



“The Red Arrow”

One Brain Cell 6mm LOTR Fantasy Wargame Rules:

In the Beginning...

These rules are a reaction to the well known (main stream) table top battle rules which currently saturate the Tolkien wargaming market. I simply don't get along with that `other` set of rules, or it's *equally as expensive* myriad of supplement manuals; so I have created this simple alternative as a (free) counterpoint to the other somewhat unwieldy monstrosity.

“The Red Arrow” is a rules system which closely follows Jim Wallman's “Follow Me, Men” and my own 6mm generic fantasy rules “Fire At Will, Men.” These 6mm *One Brainer* Lord of the Rings rules are my personal extrapolated contribution to the original work(s).

I would like to point out that there are currently two very good versions of LOTR. One is Tolkien's own inspired work, and the other is the remarkable movie trilogy created by Peter Jackson and New Line Cinema. Both are highly workable for playing wargames based in Middle Earth, but the two (when combined) become a melting pot of contradictory characters and miss-matching plot threads, which overall renders the combined story incompatible and thoroughly incomplete. Therefore (and I never thought I'd ever hear myself say this), I have chosen *throughout* to stick to the PJ's movie version and *not* the original books – which, incidentally, I love with a passion.

These are rules for playing a wargame with 6mm strips of toy soldiers. This seems to me to be the ideal scale for creating the sheer grandeur and epic dimensions of Middle Earth. The rules also work very well for small-*ish* skirmishes between the Free Folk of the West, versus Sauron's Mordor Orcs, Saruman's fighting Uruk Hai, or any other ancient creations of Sauron and Melkor.

The setting for Middle Earth is a (sort of) mixed dark ages, quasi-medieval European/Eastern environment. I would strongly recommend anyone to watch the *extended version* of the movie trilogy on DVD. Forget the shorter three disc cinema boxed set version and go straight for the real deal. These will inspire your games no end. More experienced Tolkien fans will no doubt have read the books and will be able to separate the wheat from the chaff. As I have said, the books and the movies differ considerably in many places throughout.

As usual, these are pretty much one brain cell rules. Why 'One Brain Cell'? Well, many sets of wargame rules these days are horrendously complicated, with big thick core rule books, dozens of additional supplements (usually at unreasonable expense) and exceptionally long and involved rule mechanisms that take ages to work out.

My old brain is too simple for all this; so as an alternative... and following the trend set by “*Follow Me, Men*” and “*Fire At Will, Men*”.... these rules only require a single brain cell to understand. This

tends to make games easy to learn and play, and, (amazingly) are just as much fun as the dense and complicated game rules for which you have to pay a King's ransom. Odd, isn't it?

So read on, and hopefully you too will find these rules useful for your own games as many other have done before you. Change what doesn't work for you, add anything you feel I have left out, and most importantly make the game your *own* – please enjoy

Thanks **Jim**, for the original inspiration. These rules are probably more yours than mine

Setting up the game

To set up a game you need a small playing area. A coffee table is ideal. Depending on the story you have in mind, this can be laid out with some nice looking terrain. A green cloth makes suitable ground to play upon. Sticks, lichen, and small stones make fallen trees, hedges, undergrowth and slope scree. Cottages, hovels, churches/temples... even castles can be purchased on-line at reasonable prices using a credit card or by creating a paypal account.

Next assemble and paint the toy soldiers (sorry, I mean fine... precision scale miniatures, for the mature connoisseur).

Note on Scales: These rules have been written with 6mm toy soldiers in mind. 1`` represents 20 paces. 1 figure represents only 1 person, 1 monster, or 1 engine/artillery piece.

1 figure: 1 man works well for Middle Earth at this scale. But if you choose to play truly `epic` encounters, you will need to increase the general figure scale to 1 figure equals 10 or 20 men... and lay out a much larger playing area.

