



The Rules of War Version 1.0

(The Big Battle variant for LotR TMG)

These rules compiled by Sean “Da Black Gobo” are the result of the contributions of many suggestions by the players on a dedicated thread of the Sabertooth Forum.

The objective of this variant of the LotR TMG rules is to provide guidelines for players who want to have huge games on multiple maps. These rules have been kept as simple, and as close to the original rules. Many thanks to all that have participated, along with RapierDuel and Captain Miller.

1. Army Construction & Formations

1.1 Each hero can bring in up to 3x AP minions.

1.2 All minions must be put into formations.

A formation consists of up to 1,000 pts. To keep track of formations use color coded stickers or paint a dot on the side of the rear of the base (note: you can find small dot stickers at any office supply shop). Each formation must have a different color.

1.3 When a formation reaches 50% loss, any minion in that formation, which is not within 3 hexes of a hero, is removed. This is a one time test; minions in range will not have to test again.

1.4 An army that lost 50% of all of its models is defeated.

2. Special Abilities

- 2.1 Effects from a SA are applied only to the models in the same formation.
- 2.2 Any hero can affect only one formation (for example a model with Shot Caller may affect only one formation of minions that have archers in it.)
- 2.3 Multiple heroes may affect the same formation.
- 2.4 Any SA that needs LOS has a range of 3x AP
- 2.5 Steal Essence do not require LOS but is limited to a range of 3x AP

3. Archery

- 3.1 Archery in formations may use mass volley fire.
Mass volley fire requires 6 or more archers. As long as one archer has LOS and all archers have range, roll all the dice together. No SA may be activated when using this option. Consider as Arrow Flurry without the doubling effect.