



The Untold
War of the Ring™



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War of the Ring™

Module

V15



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Introduction

“Yet things might have gone far otherwise, and far worse. When you think of the great Battle of the Pelennor, do not forget the battles in Dale and the valour of Durin’s Folk. Think of what might have been. Dragon-fire and savage swords in Eriador, night in Rivendell.”

Lord of the Rings, Appendix A



Many are the tales told of the heroes of the War of the Ring, of the time when Sauron’s evil was finally overturned, and his dark shadow banished from the lands of Middle-earth. Of Frodo, the Ring-bearer, and Sam his constant companion. Of the deeds of Aragorn, rightful heir to the throne of Gondor, and those who stood with him. Of Gandalf, servant of the Secret Fire, wielder of the flame of Arnor, and the bringer of hope. And right it is that these tales are told, for such things should never be forgot.

Yet theirs is not the whole tale. For even as they struggled and fought, so too did all who would be free, all who would rather die than submit to evil and darkness. And had they not have done so, who is to say but that all of Aragorn’s trials, all of Frodo’s travails, would not have been in vain, and all undone in the end?

Wherever the Company of Nine journeyed, darkness followed after, and oft was it left to those who remained behind to face it. In Lorien, three times did Galadriel and her people of the Golden Wood repulse the forces of Dol Guldor, that dreadful fortress in Mirkwood, ancient home and bastion of Sauron, which was the source of the forest’s poison. In Rohan, too, even when Saruman’s forces had been routed at Helm’s Deep, so there still came others after them, both man and orc, to threaten the homes and homesteads of the Riders. And surely the goblins of Moria, stirred like ants in a nest by the passing of the Company, did not then easily return to the deep, but, awoken to the darkness spreading across the land, went forth as they had so many times before, to fall upon the defences of Rivendell, and scour also the Vale of Anduin, east of the Misty Mountains.

Yet that was not all. For east of Mirkwood, where the Hobbit Bilbo had once journeyed in quest to the Lonely Mountain, the men of Dale and the Dwarves of Erebor, their ancient quarrels forgot, stood side by side against the forces of Sauron, against orcs and goblins and men of the east and things worse still. For great was the might of Sauron, and many his armies to command, and those that issued forth from Mordor to fall on Gondor were but a part of their number.

This, then, is the Untold War of the Ring. And no lesser were the victories won therein, and no greater the sacrifices made, than those by Aragorn or by Boromir, by Frodo or by Theoden. So remember them, and remember them well, that the darkness they faced and overcame in their time does not come to be replaced by the dim dark of forgetting today.

Welcome

Welcome to the Untold War of the Ring, a variant module for the Middle-earth Play-By-Mail game.

This is a module for experienced players, which is to say, players who have played games of MEPBM in the past. As such, it assumes a familiarity with the rules. If you are new to the game, please use the Beginner’s Module of The Untold War of the Ring. You can download this from our website: www.middleearthgames.com/materials.html#uw.

The Nations

There are ten nations in the Untold War of the Ring, either Dark Servants of Free People (there are no Neutral nations).

Normally, player positions will be assigned at random when the game is filled. If you have a preference, however, please let us know when you register and we will do our best to give you the nation of your choice. In which case, please let us have a list of at least three nations you wish to play, to ensure that you can be placed quickly into a game.

The nations of the Untold War of the Ring are as follows:

Free Peoples

Northmen (Nation 2)
Rohan (Nation 3)
Sylvan (Nation 5)
Dwarves (Nation 8)
Noldo (Nation 10)

Dark Servants

Witch King (Nation 11)
Dragon Lord (Nation 12)
Dog Lord (Nation 13)
Fire King (Nation 18)
White Wizard (Nation 24)

Detailed starting information for each of the nations can be found later on in this module.

Game Variations

There are a number of variations of the Untold War of the Ring module, each designed to place different demands upon, and present different challenges to, both teams and individuals. These variations affect number of players and game length:

Number of Players

5 vs. 5 Variation

In this variation, each of the ten players controls a single nation.

4 vs. 4 Variation

In this variation, each of the eight players controls a single nation, whilst one nation on each team is considered a Group Nation. This nation will be run by consensus, with all players agreeing on the orders given for it, and accepting joint ownership of the nation. This scenario has been developed to investigate decision-making in gaming, in an environment where a group of four people have decisions to make both about their own resources, and also about shared resources: decisions that will impact on their team's success. The Noldo is the Group Nation of the Free People team, and the Dragon Lord the Group Nation of the Dark Servants. The responsibility for submitting the orders for the Group Nation will rotate through the team, starting with the player who is controlling the individual nation with the lowest ID (the Northmen and the Witch King), and then going to the next highest nation ID.