When you consider that Helms Deep *one of the largest set piece battles in the film* saw something like 10 000 Man Orcs amassed against the much smaller and beleaguered Rohan defenders; this means that by using a 1/20 scale, you will only need about 500 strips (5 figures per strip) to represent ALL of Saruman`s man Orcs. Incidentally, these would all fit nicely onto one half of a 4` by 3` table without any effort at all. That`s the beauty of using 6mm figures. Conversely, you can probably play out a small skirmish between, let`s say, a couple of troop of Dol Amroth cavalry plus a unit of Ranger Master Bowmen - versus some enemy Warg cavalry and a couple of Mordor Hill Trolls on - *would you believe* - a foot square terrain table!

Most 6mm fantasy figures are arranged in strips of 5 models to a base. The base size of strips is a subjective matter so I leave this to individual gamers to decide what works best for them. Strips of figures are grouped together to form units – or formations. A formation can be anything from 1 to 8 strips of figures.

Individual heroes, leaders, beasts, chariots, behemoths & monsters usually come in strips of one model per base. A Hero or leader may either be attached to a formation, or may wander off and work alone... perhaps even joining a different formation. More than one hero/leader can be a part of a formation, but only one (at any given time) can rally men or offer bonuses to the unit he/she is with (exception: Heroic Combat).

Big Spiders, Trolls, Ogres, Giants, Chariots, Behemoth, Artillery can either work alone or belong to a formation *comprising similar figures*, but they may not join with other figure types.

Actions

In each game turn everyone gets to perform **Actions**.

Because these rules are so uncomplicated... uncluttered, and easy to learn, I am working on the assumption that players will be soloists... small groups of friends... or friendly club gamers... and not *official-ists* and tournament players. Therefore I have `done away with` a rigid turn sequence, and have reduced the Actions within any given turn to 2 distinct phases. Orders like: **Hold, Advance**,

Charge, etc, can be given to formations, but this added rules complexity can be included by the gamers themselves if they decide to bring this factor to the table in their own games. Personally, I prefer to use an intuitive method (a sort of *free kreigspeil* approach) with my games.

The Sequence of working things out each turn goes like this:

Players can move their personal heroes/leaders and formations. Magic users can work out the effect of any spells they might cast.

Formations using ranged weapons may attempt to hit targets with ranged combat... also work out who kills whom. Work out archers and long range effects first. Then work out melee.

Movement

Each individual strip moves up to the following maximum distance each turn:

Type	Distance (inches)
(Lightly) Armoured Soldiers, Archers, Crossbowmen, Goblins, Orcs, Ogre, Behemoths.	4
(Heavily) Armoured Men at Arms, Shades / Deathless, Troll.	3
Horseman, Warg Rider, Chariots, Dragon.	7
Armoured Mounted Knight, Giant.	5
Carts, Engines, Other slow stuff.	2

Walls & Hedges: Obstacles can't be easily crossed. If crossing a low wall or hedge, **stop** at the near edge of the obstacle, cross next move and continue up to half movement points.

Streams & Fords: A strip wading through a ford or shallow stream - **stops** at the near edge of the obstacle when it reaches the water's edge; then crosses next move but must stop on the far bank for the remainder of that move.

Hills, Woods & Forest: Uphill movement and movement through woods and light forest is conducted at half speed. Dwarves are not slowed by uphill movement.

Shades of Dunharrow Movement: Shades ignore adverse effects of all difficult terrain.

Dragon Movement: Dragons can ignore obstacles because they can fly.

Giant Movement: Giants ignore obstacles smaller than a house.

Elves: Elves and Trolls are not slowed by woods or forest.

Buildings: To enter a building - **stop** when the strip reaches the building edge; then allow it to enter next turn. Leaving a building slows a strip to half movement points for that turn.

Usually, an entire formation can enter a building. Any outlying land depicted on the model's base is counted as part of the building for defensive purposes; hence, a defending unit has no flank or rear. Place your defending strips along which ever building quarter(s) you wish to defend *provided they have enough base room to fit*.

Strips of figures defending a building never have to check morale.



Shooting

In order to shoot, archers and crossbowmen may not move in the same turn (unless an army list special ability says otherwise). Front rank **only** gets to shoot – unless shooting from a slope, in which case the first **two** ranks may shoot. Targets must come from the enemy front line, unless shooting from a slope.

