

Gunboat – A Module Variant

Version 27

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Introduction

A Gunboat game is one where each player plays two or three nations (chosen from pre-paired nations), and there is no communication allowed.

Any modifications to the following rules for a specific game can be found in the main body of the email containing your turn. PLEASE always check for any changes to the basic rules covered here.

Neutral nations are pre-aligned (they begin the game either on the side of the Free Peoples or the Dark Servants). One of the Neutral nations is not played to ensure an even number of nations on each side at the start of the game. Its population centres, armies and characters are removed from the game, and any artefacts it might have are dropped at random locations on the map.

This document details the normal (basic) Gunboat rules. However, these are subject to change for specific games, so before playing, please check for any special alterations to the rules.

With the exception of rules detailed in this document, the rules used in Gunboat games are those for the normal Middle-earth PBM game, as found in the Middle-earth Guide (available on request or from our website: www.middleearthgames.com).

Please note that the rules in this document are for our *standard* Gunboat games. We also run several variants (Rewards, Discord diplomacy, etc.). Any specific rules for these variants will take precedence over those found in this document.

Nation Duos

Nation Duos (also known as pairings) are the pre-paired nations available to play.

1650 Game

Free People

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|--------------------------|
| 1/4 | Woodmen/Arthedain |
| 2/8 | Northmen/Dwarves* |
| 3/7 | Eothraim/South Gondor |
| 5/9 | Cardolan/Sindar |
| 6/23 | North Gondor/Dunlendings |
| 10/22 | Noldo/Harad |

Dark Servants

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|-----------------------------|
| 11/20 | Witch King/Dark Lieutenants |
| 12/21 | Dragon Lord/Corsairs |
| 13/15 | Dog Lord/Blind Sorcerer |
| 14/24 | Cloud Lord/Rhudaur** |
| 16/19 | Ice King/Long Rider |
| 17/18 | Quiet Avenger/Fire King |

*The Northmen get a Fort on 4217

**The Cloud Lord town at 3428 is reduced to a village, and the Cloud Lord town at 3629 is upgraded to a Major Town. Rhudaur get a fort on 1910.

2950 Game

Free People

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|----------------------------|
| 1/7 | Woodmen/South Gondor |
| 2/8 | North Men/Dwarves |
| 3/10 | Riders of Rohan/Noldo |
| 4/9 | Dunadan/Sindar Elves |
| 5/24 | Silvan Elves /White Wizard |
| 6/23 | North Gondor /Dunlendings |

Dark Servants

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|-------------------------------|
| 11/21 | Witch King/Corsairs |
| 12/25 | Dragon Lord/Khand Easterlings |
| 13/14 | Dog Lord/Cloud Lord |
| 15/16 | Blind Sorcerer/Ice King |
| 17/19 | Quiet Avenger/Long Rider |
| 18/20 | Fire King/Dark Lieutenants |

Kin-stripe Game

Free People

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|------------------------------|
| 1/2 | Eldacar / Rebels |
| 3/5 | Rhovanion / Kingdom of Arnor |
| 4/6 | Horselords / Quendi |

Dark Servants

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|-----------------------------|
| 11/31 | Castamir / Elendin |
| 14/15 | Southron Kingdoms / Morlaen |
| 12/16 | Morlaen / Witch-realm |

Nation Trios

Nation Trios are the pre-paired nations available to play in 3-nation Gunboat Games.

1650 Game

Free People

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|--|
| 1/8/9 | Woodmen / Dwarves / Sinda Elves |
| 2/3/6 | Northmen / Eothraim / North Gondor* |
| 4/5/10 | Arthedain / Cardolan / Noldo Elves |
| 7/22/23 | Southern Gondor / Haradwaith / Dunlendings |

Dark Servants

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|---|
| 11/14/24** | Witch King / Cloud Lord / Rhudaur |
| 12/13/20 | Dragon Lord / Dog Lord / Dark Lieutenants |
| 15/16/18 | Blind Sorcerer / Ice King / Fire King |
| 17/19/21 | Quiet Avenger / Long Rider / Corsairs |

**The Northmen get a Fort on 4217*

***The Cloud Lord town at 3428 is reduced to a village, and the Cloud Lord town at 3629 is upgraded to a Major Town. Rhudaur get a fort on 1910.*