Game Length

The game will last for either 10, 13 or 15 turns.

Winning the Game

The game lasts for ten or thirteen turns (depending on the scenario being played), during which time you seek to gain Untold War points for completing various achievements. At the end of the game, the team with the most Untold War points is victorious. This system of awarding points allows you not only to compete with the other team in your own game, but to compare your success with teams in other games. There are no individual nation victories – this is a team game!

Each nation has their own achievements to complete, in addition to achievements that can be completed by any nation in a team. Full details of these achievements can be found in the [War Points Achievements](#) section later on in this module.

Game Map

The Untold War of the Ring is played on a reduced-size map, all of which is shown in the Palantir information sent with your turn. (From 1902 to 3202, and from 1921 to 3221.)

You may not move beyond the limits of this area. If you attempt to do so, your character or army will not move.

Characters

The starting characters in Untold War of the Ring are more powerful than normal starting characters in other modules.

Orders

The following orders are not available for use in The Untold War of the Ring:

175	Change Allegiance	456	Make Transports	798	Pick Up Ships
270	Destroy/Capture Ships	460	Remove Harbour	830	Move Navy
275	Scuttle Ships	465	Remove Port	942	Move Turn Map
280	Abandon Ships	530	Improve Harbour to Port	960	Increase Caravan Prices
357	Transfer Ships	535	Add Harbour to Population Centre	965	Reduce Caravan Prices
452	Make Warships	675	Sabotage Harbour or Port	990	One Ring

Artifacts

There are relatively few artifacts to be found in The Untold War of the Ring. Aside from those held by starting characters (listed further on in this module), the only artifacts waiting to be found are:

- 13 Narya, +50 mage, Neutral
- 16 Mothras, +500 combat, learn spells from random lost list, Neutral
- 21 Staff of Earth Mastery, +20 mage, learn conjure mounts, Neutral
- 41 Mantle of Doriath, hide pop centre, Good

Nation Starting Information

This information has been divided according to information (armies, characters, etc.) rather than by nation for ease of comparison.

Overview

<i>Nation</i>	<i>ID</i>	<i>Map</i>	<i>Army1</i>	<i>Army2</i>	<i>Army3</i>
Northmen	2	2405	2508	2711	3109
Rohan	3	2109	2421	2321	2419
Sylvan Elves	5	2306	2908	2608	
Dwarves	8	2402	2904	3205	
Noldo Elves	10	2108	2209	2514	
Witch King	11	1903	1904	2305	2006
Dragon Lord	12	2405	2715	2814	2809
Dog Lord	13	2409	3014	3120	3120
Fire King	18	2105	2409	2309	
White Wizard	24	1907	2017	2119	1910

Characters

a = army commander

Northmen

<i>Name</i>	<i>Nat</i>	<i>C</i>	<i>A</i>	<i>E</i>	<i>M</i>	<i>(S)</i>	<i>Artefacts</i>	<i>Hex</i>
Bard II	2	60		20				3109a
Beorn the Younger	2	30	20			15		2508a
Brand	2	50		50				3108
Girion II	2	30	10			20		2405
Grim-beorn	2	30	20			10		2711a
Kynoden	2		30					2609
Montief	2			40				3108
Swithwulf	2	20	10					2508

Rohan

<i>Name</i>	<i>Nat</i>	<i>C</i>	<i>A</i>	<i>E</i>	<i>M</i>	<i>(S)</i>	<i>Artefacts</i>	<i>Hex</i>
Eomer	3	30	20	10			199 Guthwine, g, 750 Comb	2220
Eothain	3	30	20					2720a
Eowyn	3	30		10		30		2321
Garulf	3	30			30			2321a
Grimbold	3	30	20		30			2419
Hama	3	30						2121
Theadred	3	50						2421a
Theoden	3	50		30			181 Hereugrim, g, 1000 Comb 208 Horse-Lord's Shield, g, 750 Comb	2421

Sylvan Elves

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Dorlas	5	30			30	20		2608a
Galion	5			30		20		2906
Haldir	5	40	10			20		2709
Legolas	5	40	20	50		20		2911
Lindal	5	10	20			20		2810
Ohtar	5	50	10			20		2908a
Ringlin	5				60	20	35 Orb of Seeing, n, 35 Mag 64 Bracers of the Mist, n, 30 Ste	2608
Thranduil	5	60				20	55 Helm of Shadow, n, 10 Ste 121 Troll Slayer, g, 750 Comb 122 Orc Slayer, g, 750 Comb	2908