Archers. Roll 1d6 per strip shooting. *A strip is an individual base of figures (regardless how many figures are actually on each strip).*

Target Type	Range:		
	4"	8 "	12"
Peasants / Soldiers / Goblin / Orcs / Shades / Deathless / Goblins	5,6	6	6 followed by a 4, 5, 6
Horseman, Ogre	6	6 followed by a 4, 5, 6	6 followed by a 5, 6
Man at Arms	6	6 followed by a 5, 6	6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader	6	6 followed by a 6	-

Crossbows. Roll 1d6 per strip shooting.

Target Type	Range:		
	5"	10"	15"
Peasants / Soldiers / Goblin / Orc / Shades / Deathless / Goblins / Man at Arms / Horseman / Ogre	5,6	6	6 followed by a 4, 5, 6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader	6	6 followed by a 4, 5, 6	6 followed by a 5, 6

Dragon Breath. 1d6 per dragon breathing fire.

Vs target	Range:		
	5 "	8 "	12 "
Peasants / Soldiers / Goblin / Orcs/ Shades / Deathless / Man at Arms / Ogre /Horseman / Mounted Knight	4,5,6	5,6	6
Chariot, Behemoth, Giant, Troll, Hero or Leader	5,6	6	-

The score in the table is the chance of a hit. One hit kills most people.

EXCEPT: It takes 4 hits to kill a Dragon, 3 hits to kill a *Hero/Leader, 2 to kill a Giant, Behemoth or Troll. Place wound tokens under the bases of these strips to show relevant damage. * *Wizards count as heroes.*

Cover: Shots aimed at an enemy defending a wall, hedge, or standing on the edge of a woods/forest, etc: receive a cover bonus which is resolved thus: each strip which is hit is allowed a cover roll (or `saving throw` if you prefer). If the strip receiving the hit throws a 5 or 6 (on a six sided die), the hit is ignored. However, if the strip is in a building or occupies a fortified position: a 3, 4, 5, or 6 means the hit is ignored.

Morale test: Many things can make your models less keen to fight. An entire formation is affected by the morale rules, whatever their type. *A formation is a group of strips all belonging to the same unit.*

Roll 1d6 when:

The formation takes a casualty.

The formation is surprised by seeing a previously unseen enemy within charge range.

If the player in command wants the group to take a test.

Add or subtract the following factors:

- 1 for each hero/leader casualty this turn *within sight*
- 1 if fighting shades (or deathless) and you're alive.
- 1 for each strip casualty this turn *within that Formation.*
- 1 visibly outnumbered at least 2 to 1, or if facing Trolls.
- 2 visibly outnumbered at least 3 to 1, or if facing Behemoth.
- +2 having a stirring speech from a friendly hero/leader this turn.
- 1 having been directly and specifically insulted by an enemy hero/leader within 8" this turn.
- 1 if the morale tester has been the target of an enemy spell this turn.
- 3 strip *with non-heroes/leaders present* fighting Dragons or Giants.

Then check the result in this table:

Result

Score	Outcome
3+	Morale is fine - carry on as desired.
0-2	Formation may not move closer to any enemy forces. It has to pass a morale test next turn to move closer to the enemy.
Under 0	Formation must <i>immediately</i> move away from the enemy as quickly as possible. It must pass a morale test next turn to stop running away.

The figure representing the player (commander in chief) is never bound by these results and may fight or run away as desired.

Stirring speeches and insults replaces all movement/shooting/magic on any given turn.

Melee (or Hand to Hand Combat)

STEP ONE: Break the combat up into 'fights'. A fight is one strip vs. one or more enemy strips.

STEP TWO: For each 'fight' roll 1d6 per side, add the factors below and compare the scores.