2950 Game

Free People

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|---|
| 1/8/10 | Woodmen / Dwarves / Noldo Elves |
| 2/6/7 | Northmen / North Gondor / South Gondor |
| 3/5/24 | Riders of Rohan / Silvan Elves / White Wizard |
| 4/9/23 | Dunadan Rangers / Sinda Elves / Dunlendings |

Dark Servants

| <i>Nation IDs</i> | <i>Nations</i> |
|-------------------|--|
| 11/12/18 | Witch-king / Dragon Lord / Fire King |
| 13/16/19 | Dog Lord / Ice King / Long Rider |
| 14/15/20 | Cloud Lord / Blind Sorcerer / Dark Lieutenants |
| 17/21/25 | Quiet Avenger / Corsairs / Khand Easterlings |

Splitting a Duo or Trio

If you only wish to play one nation, you may choose to start up with another player or two players as a team, with each of you playing one nation.

Joining A Game

To join a game, send us at least three Duos or Trios that you are willing to play, in order of preference. When the game is full, we will then allocate you a Duo or Trio to play. You will usually be able to play your first or second choice.

Neutral Nations

Starting Allegiances in 1650

Dark Servants: Corsairs and Rhudaur
Free People: Harad and Dunlendings
Not played: Easterlings

Starting Allegiances in 2950

Dark Servants: Corsairs and the Khand Easterlings
Free People: Dunlendings and the White Wizard
Not Played: Rhun Easterlings

Starting Allegiances in Kin-~~strip~~e

Not Played: Khazad, Tirkhor

Nation Relations

Your relations to other nations should have been altered as appropriate (nations on your side should be Tolerated, nations on the opposing side should be Disliked). However, please check these, and if there are any errors, let us know.

Offensive Actions Against Characters

Your Own Nations

You can take any actions you wish against characters of your own nations.

Characters At Your Population Centres

You are permitted to take offensive actions against unknown characters at your own population centres.

Characters At Other Locations

You may not take offensive actions against unknown characters, or characters of nations on your team being run by other players, at population centres which you do not own or who are not at population centres. Offensive actions include but are not limited to doubling, influencing, stealing, sabotaging, cursing, etc. If you are unsure whether something is permitted, please ask us before attempting it.

Characters from Dead Nations

If you know for certain that a nation on your team is dead, you may challenge or assassinate their characters in order to gain their artefacts, even if they are not on your population centre.

Doubling

In line with the above, doubling is permitted on any enemy character, or character belonging to your other nation/s. But you may not double characters that you know belong to nations of your allegiance run by other players.

Offensive Actions Against Allies

You may not take offensive actions against known allied armies, characters or population centres of nations on your team being run by other players. Offensive actions include but are not limited to doubling, influencing, stealing, sabotaging, cursing, etc. If you are unsure whether something is permitted, please ask us before attempting it.

Offensive Actions Against Your Own Nations

You can take any actions you wish against your own nation/s.

Nation Lists

Every 3 turns (or whenever we get the chance) we will update the lists of nation Duos, dead nations, etc., that are made available. Inactive nations will, by default, be revealed, but not specifically mentioned. If you think we have made an error, or forgotten to update the lists, please remind us!.

Dropped Nations

A player cannot normally run more than two nations in a 2-nation game, or three nations in a 3-nation game. If a nation or nations become available due to a player dropping, we will first attempt to find a player to take them over who is not currently playing in the game, before, if necessary, splitting up the nations and offering them singularly to existing players within the game. The following, then, is the full procedure in the event of a player dropping:

Multiple Nations

1. The nations will be advertised as available to our pool of players who have shown an interest in taking over dropped nations.
2. If no one who is not already playing the game is interested in taking them over, the nations will be split, and offered individually to any players on the same team who do not have 2/3 nations.
3. If we still can't find a player to take them up, then we reserve the right to offer them to the players on the team who already have 2/3 nations, whilst keeping the balance of the game as best we can.

Single Nations

1. The nation is offered to other players on the same team who only have one nation.
4. If no one on the team is interested in playing the nation, it will be advertised as available to our pool of players who have shown an interest in taking over dropped nations.
5. If we still can't find a player to take over the nation, we reserve the right to offer it to the players who already have 2/3 nations, whilst keeping the balance of the game as best we can.