Dwarves

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Bifur	8	20	20	10				2604
Bofur	8	20	20	10				3002
Dain	8	60		40			210 Boots of Iron, n, 10 Com 211 Cloak of Protection, 10 Age	3205a
Dis	8	20			10			2904
Gimli	8	30	30	10				2304
Gloin	8	50						3205
Thorin III	8	60	10	10			83 Orcrist, n, 750 Comb	2904a
Thrain	8	50					212 Cloak of Hiding, n, 10 Ste	2904

Noldo Elves

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Arwen	10			50	40	30	4 Ring of Impersonation, n, 25 Age 135 Elenruth, n, 750 Comb - Curses	2209
Celeborn	10	60		60	40	30		2514a
Cirdan	10	40	20	40	40	25	15 Tinculin, n, 40 Mag 40 Gaergil, n, Open Seas 51 Ossanna, n, 10 Mag 59 Gaerennon, n, 15 Com	2514
Elladan	10	50	30		50	25		2209
Elrohir	10	50	30		50	25		2209
Elrond	10			60	70	20	11 Vilya, n, 50 Mag 90 Helkaluin, n, 1250 Comb	2209
Galadriel	10			70	80	10	12 Ninya, n, 50 Mag 163 Mirror of Galadriel, g, 40 Mag 164 Tintelpe, g, 750 Comb	2514
Galdor	10				60	25	26 Mallorn Staff, n, 25 Mag	2514
Gildor	10	30	30		30	25	201 Runya, g, 500 Comb	2314
Glorfindel	10	60		60	30	20	8 Lorglin, n, 15 Mag 89 Macilromen, n, 1000 Comb	2209a
Orophin	10	40	20	30	30	20		2413
Rumil	10	20	10		30	20		2513

Witch King

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Anglach	11				60			2311
Angulion	11	10	20	30	30		157 Pectoral, n, 30 Emi	1904
Ashdurbuk Zalg	11	60					67 Ulukhai, e, 35 Com 68 Thrakurghash, e, 500 Comb	1904a
Erennis	11	30						2205
Gaurithoth	11				40			2207
Murazor	11	40		40	70	30	28 Palantir of Mins Ithil, n, Scry 48 Thologaer Ciryatano, n, 30 Mag 52 Morgul Plate, a, +10 command 75 Vasamacil, e, 750 Comb 82 Romoquenaro, n, 750 Comb 86 Nallagurth, e, 750 Comb - Curses	2305
Radbug	11	30						2404
Rogrog	11	50					65 Angbor, n, 10 Comm	2305a
Ulrac	11	50						2006a

Dragon Lord

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Duran	12	60		20	20	30		2715a
Ethacali	12				50			2809
Gashbuz	12	30						2814a
Grashukh	12	50						3220
Hoarmurath	12	20	30		60	20	50 Ovir Crown, n, 15 Mag 80 Snow Hammer, n, 500 Comb 141 Hue Changer, n, 500 Comb	2715
Ji Indur	12	40	40			30	56 Helm of Mumak-King, n, 25 Com 104 Dawnsword, e, 750 Comb 109 Cloud Bow, n, 750 Comb	2715
Khamul	12	30	30	30	40	30	62 Dragon Helm/Armor, e, 30 Mag 150 Singing-Tongue, e, 500 Comb 153 Water-skimmer, n, 750 Comb	2715
Leardinoth	12	10			40			2715
Maben	12			20	50		1 Ring of Wind, n, 40 Age 154 Ring of Bleeding, e, 25 Mag	2812
Ogrod	12	40					99 Elfhewer, e, 500 Comb	2809a
Rogatha	12	10			30			2815
Skauril	12			50	30	10		2715

Dog Lord

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Dendra Dwar	13	20		20	60	30	10 Wolor Priest Ring, n, 20 Mag 74 War-dancer, n, 750 Comb 138 Air-clearver, n, 500 Comb	3120
Gorbag	13	20	10	10				3014a
Gothmog	13	70	30				118 Skull Flail, n, 1000 Comb 119 Moon-Axe, n, 750 Comb	3120a
Grishnakh	13	20		20			2 Ring of Stargazing, n, 25 Mag 43 Cloak of the Heavens, n, Age 15 148 Sickle of Heavens, n, 1000 Comb	3014
Lorgat	13	20	30					3121
Mouth of Sauron	13	40		40	40		3 Ring of Iron Magic, e, 30 Mag 37 Voice of the Dark Tower, e, 20 Emi 45 Collohwesta, n, 25 Ste 58 Helm of the Dark, e, 15 Com	3120a
Shagrat	13	30					160 Collar of Command, n, 30 Com	2920
Snaga	13	30						3119