Factors in Melee :

Archer / Crossbow / Peasant / Goblin	-1
Orc / Soldier/ Shade / Deathless	0
Man At Arms / Ogre / Chariot	+2
Knight / Troll / Behemoth	+4
Hero / Wizard	+4
Leader	+3
Outnumbered 2-1 by enemies within melee	-2
Outnumbered 3-1 by enemies within melee	-3
Outnumbered 4-1 or more by enemies within melee	-4
Attacking an enemy who is defending a wall or hedge	-1
Attacking an enemy who is defending a building	-2
Charging into contact (first move only)	+1
Attacking on an enemy flank	+1
Attacking on an enemy rear	+2
Attacking Pikemen from the front	-1
Each strip of Pikemen behind the first rank (only applies to Horsemen/Knights attacking from the front). – 3 max.	-1

Cavalry cannot attack a building.

The highest score wins

If fighting Goblins / *Archers / Peasants (Irregulars) - a win by 1 or more is a kill

If fighting Soldiers / Orcs / Shade / Deathless / or **Giant - a win by 2 or more is a kill

If fighting Horsemen/Men At Arms/ Ogres / **Trolls / Chariots - a win by 3 or more is a kill

If fighting Knights - a win by 4 or more is a kill

If fighting a Hero / Leader / Behemoth or Dragon - a win by 4 or more is a HIT

If the outnumbered side wins, it can kill/hit *only one* of its enemies that turn. Winner chooses which one. Choice can only be made against enemies who are adjacent. *At least half an attacking stand's frontage must be adjacent to an enemy to be classed as in a melee.*

* including Crossbows.

** or a hit if target is a Giant or Troll.

EXAMPLE OF MELEE

4 Orcs fight 2 mounted knights. So, this breaks down into two fights, each of 2 Orcs fighting one knight. We'll ignore morale for this example.

FIRST TURN

Fight One

Knights roll 2 +4 for being a knight -2 for being outnumbered	Orcs roll 6 No additions
total score = 4	total score = 6

Result is +2 win for the Orcs, which against a knight is no result.

Fight Two

Knights roll 1 +4 for being a knight -2 for being outnumbered	Orcs roll 5 No additions
Total score = 3	total score = 5

Result is +2 win for the Orcs, which against a knight is no result.

TURN 2

Fight One

Knights roll 5 +4 for being a knight -2 for being outnumbered	Orcs roll 5 No additions
total score = 7	total score = 5

Result is +2 win for the knight, which against an Orc is a kill result. One Orc falls.

Fight Two

Knights roll 6 +4 for being a knight -2 for being outnumbered	Orcs roll 1 No additions
Total score = 8	total score = 1

Result is +7 win for the knight, which against an Orc is a kill result. One Orc falls.



TURN THREE

Fight One

Knight rolls 6 +4 for being a knight	Orc roll 1 No additions
total score = 10	total score = 1

Result is +9 win for the knight, which against an Orc is a kill result. The remaining Orc falls.

Fight Two

Knight rolls 5 +4 for being a knight	Orc roll 6 No additions
Total score = 9	total score = 6

Result is +3 win for the knight, which against Orcs is a kill result. The remaining Orc falls.

Combat over and all the Orcs are dead, and the knights have won. Not surprisingly.



Heroic Combat:

Heroes/Leaders are special cases (nutcases, some might say - though not within earshot).

If they fight against ordinary units, then use the normal rules already described.

If they wish to engage in Heroic Combat against enemy heroes, then the following rules apply.

In the event of a multiple fight between heroes and leaders, add all the dice together and pick the highest score from a single die.

Every game turn of combat each hero throws a D6. Big heroes/leaders like Elephants (Behemoth) Big Spiders, and Giants throw 3D6.

The player with the best score inflicts one hit on their enemy. Ties result in both sides taking a hit (in multiple fights, owning player chooses which own hero takes the hit).

Repeat these sparring rounds up to three times per turn (if necessary), applying the results after each round.

Heroes may break off combat and try and run away - but then that isn't very heroic is it. Whatever would their followers think? A Figure attempting to run away throws a die as normal, but if he/she wins, inflicts no hit on the enemy and simply escapes unharmed. The enemy throws as normal, except with a -2 penalty to each die thrown. A win results in a hit, per normal.