Offering a Position

Where more than one player is interested in a position, we will seek to keep strong combinations of players apart, in order to ensure as challenging and even a game as possible.

Nations +1 Variant

A popular Gunboat variant only allows a player to take over a maximum of one position. This will be specified at game start.

Shadow Orders

Obviously team mates cannot submit shadow orders in Gunboat games. Instead, if we do not receive orders from a player by the end of the day that the game is due to run, then the following day we (the GMs) will write basic shadow orders and use those to run the game. The player will be charged for these at normal turn cost.

Game End

In addition to the usual ways in which a game can be won, a Gunboat game can also end in one of the following three ways:

Vote

Any player may request that their team vote on whether or not to concede the game. This is done by emailing us with a request to hold a vote.

PLEASE DO NOT REQUEST A VOTE IF YOU ARE PLANNING ON DROPPING YOUR NATIONS ANYWAY! If you wish to drop because you think your nations are no longer viable, that is absolutely fine. But in that case please let us know, so that we can see if any of the other players wish to take them over.

Votes are confidential (including which player requested the vote), and are organised by ourselves. A vote can only take place a maximum of once every five turns.

When a vote occurs, you have three options:

- 1) You can vote to CONTINUE.
- 2) You can vote to CONCEDE.
- 3) Or, if you intend to drop your position/s regardless of the vote's result, you can DROP. In this case your nation/s are dropped *before* the vote and offered to your allies, so that they have the option of playing on should the game continue. There is no penalty for dropping in this way. Note that you cannot pick this option if you were the person who called the vote.

The voting deadline must be strictly adhered to. If you miss that deadline, your nations are considered to have voted to *continue*. However, we reserve the right to extend the deadline if a player votes to drop, so that we can offer those nations to allies.

Dead nations automatically vote to concede, and if **more** than 2/3 of the nations on the team vote to concede, the vote to concede is successful. At this point we will ask the players who voted to continue whether they would like to take over the positions of the players who voted to concede. If they do so, the game continues. If they do not wish to do so, then the game will end on the next turn.

The opposing team is not informed that a vote is taking place unless the game is due to end, at which point all players are notified, the final turn is run, and the game is concluded.

If the vote to concede fails, the game continues, you cannot call a further vote until at least 5 more turns have passed.

If you decide to vote to concede but the game continue onwards, then you are expected to continue the game.

Nation Advantage

If there is at any time there is a greater than 3:1 ratio of surviving nations on a particular allegiance, the game ends automatically with victory going to the allegiance with the greater number of nations. All players are notified, and turns will be run to end the game immediately.

After 50 Turns

After 50 turns (or 52 turns in a Fourth Age game) the game ends, and the allegiance with the most combined victory points wins.

If, however, the victory points of both allegiances are within 10% of each other, the game is considered a draw.

Communication

Almost no diplomacy is allowed in Gunboat games.

The only communication allowed between players of the same allegiance is a short diplomatic message, which should either be sent **via us** to all members of your team on certain specified turns, or via Discord if it is a 'Discord Diplomacy' variant (you will be informed of this at game start).

You will be told on which turns you are allowed to send diplos. For example, on turns 6/11/16/21, etc.

The message is limited to a fixed number of words per active nation you are playing.

This is usually 25 words per nation, but will be specified in the game details.

Hexes are one word, “Dark Lieutenant” and “Major Town” are each considered to be one word. “It’s” is two words. If in doubt, please ask us to clarify.

To send a diplo, email us in the following format:

Subject line: ME Game 77 Diplo for FPs.

Email body:

START

Dwarves need gold at 2004, under heavy attack. Quiet Avenger stealing gold from Iron hills.

END

No form of contact at all is permitted with players of other allegiances.

Information gathering

Techniques Permitted

Information from 925 orders, Lore spells, etc.

Transfer of products/gold from your nation to other nations in the game.

Any actions against your second nation from your first nation (or vice versa!).

Techniques Not Permitted

Information transfer of any kind. For example, transferring 23 gold to suggest an attack on nation 23, or 3221 gold to request an attack on a population centre at 3221. The essence of a Gunboat game is little or no communication, so any attempt against the spirit of this is strictly prohibited.