Fire King

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Akhorahil	18	20		20	60		66 Bracers of Chennacatt, n, 10 Com 73 Yellow Hammer, n, 500 Comb	2212
Felagrod	18	70			60			2212
Goblin-King	18	60			40			2409a
Nazog	18		30				84 Ongrum, n, 500 Comb	2211
Ren the Unclean	18	20	20	20	50		54 Helm of Sen Jey, n, 15 Com 111 Believer's Bane, e, 500 Comb 112 Burning Blade, n, 500 Comb	2309
Rozilan	18	10		10	10			2511
Uklurg	18	40						2309a
Uthmag	18				40		7 Nazgauga, e, 30 Mag 22 Rauznagli, e, 1750 Comb 140 Red Robes, n, 10 Com	2511

White Wizard

Name	Nat	C	A	E	M	(S)	Artefacts	Hex
Bill Ferny	24	10	20			20		1910
Bugrug	24	40		30				2017a
Durbuhuk	24	20	10		10	10		2119a
Grima	24			40		20		1916
Lugdush	24		30					1917
Mauhur	24	30	10	20				2119
Saruman	24			80	90		17 Ring of Angrenost, n, 500 Comb 30 Palantir of Orthanc, n, Scry 162 Glosvagil, n, 1500 Comb	2119
Urdrek	24	40						1910a

Armies

Note Archers have no armour.

Nation	Comm	Hex	Morale	Train	Wpn	Arm	HC	LC	HI	LI	AR	MA
<i>FP</i>												
Northmen	Beorn the Younger	2508	40	30	30	30		600	200	600		
	Grim-beorn	2711	30	30	30	10		400	400	900	400	400
	Bard II	3109	30	30	30	10			400	900		400
Rohan	Theadred	2421	40	50	60	30	700	700				
	Garulf	2321	40	50	60	30	700	200				
	Eothain	2720	40	50	30	10	400	400	900	900	900	900
Sylvan	Ohtar	2908	50	70	60	0					4800	
	Dorlas	2608	50	70	60	60				900	1200	
Dwarves	Thorin III	2904	50	60	60	30			1800	1200		
	Dain	3205	50	70	60	60			1800	1200		
Noldo	Glorfindel	2209	40	70	60	10					1200	
	Celeborn	2514	40	70	60	10					1200	
<i>DS</i>												
Witch King	Ashdurbuk Zalg	1904	60	40	30	10	200	200	200	200		
	Rogrog	2305	60	30	30	10	200	200	400	400	400	400
	Ulrac	2006	50	40	30	10			400	400		
Dragon Lord	Duran	2715	70	30	30	10		400	1800	900		
	Gashbuz	2814	50	30	30	30			400	400	400	400
	Ogrod	2809	50	40	60	60				400		400
Dog Lord	Gorbag	3014	50	50	60	60			200	200	200	200
	Gothmog	3120	60	50	60	60	700	200	400	400		
	Mouth of Sauron	3120	60	60	60	30	400	400			900	900
Fire King	Goblin-King	2409	60	50	30	10			900	900	900	900
	Uklurg	2309	60	50	30	10			900	900	900	900
White Wizard	Bugrug	2017	40	30	60	60	400	400				
	Durbuhuk	2119	50	30	30	10			1200	1200	1200	900
	Urdrek	1910	20	30	30	10		400	900	400		

Population Centres

H? – Hidden (y/n)

c = Capital

Size: C= Camp, V = Village, T = Town, M = Major Town, Ci = City

Northmen

Hex	Size	Fort	Nation	H?	Name
2512	V		2		Bethadal
3112	T	Tower	2		Buhr Ailgra
2610	C		2		Buhr Martis
3012	V		2		Buhr Waldmarh
2711	M	Tower	2		Buhr Widufiras
2609	T		2	y	Carrock
3108c	M		2		Dale
2410	C		2		Ered Minrath
3109	M		2		Esgaroth
2405	T	Tower	2		Framsburg
2508c	M	Tower	2		Maethelberg
2615	C		2		Mijesic
2712	C		2		Sairtheod
2613	C		2		Sarn Lothduin
2315	C		2		Tol Ithluin

Roban

Hex	Size	Fort	Nation	H?	Name
2718	C	Tower	3		Aethertos
2421	M	Fort	3		Aldburg
2120	C		3		Belegos
2419	M	Tower	3		Buhr Lomia
2320	V		3		Buhr Mantros
2319	T		3		Caranmir
2220	V		3		Dunlostir
2321c	M	Tower	3		Edoras
2121	M	Fort	3		Hornburg
2720	T	Tower	3		Methedras
2520	V	Tower	3		Onondrith
3016	C		3		Portre
3116	C		3		Romenost
2420	V		3		Stowburg

