MOVE

I) Move into adj Region (not if **Beorn**/enemy Army [p.22]/ across impassable / river border [p.9])

    May leave Characters/Leadership tokens (1+ must go if moving „Army with Leadership") / units [p.22]

        Any Dmg must be split to ensure # units >= # Damage

    Note: if „Strategic Move" = both Armies must move before any below is executed, each move mx once

    Note: if „Fast Move" = may only split in initial region / merge at the end of the move [p.23]

        Must STOP if enter region adj to enemy

II) Enforce Army Stacking Limit (5 units, EXC: any number in Normal/Goblin Mustering Region) [p.21]

    Owner removes any excess (-2 Dmg/unit removed)

III) Mark any Settlements moved through/into with Control marker (award VP [p.23]; remove Recruit tokens [p.24])

COMBAT [p.26]

I) Starting Combat:

    1) Check Terrain Superiority → count # units that have Favoured Terrain matching Defender's Region [p.26]

        Higher # units → draw 1 Event card (discard down to 6 if required)

Swamps	**Orcs**	-
Plains	**Wargs**	**Elf Spearmen**
Hills	**-**	**Elf Spearmen + Elf Archers**
Mountains	**Goblins**	**Dwarf Veterans + Dwarf Regulars**
Ruins	**-**	**Dwarf Veterans + Lake-Men**

    2) Prepare the Hand of cards → set aside all Story cards & unit types for units not in participating Army

II) Play Combat Rounds (repeat until either side eliminated / retreated / routed)

    1) Maneouvering → play 1 Event for Combat / Unit for Maneouver ability (secretly, reveal simultaneously) [p.27]

        Great Orcs [2]: Enemy ↓Character / ↓all Ld / +2 Dmg   **Dwarf Veterans [2]:** enemy +1 Dmg & ↓1 Ld

        Orcs: End of Round +1 Ld   **Dwarf Regulars**:↓DwReg → -3 own Dmg

        Wargs: End of Round Enemy applies Dmg until 0-1   **Lake-Men**: +1 enemy Dmg

        Goblins: End of Round both sides +1 Dmg   **Elf Spearmen**: -1 own Dmg this Round

        Elf Archers: +1 enemy Dmg

        Special Maneouvers (always successful & return to hand at the end of each Round)

        Regroup (always available): return all unit cards → Hand; allow Retreat

        Vampire-like: if 1+ Dmg: may remove 1 Great Bats in Defender's Territory for +1 Dmg

        Mighty Strokes (if **Thorin** in Combat): +1 to Combat Roll / Re-roll (easier „to hit)

    2) Combat Roll → hit/5+ [p.27]

        1. Target Number (hit): 5+ (6+ vs 1+ Fortification OR 1st Round across Ford / „up" into Mountain)

        2. Roll # (2/**Great Orcs**/**Dwarf Veterans**; all other 1/unit) „white" D6/Combat Strength mx 5D6

            EXC: Unit card's Maneouvre played → replace # (1/matching unit) „white" D6 with „black" D6

    3) Leader Re-roll → misses may be re-rolled, each D6 mx 1 re-roll, up to Army's Leadership value [p.28]

        Ld 3 (**Bolg**) / 2 (**Thranduil** / **Dain** / **Thorin**) / 1 (**Gandalf** / **Bard** / **Leadership** token)

        If 1+ „black" D6 = hit, owner may trigger Maneouver card's ability once [p.27]

        Bilbo in Army = may remove from the board & -1 Ring token → -2 Dmg

        Bolg in Army = may -1 Bodyguard token → prevent all Dmg

    4) Apply Damage

        1. Reduce any Fortification: -1/hit; if none left = Fortification no longer change Target Number to 6

        2. Apply remaining Damage to Army

        3. Player may (must if # Dmg > # units in the Army) Take Casualties → -2 Dmg / unit removed

            Note: if all units removed → remove any Characters & **Leadership** tokens

    5) End of Round (if neither Army is completely eliminated) [p.29]

        1. Attacker may Withdraw → stop the attack; end combat immediately

        2. Defender may Retreat (if played Regroup card for maneouvre) / Rout

            I. if Army Routing = Take Casualties (-2 Dmg/unit removed) until 0-1 Dmg [p.30]

            II. Move to adj Region: (not into enemy Army/Settlement), decided by:

                a) Defender (if not across the Ford/adj to enemy Army unless own Army/Settlement)

                b) Attacker (if not the above) & Retreating +1 Dmg + Take Casualties if required

        3. If Defender Retreated / Routed / eliminated → Attacker may Advance [p.30] & split Army