Trust

Gunboat games require an element of trust, both between us and yourselves, and between players. The essence of the game lies in the lack of communication, and we trust you not to seek to abuse this rule. If in doubt as to whether something is permitted, please contact us to ask before attempting it.

worms, Lóni, Lord and Lady, Lord of Andúnië, Lord of Balrogs, Lord of Barad-dûr, Lord of Dale, Lord of Dol Amroth, Lord of Dor-lómin, Lord of Eagles, Lord of Emyrn Amen, Lord of Eregion, Lord of Forests, Lord of Gifts, Lord of Gondor, Lord of Lórien, Lord of Lossarnach, Lord of Minas Tirith, Lord of Mordor, Lord of Morgul, Lord of Moria, Lord of Nargothrond, Lord of Rivendell, Lord of Rohan, Lord of the Breath of Arda, Lord of the Éothéod, Lord of the Glittering Caves, Lord of the Mark, Lord of the Nazgûl, Lord of the Nine Riders, Lord of the Ring, Lord of the Rings, Lord of the West, Lord of Waters, Lords of the Valar, Lords of the Vals, Lórellin, Lorgan, Lórien in Middle-earth, Elves of Lórien, King of Lórien, Lord of Lórien, Lórien in Valinor, Lórien Vale, Lórinand, Lórinod, Logsar, Lossarnach, Lord of Lossarnach, Morwen of Lossarnach, Lossoth, Lótesse, Lóthriel, Lóthlann, Lóthlórien, Lótho Sackville-Baggins, Lothron, Loudwater, Luckweaver, Lúgbóth, Lúgudhus, Luinil, Lumpkin, Lune, Lúthien Tintúviel, Lúva, Mablung of Ithilien, Mablung of the Heavy Hand, Mad Baggins, Maedhros, Union of Maedhros, Maeglin, Maglor, Maglor's Gap, Magnificent, Melkor, Mearas, Melian, Melilot Brandybuck, Melkor, Mellyrn, Awakening of Men, Dead Men, Doom of Men, Gift of Men, Goblin-men, Westfold-men, Men of Bree, Men of Brethil, Men of Dale, Men of Darkness, Men of Dor-lómin, Men of Dorthonion, Men of Gondor, Men of Harad, Men of Middle-earth, Men of Minas Tirith, Men of Númenor, Men of Old, Men of Rohan, Men of the Éothéod, Men of the Mark, Men of the North (First Age), Men of the North (Third Age), Men of the Vales of Anduin, Men of the West, Men of Westemesse, Menegroth, Menel, Meneldil, Menelaur, Meneldur, Menelmaur, Menelungor, Meni-Naugrim, Mentha Brandybuck, Meres of Twilight, Mereth Aderflath, Meriadoc Brandybuck, Merimas Brandybuck, Mering Stream, Merry Brandybuck, Merry Gardner, Messenger of Mordor, Mehdras, Mettëar, Michel Delving, Mayor of Michel Delving, Mickleburg, Middle-earth, Elves of Middle-earth, Midgewater Marshes, Midyear's Day, Mighty of the West, Milo Burrows, Mim, Minmosa Bunce, Minalcar, Minardil, Minas Anor, Minas Ithil, Minas Morgul, Lord of Morgul, Minas Tirith, Beleriand, Minas Tirith Gondor, Great Gate of Minas Tirith, Lord of Minas Tirith, Men of Minas Tirith, White Tree of Minas Tirith, Minastan, Minastir, Mindëb, Mindolluin, Mindon Eldaielva, Minhiriath, Minohtar, Min-Rimmon, Minto Burrows, Minuial, Mirabella Took, Mírdain, House of the Mírdain, Míriel of Númenor, Míriel Serinidë, Mirkwood, Elves of Mirkwood, Mountains of Mirkwood, Mirror of Galadriel, Mirromeres, Miruvor, Misty Mountains, Mithithel, Bridge of Mithithel, Mithlond, Mithrandir, Mithrellas, Mithril, Mithrilm, Mithrilm Lake, Mithlarn, Moon, Tower of the Rising Moon, Moon-letters, Moontower, Morannon, Mirror, Eye