Silvan Elves

Hex	Size	Fort	Nation	H?	Name
2908c	Ci	Fort	5	y	Aradhrynd
2608	M		5		Caras Amarth
2912	C		5		Caras Widu
2915	C		5		Ceber Fanuin
2708	C		5		Elentiniel
2810	T	Tower	5		Erelinden
2807	V		5		Faltision
2709	T	Tower	5		Galadbrynd
2911	T		5		Hen Gwirion
2907	V		5		Kelume
2808	C		5		Quilari
2606	V		5		Sarn Celebdor
2607	C		5		Timulion
2906	M		5		Tuilindo

Dwarves

Hex	Size	Fort	Nation	H?	Name
3002	M	Fort	8		Celeb-ost
2304	V		8		Duria
3107	T	Castle	8		Erebor
2306	V		8		Eruí
2313	C		8		Goronwe
2407	V		8		Grimfall
2604	T		8		Malrond
2802	C		8		Mormoth
2016	C	Tower	8		Naugrim
2904	M	Tower	8		Norr-dum
2804	C	Tower	8		Ringbar
3004	C		8		Sarnost
3205c	M	Fort	8		Iron Hills
2704	V	Tower	8		Thraktal
2213	C		8		Zalag-varr
2004	T	Tower	8		Zarak-dum

Noldo Elves

Hex	Size	Fort	Nation	H?	Name
2513	T		10		Caras Andamon
2414	T		10		Caras Galadhon
2413	Ci		10	y	Cerin Amroth
2209	Ci		10	y	Imladris
2514c	Ci	Fort	10	y	Lothlorien
2314	T		10	y	Nanduhirion

Witch King

Hex	Size	Fort	Nation	H?	Name
2105	T		11		Carach Annon
1904	M	None	11		Carn Dum
2108	T	Tower	11		Eithel Culroch
2203	T		11		Helcaraxe
2703	C		11		Kala Dalakurth
2902	V		11		Lag-agul
2311	C		11		Lag-lach
2207	C		11		Lag-Mithrin
2204	T		11		Lag-raukonar
2206	C		11		Lag-Scorba
2215	C	Tower	11		Lag-thrugrim
2006	T	Tower	11		Mt Gram
2305c	Ci	Tower	11		Mount Gundabad
2205	V		11		Narram
2404	T		11		Yalumea

Dragon Lord

Hex	Size	Fort	Nation	H?	Name
2817	C		12		Ancrest
2715c	Ci	Castle	12	y	Dol Guldur
2714	C		12		Kelume
3220	Ci		12		Lag-hundur
2914	C		12		Lag-kanil
2812	T		12		Lag-krazul
2814	Ci	Tower	12		Lag-siif
2717	C		12		Lamina
3017	V		12		Maranwe
2518	C		12		Ongush
2809	M	Tower	12	y	Sarn Goriwing
2815	T		12		Snagarl
2617	T		12		Tir Limlight

Dog Lord

Hex	Size	Fort	Nation	H?	Name
3020	C		13		Alungrai
2002	C		13		Buhr Gasu
3221	C	Keep	13		Carach Angren
3021	C		13		Conasse
3121	M	Tower	13		Durthang
3120c	M	Fort	13		Morannon
2821	V		13		Pelkanin
2920	V		13		Ras Morthil
2921	C		13		Tar Beriad
3119	V		13		Thuringwathost
3014	M	Tower	13		Urbrith

Fire King

Hex	Size	Fort	Nation	H?	Name
2008	C	Fort	18		Cameth Brin
2307	M		18		Delange
2308	C		18		Dol Delgrod
2310	V		18		Ebidos
2403	V		18		Eldos
2411	V		18		Eorcan
2511	T		18		Foltur
2409	M	Tower	18		Goblin-gate
2309c	M	Tower	18		Goblin-town
2110	C		18		Lag-kaijfa
2214	C		18		Lag-orod
2212	T	Keep	18		Moria
2210	C		18		Rhandir
2211	V	Fort	18		Veasse

White Wizard

Hex	Size	Fort	Nation	H?	Name
1918	T	Tower	24		Araitl
1916	T		24		Cillien
1910	M		24		Fennas Druinin
2015	T		24		Imled Druwaith
2119c	Ci	Keep	24		Isengard
1912	V		24		Kemen Brith
2115	V	Castle	24		Kemen Girth
1920	C		24		Kemen-sereg
1921	C		24		Ondicor
2118	C		24		Ostimar
2017	M		24		Treform
2014	C		24		Wagala
1917	T	Tower	24		Wularen

Special Abilities

The Northmen

- (1) New emissaries can have a skill rank of 40.
- (2) Receive a 20% gold adjustment to all buys and sells.
- (3) All new recruits start with a training rank of 20.
- (4) Can build ships for 750 timber.

