendil, but is capturable by anyone thereafter. Is usable only when carried by a Númenórean (including Black Númenóreans) and may only be used by Elendil, Isildur, Anárion, Ar-Pharazôn, Sauron, or the Lord of the Nazgûl. Once per hour, the Palantír token may be used to ask any referee one game-related question of something the stone (aka the referees) could see (e.g., “where is Gil-galad?” or “is the Minas Morgul token on a Good citadel?”). In order to use the Palantír token, the players should come up with three questions they wish to ask. There is no team discussion allowed after approaching the referee, so be sure to form all three questions and set their order prior to approaching a referee. The team then asks the referee their first question. The referee will answer truthfully to the best of their knowledge after consultation with other referees via walkie-talkie. If the referees do not know the answer, the second question may be asked. If the second question cannot be answered, the third may be asked. If the third cannot be answered, the Palantír has failed and may not be used again for another hour.

*One of the Seven Seeing Stones of Númenor.*

- \* **The White Tree.** Starts at Umbar, and may only be removed by a Good Númenórean. Afterward, the token may be carried or used by any Good Númenórean. If the bearer of the White Tree token is part of an army that sacks any Evil citadel, they may play the White Tree token to prevent the reestablishment of the Evil citadel in that location (see page 18).

*A seedling of Celeborn, the White Tree of Númenor, itself a seedling of Galathilion the White Tree of Túna, which was grown in the image of Telperion, the Silver Tree of Valinor.*

## Battle Flags

Battle flags are the traditional rallying points for units of troops and they also add color and enjoyment to The Second Age Game. A unit battle flag will add one (1) base point to each member of that unit. It has meaning only for the unit it represents—it will not add a point to any character who is not of that unit. Example: A troop of Noldorin Elf Warriors has a battle flag. The army also has two Sindarin Elf Warriors with them. If they got into a battle, the Noldorin Elf Warriors would each add one (1) base point to their individual values, but the Sindarin Elf Warriors would not, because they are not elves of that unit.

A captured battle flag, not a captured citadel flag, is worth five (5) points to the overall combined value of the group that carries it. To have a unit battle flag, it must be a good size (judges’ discretion, but typically 20”×30” minimum) and must be clearly marked with the unit it is to represent (e.g., a Red Eye Orc battle flag should have a big red eye on it). The flag must be on a pole (judges’ discretion, but typically 8’ tall minimum) and unfurled.

The judges will certify all flags and their decisions will be final. NOTE: Units must supply their own battle flag—they are *optional*. The judges are not responsible for any lost or damaged battle flags.

## Citadels

Citadels represent the areas of Middle-Earth that each team is trying to capture or defend in order to achieve victory. Each citadel has a flag that represents its land, people, and/or material possessions. The flagpole also has a card specifying the point value and any special rules that apply to the citadel. The flag adds its point value to that of its defenders in combat—the point bonus only applies if at least one defender is in physical contact with the flagpole.

Citadels may be attacked any time after 1:00 PM, with the exception of Barad-Dûr and Ost-in-Edhil, which cannot be attacked until 3:00 PM. The flags must remain in their area in the open, even if their defenders leave. A citadel may be sacked and the flag captured only by an enemy with a total point value greater than the citadel’s point value. No player may attack a citadel that belongs to their own team. Dwarves may participate in attacks against any citadel (except Moria), either on their own or in alliance with a Good or Evil team, as appropriate.

Once a citadel has been defeated, its flag is captured and may be taken to the winning team’s “base citadel” to be counted towards the team’s victory points (VPs) at the end of the game. A citadel flag that is not in its original location or an enemy’s base citadel is worth zero VPs (unless it is being carried by a Dwarf, in which case it is worth 2 VPs toward the Dwarves’ victory conditions).

A captured enemy citadel flag is worth negative ten (-10) points in combat to the person carrying it. Each person may only carry one citadel or battle flag at any time (each flag bearer may only bear one flag). The only exception to this is if a Dwarf is in a group comprised of only Dwarves, then the Dwarf may carry multiple flags and they are worth zero (0) points. However, if a Dwarf joins the

Good army, then the standard flag rules apply and the Dwarf may only carry one flag, and it is worth negative ten (-10) points in combat. A captured citadel or battle flag must remain in the possession of a player at all times—they cannot be hidden. (Please see Gentlemen’s Agreement on page 3)

## Freezing Citadels (See “Freezing Citadels” in the “Combat” section on page 5.)

## Reestablishing Citadels

If a team is able to recapture one of its citadel flags, they may return the flag to its original location to reestablish the citadel. A citadel that is in its original position at the end of the game is worth one (1) VP towards that team.

A citadel may not be reestablished if Evil has played the Minas Morgul token (see page 16) or if Good has played the White Tree token on the citadel (see page 17).

