

Quick Play Sheet

Round Sequence

Three Player: Sauron – Saruman – Alliance

Two Player: Evil – Alliance

Player Turn Sequence

1	Building	Build new armies
2	1 st Movement	Move any or all pieces
3	Attack	Make any or all attacks possible
4	2 nd Movement	Move any or all pieces

Movement Distances in hexes

2	Hobbits	Dwarves	Gondor	Sauron	Army of the Dead
3	Ring Bearer	Rohan	Fangorn	Man-Orcs	
4	Aragorn	Saruman			
6	Gandalf	Nazgul			

Combat Results Table for Battle of the Ring

Terrain Type	Type of Armies							
	Ordinary Attacking Ordinary		Ordinary attacking Elven		Elven Attacking Ordinary		Elven attacking Elven	
	A	D	A	D	A	D	A	D
ON Open Ground	2	8 9 10 11 12	2 3	10 11 12		7 8 9 10 11 12	2	9 10 11 12
Into Fortress OR Across River	2 3	9 10 11 12	2 3 4	11 12	2	8 9 10 11 12	2 3	10 11 12
Into Fortress AND Across River	2 3 4	10 11 12	2 3 4 5	12	2 3	9 10 11 12	2 3 4	11 12

Dice: 2D6 A attacker eliminated, D defender eliminated

Battle of the Ring

Introduction:

This is a game for two or three players, designed to simulate the wars illustrated in the book “Lord of the Rings” by J.R.R. Tolkien. This book has been described as ‘a sort of science fiction, a fairy story, a saga’ but whatever objectives you like to use ‘spell-binding’ is probably the most appropriate. It’s a book to be enjoyed by people of all ages. If you haven’t read it yet, we urge you to do so; you are almost certain to become another ardent fan of the world of Middle Earth. We hope this game will whet your interest. Don’t miss SPI’s eagerly awaited game of the book either, due out later this year. (1977)

The board covers the area of Middle earth, and all the major peoples mentioned in the book are included. However, since the literature on this particular war is obviously limited, the emphasis has been placed on speed of play and enjoyment, rather than on attempt to mirror the book. Nevertheless, the game includes the possibility of all the major battles mentioned in the book. A simple live or die combat table is used with no retreats, and zones of control and supply have no part in the game.

Player Forces

For three players forces are as follows:

Sauron: All Orcs armies and the Nazgul
Saruman: All Man-Orc armies and Saruman
Alliance: All other pieces

For the two players: Sauron and Saruman are counted as one force

Preparation for Play

The Sauron player places 25 Orc armies, 1 on each of the hexes marked with a red star or a red crown, (Harad, Dol Guldur, Minas Morgul, Barad Dûr) and the Nazgul piece on the hex marks with N. The Saruman player places 10 Man-Orc armies, one on each of the hexes marked with a black star, and the Saruman piece on Isengard.

The Alliance player places 2 Hobbit armies, one on each of the Shire hexes marked with a blue triangle; 3 Dwarvish armies, one on each of the Lonely Mountain and Iron Mountain hexes marked with a blue square or crown; 6 Elven armies, one on each of the six yellow hexes; 6 Rohan armies, one on each of hexes marked with a blue circle or crown; 8 Gondar armies, one on each of the hexes marked with a blue star or crown; the Aragorn piece on the hex marked with A; the Gandalf piece on the hex marked with G rune ; the Fangorn piece on the hex marked has Fangorn; the two Armies of the Dead on the Paths of the Dead; finally, the Alliance Ring Bearer is placed in the Shire on the hex marked with R.

When the game begins the triangles, squares, circles, stars and letters on the hexes can be ignored; they are only relevant to setting up the game.

Player Objectives

Sauron to possess the Ring in Barad Dûr.

Saruman to possess the Ring in Isengard or for Saruman to occupy the same hex as the Ring.

Alliance to destroy the Ring in Mount Doom.

In the two-player version the ‘Evil’ player must possess the Ring in Barad Dûr in order to win.

Battle of the Ring

Order of Play

In any round the players have their turns in the following order: Sauron, Saruman, Alliance (or simple Evil, Alliance in the two-player game). In any turn the player conducts the following operations: Building phase, build new armies, 1st Movement Phase, move any or all pieces; Attack Phase, make any or all attacks possible; 2nd Movement Phase, move any or all pieces.

Stacking

The stacking limit is one army or character piece per hex. The only exceptions to this are Fangorn, which Gandalf or the Ring bearer can enter while the Fangorn army is also present; the Paths of the Dead, in which the two Armies of the Dead start the game stacked, and which Aragorn can enter while the Armies of the Dead are already present.

Building Phase

No nation has any builds in the first round. In all subsequent rounds the Alliance may build one Dwarvish or one Hobbit new army, one Rohan new army and one Gondor new army; Saruman may build two Man-Orc armies. In the second round Sauron may build one new Orc army, in the third two new Orc armies, and in the fourth and all subsequent rounds three new Orc armies.