Riders of Rohan

- (1) All new recruits start with a training rank of 20.
- (2) New commanders may have a skill rank of 40.
- (3) Armies may force march with no loss of morale points.
- (4) Mages may learn the lost "Conjure Mounts" spell.

Silvan Elves

- (1) Ships only cost 500 timber to construct.
- (2) New recruits start with a training rank of 25.
- (3) Characters have a better chance of having Stealth.
- (4) Armies lose only 1-2 morale points when marching with no food (2-5 points if force marching).

The Dwarves

- (1) Heavy infantry recruits start with a training rank of 30.
- (2) Armies force march with no loss of morale points.
- (3) Fortifications are constructed at 50% of the listed timber cost.
- (4) All characters may Scout/Recon at a skill rank of 50 or better.

The Noldo

- (1) All new recruits have a training rank of 25.
- (2) Armies can force march with no loss of morale points.
- (3) All characters may Uncover Secrets with a skill rank of 40 or better.
- (4) Characters have a better chance of having Stealth.

The Witch King

- (1) New commanders may start with a skill rank of 40.
- (2) Armies without food gain 1-2 morale points when stationary and lose 1-2 morale points when moving (2-5 points when force marching). Armies with food only lose 1-2 morale points when force marching.
- (3) Mages can learn the lost "Fearful Hearts" spell.
- (4) Mages can learn the lost "Conjure Hordes" spell.

The Dragon Lord

- (1) Characters have a better chance of having Stealth.
- (2) Mages can learn the lost "Teleport" spell.
- (3) All Scout/Recon orders are doubled in skill rank.
- (4) Armies without food gain 1-2 morale points when stationary and lose 1-2 morale points when moving (2-5 morale points when force marching). Armies with food only lose 1-2 morale points when force marching.

The Dog Lord

- (1) All new recruits start with a training rank of 20.
- (2) Armies without food gain 1-2 morale points when stationary and lose 1-2 morale points when moving (2-5 points when force marching). Armies with food lose only 1-2 morale points when force marching.
- (3) Mages can learn the lost "Conjure Mounts" spell.
- (4) Characters have a better chance of having Stealth.

The Fire King

- (1) Armies are hired at no cost.
- (2) New armies have a morale of 40.
- (3) Armies without food gain 1-2 morale points when stationary and lose 1-2 morale points when moving (2-5 points if force marching). Armies with food lose only 1-2 morale points when force marching.
- (4) Mages can learn the lost "Fanaticism" spell.
- (5) Mages can learn the lost "Conjure Hordes" spell.

White Wizard

- (1) Armies are hired at no cost.
- (2) New Men-at-Arms recruits have a training rank of 25.
- (3) New commanders may have a skill rank of 40.
- (4) Characters may have bonuses to Challenge rank.

War Point Achievements

Achievements

Free Peoples

The following are each worth 100 Untold War Points.

The Northmen (2)

- To hold at game end the population center of Helcaraxe @ 2203
- To hold at game end the population center of Goblin-gate @ 2409
- To hold at game end the population center of Lag-krazul @ 2812
- To see to the termination of Nazog by any means whatsoever.
- To hold at game end the artifact: Pectoral #157.

Riders of Rohan (3)

- To hold at game end the population center of Durthang @3121
- To hold at game end the population center of Arailt @1918
- To hold at game end the population center of Bethadal @2512
- To terminate 10 characters by personal challenge or by assassination.
- To hold at game end the artifact: Glosovagil#162.

Silvan Elves (5)

- To hold at game end the population center of Sarn Goriwing @2809
- To hold at game end the population center of Snagarl @2815
- To see to the termination of Duran by any means whatsoever.
- To hold at game end the artifact: Ring of Bleeding #154.
- To acquire 10 additional artifacts (15) of any alignment.

The Dwarves (8)

- To hold at game end the population center of Yalumea @2404
- To hold at game end the population center of Moria @2212
- To hold at game end the population center of Goblin-town @2309
- To hold in stores at game end the greatest amount of Mithril.
- To hold at game end the artifact: Helm of Sen Hey #54.

The Noldo (10)

- To hold at game end the population center of Lag-siif @2814
- To hold at game end the population center of Dol Guldur @2715
- To hold at game end the greatest amount of artifacts.
- To terminate 10 characters by personal challenge or by assassination.
- To hold at game end the artifact: Palantir of Minas Ithil #28.

