

# **Order Rulings**

## **120, 225, 330, 940 Practising Spells**

You can practise a spell by casting it but with no target. The message you receive will indicate that the spell failed, but the casting percentage will increase.

## **230, 235, 250, 255 (and 830) Navies**

A navy cannot land or attack a pop centre in, say, hills and rough if there is no port or harbour - period. In order to attack a pop centre, a navy must be able to anchor its ships (which it does in an attack). If it can't anchor ships, it can't land or attack.

## **250, 255 Armies Defending Pop Centres**

If you attack an enemy pop centre, only the armies belonging to that nation will automatically defend the pop centre. Enemy armies from other nations will only get involved if they issue attack orders themselves.

## **250, 255 Loyalty Loss**

Losing a pop centre to enemy attack will result in a loss of loyalty in all your other pop centres.

## **285, 290 Artifacts and Encounters**

If there is an artifact with an encounter in a hex, it is not definite that one of your characters present will get the encounter. An enemy character could get it or there might be no encounter message. If this is the case, you can still issue a 290 order.

## **315, 320, 325 Buy and Sell Turn Order**

Some players assume that they have funded a buy with a sell - probably because they have not taken into account that they receive revenues, then do buys and sells, and then pay maintenance. See page 109 in the rules.

Except where noted, all orders occur in sequence of the order number. In the case of the market, 315 goes first, then 320, etc...

## **325 Natsells Under Siege**

If your capital is under siege, you may still execute NatSell orders. Of course no goods from the sieged capital will be sold, but the goods from other unsieged pop centres will still be sold.

## **480 Fortifications and Ruins**

A fortified ruins will remain in the hex after the destruction of the pop centre.

Ruins (hexes with fortifications but no pop centre) do not count as 'population centre of the same nation' for purposes of order 480.

## **705 Research**

You can use any of the functions of an artifact without using Research Artifact (providing you know what the functions are, in the case of artifacts with secondary powers). Some artifacts allow you to research certain spells or spell lists. Once you have researched the spell, you continue to know it unless you issue the Forget Spell order. Transferring the artifact does not make you forget the spell.

All other attributes and abilities of the artifacts (combat bonus, skill bonus, scrying in the case of palantiri, etc.) can only be used when the character is actually in possession of the artifact.

## **725 - 737 New characters**

You can't give characters any orders until the turn after they are named.

## **725 – 737 10 Rank Characters**

If a player uses the order #725 then the new character must have at least 30 skill points allocated.

However, if they choose to use either of the orders from #728 to #737 with a character less than 30 points in the respective skill, then the new character will be created at that skill level. In other words, if a character has a command 10, emissary 10 and an agent 10 then he may issue the 731 order to create a new agent of 10 points but if he/she uses the 725 order then the new character must have 30 total points allocated to any combination of skills.

Therefore, it is possible that one may create a new character with less than 30 skill points but it must be done in a specific manner.

## **765 and Food**

The 765 order will split food in proportion, so, for example, 100 troops split off a 500 size army with 1000 food in would end up with two armies: one size 100 with 200 food; the other size 400 with 800 food.

## **770 Army Backup Commander**

A commander who is in an army and issues a 770 Hire Army order will leave the army, regardless of whether the 770 order was successful or not.

## **825 Capital return**

The Capital Return spell requires that you state the target hex. If you don't state the target hex you will simply practise the spell and not move. If you are not certain where your capital will be by this stage of the turn, you may enter a speculative hex, but the order will fail if the hex you name is not your capital.

## **810 - 870 Movement**

Army/navy moves (830,850,860) require hex directions. Character/company moves (810,820, 825, 870) require the destination hex number only.

## **830, 850, 860 Feeding Armies**

'Low supplies' means that your army will run out of food next turn.

You need to have one food after paying for your troops' food maintenance to be able to move at the normal rate (rather than the unfed rate). Page 28, second column covers this.

## **830 Navy Troop Capacity**

The troop capacity of ships are figured on a navy basis, not on an individual ship basis using the following method: Divide the total amount cavalry by 150 to get the number of ships required to transport the cavalry. Divide the total amount of infantry by 250 to get the number of ships required to transport the infantry. Add the two together and get the total required to transport the entire army.

## **850, 860 Movement**

Whenever you have two armies in adjacent hexes both trying to move, the computer decides randomly which army gets to move first. Then the army spends the first of their movement points to enter the next hex (and block any other armies found in that hex at that point – the only things that could affect this are being overrun or pushed past)

The rest of the movement points for the hex are used up crossing the hex and then the armies move onward using any remaining movement points.

## **850, 860 Overrun and Pushed Past**

If one army blocks another army's movement and the first army is significantly smaller (the second army is somewhere in the region of 6 to 10 times bigger) the first army may get overrun or pushed passed. Getting overrun means that the entire small army, including commander and other characters travelling in the army, are killed. If any of the armies involved are moving evasively, the result is more likely to be that the large army forces its way past the small army with no loss of life.