All army builds must be made on the appropriate crowned hexes or on the Shire (see below), i.e. Mordor may build on Dol Guldur, Minas Morgul, Barad Dûr and in Harad; Saruman may build on Isengard and the Shire if it is in his possession; Gondor may build on Dol Amroth or Minas Tirith; Rohan may build on Edoras or Helm's Deep, the Dwarves may build on Lonely Mountain or the Iron Mountains; the Hobbits may build on the Shire if it is in their possession.

To be built upon, the crowned hex or Shire must not be occupied by any army or special piece of any kind. If an enemy piece has occupied the crown hex in the past and it is now empty, this crowned hex *can* be used for building by its original owner, even though he has not re-occupied it. A nation cannot build on another nations crowned hex at any time (except for the Shire) even if the two nations are being played as one force, if a nation cannot build because its supply centres are occupied then these builds are lost; they cannot be accumulated from round to round.

The Shire is a special 'crowned' hex being capable of supplying builds to either the Hobbits or to Saruman, depending upon who is in possession. It starts the game in the possession of the Hobbits, and it continues in their possession even when unoccupied until one of Saruman's pieces has entered it and remains there at the end of a Movement Phase. To regain it the Alliance player must occupy it in a similar manner. Only the Hobbits or Saruman can make builds in the Shire; no other nation may, even if they capture it. However, if a third nation does occupy the Shire, he must on withdrawal, state which of the two, Saruman or the Hobbits, now owns it.

Character pieces and Elven pieces cannot be rebuilt if lost. A nation cannot have more armies on the board than there are pieces to represent those armies. If a nation is eliminated it can return to the game if one of its crowned hexes its left unoccupied.

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First Movement Phase

A player may move as many or as few of his pieces as he wishes, there is no restriction to the number of pieces that can be moved (except for Fangorn army and the Armies of the Dead). Each piece has, however, a limited movement ability in each movement phase as follows:

Armies of Gondor, Sauron, Dwarves and Hobbits: up to 2 hexes, Man-Orcs, Rohan, (including the Fangorn Army) and the Ring Bearer: up to 3 hexes. Saruman and Aragorn: up to 4 hexes. Gandalf and the Nazgul: up to 6 hexes. The movement allowance is on each piece for convenient reference.

A piece may not move over an opposing piece unless permission is given, although they may move over friendly pieces at any time. No piece may cross or occupy mountain hexes or hexsides, or sea hexes, or forest hexes, or the Entwash. Movement is not restricted when entering or leaving fortresses or crossing rivers. While there is an Elven army remaining no pieces except those given permission by the Alliance player may cross or occupy Elven hexes. In addition, the Ring Bearer may only occupy each of these hexes for two rounds before moving out; and once the Ring Bearer has left that hex it can never return, although it may still occupy other Elven hexes for two rounds each. When all the Elven armies have been destroyed the Elven hexes become ordinary hexes.

The hexes of Moria, Isengard, Fangorn, the Paths of the Dead and Mount Doom are all special hexes and can only be occupied by certain pieces.

Attack Phase

To attack, the attacking and defending armies must be in adjacent hexes not separated by a mountain hexside. Pieces in Elven hexes and Isengard can attack and be attacked as on ordinary hexes. It is not possible to attack or be attacked by piece in Mount Doom, Fangorn, the Paths of the Dead or Moria. Each piece can only attack once per round, but a piece can be attacked many times in one attack phase. The attacking player states which piece of his is attacking which opposing piece and rolls two dice. He consults the combat results table according to the position of the defending piece (the position of the attacking piece is unimportant) and the strengths of both attacking and defending pieces.

A defending piece can have one of four positions: it can be on open ground, i.e. only a normal hexside separating defending piece from attacking piece; it can be in a fortress: it can be across a river from the attacking piece; or it can be in a fortress that is also across a river from the attacking piece (Cair Andros and Dol Amroth).

A piece can have one of two strengths; Ordinary and Elven. Some pieces (the Elven armies, the Fangorn army, Gandalf and the Nazgul) have an Elven strength all the time, while some (Aragorn, Gandalf, Saruman and the Nazgul) can give Elven strength to ordinary armies on adjacent hexes. Gandalf and the Nazgul can give Elven strength to any friendly adjacent pieces (including Saruman and Aragorn), Aragorn can only give Elven strength to Gondor armies and the Armies of the Dead, and Saruman only to Man-Orc armies.

The combat rules table gives in the appropriate box, two sets of numbers. If the die roll is equal to a number in the 'D' column the defender is eliminated, if equal to a number in the 'A' column the attacker is eliminated. If the die roll is equal to no number in either set, there is no result.

Second Movement Phase

This is conducted in exactly the same way as the first movement phase.