Any Free People Nation

The following are worth 250 Untold War Points and each can be scored only once. You gain the points for capturing the PC (255), Destroying it (250), Inf othering it (525), or Threatening (498) it at any point in the game, even if you lose that PC later.

- Attack the Witch-king: Carn Dum @ 1904 or Mount Gundabad @ 2305.
- Attack the Dragon Lord: Sarn Goriwing @ 2809 or Lag-Siif @ 2814 or Dol Guldur @2715 or Lag-Hundur @ 3220.
- Attack the Dog Lord: Urbrith @ 3014 or Morannon @ 3120 or Durthang @ 3121.
- Attack the Fire King: Delange @ 2307 or Goblin-town @ 2309 or Goblin-gate @ 2409.
- Attack the White Wizard: Fennas Druiuin @ 1910 or Treforn @ 2017 or Isengard @ 2119.

The following are worth 500 Untold War Points:

- Capture (255), Destroy (250), Influence Other (525) or Threaten (498) Dol Guldur, 2715, at any point in the game, even if you lose that PC later.
- Preserve the Free: None of the 5 Free Peoples was eliminated.

Dark Servants

The following are each worth 100 Untold War Points.

The Witch-king (11)

- To hold at game end the population center of Imladris @2209
- To see to the termination of Elrond by any means whatsoever.
- To see to the termination of Ohtar by any means whatsoever.
- To hold at game end the artifact: Vilya #11
- To acquire 10 additional artifacts (20) of any alignment.

The Dragon Lord (12)

- To hold at game end the population center of Lothlorien @2514
- To hold at game end the population center of Aradhrynd @2908
- To hold at game end the population center of Carrock @2609
- To terminate 10 characters by personal challenge or by assassination.
- To see to the termination of Thranduil by any means whatsoever.
- To hold at game end the artifact: Mirror of Galadriel #163.

The Dog Lord (13)

- To hold at game end the population center of Buhr Ailgra @3112
- To hold at game end the population center of Erebor @3107
- To see to the termination of Brand by any means whatsoever.
- To hold in stores at game end the greatest amount of Mithril.
- To hold at game end the artifact: Orcrist #83.

The Fire King (18)

- To hold at game end the population center of Maethelberg @2508
- To hold at game end the population center of Cerin Amroth @2413
- To see to the termination of Grim-beorn by any means whatsoever.
- To terminate 10 characters by personal challenge or by assassination.
- To hold at game end the artifact: Orb of Seeing #35.

White Wizard (24)

- To hold at game end the population center of Hornburg @2121
- To hold at game end the population center of Eдорas @2321
- To hold at game end the greatest amount of artifacts.
- To hold at game end the artifact: NENYA #12.
- To acquire 10 additional artifacts (13) of any alignment.

Any Dark Servant Nation

The following are worth 250 Untold War Points and each can be scored only once. You gain the points for capturing the PC (255), Destroying it (250), Inf othering it (525), or Threatening (498) it at any point in the game, even if you lose that PC later.

- Attack the Northmen: Maethelberg @ 2580 or Buhr Widufiras @ 2711 or Dale @ 3108 or Esgaroth @ 3019.
- Attack the Riders of Rohan: Hornburg @ 2121 or Buhr Lomia @ 2419 or Eдорas @ 2321 or Aldburg @ 2421.
- Attack the Silvan Elves: Caras Amarth @ 2608 or Tuilindo @ 2906 or Aradhrynd @ 2908.
- Attack the Dwarves: Celeb-Ost @ 3002 or Norr-Dum @ 2904 or Iron Hills @ 3205.
- Attack the Noldo Elves: Imladris @ 2209 or Cerin Amroth @ 2413 or Lothlorien @ 2514.

The following are worth 500 Untold War Points:

Capture (255), Destroy (250), Influence Other (525) or Threaten (498) Lothlorien, 2514, at any point in the game, even if you lose that PC later.

Allies of the Dark Lord: None of the 5 Dark Servant nations was eliminated.

Calculating your Untold War Points

At the end of the game the Team Leader sends in their Untold War Points sheet, and works out their team's total Untold War Points. The team with the most Untold War Points wins.

Experienced players of Middle-earth PBM may be used to the concept of Victory Points, which are shown on the front of the results sheet (calculated from such things as gold reserves and size of armies). These are not used to calculate victory in the Untold War. The only thing that matters are the Untold War Points, as described in this document.

Example: If the Noldo Elves (nation 10) hold Dol Guldur (2715) at the end of the game, it would trigger three VC prizes for a total of 850 team points:

100 Untold War Points for the Noldo's victory conditions:

To hold at game end the population center of Dol Guldur @2715.