Finding an Opponent: both sides may voluntarily enter heroic combat. Simply move the figures to one side to show they are thus engaged. But if one side wishes to turn down or evade heroic combat, the heroic aggressor(s) may seek the enemy out (Check once per turn for `seeking out an enemy`) by rolling a 5 or 6 on a D6 (throw once, regardless of the actual number of heroes wishing to fight). Once combat is joined, additional heroes may NOT join in this fight until it is concluded and one side is either killed or successfully runs away.



MAGIC USERS (Optional)

Magic *will* slow things down considerably. So I advise anyone reading these rules for the first time to play a few straight games through first - before adding the following optional rules into the equation. Until you are ready (or if you decide the game plays just fine without any mumbo-jumbo) simply count wizards as heroes, and assume their special powers are localized to things like pulling frogs out of hats, scaring small children, and prophesising doom and gloom round the camp fires at night.

Using magic is complicated and hard, and only the most intelligent should attempt it.

Each magic user has a stock of magic power points at the start of the game (typically 12). Every time they cast a spell, they use up one or more magic power points

Mages have the following additional ACTIONS:

CAST A SPELL. They must be stationary and doing nothing else. The spell list is below.

MEDITATE. Must be stationary and doing nothing else. If shot at or attacked whilst meditating then the meditation doesn't work.

This allows the mage to regain ONE magical power point. This is the only way to recharge magic in battle.

Mages can only remember a limited number of spells.

Each mage should select no more than 4 spells from the list below at the start of the battle and write them down.

These are then the only spells they may use during the whole battle. They can use each one of their list as often as they like, so long as they have enough magical power points.

SPELLS

This list is not exhaustive. Players should feel free to expand the list (using the spells below as a guideline for creating their own collection of magics). To cast a spell, the Mage states the name of the spell and the target (if that is appropriate). Unless otherwise stated, the magic user must be able to see a target to cast a spell.

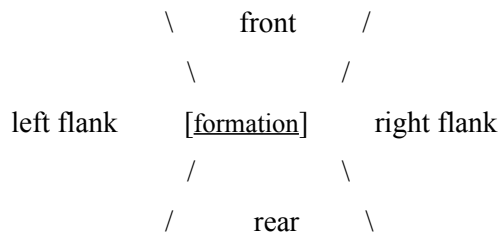
Name of the Spell	Cost in Magical Power Points	What it does
BEGONE!	3	Range 6". You may move an enemy Formation (not all ready engaged in melee) up to its full movement ability as though the enemy was your own formation.
BLINDED	4	Range 10". Target can be any archer or crossbow formation. Roll 1d6, score 2 or more to hit. If hit, the target formation cannot see to shoot next turn.
TURN SHADES & DEATHLESS	3	Range 6". You may make an enemy formation turn and rout a full move away from the caster. Roll a D6: 3+ and the spell takes effect.
DEATH AND DECAY	6	Range unlimited. Creates a local rain of decaying rot across over target formation. Roll for every strip under it. 1d6 for each strip: Knights/Heroes/Leaders - score 1 to be hit Others - score 1 or 2 to be hit. Shades and Deathless monsters are immune.
FIRE IN THE SKY	1	Launches a harmless coloured magic fire into the sky, for all to see. Useful for signalling. Choose the colour and announce it.
FLASH!	2	Range 6". Double movement speed of a single formation for duration of spell. Roll 1d6 each turn after the first, score 1 for the spell to wear off.
FOG BANK	2	Range unlimited. Creates a fog 8" across. This lasts for 5 turns. Can be moved through but not seen through.
FREEZE!	1	Range 12" Roll 1d6, score 2 or more to hit. Immobilises an enemy formation for 1d6 turns. Target cannot move, shoot or communicate during that time.
GO SLOW	2	Range 12". Works on any formation (including their hero/leader, if present). Reduces their movement to half speed for the duration of the spell. Roll 1d6 each turn after the first, score 1 for the spell to wear off.
BE GONE	4	Range 6". Makes one formation (or hero/leader) invisible for the duration of spell. Roll 1d6 each turn after the first, score 1 for the spell to wear off.
FAST STRIKE	3	Range 6". Allows one formation & attached hero or leader double melee attacks on any enemy they contact that melee round (but not on an enemy hero/leader, dragon, giant, troll, or Behemoth).
GREAT STORM	5	Range unlimited. Creates a local thunderstorm 6" across over an enemy formation. Roll for hurricane effects on everyone under the storm. 1d6 for each figure:

