GONDOR CHARTS and TABLES

[4.3] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter or Cross	Effect on Combat
Clear	1 MP	No effect
Road	½ MP	Depends on other terrain in hex
Slope	1 additional MP	If a defending unit is attacked through an up-slope hexside, add 1 to defender's Armoured Protection Rating
Crater (Sauron only)	May not enter	Not allowed
Mountain	May not enter	Not allowed
Tunnel (Gondor only)	1 MP	Allowed only through tunnel hexside
Plowed Fields (Gondor only)	2 MP; cavalry and siege towers may not enter	No effect
Grove (Gondor only)	2 MP; cavalry and siege towers may not enter	Unit defending in a grove hex add 1 to Armour Protection Rating
Gate	1 MP if under Friendly control; may not cross if under Enemy control	No Zones of Control through unbreached Gate hexsides (see Case 6.13)
Wall/Tower (Gondor only)	1 additional MP if breached (see Gondor Exclusive Rules, Case 15.1)	See Gondor Exclusive Rules, Section 16.0

[7.41] CASUALTY PROBABILITY TABLE

Defender's Armour Protection Rating

Attacker's Strength	1	2	3	4
A	2-10	3-9	2-8	4-7
B	4-9	4-8	2-7	3-6
C	4-8	2-7	4-7	4-6
D	2-7	5-8	6-8	2-5
E	4-7	6-8	3-6	5-6

KEY:

= Number required on a roll of two dice to inflict a casualty (e.g., "6-9, means that the total of both dice must equal 6, 7, 8, or 9 to inflict a casualty)

NOTE:

A unit defending behind a wall hexside during the Missile Combat Phase adds one to its Armoured Protection Rating to a maximum rating of 4 (see Case 7.18).

[7.42] CASUALTY RESULTS TABLE

Defender's Morale Level

DIE	W	X	Y	Z
1	½E, r1	½E, r2	E	E
2	½E, r1	½E, r1	E	E
3	r2	½E, r1	½E, r1	E
4	r1	r2	r2	E
5	r1	r1	r2	r2
6	r1	r1	r1	r1

KEY:

½E = Defending unit is inverted and now uses the values on its reverse side; if already using its reverse side, the unit is eliminated

E = Defending unit is immediately removed from play and is counted toward Demoralization

r1 (r2) = Defending unit must retreat one (two) hex(es)

EXAMPLE:

"½E, r1" calls for the defending unit to be inverted and retreated one hex

[7.26] LEADER/INDIVIDUAL COMBAT RESULTS TABLE

Combat Differential
(Attacker minus Defender)

DIE	+6 or +5	+4 or +3	+2 or +1	0	-1	-2 or -3	-4
1	Dr2	–	Ar2	Ar2	A½e	A½e	Ae	Ae
2	D½e	Dr2	–	Ar2	Ar2	A½e	A½e	Ae
3	D½e	D½e	Dr2	–	Ar2	Ar2	A½e	A½e
4	De	D½e	D½e	Dr2	–	Ar2	Ar2	A½e
5	De	De	D½e	D½e	Dr2	–	Ar2	Ar2
6	De	De	De	D½e	D½e	Dr2	–	Ar2

KEY:

Dr2 (Ar2) = Defender (Attacker) retreat two hexes

D½e (A½e) = Defender (Attacker) reduced to half-strength; the affected Leader must use its back-printed strength for the rest of the game. If the Leader is already in a reduced state, he is eliminated instead.

De (Ae) = Defender (Attacker) eliminated

– = No effect

NOTES:

Differentials greater than +6 are treated as +6; differentials less than -4 are treated as -4.

[8.37] LEADER RALLY TABLE

Leader Rating	Dice Roll Total Needed to Rally
1	4, 5
2	6, 7
3	3-6
4	4-7
5	2-7
6	3-8
7	3-9
8	3-10

KEY:

= Number required on a roll of two dice to rally (e.g., "4-7" means that the total of both dice must equal 4, 5, 6, or 7 in order to rally).

[16.3] BREACH PROBABILITY TABLE

Hexside Assaulted

Weapon and Range	Tower	Wall	Gate	Main Gate
Catapult at 1 hex	3	7	4, 5	P
Catapult at 2 hexes	2	5	6	P
Catapult at 3 or 4 hexes	P	3	4	P
Grond	2	4	3-10	5-9

KEY:

= Number required on a roll of two dice to create a breach (e.g., "5-9" means that the total of both dice must equal 5, 6, 7, 8, or 9 in order to create a breach)

P = Attempt prohibited

NOTES:

The Outer Wall of Gondor (excluding the Great Gate) is impervious to Siege Towers; it may never be breached

Grond must be adjacent to the hexside it is attempting to breach.

[17.4] MAGIC CAPABILITIES CHART

Magic Capability Points	1	2	3	4	5
Gandalf's Spells					
Break Darkness	6-8	5-8	3-8	3-10	2-11
Stalemate Nazgul					
(Day)	4-10	A	A	A	A
(Night)	4-6	4-9	A	A	A
Revealing Aragorn to Sauron	5-8	4-10	3-10	A	A
Lord of the Nazgul's Spells					
Fear Spell	4,5	4-7	4-9	4-10	A
Freeze Leader Spell					
(1st spell)	4-6	3-8	A	A	A
(2nd spell)	4,5	4-7	3-8	A	A
Activate *Grond*	A	A	A	A	A

KEY:

= Number required on a roll of two dice to successfully cast a spell (e.g., "6-8" means the total of both dice must equal 6, 7, or 8 to cast the spell)

A = Spell automatically successful

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