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Special Hexes

Moria

This hex can only be *occupied* by Gandalf. However, when Gandalf is in occupation any Alliance piece can move from one side to the other, counting Moria as one hex. The pieces of Saruman and Sauron can only pass through when Gandalf is not in Moria but must have permission when he is. If Alliance pieces have passed through Moria in a Movement Phase Gandalf must remain on the hex at the end of that phase. When in Moria Gandalf cannot attack or be attacked and cannot give Elven strength to adjacent ordinary armies.

Isengard

Isengard can only 'normally' be *occupied* by Saruman or Man-Orc armies, but pieces on it can attack and be attacked as on an ordinary hex. However, when the Fangorn army is activated it moves immediately to the Isengard hex and destroys its special status making it an ordinary hex. Saruman can still use it as a build centre if he recaptures it, or if it is left empty, but it cannot regain its invulnerability to invasion.

Fangorn

Fangorn is occupied by the Fangorn army at the start of the game, which cannot attack or be attacked while in Fangorn. The Fangorn army is activated by the Ring Bearer or Gandalf moving on to the Fangorn hex and ending the Movement Phase there. When this happens the Fangorn army moves immediately across the mountains to Isengard. It destroys any piece that is on the hex and turns it into an ordinary hex. Thereafter the Fangorn army has Elven strength and can attack and be attacked. Once destroyed it cannot be rebuilt. The piece that activated the Fangorn army must leave Fangorn as soon as an empty hex is in movement range, after which the hex is closed to all pieces. When in Fangorn Gandalf cannot attack or be attacked and cannot give Elven strength to adjacent ordinary armies.

The Paths of the Dead

This hex is occupied by two Armies of the Dead at the start of the game, which cannot attack or be attacked while in the Paths of the Dead. These armies are activated by Aragorn moving into the hex from the North or South, and ending the Movement Phase there. In the next Movement Phase Aragorn and the two armies must leave through the South or be destroyed. Thereafter the hex is closed to all pieces and the Armies of the Dead behave as ordinary Gondor armies, except that they cannot be rebuilt.

Mount Doom

No piece except the Ring Bearer can occupy or move across this hex. When the Ring Bearer reaches this hex the Alliance player has won.

The Ring Bearer

The Ring Bearer is a special piece and has no attacking or defending strength. However, it cannot be destroyed (except in Mount Doom) but can change hands several times in a game. To capture the Ring simply move the capturing piece onto the same hex as the Ring Bearer, remove both Ring Bearer and capturing piece and place the Ring Bearer of the capturing player on the hex. An escape move of 3 hexes can be made after the capture, regardless of the Movement Phase.

Designed by Martin Edwardes, with assistance from Brian Burt, Peter Walschmidt, and others.

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Battle of the Ring


















Game Board and Counters

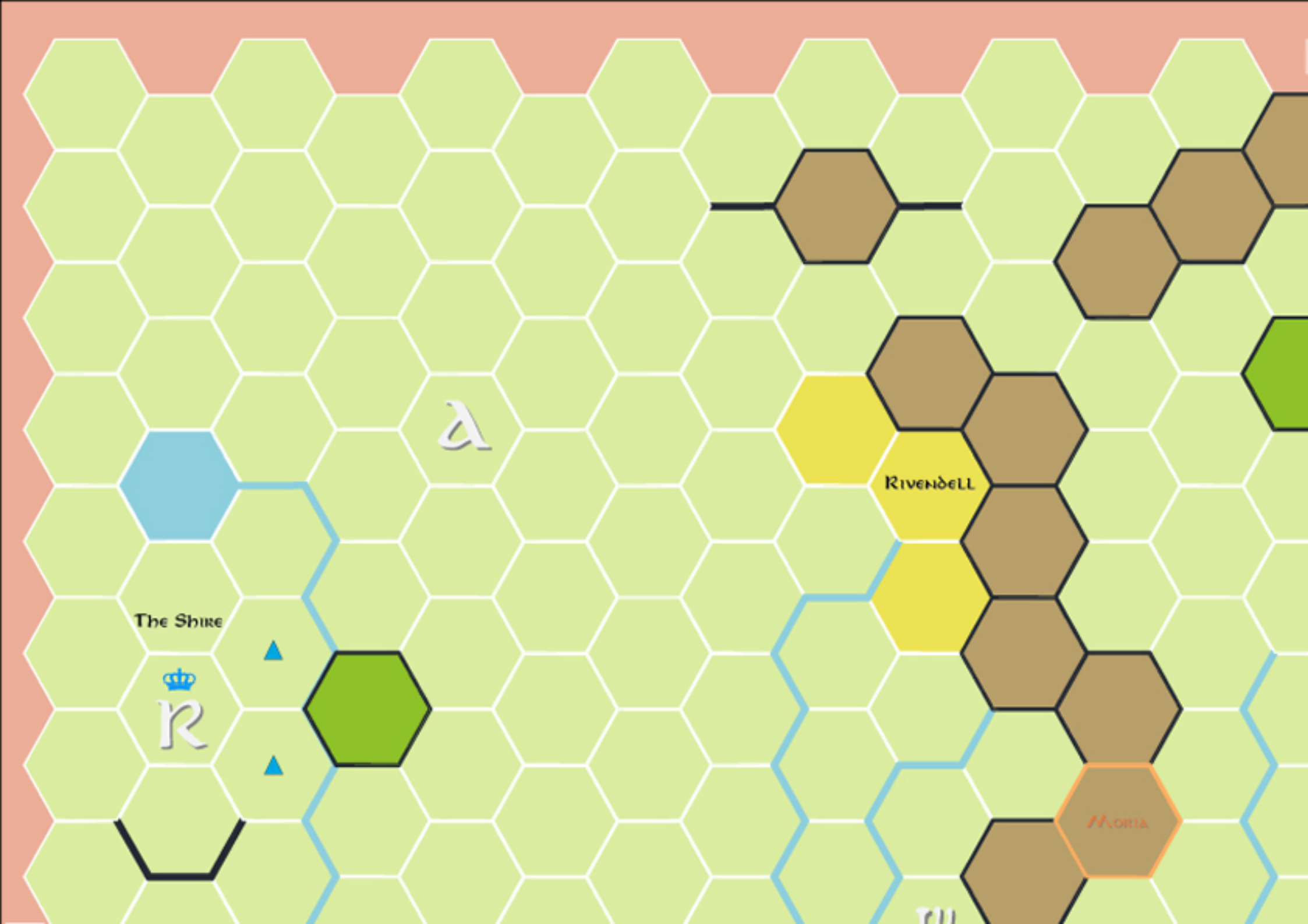
The origin game board and counters that were printed in the very first issue of the 'The Wargamer' magazine; published in 1977 were of a simple hand drawn design. The new game board remains true to the original layout, but both board and counters have had a facelift.