## Base Citadels

The base citadel for the Evil team is Barad-Dûr; the base citadel for Good is Ost-in-Edhil. These locations remain the “base” to which captured enemy flags must be brought to achieve VPs, even if the citadel is sacked and its own flag is captured. Base citadels may not be attacked before 3:00 PM.

The Dwarves have only one citadel, Moria, but it does not count as a base, since they receive VPs for captured flags regardless of their location (although they do get one extra VP at the end of the game if Moria remains unsacked).

## Citadel Roster

<u>Name</u>	<u>Good or Evil?</u>	<u>Points</u>	<u>When Attackable</u>
Barad-Dûr	Evil (Balrogs)	300	3:00 PM
Eryn Galen (Greenwood)	Good (Silvan Elf)	265	1:00 PM
Forlindon	Good (Noldor Elf)	225	1:00 PM
Fornost	Good (Númenor)	200	1:00 PM
Haradwaith	Evil (Haradrim)	225	1:00 PM
Khand	Evil (Easterlings)	200	1:00 PM
Moria	Neutral (Dwarf)	250	1:00 PM
Mt. Doom (Orodruin)	Evil (Hot Lava)	265	1:00 PM
Osgiliath	Good (Númenor)	185	1:00 PM
Ost-in-Edhil	Good (Sindar Elf)	300	3:00 PM
Umbar	Evil (Black Númenóreans)	185	1:00 PM

## Citadel Descriptions

Some citadels can give bonuses to certain characters as described below. Unless noted otherwise, “name” characters never receive bonuses while defending citadels (e.g., the Dúnedain Knights double their point values defending Fornost, but Elendil, Isildur, and Anárion do not). In cases where the point value of the defenders are doubled or tripled, the point value of the citadel is not.

- ❑ **Barad-Dûr.** Evil base citadel. 300 points. May not be attacked before 3:00 PM. Red eye orcs within 25 paces of the flag shall have their point values doubled. Barad-Dûr remains the Evil team base for purposes of determining victory points (VPs) even if it is sacked and its flag taken.
- ❑ **Eryn Galen.** Elf citadel. 265 points. Nandorin Elf Warriors defending Eryn Galen shall have their point values doubled.
- ❑ **Forlindon.** Elf citadel. 225 points. Noldorin Elf Warriors defending the bridge at Forlindon shall have their point values doubled. The bridge at Forlindon is considered part of the citadel. Any Evil touching any part of the bridge is considered to be attacking the citadel. Even if there are no Good players on the bridge, Evil still may not cross the bridge without attacking it.

- ❑ **Fornost.** Númenorean citadel. 200 points. Dúnedain Knights defending the bridge at Fornost shall have their point values doubled. The bridge at Fornost is considered part of the citadel. Any Evil touching any part of the bridge is considered to be attacking the citadel. Even if there are no Good players on the bridge, Evil still may not cross the bridge without attacking it.  
NOTE: Because the Fornost flag was stolen during the 2005 game, a white “Stewards of Gondor” flag will be used to represent the Fornost citadel.
- ❑ **Haradwaith.** Evil citadel. 225 points. Haradrim defenders (including the Oliphaunt) defending Haradwaith shall have their point value doubled.
- ❑ **Khand.** Evil citadel. 200 points. Easterling defenders defending Khand shall have their point value doubled.
- ❑ **Moria.** Dwarf citadel. 250 points. May not be attacked before 1:00 pm. Dwarves within 25 paces of the flag shall have their point values doubled. The Moria citadel does not have a fixed location from game to game. The flag is placed by Durin somewhere in the Misty Mountains between horse unloading area and Eryn Galen (roughly within the area shown within the dotted orange line on the map in the center of this booklet) before the start of play, and remains there until sacked. The citadel flag may not be outright hidden (e.g., it must be placed upright in the open, not laid under a pile of leaves). However, it may be set in a wooded area that is difficult to spot from a distance. A referee will go with Durin and the Dwarves before the game to see where he places the flag, and to veto any location deemed unsuitable. The Arkenstone and Dwarf Ring tokens start at Moria.
- ❑ **Mt. Doom.** Evil citadel. 265 points. Trolls and goblins defending Mt. Doom shall have their point value doubled.
- ❑ **Osgiliath.** Númenorean citadel. 185 points. Warriors of Gondor defending Osgiliath shall have their point values doubled.
- ❑ **Ost-in-Edhil.** Good base citadel. 300 points. May not be attacked before 3:00 PM. Sindarin elf warriors within 25 paces of the flag shall have their point values doubled. Ost-in-Edhil remains the Good team base for purposes of determining victory points (VPs) even if it is sacked and its flag taken.
- ❑ **Umbar.** Evil citadel. 185 points. Black Númenóreans defending Umbar shall have their point value doubled.