of Mordor, Eyes of Mordor, Lord of Mordor, Mithrilm, Messenger of Mordor, Orcs of Mordor, Morgai, Morgoth, Morgul Vale, Morgulduin, Morgul-wounds, Moria, Dwaves of Moria, East-gate of Moria, Lord of Moria, Mountains of Moria, Walls of Moria, West-gate of Moria, Moria Gate, Moriquend, Mormegil, Morrowind, Mortals, Morthon, Morwen, Tol Morwen, Morwen of Lossarnach, Morwen Steelsheen, Mousto Burrows, Moths, Moto Burrows, Mount of Elendiril, Mount Dolmed, Mount Doom, Quest of Mount Doom, Mount Fang, Mount Grom, Mount Gundabad, Mount Grim, Mount Tarn, Mountain of Fire, Mountain Wall, Mountains of Defence, Mountains of Mirkwood, Mountains of Mist, Mountains of Moria, Mountains of Shadow, Ephel Dúath, Mountains of Shadow, Ered Wethrin, Mountains of Thror, Mountain-trolls, Mouth of Sauron, Mouths of Anduin, Mouths of Entwash, Mouths of Sirion, Mrs. Cotton, Mugwort, Múmakil, Mundburg, Pungo Baggins, Mushrooms, Music of the Ainur, Music of Eadoras, Muzgash, Myrtle Burrows, Nahar, Nain I, Nain II, Nain son of Grór, Naith, Náli, Nameless Things, Namo, Nan Curunír, Nan Durgortheb, Nan Elmorth, Nandor, Nandorin, Nanduhirion, Battle of Nanduhirion, Nan-tasarion, Nantathren, Nár, Narbeleth, Narchast, Nardol, Nargothrond, Elves of Nargothrond, Fall of Nargothrond, King of Nargothrond, Lord of Nargothrond, Sack of Nargothrond, Nárië, Narmacil I, Narmacil II, Nam i Hin Hirin, Narog, Vale of Narog, Narquelië, Narrow Ice, Narsil, Narvi, Narvinyë, Narya, Nauglamír, Naugrim, Nazgûl, Lord of the Nazgûl, Near Harad, Necklace of the Dwarves, Neithan, Naldorhêl, Nellas, Nen Girith, Nen Hitheol, Nen Lalaith, Nénan, Némimë, Nenning, Nenual, Nenea, Nerdanel, Nerwen, Nessa, Nevrastr, New Row, Newbury, Nibin-noeg, Bar-en-Nibin-noeg, Nibin-Nogrim, Nibs Cotton, Nick Cotton, Nienna, Nienor Nimiel, Night-fearers, Nightingales, Nimbretth, Nimloth of Doriath, Nimloth of Númenor, Nimpheles, Nimrod Elf-maid, Nimrod river, Nindalf, Nindamos, Nine Riders, Lord of the Nine Riders, Nine Rings, Nine Servants, Nine Walkers, Ninglor, Loeg Ninglorion, Níriel, Nin-in-Eiliph, Ninquelótë, Nínui, Niphredil, Nirmaeth Armoedai, Nísimaldar, Nísinen, Nivrim, No, Nogyebh Nibin, Nogrod, Noirnan, Noldolantë, Noldor, Exile of the Noldor, Fall of the Noldor, Flight of the Noldor, Gate of the Noldor, High King of the Noldor, King of the Noldor, Return of the Noldor, Núllimon, Nóm, Nori, North Cape, North Downs, North Gate, North Hüthin, North Undeep, Northern Dúnedain, Northerners, Northfaring of the Noldor, Northland of Middle-earth, Northlands of Númenor, Northmen, North-South Road, Nulukizzidin, Númenor, Downfall of Númenor, Exiles of Númenor, King of Númenor, Men of Númenor, Queen of Númenor, Ruling Queen of Númenor, Sceptre of Númenor, White Tree of Númenor, Númenórean, King of Númenor, Númenórean, Númenórean Realms, Númenóreans, Nunduinë, Núneth, Num, Númen, Sea of Númen, Oakenshield, Oath of Eorl, Oath of the Fords of Isen, Second Marshal of the Riddermark, Secret Fire, Seeing-stones, Self-cursed, Serech, Seregon, Serinidë, Serpi, Serpens, Seven Rings, Seven Rivers of Ossir, Seven Sons of Fëanor, Seven Stars, Stone