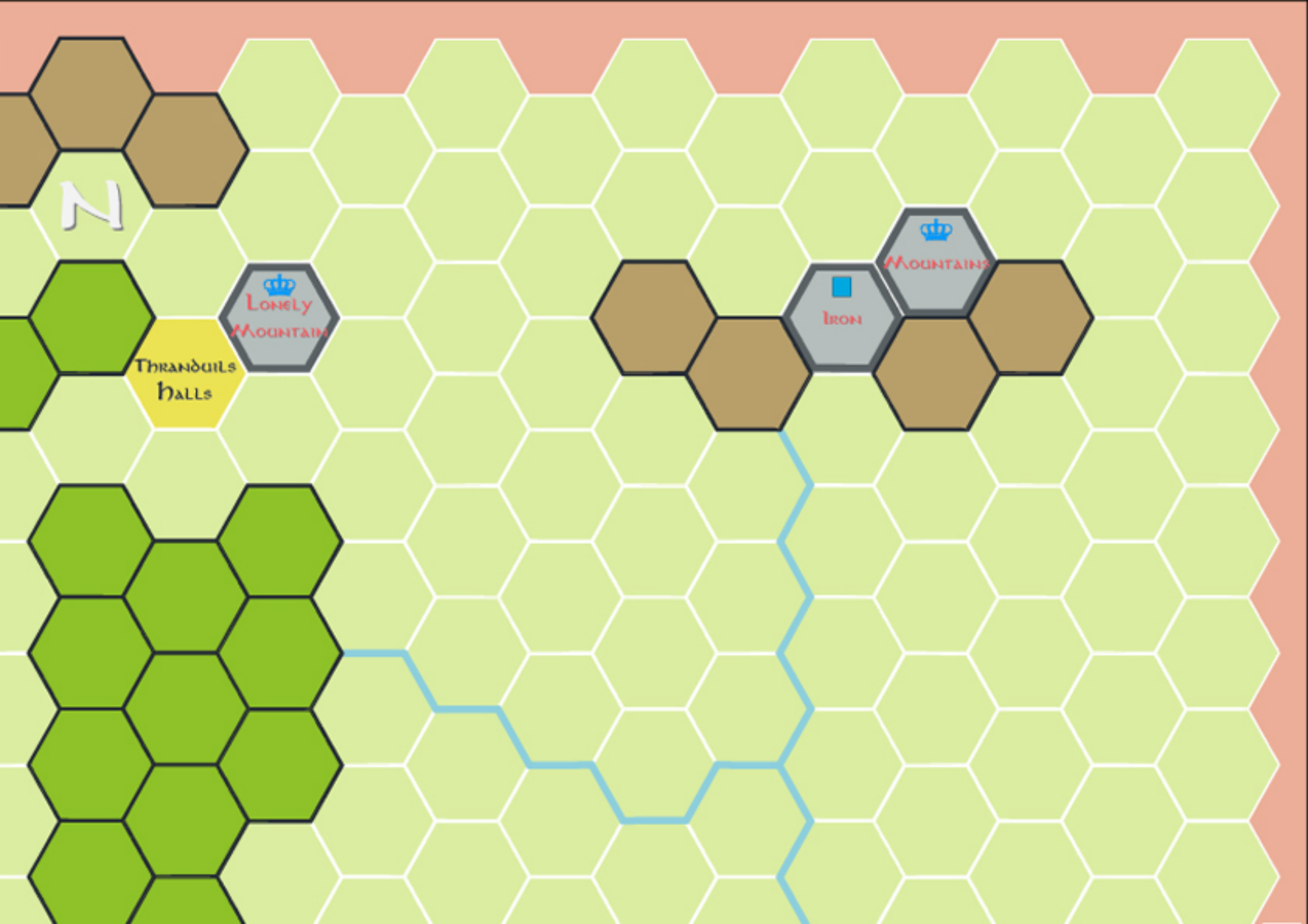
 <p>Gandalf the Grey Unique Character Piece Move 6 Remove when eliminated Elven gives Elven to Any Friendly</p>	 <p>Nazgul Unique Character Piece Move 6 Remove when eliminated Elven gives Elven to Any Friendly</p>
 <p>Aragorn Unique Character Piece Move 4 Remove when eliminated Ordinary, gives Elven to Gondor</p>	 <p>Saruman the White Unique Character Piece Move 4 Remove when eliminated Ordinary gives Elven to Man-Orcs</p>
 <p>Gondor Army Piece Move 2 Rebuild maximum 12 Ordinary</p>	 <p>Orcs Army Piece Move 2 Rebuild maximum 30 Ordinary</p>
 <p>Rohan Army Piece Move 3 Rebuild maximum 8 Ordinary</p>	 <p>Man-Orcs Army Piece Move 3 Rebuild maximum 16 Ordinary</p>
 <p>Elves Army Piece Move 2 Remove when eliminated 6 Elven</p>	 <p>Fangorn Army Piece Move 3 Remove when eliminated 1 Elven</p>
 <p>Dwarves Army Piece Move 2 Rebuild maximum 8 Ordinary</p>	 <p>Army of the Dead Army Piece Move 2 Remove when eliminated 2 Ordinary</p>
 <p>Hobbits Army Piece Move 2 Rebuild maximum 4 Ordinary</p>	 <p>Sauron Ring Bearer Unique Piece Move 3 Remove when objective is reached No combat capability</p>
 <p>Alliance Ring Bearer Unique Piece Move 3 Remove when objective is reached No combat capability</p>	 <p>Saruman Ring Bearer Unique Piece Move 3 Remove when objective is reached No combat capability</p>

