

Lord of the Rings M44

A wargame by Bobby Goodman III (based on the Memoir '44 system by Richard Borg)
Version 11.23.2012

Components: Each player has a bag of colored figures representing Orcs or Elves (Foot units), Dark Riders or Knights (Mounted units), Trolls or Giant Eagles (Creature units), and Shields (Generals). Additionally, you need six-sided dice, the map, Territory Cards, Command Cards, Victory Point Cards, and Reference Cards. (Units, Territory Cards, and Map are from Risk: Lord of the Rings.)

Units: Each player has an army that contains four different kinds of units--Foot, Mounted, Creature, and General. Consult the chart below to see how many units each player gets (depending on the number of players in the game). Each unit is made up of a certain number of figures: Foot units have 4 Orcs or Elves, Mounted units have 3 Dark Riders or Knights, Creature units have 2 Trolls or Giant Eagles, and Generals are represented by just 1 Shield figure.

Number of Units per Player			Unit Details		
Two Players	Three Players	*Four Players	Unit Name	Figs per Unit	Special Abilities
10(8)	8(5)	6(3)	Foot	4	None
6(4)	4	3	Mounted	3	Can Charge after battle.
4(3)	3	3	Creature	2	Can cross Rivers and Mountains.
2	2	2	General	1	Ignores Retreat Rolls.

Use numbers in parentheses for the non-Trilogy Risk: LOTR Set.

* In a 4-player game, the evil players play as a team against the good players.

Setup

- Take the units for the army you control.
- Shuffle the Territory Cards and Command Cards into two separate decks. Set the Victory Point and Reference Cards near the map. (If you are using the non-Trilogy Risk: LOTR Set, remove the Gondor, Mordor, and Haradwaith Command and Victory Point Cards.)
- Taking turns with your opponents, place any unit (except a General) in one territory in each of the nations on the map. (In a 4-player game, only place units this way until your team has one unit in each nation.)
- Take turns placing your remaining units (except your Generals). To do so, flip over a Territory Card and place one of your units on the map in the corresponding territory. If you flip over a territory that is already occupied, ignore that card and flip over a new one.
- Take turns placing your Generals. One of your Generals must be placed in the same territory as a friendly Foot unit and the other with a friendly Mounted unit.
- After all units have been placed, set aside the Territory Cards. (They are no longer needed.)
- Deal three Command Cards to each player.
- Roll to decide which player takes the first turn.

Object of the Game: To win the game, you need to earn 19 Victory Points (13 for non-Trilogy Risk: LOTR set). Victory Points are earned by controlling Nations on the map--the groups of different colored territories. (The Victory Point value of each Nation is also shown on the chart on the map.)

Controlling Nations: Your forces control a Nation as soon as your units are the only units in that Nation. You do not have to occupy each individual territory there, you just have to eliminate any enemy units. The first player to gain control of a Nation gains its Victory Point card. You retain this Victory Point card even if you lose the Nation in the future. Any time you take control of a Nation, you also get to immediately draw an extra Command Card.

Turns: On your turn, you will (a) Play a Command Card, (b) Order, Move, and Battle Units, and then perhaps (c) Draw a new Command Card.

Playing a Command Card: Each turn, you may play one Command Card. When you play a Command Card, you may either (a) order the units listed on that card and use any special abilities it describes, or (b) ignore the text on the card and order any one unit of your choice. Once played, Command Cards are discarded.

Ordering Units: Giving a unit an order means that unit can Move and then Battle. You should always completely finish both actions for one ordered unit before ordering the next unit. Any particular unit may only be ordered once per turn and you can only order your own units.

Adjacent Territories: For choosing units to order, moving, and battling, it is important to understand which territories on the map are adjacent to each other. Territories are adjacent if they share a common border, even if that border is divided by mountains or a river without a bridge.

Moving: All units can move either (a) twice if they choose not to Battle, or (b) once if they will Battle afterwards. Units can only move from the territory they occupy to an adjacent, empty territory. Foot and Mounted Units may not move over mountains and may not move over rivers unless there is a bridge on that border. Creatures, however, can move over mountains and over any rivers. Only one unit can occupy a territory at a time (except in the case of a General and its assigned unit). Units may not enter a territory containing other units and may not pass through other units. Units must always complete their movement before battling. Ports (indicated by ships and dotted lines on the map) allow movement between these territories, but they are not considered adjacent for ordering units or battling.

Battling: After moving, the ordered unit may choose to attack an enemy unit in an adjacent territory. Foot and Mounted Units may not battle over mountains or over rivers without bridges. Creatures, however, can battle over mountains and any rivers. To resolve a battle, roll the attacking unit's battle dice and consult the table below. If the attacking unit did not move this turn, it gets 3 battle dice. If it did move, it only gets 2. For each hit, remove a figure from the target unit.

Battle Rolls: (1) Hits Foot, Mounted, Creature. (2) Hits Foot, Mounted. (3) Hits Foot. (4) Hits if using certain cards. (5) Misses. (6) Retreat.

Retreat: If your opponent rolls any 6s against you in battle, after taking other losses due to hits, you must immediately move your defending unit out of its territory and into an adjacent empty territory. (Only Creatures may retreat over mountains and rivers without a bridge.) You only have to retreat once, even if multiple 6s are rolled against you. If you cannot retreat, count any 6s rolled as an extra hit. Units that have a General or are in a Fortress can ignore all 6s rolled against them. (Fortresses are indicated on the map by a special name and yellow symbol--like Rivendell or Helm's Deep.)

Gain Ground: If an attacking unit causes an enemy unit to vacate its territory (by eliminating its last figure or making it retreat), the attacking unit may move into that territory after battle. A unit may only Gain Ground once per turn.

Charge: If an attacking Mounted unit causes an adjacent enemy unit to vacate its territory (by eliminating its last figure or making it retreat), the attacking Mounted unit may move into that territory after battle and battle again against an adjacent enemy using the same number of dice. A Mounted unit may only Charge once per turn, but it may Gain Ground after Charging.

Generals: At the beginning of the game, Generals are assigned a Foot and Mounted unit to be part of. Generals remain with their assigned unit for the duration of the game. When an order is given to a General or the unit it is with, they both participate in movement or battle together. Generals are only eliminated if the unit they are with is eliminated. (It does not take an extra hit to remove the General figure.) Generals allow their assigned unit to ignore 6s rolled against them.

Drawing Command Cards: There are only 3 times that you are allowed to draw Command Cards. First, if you ever play your last Command Card, immediately draw another before ordering your units. Second, at the end of your turn, if at least one of your units ended its action this turn on a Magical Site that you did not already control, you may draw one card. (Magical Sites are indicated on the map by special names and white symbols--like Weathertop or Bree.) Third, when you gain control of a Nation, you draw a Command Card.

Victory: The first player or team to reach the required Victory Points wins immediately.