## **940 Hidden Pop Centres**

A successful casting of the spell Reveal Pop Centre (434) does not mean that the pop centre is automatically revealed. There are actually two different checks with this spell. The first is to see if the spell is successfully cast, taking into account all mage artifacts the character may

have. The second check is to see if the pop centre is revealed - and this is based on your mage's base mage rank. It does not take into account any artifacts he may have. As such, you can successfully cast the spell but still fail to reveal the pop centre.

## **948 Transporting Stuff**

The 948 order requires an origin and destination hex. The order will fail if either of these locations is sieged.

When transporting gold, you must be in your capital in order for the transfer to go through. However, you can transfer to another pop centre other than the recipient's capital and the order will still succeed.

A result of the above two rules is that whilst it is not possible to transfer any product to a pop centre under siege, you can get around this with gold by transferring to another pop centre belonging to that player.

## **Armies**

In the case of the army commander dying, command of the army goes to the backup commander who has the next best natural command rank.

## **Cheating – a comment from Clint**

You are not allowed to run two positions in the same game by use of a pseudonym.

It gives you an unfair advantage and we consider it to be cheating.

Please don't do it - if you know of anyone who is in such a situation please ask them to get in touch with us, so the situation can be discussed and a fair solution found.

We allow players to take up nations that have been dropped, so it is quite legal to play two nations at once by this rule - it's the only way to keep games running in some situations. We also run variant games where you can play multiple nations.

Note: playing the occasional turn whilst your ally is ill or away, or helping players to get their turns done, but letting them do what they want to do, is okay. Effectively running the position is not okay.

Thanks - have fun and help make it fun for others.