		Knights/Heroes - score 1 to be hit Others - score 1 or 2 to be hit.
HARM HIM NOT	4	Range 6". Makes one hero/leader invulnerable to harm for the duration of spell. Roll 1d6 each turn after the first, score 1 for the spell to wear off.
HEAL	2	Range 6". Heals one hit on a hero.
LIGHTNING BOLT	1	Range 6". Roll 1d6, score 2 or more to hit. Kills what it hits (except heroes/leaders, dragons, Giants, Trolls, or Behemoth who instead take one hit).
MAGICAL SHIELD	4	Range 12". Protects a single formation from magic spells for the duration of the spell until it fails. Roll 1d6 each time they are attacked by magic, score 1 for the protection to fail.
PHEONIX DOWN	6	Range 6". Raises one strip/hero/leader from the dead.
YOU ARE MINE	2	Range 6". Converts any non-hero/leader or strip to your side, Roll 1d6, score 2 or better to take them over.

All the Extra Bits

To Bring the Game to Life:

No formation can move into contact with an enemy formation's flank or rear unless it starts the turn entirely on quarter of an imaginary 45 degree line extending from the base edge of the enemy strip.



Breaking off From Melee: A formation can use a tactical move to break off from enemy in contact with its front, but only if all of the following apply:

It has a greater maximum move in the terrain it ends up in than would the formation broken off from.
It does not start with an enemy front edge in contact with its flank or rear.
It does not end in contact with enemy.

A Formation breaking off must move its full movement allowance *straight back* – i.e. may flow round terrain.

Overlap flanking: During the second (or subsequent) turn of melee, it may be possible to wheel your over-lapping strip(s) onto your enemy's flank(s). Use your discretion to determine when *and if* this manoeuvre seems realistically feasible when it occurs within a game. When it feels wrong – don't allow it under those circumstances.

A Formation charging from the flank may, *potentially*, overlap onto both the front and rear of an enemy... on subsequent turns. A formation charging from the rear may also, *potentially*, overlap onto both flanks on subsequent melee turns.

Routing & Pursuit: If a Formation, Hero/Leader, etc scores a 0 or worse on a morale check, the unit routs towards the edge of the board *usually its own start line*. The Formation in contact with the routed `unit` may pursue the fleeing enemy **IF** their movement allowance is at least that of the routers. At the point where the routers finish their rout movement, the pursuers must follow onto their rear, and may *automatically* kill as many enemy strips as they themselves are pursuing with. Casualties must (obviously) come from among the rearmost routing strips *nearest the pursuers*.

The following turn, the routers momentarily turn to face their pursuers – and must take a morale check to see if they can stop running. If they fail the check, they must continue routing. The pursuers cannot continue pursuing a second turn. But if a fresh melee ensues and the same enemy routs again, the victors are eligible to pursue once again.

Routers who cannot move away from an enemy, or who run straight into another enemy before being able to complete their full rout movement, are automatically destroyed, and no pursuit move is made.



Lady Eowyn.

Working Out What to Do With Your Strips of 6mm Figures:

So, you've gone and purchased a pile of tiny little *unpainted* metal miniatures... what next? Well, of all the scales you could have chosen, 6mm is perhaps the only scale (except 2mm, which is even smaller) you could have picked where you really *do need* to paint the figures to make them usable, simply so you can see *at a glance* exactly what each figure is meant to represent! I should point out that once painted; your 6mm armies will look utterly awesome, and truly magnificent – even if you only possess a smidgen of modelling skill.