Houses, Seventh Gate, Shadow, Shadow of the Wood, Shadowfax, Shadowy Mountains, Shadowy Seas, Shagrath, Sharbhumd, Shards of Narsil, Sharkie, Sharky's Men, Shárkí, Shathúr, Sheen, Sheep, Shelob, Shelob's Lair, Shepherds of the Trees, Ship of Loag-fom, Shipwright, Shipwright, Shire, Eastfaring of the Shire, Eastmarch of the Shire, Herbolore of the Shire, Hobbits of the Shire, Mayor of the Shire, Northfaring of the Shire, Southfaring of the Shire, Thain of the Shire, Westfaring of the Shire, Westmarch of the Shire, Shire Calendar, Shirebourn, Shire-folk, Shire-hobbits, Shire-reckoning, Shire-thain, Shirriffs, Sickle of the Valar, Siege of Angband, Siege of Barad-dûr, Sigismund Took, Silent Hill, Silent Street, Silmariën, Silmarrillion, Quenta Silmarrillion, Silmariis, Quest for the Silmaril, Silvan Elves, Silvan Elvish, Silverlode, Silvertine, Simbelmynë, Simple, Sindar, Sindarin, Singollo, Sir Angren, Sir Ninglor, Loeg Ninglorion, Sirannon, Siril, Sirion, Eithel Sirion, Elves of Sirion, Fens of Sirion, Falls of Sirion, Gates of Sirion, Haven of Sirion, Mouths of Sirion, Pass of Sirion, Tol Sirion, Vales of Sirion, Siriondii, Sirith, Skinbark, Skin-changers, Slinker, Smallburrow Robin, Smaug, Sméagol, Smials, Smith, Snaga, Snails, Snakes, Snowbourn River, Snowmane, Snowmen of Forochel, Snowthorn, Snow-trolls, Solmath, Sons of Eorl, Sons of Fëanor, Sorontil, Soronto, Soronómë, South Downs, South Gondor, South Hüthin, South Lane, South Undeep, Southern Army, Southern Star, Southfaring of the Shire, South-kingdom, Southrons, South-victor, Spear of Gil-galad, Spiders, Spring of Arda, Springle-ring, Spylhill, Squirrels, Staddle, Star Falls, Stairs of Cirith Ungol, Standell, Star of Eärendil, Star of Elendiril, Star of Glass, Starkorn, Starmoon, Star-spray, Starwards, Steadfast, Steelsheen, Sterday, Steward of Gondor, House of the Stewards, Ruling Steward, Seal of the Stewards, Stewards' Reckoning, Sting, Stinker, Stock, Stock-brook, Stone of Annúminas, Stone of Erech, Stone of Orthanc, Stone of Rivendell, Stone of the Hapless, Stone-giants, Stonehelm, Stone-houses, Stones of Seeing, Stone-trolls, Stonewain Valley, Stoors, Stormcrow, Straight Road, Straight Way, Strangers, Strawberries, Strawheads, Strider, Strongbow, Stunted People, Stybba, Sülmë, Súlumo, Summerlith, Tower of the Setting Sun, Sundering Seas, Súron, Swanfleet, Swanhaven, Haven of the Swans, Sweet Galenas, Swertings, Sword of Elendiril, Swordsman of the Sky, Sword-that-was-Broken, Symbelmyne, Talans, Talath Dirnen, Tale of Aragorn and Arwen, Tale of Grief, Tale of the Children of Hürin, Tale of Years, Taniquetil, Tanta Hornblower, Tar-Alcaurin, Tar-Aldarion, Tar-Amantii, Tar-Andarion, Tar-Anacamë, Tar-Ancalemion, Tar-Anducal, Tarannon Falastur, Tar-Andamir, Taras, Taras-ness, Tar-Anatanar the Great, Tar-Calion, Tar-Calmacil, Tarcil, Tarciryari, Tar-Ciryatan, Tar-Elendil, Tar-Ellestimë, Tar-Falassion, Tar-Herunindin, Tar-Hostamir, Tárion, Tarkil, Tarks, Tarlang's Neck, Tarmenel, Tar-Meneldur, Tar-Minastir, Tar-Mínyatur, Tar-Miriel, Tam Aeluin, Tarondor of Amor, Tarondor of