

Lord of the Rings Confrontation

Dice Variant

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Introduction

Most people call this variant a blasphemy while personally I think it's awesome. The problem I have with the original game is that since everything is predictable, it happens many times that what-ever you do, you are going to lose. And I find this not rewarding at all because you have the feeling that it would be better just to abandon the game.

This variant adds a light level of randomness (adjustable to player's taste) that prevents players from knowing exactly if they are going to win or not. So it gives the weaker player a hope of winning, it allows players to push their luck by playing a lower cards and it remove the deadlock situations where it's impossible to win.

Components

The new components required to play this variant are of course dice. You will need at most 2 sets of 12 dices. For my game, I bought 12 red and 12 green dice to match the faction colors.

Rules

The rules are pretty simple. The game is played normally until the characters and the cards played are revealed. Then each player rolls a number of dice equal to the sum of his character and card strength.

Each die greater or equal the target number (TN) is set aside and gives the unit 1 point of strength. The player who kept the most dice is the winner. In case of ties both units die. The target number is fixed for the whole game, but it can be changed according to the player's taste at the start of the game.

Randomness	TN	Recommended
Low	2+	For players who want a strong strategic game similar to the original game.
Medium	3+	For players who want luck to have some impact on the game.
High	4+	For a more chaotic game. Could work well when playing with kids.

Example: When playing at "Medium" randomness level, a player with a total strength of 8 rolls his dice: 1, 2, 2, 3, 4, 4, 5, 5. Since the target number is 3+, all these dice are set aside (3,4,4,5,5 = 5 dice) and the lower dice (1,2,2) are discarded. So the player has a final strength of 5. If his strength is greater than the number of dice kept by his opponent, he wins the battle.

That's it, enjoy!