I have based these 6mm rules on the current range of figures produced by **Irregular Miniatures** <http://www.irregularminiatures.co.uk/> *Fantasy, Imperial Rome and Enemies & Dark Ages, etc, etc.* All are usable for our Middle Earth battles. So, although figures produced by other companies would work fine, they might not *exactly* match the simple game mechanics described below... but will be close enough.

The following is *not* an extensive army list, merely a sample to illustrate exactly *how* an individual army is put together in a way that is usable in these games. The two sample forces below demonstrate just about all the unit types you might encounter in a normal game.

Figures & Strips: Figures usually come in strips of five. Individuals and monsters *usually* come in strips of 1. Strips are grouped into units – which I call **Formations**.

If you check the 6mm fantasy section of **Irregular Miniature's** on-line catalogue, you may spot that my sample "Orc Warband", and the "Men of the West" armies (detailed below) not only covers all the figures listed in the Army Packs, but also shows you exactly what each figure type *does* in the game.

Astute gamers won't take long to realize the list is a `catch all` to cover and include all available troop types. For example: Ratmen Infantry (Vermin) are after all, simply **soldiers** in the rules. The Ratmen crossbowman fall nicely under the heading of **crossbow**, and a crossbow is a crossbow *whatever the racial traits of the one wielding the projectile weapon*.

Sometimes you get figures who seem to fall between two different category types. A **Wizard**, for example, might move like a **soldier** but fight like a **hero**.

The list basically describes the type of figure; how far it can move in a single turn, and lets you know the category that best describes its place in melee. The list can be used to make up any combination of troop types you could care to mention. Happy gaming

Orc Warband

Orc War Wagon (Commander in Chief): moves like chariot - fights like **Hero**

Orc Leader: moves like soldier or horseman – fights like **Leader**

Command Element: moves like Man at Arms – fights like **Man at Arms**

Wolf drawn orc chariot with three crew: moves like chariot – fights like **Chariot**

Wolf mounted orc warriors with hand weapons: moves like horsemen – fights like **Horsemen**

Orc Infantry with Sword or Spear: moves like orc – fights like **Orc**

Orc Archers: moves like Orc – fights like **Archer**

Men of the West

General (Knight – Overall Commander): moves like knight – fights like **Leader**

Champion (Knight): moves like knight – fights like **Hero**

Leader: moves like soldier – fights like **Leader**

Infantry Axes: moves like soldier – fights like **Soldiers**

Mounted Outriders: moves like horsemen – fights like **Horsemen**

Mounted Horsemen Crossbowmen: moves like horsemen – fights like **Horsemen**

Infantry Crossbowmen: moves like soldier – fights like **Archers**

Infantry (bow-armed) Skirmishers: moves like soldier – fights like **Archers**

Infantry *Arcubus: moves like soldier – fights like **Archers** * *count as crossbow*

Infantry Pikemen: moves like men at arms – fight like **Men at Arms**

*with **Pikemen** melee bonus)*

Wizard: moves like soldier – fights like **Hero**

Bombard (and crew): moves like engine – fights like **special*

**Special Rules for using Large Projectile Weapons:*

Bombard, Cannon, Catapult, Stone Thrower, etc: 1d6 per engine shooting.

Vs target	Range:		
	10 "	15 "	25 "
Peasants / Soldiers / Goblin / Orc/ Undead / Man at Arms / Ogre /Horseman / Mounted Knight	5,6	6	6 followed by a 5, 6
Chariot, Behemoth, Giant, Troll, Hero or Leader	6	6 followed by a 5, 6	6 followed by a 6

When fighting battles in Middle Earth, I often use some generic types not actually mentioned by Tolkien: for example Giant Rats, Ratmen (Vermin), Lizardmen (Zakushi), Undead (for Middle Earth games I call my Zombies and Skeletons “Deathless”, and the dead men of Dunharrow “Shades”). It’s always easy to use a bit of licence when dealing with Tolkien’s work. As Gandalf the Grey said himself: *“There are older and fouler things than Orcs living in the deep places of the world.”*