Gondor, Tarostar, Tar-Palantir, Tar-Sirion, Tar-Telemaitë, Tar-Telperien, Tar-Vanimelidë, Tasarinan, Taur-e-Ndaedelos, Taur-en-Faroth, Taur-in-Duinath, Taur-nu-Fuin, Tauron, Tawarwaith, Ted Sandyman, Teeth of Mordor, Towers of the Teeth, Tethar, Teiglin, Crossings of Teiglin, Ravines of Teiglin, Telain, Telchar, Telco, Telcomtar, Telemnar, Teleporno, Teleri, Telumien, Telperion, Telumehtar Umbardacil, Témar, Tengwar, Thain of the Shire, Thain's Book, Thalion, Thalos, Thangal, Thangorodrim, Tharbad, Thargelion, Tharkûn, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King, Thengel, Théodred, Théodwyn, Thingol, Thingol's Heir, Third Age, Third Clan, Third House of the Edain, Third Marshal of the Riddermark, Third Ring, Thistle Brook, Thistlewool, Thoin and Company, Thorin I, Thorin II Oakenshield, Thorin III Stonehelm, Thorondor, Thorongil, Thousand Caves, Thraïn I, Great Hall of Thraïn, Thraïn II, Thranduil, Elves of Thranduil, Three Houses of the Edain, First House of the Edain, Third House of the Edain, Three Houses of the Elf-friends, Three Keepers, Three Kindreds, Three Rings, Keepers of the Three Rings, Third-Farthing Stone, Thirinye, Thrimidge, Thrór, Ring of Thrór, Thringwethil, Tighfield, Timeless Halls, Tincotéma, Tindómë, Tindómëil, Tindrock, Tintalë, Tintúviel, Tirion, Tobold Hornblower, Togo Goodbody, Tol Brandir, Tol Eressëa, Elves of Eressëa, White Tree of Tol Eressëa, Tol Falas, Tol Fuin, Tol Galen, Tol Morwen, Tol Sirion, Tol Unen, Tolfalas, Tol-in-Gaurthof, Tolman Cotton junior, Tolman Cotton senior, Tolman Gardner, Tom Bombadil, Tom Cotton junior, Tom Cotton senior, Tom of Elendiril, Took, Adelar Took, Bandobas Took, Belladonna Took, Esmeralda Took, Everard Took, Faramir Took I, Ferumbras Took II, Ferumbras Took III, Flambard Took, Fortinbras Took I, Fortinbras Took II, Gerontius Took, Hildifons Took, Hildigrim Took, Isengar Took, Isengrim Took II, Isengrim Took III, Isumbras Took I, Isumbras Took II, Isumbras Took III, Mirabella Took, Old Took, Paladin Took II, Pearl Took, Peregrin Took I, Pervina Took, Pimpereel Took, Reginald Took, Sigismund Took, Tookbank, Tookland, Torech Ungol, Torog, Tower Hills, Tower of Avallónë, Tower of Cirith Ungol, Tower of Ecthelion, Tower of Gondar, Tower of Orthanc, Tower of Sorcery, Tower of the King, Tower of the Moon, Tower of the Rising Moon, Tower of the Setting Sun, Towers of the Teeth, Trahad, Treearb, Trees of Silver and Gold, Hill-trolls, Mountain-trolls, Snow-trolls, Stone-trolls, Trollshaws, Truesilver, Tuckborough, Tuikë, Tuilë, Tulkas, Tumulhad, Battle of Tumulhad, Tumladen, Tumorzarh, Tûna, Tunnely, Tuor, Turambar King of Gondor, Turambar surname of Túrin, Turgon King of Gondolin, Turgon Steward of Gondor, Túrin I, Túrin II, Túrin Turambar, Turnips, Turupathon, Twilight Meres, Twilight Meres, Two Captains, Two Kindreds, Two Kingdoms, Two Trees of the Valar, Two Trees of Valinor, Years of the Trees, Two Watchers, Tyeller, Tyelpëtéma, Tÿm Gorhad, Udûn stronghold of Melkor, Flame of Udûn, Udûn valley in Mordor, Uftihak, Uglúk, Uilos, Amion Uilos, Uinen, Tol Uinen, Uinenidil, Uiniéniel, Ulairi, Ulbar, Uldor the Accursed, Ulfang the