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The following are an explanation of the hexes and hexside features of the game board.

	Clear Hex		Fortress and River Hex Impedes attack value
	Mountain Hex Impassable		Elven Hex Can't be entered without permission when all Elven pieces are eliminated the hex becomes a normal hex
	Forest Hex Impassable		Alliance Ring Bearer Starting location Afterwards a build hex for Hobbits or Saruman, dependant on who has it in their possession
	Sea or Lake Hex Impassable		Gandalf the Grey Starting location Afterwards a clear hex
	Special Hex Denoted by Orange Border NOT the colour of the hex Can only be occupied by specific pieces		Aragorn Starting location Afterwards a clear hex
	River Hexside Impedes attack value		Nazgul Starting location Afterwards a clear hex
	Mountain Hexside Impassable		Alliance Build Crown Starting symbols afterwards a clear hex
	Fortress Hex Impedes attack value		Sauron Build Crown Starting star afterwards a clear hex
			Saruman Build Crown Starting star afterwards a clear hex







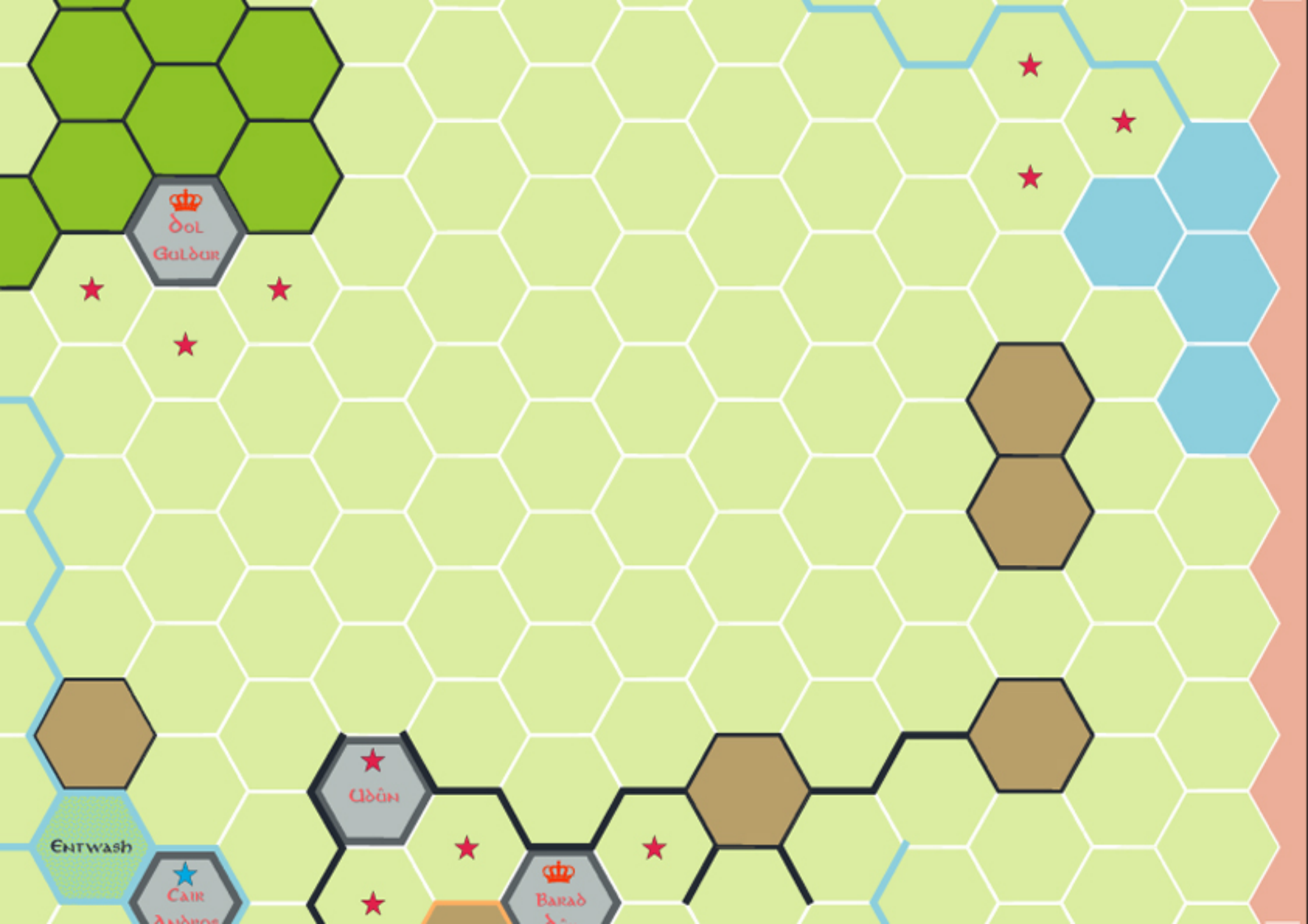
Lothlorian

Isengard

Fangorn

Helm's Deep

Edoras



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Guldur

Entwash

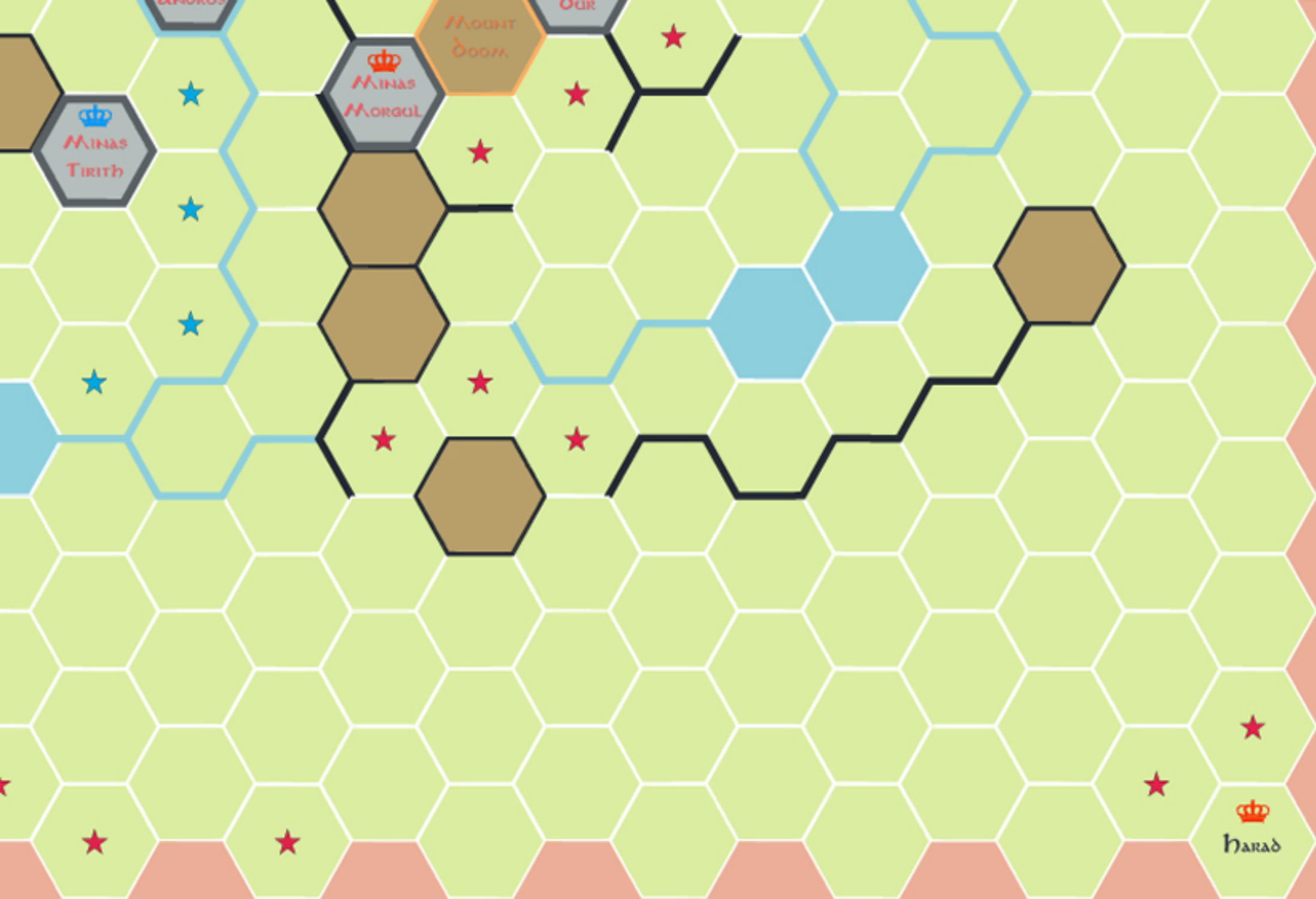
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Cair Andros