## Non-citadel Locations

There are a number of locations in the game that are not citadels, but merely starting locations for various characters. The banners indicating these locations should not be moved by any player! They are:

- ❑ **Paths of the Dead.** The Oath Breakers token starts clipped to this banner, and may only be removed by Gothmog. This is a real cemetery, and no player should ever be in it for any reason. Anyone caught in the graveyard (by referees or the Park Rangers) will be banned for life! We mean it! See page 2.
- ❑ **Rhosgobel.** Starting point for Glorfindel and for Nimrodel, the Lost Elf Maiden. Located on the path that leads to the Backpack Camp Sites. Due to three consecutive flag-disappearances, Rhosgobel will no longer have a flag marker. The starting location will be 50 paces up the Backpacking Campsite path.
- ❑ **Door of Moria.** The Door of Moria is the starting location for Durin and the Dwarves.



*“From that time war never ceased between Sauron and the Elves; and Eregion was laid waste, and Celebrimbor slain, and the doors of Moria were shut.”—Of the Rings of Power and the Third Age*

# Second Age Character Sheet

Character: \_\_\_\_\_

Base points: \_\_\_\_\_

Player name: \_\_\_\_\_

Costume points: \_\_\_\_\_

Fee paid: \_\_\_\_\_

Armor/weapons: \_\_\_\_\_

Permission slip: \_\_\_\_\_

Miscellaneous: \_\_\_\_\_

Check-in time: \_\_\_\_\_

Total points: \_\_\_\_\_

## Weapons

- Two-handed weapon (3.0) \_\_\_\_\_
- Long blade (one-handed) (24"+ blade) (2.5) \_\_\_\_\_
- Short blade (including axes) (12"-24" blade) (1.5) \_\_\_\_\_
- Knife/dagger (<12" blade) (0.5) \_\_\_\_\_
- One-handed blunt<sup>⊖</sup> (1.5) \_\_\_\_\_
- Staff (shoulder+ height) (2.0) \_\_\_\_\_
- Large projectile weapon<sup>†</sup> (2.5) \_\_\_\_\_
- Small projectile weapon<sup>‡</sup> (1.5) \_\_\_\_\_
- Miscellaneous weapon<sup>∘</sup> (0.5) \_\_\_\_\_

## Miscellaneous

- Small shield (1.0) \_\_\_\_\_
- Large shield {min. 22"} (2.0) \_\_\_\_\_
- Open helm (1.0) \_\_\_\_\_
- Chain mail coif (1.5) \_\_\_\_\_
- Closed helm (2.0) \_\_\_\_\_
- "Operation Valar" participant \_\_\_\_\_

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<sup>⊖</sup> Such as: maces, clubs, etc.  
<sup>†</sup> Such as: spears, crossbows, etc.  
<sup>‡</sup> Such as: bow & quiver, fist-sized rocks, ninja stars, etc. Any bow without a quiver will be disqualified from receiving "real" points!  
<sup>∘</sup> Any weapon that does not fall into a listed category (e.g., whips, chakrams, brass knuckles, etc.).

## Armor

- Plate
  - Chest (5.0) \_\_\_\_\_
  - Back (2.5) \_\_\_\_\_
  - Shoulders/upper arms (2.5) \_\_\_\_\_
  - Forearms (2.5) \_\_\_\_\_
  - Thighs (2.5) \_\_\_\_\_
  - Lower legs (2.5) \_\_\_\_\_
- Scale mail
  - Chest (4.0) \_\_\_\_\_
  - Back (2.0) \_\_\_\_\_
  - Shoulders/upper arms (2.0) \_\_\_\_\_
  - Forearms (2.0) \_\_\_\_\_
  - Thighs (2.0) \_\_\_\_\_
  - Lower legs (2.0) \_\_\_\_\_
- Chain mail
  - Chest (3.0) \_\_\_\_\_
  - Back (1.5) \_\_\_\_\_
  - Shoulders/upper arms (1.5) \_\_\_\_\_
  - Forearms (1.5) \_\_\_\_\_
  - Thighs (1.5) \_\_\_\_\_
  - Lower legs (1.5) \_\_\_\_\_
- Heavy leather armor
  - Chest (1.0) \_\_\_\_\_
  - Back (0.5) \_\_\_\_\_
  - Shoulders/upper arms (0.5) \_\_\_\_\_
  - Forearms (0.5) \_\_\_\_\_
  - Thighs (0.5) \_\_\_\_\_
  - Lower legs (0.5) \_\_\_\_\_
- Light leather armor
  - Chest (0.5) \_\_\_\_\_
  - Back (0.25) \_\_\_\_\_
  - Shoulders/upper arms (0.25) \_\_\_\_\_
  - Forearms (0.25) \_\_\_\_\_
  - Thighs (0.25) \_\_\_\_\_
  - Lower legs (0.25) \_\_\_\_\_

If you lose your character sheet, your total is **zero**. You are worth **NO** points until you get a new character sheet from a referee!