250 Untold War points:

A Dragon Lord Major Town or City. Hex location: 2715

500 Untold War Points:

Dol Guldur is captured or destroyed.

Each nation can contribute 500 Untold War Points through completing their own nation specific goals (detailed on the front of the results sheet).

The team can also score up to 2250 Untold War Points from completing team goals. This means that the best possible score for any team would be 4750 Untold War Points.

The team with the most Untold War Points after turn 15 wins the game. There are no individual victories.

And Finally

We hope you enjoy playing The Untold War of the Ring. If you have any questions, please do not hesitate to get in touch

Good Gaming

ME Games Ltd

Appendix A: Designer's Notes

This scenario, set in TA 3017, was commissioned by Ron Strong for his postgraduate study. The brief was for a 10 turn game in which each team of 5 nations included one very powerful nation. Thus a team of 4 could each run one of the other nations and democratically run the large one.

We chose the Untold War as a battleground for several reasons. Firstly, it is a part of the Tolkien mythos that is little investigated, we could not think of any other game which covers it.

Secondly, it takes place with about the right number of combatants for Ron's mandate. And thirdly, after 15 turns the Ringbearer destroys the One Ring and Sauron is destroyed – which makes for a good background reason for the game coming to an end at a fixed time.

In order to make sure the game was viable, we made choices that slightly contradict the above story of the Untold War.

The inclusion of the Rohirrim and the forces of Saruman balanced the game perfectly, creating the right topology for interesting tactics across the 'board' of the game map, and giving the Free People a potent and mobile nation with which to counter the Dog Lord. Whilst Tolkien did 'tell' of this war, it was distinct from the most famous military engagements involving Gondor and as such felt natural to include in the scenario.

We excluded the Easterlings out of a need to maintain the right sized map for the scale of the conflict, and, as with the decision in the south, to create the right topology for an interesting game. Each side has a heartland, in the North West and North East respectively, whilst the bottom half of the map describes a more fluid arena of battle.

The two large nations are the Noldo Elves and the Dragon Lord, each starting with extra characters, the most potent characters and powerful, hidden population centres.

As with the Battle of the Five Armies module, all nations start with 60% tax rate. Extra orders will be made available as the game develops.

Appendix B: 4 vs. 4 Scenario Teamwork and Team Decision Making

The Group Nations fighting the Covert War

The individual nations start with the usual 8 characters whilst the group nations have 12 characters of a much higher quality than the average in the individual nations. More importantly, most of the crucial characters who will engage in the covert aspects of MEPBM are within these nations, characters like the sons of Elrond - Elrohir and Elladan, or the Nazgûl - Jí Indûr and Khamûl.

These characters will fight the covert war through orders such as 'Assassinate' and 'Kidnap' and spells like 'Sickness' and 'Curses'. However, in MEPBM, the success of agent actions and 'curse squads' relies on full teamwork – including the sharing and wise use of artefacts, the formation of cross-nation companies and multiple source information gathering.

For example, each time that Ji Indur manages to kill an enemy commander, he will have relied on the actions of around 6 other characters: he will use artefacts from two other characters, be in a company led by another character, and be making his choices based on the scouting of another character and the spells of many seers. The teamwork required to organise a 'curse squad' is generally even more complex.

The Group Nations' Military Significance

There are very significant bonus points on offer for winning the fight in the very centre of the map: Lothlorien and Dol Guldur. This battlefield is in reach of all the individual nations, who can choose how many forces to divert from their own home territory to fight. But essentially the Noldo and the Dragon Lord will determine what happens here.

Both capitals are hidden and fortified, requiring significant expenditure of team resources before an attack can be launched on the enemy capital. And, given the enormous numbers of troops that can be thrown into this crucible, the military choices made by the two Group Nations will have enormous significance to the success of the team.

General Teamwork

Aside from this, all the nations will need to look after each other economically. One often cannot predict where the opponents will strike, and a nation which does well in one game may be persecuted in another game. A good team will have to adapt to the changing economic fortunes of each nation and organise support where needed.

The Untold War points system, which determines victory, rewards teams which protect all five of their nations, and are able to launch strikes at significant holdings belonging to each of the opposing five nations. The teams that score well will need good teamwork and good team morale – individual brilliance won't factor if the teamwork is not there.

However, a dogmatic approach to the team will also likely lead to trouble. There are sufficient different demands on a team in MEPBM that it is always impossible to deal with all threats. A team which is able to listen to the input of all four members will strike a good balance in judging which threats are severe, and which are correct to ignore. A team with a single dominant voice will over-commit resources to a single arena, and will suffer as a result.

Starting Map