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Udûn

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Barad



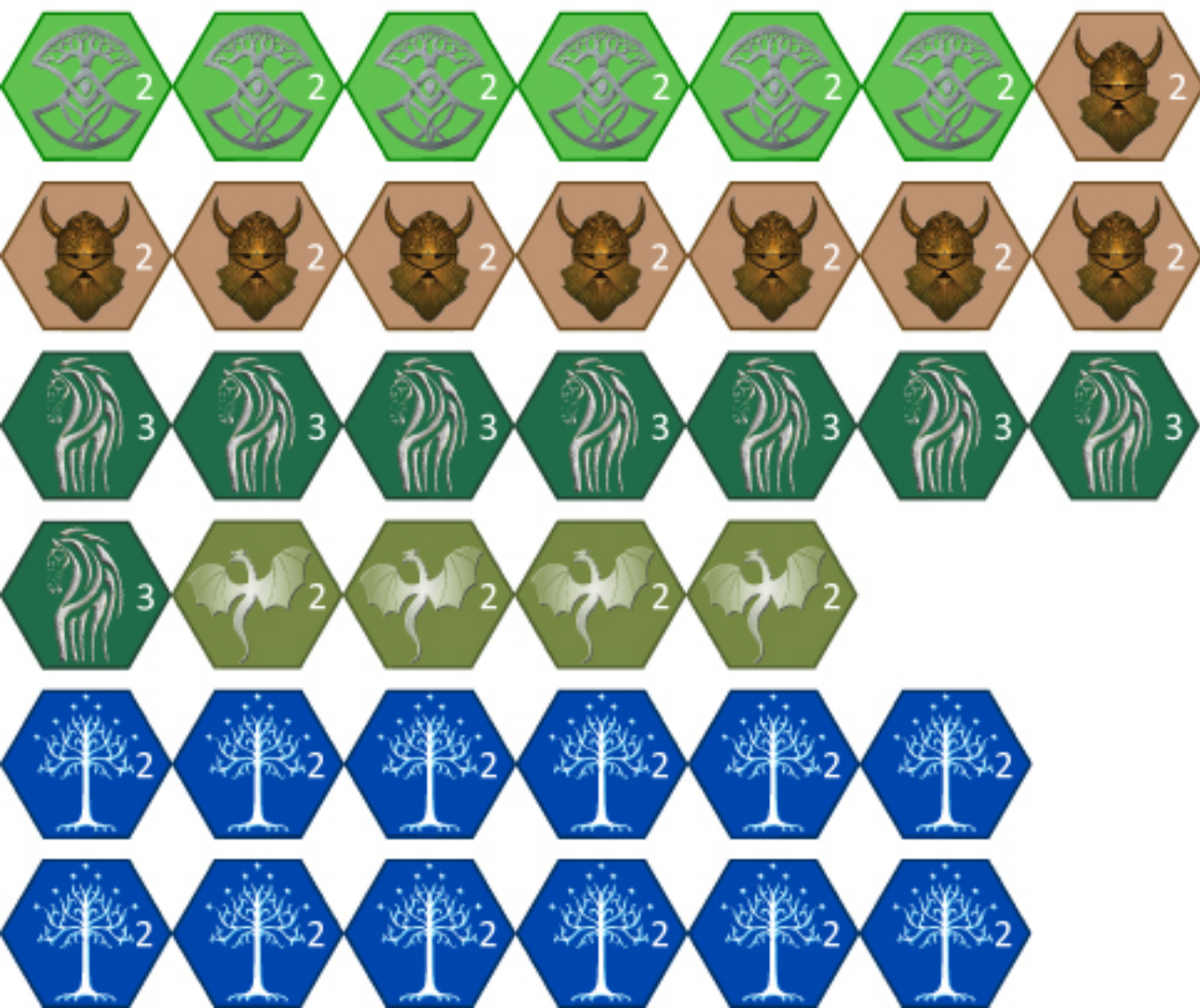