Black, Ulfast, Ulmo, Ulrad, Uluwarh, Umanyar, Úmarth, Umbar, Haven of Umbar, Umbardacil, Undeeps, North Undeep, South Undeep, Underhill family, Underhill village, Undertowers, Undómë, Undómieil, Undying Lands, Undying Realm, Ungolian, Union of Maedhros, Unnumbered Tears, Battle of Unnumbered Tears, Unwilling, Urimë, Uruk-hai, Uruks, Urukli, Urwen, Usurper, Usurpers, Uttermost West, Utumno, Vairë, Valacar, Valacirca, Valandil of Arnor, Valandil of Númenor, Valaquent, Valar, Doomsman of the Valar, Lamps of the Valar, Lords of the Valar, Sickle of the Valar, Valaraukar, Valarómá, Vale of Narog, Vales of Anduin, Men of the Vales of Anduin, Vales of Sirion, Valiant, Valier, Valimar, Valinor, Darkening of Valinor, Elves of Valinor, Hound of Valinor, Valinorean, Valmar, Vampires, Vána, Vanyar, Varda, Vardamir Núlimon, Variags, Vása, Vëantur, Venturers, Vidugavia, Vidumavi, Vinga, Vingilot, Vinitharya, Vinyalondë, Vinyamar, Vinyarion, Vinessë, Vision of Ilúvatar, Voronda, Vorondil, Voronwë Elf of Gondolin, Voronwë surname of Mardil, Wain, Wainriders, Walda, Wall's End, Walls of Moria, Walls of Night, Walls of the World, Wandilmb, War of the Dwarves and Orcs, War of the Last Alliance, War of the Ring, War of Wrath, Warden of the Houses of Healing, Warden of the Keys, Warden of Westmarch, Wargs, Wars of Beleriand, Watcher in the Water, Watchful Peace, Water of Awakening, Waybread, Waymeet, Waymoot, Wayward, Weather Hills, Weatherport, Wedmath, Wellinghall, Werevolves, Were-worms, West Beleriand, West of the World, Lord of the West, Lords of the West, West over Sea, Westemest, Western Sea, Westemesse, Men of Westemesse, Westfaring of the Shire, Westfold, Westfold-men, West-gate of Bree, West-gate of Moria, Westlands of Middle-earth, Westlands of Númenor, Westmanweed, Westmarch of the Shire, Warden of Westmarch, West-mark, Westron, West-wings, Wetwang, White Council, White Downs, White Hand, White Horse, White House of Erendis, White Lady of Gondolin, White Lady of Rohan, White Mountain, White Mountains, White Ship, White Tower, White Tree of Minas Tirith, White Tree of Númenor, White Tree of Tol Eressëa, White Tree of Valinor, White Wolves, Whiteskins, Whitfoot, Will Whitfoot, Whitfurrows, Whitwell, Wifidara, Wilcome Cotton, Wild Men, Wild Men of the Woods, Wilderland, Wildman of the Woods, Will Whitfoot, William Huggins, Willowbottom, Willows, Land of Willows, Wilwarin, Windfola, Windlord, Window of the Eye, Winged Nazgûl, Winged Shadows, Wingfoot, Winterfilth, Wise title of Saruman, Wise Wizards and Elves, Wiseman Gamwich, Witch-king of Angmar, Withered Heath, Withywindle, Wolf Carcharoth, Hunting of the Wolf, Wolf Maggot's Dog, Wolfriders, Wolf-Sauron, Elves of the Wood, Wood of Greenleaves, Wood-elves, Wooden White, Woodhall, Woodmen, Woodwise, Woody End, Worm of Morgoth, Great Worm, Wormtongue, Woses, Wraiths, Wraith-world, Wulf, Yale, Yavanna, Yavamyë, Yávie, Yávievë, Year of Lamentation, Years of the Sun, Years of the Trees, Yellow Face, Yéni, Yestare, Young, Younger Children of Ilúvatar, Yrch, Yule, Yuledays, Yuletide, Zamin, Zangamba, Zirk, Zirakzgil.

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