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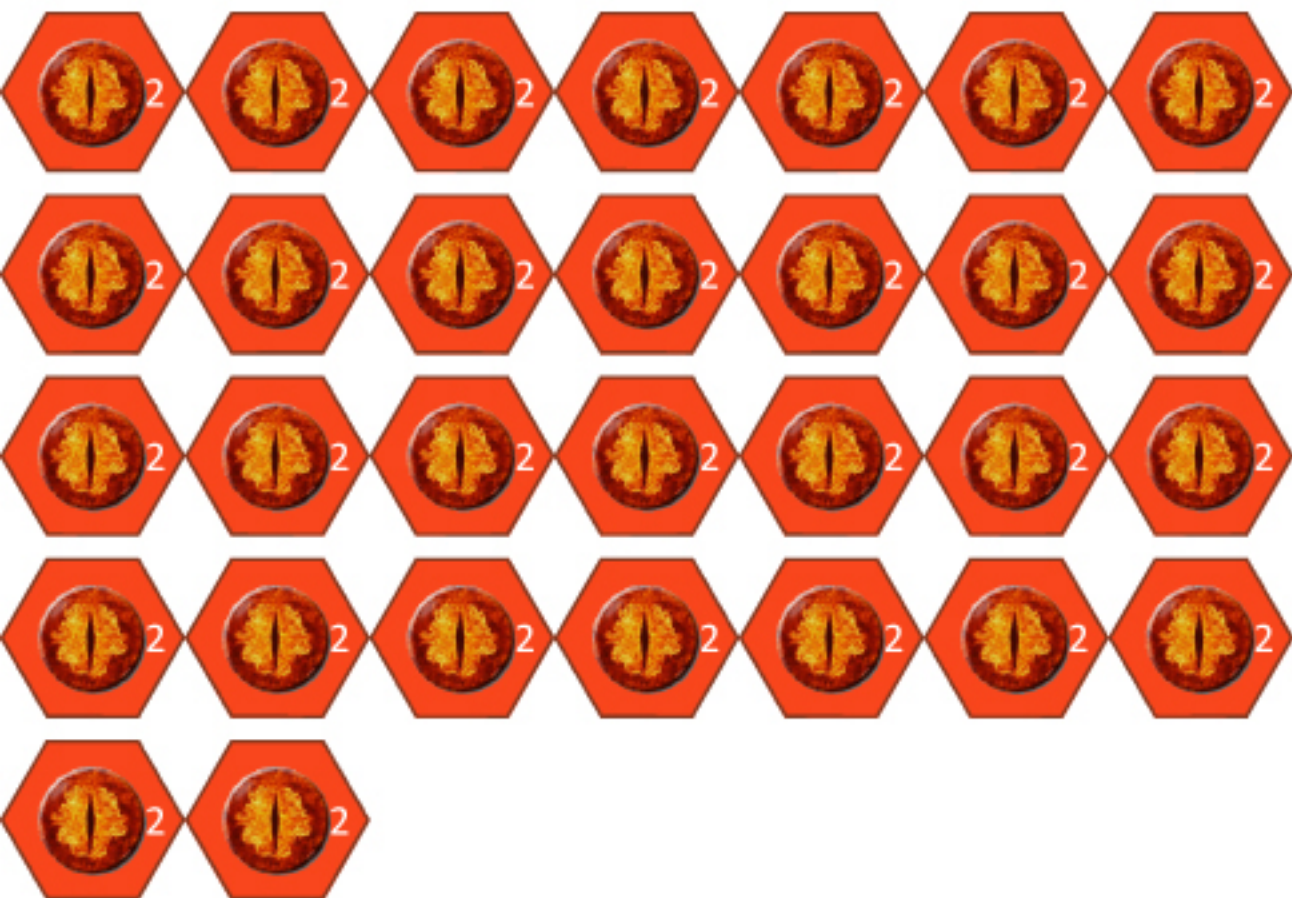
Special Characters and Unique Pieces



Alliance Army Pieces



Sauron Army Pieces



Saruman Army Pieces