Clint



Orfalch Echor, Orgaladh, Orgaladhad, Ori, Orkish, Ormal, Ormendil, Orocamí, Orodreth of Gondor, Orodreth of Nargothrond, Orodruin, Oromé, Oromendil, Oropher, Orophin, Orrostar, Orthanc, Key of Orthanc, Stone of Orthanc, Tower of Orthanc, Orthanc-stone, Osgilith, Stone of Osgilith, Ossë, Ossirand, Elves of Ossirand, Seven Rivers of Ossir, Ost-in-Eðhil, Ostober, Otho Sackville-Baggins, Outer Lands, Outer Sea, Over-heaven, Overhill, Overliffe, Ozen, Paladin Took II, Palantir, Palاران, Pallando, Pansy Baggins, Parth Galen, Party Field, Pass of Aglon, Pass of Anach, Pass of Light, Pass of Sirion, Paths of the Dead, Pearl Took, Pelagor, Pelendur, Pelennor Fields, Battle of the Pelennor Fields, Pelóri, Peony Baggins, People of Brest, People of Hador, People of Halath, People of the Jewel-smiths, People of the Stars, Peredhil, Peregrin Took I, Perianth, Pervina Took, Petty-dwarves, Phrazôn, Phial of Galadriel, Phruangarian, Pillar of Heaven, Pimpnel Took, Pimple, Pincup, Pines, Pinnath Gelin, Pipe-weed, Pippin Gardner, Pippin Took, Plateau of Gorgoroth, Polo Baggins, Ponies, Ponto Baggins, Pool, Pools of Ivrin, Poppy Chubb-Baggins, Poros, Crossing of Poros, Fords of Poros, Porto Baggins, Poso Baggins, Battle of the Powers, Powers of Arda, Powers of the World, Prancing Pony, Primrose Gardner, Primula Brandybuck, Prince of Dol Amroth, Prince of Ithilien, Prince of the Halflings, Proudfoot, Bodo Proudfoot, Odo Proudfoot, Olo Proudfoot, Sanchu Proudfoot, Proudneck, Pukei-men, Queen of Doriath, Queen of Gondor, Queen of Númenor, Ruling Queen of Númenor, Queen of the Earth, Queen of the Stars, Queens of the Valar, Quelë, Quendi, Quenta Silmarillion, Quenya, Quest for the Silmaril, Quest of Erebor, Quest of Mount Doom, Quickbeak, Rabbits, Radagast, Ragnor, Ramdahl, Rammas Echor, Rána, Rangers of Ithilien, Rangers of the North, Ranugad, Ras Morthil, Rath Dinen, Rathlóriel, Rauros, Ravenhill, Ravines of Teiglin, Realms in Exile, Reckoning of Rivendell, Red Arrow, Red Book of Westmarch, Red Eye, Red Maw, Red Ring, Redhorn, Redhorn Gate, Redhorn Pass, Redwater, Regent of Gondor, Regnard Took, Region, Remmirath, Renewer, Rerir, Rethë, Return of the Noldor, Reunited Kingdom, Revised Calendar, Rhiw, Rhosgobel, Rhovanion, King of Rhovanion, Rhudaur, Rhûn, Sea of Rhûn, Rian, Riddermark, First Marshal of the Riddermark, Second Marshal of the Riddermark, Third Marshal of the Riddermark, Ride of Eorl, Riders of Rohan, Riders of the Mark, Rimmon, Mia-Rimmon, Fellowship of the Ring, Great War of the Ring, Lord of the Ring, War of the Ring, Ring of Adamant, Ring of Air, Ring of Barahir, Ring of Doom, Ring of Fire, Ring of Isengard, Ring of Sarnshire, Ring of Thaur, Ring of Water, Ringar, Ring-bearer, Ring-bearers, Ring-finder, Ringil, Ringil, Ring-maker, Rings of Power, Lord of the Rings, Ringwail, Ringwraiths, Rivendell, Lord of Rivendell, Reckoning of Rivendell, River, River-daughter, River-woman, Rivvi, Roac, Robin Gardner, Robin Smallburrow, Rochalor, Rochand, Rock of the Music of Water, Rógin, Rohan, East Wall of Rohan, Gap of Rohan, King of Rohan, Lady of Rohan, Lord of Rohan, Men of Rohan, Riders of Rohan, White Lady of Rohan, Roheryn, Rohirrim, Rómendacil I, Rómendacil II, Rómenna, Roper, Andwise Roper, Andy Roper, Roper Gamgee, Rorimac 'Goldfather' Brandybuck, Rosa Baggins, Rose, Rose Cotton, Rose Gardner, Rothinzil, Rowan, Rowans, Royal House of Gondor, Rúantari, Ruby Bolger, Ruby Gardner, Rudigar Bolger, Ruin of Beleriand, Ruin of Doriath, Ruler, Ruling Queen of Númenor, Ruling King, Ruling Steward, Rúmil of Lorien, Rúmil loemaster, Runes, Running, Rushey, Rushlight, Sack of Nargothrond, Sackville, Camelia Sackville, Sackville-Baggins, Lobelia Sackville-Baggins, Lotho Sackville-Baggins, Otho Sackville-Baggins, Sadur, Saeros, Salmir, Sam Gamgee, Sammath Naur, Sanwisse Gamgee, Sancho Proudfoot, Sandbeaver, Sandman, Sandman the miller, Ted Sandman, Sangabando, Saradoc Brandybuck, Sam Abrah, Sam Ford, Sam Gebir, Saruman, Sauron, Eye of Sauron, Mouth of Sauron, Wolf-Sauron, Sauron's Isle, Seary, Scatha, Scattergold, Sceptre, Council of the Sceptre, Sceptre of Annúminas, Sceptre of Númenor, Scroll of Isildur, Sea of Númen, Sea of Rhûn, Sea-elves, Seal of the Stewards, Second Age, Second Battle of the Fords of Isen, Second Marshal of the Riddermark, Second People, Secret Fire, Seeing-stones, Self-cursed, Serech, Seregen, Serinde, Serni, Serpents, Seven Rings, Seven Rivers of Ossir, Seven Sons of Fëanor, Seven Stars, Seven Stones, Seventh Gate, Shadow, Shadow of the Wood, Shadowfax, Shadowy Mountains, Shadowy Seas, Shagrat, Sharbunnd, Shards of Narsil, Sharkey, Sharkey's Men, Sharku, Shashûr, Sheen, Sheep, Sheldû, Sheldû's Lair, Shepherds of the Trees, Ship of Long-foam, Ship-king, Shipwright, Shire, Eastfarthing of the Shire, Eastmarch of the Shire, Herblorn of the Shire, Hobbits of the Shire, Mayor of the Shire, Northfarthing of the Shire, Southfarthing of the Shire, Thain of the Shire, Westfarthing of the Shire, Westmarch of the Shire, Shire Calendar, Shireborn, Shire-folk, Shire-hobbits, Shire-reckoning, Shire-thain, Shirriff, Sickle of the Valar, Siege of Angband, Siege of Barad-dûr, Sigismund Took, Silent Hill, Silent Street, Silmarili, Silmarillion, Quenta Silmarillion, Silmarils, Quest for the Silmaril, Silvan Elves, Silvan Elvish, Silverlode, Silvertine, Simbelmynë, Simple, Sindar, Sindarin, Singollo, Sir Angren, Sir Ninglor, Loeg Ningloron, Sirannon, Sirti, Sirion, Ethel Sirion, Elves of Sirion, Falls of Sirion, Fens of Sirion, Gates of Sirion, Havens of Sirion, Mouths of Sirion, Pass of Sirion, Tol Sirion, Vales of Sirion, Siriondûl, Sirith, Skimbark, Skin-changers, Slinker, Smallburrow Robin, Smaug, Smaégol, Smaiks, Smith, Smauga, Snaiks, Snowbound River, Snowman, Snowman of Frodoch, Snowthorn, Snow-trolls, Solmath, Sons of Eorl, Sons of Fëanor, Sorontil, Sorontis, Soronimë, South Downs, South Gondor, South Ithilien, South Lane, South Undeep, Southern Army, Southern Star, Southfarthing of the Shire, South-kingdom, Southrons, South-voy, Spear of Gil-galad, Spiders, Spring of Arda, Spring-ring, Spyllik, Squirrels, Staddle, Star Falls, Stairs of Cirith Ungol, Standelf, Star of Erendil, Star of Elendil, Star-glass, Starkhom, Starmoon, Star-spray, Starwads, Steadfast, Steelsheen, Steward of Gondor, House of the Stewards, Ruling Steward, Seal of the Stewards, Stewards' Reckoning, Sting, Stingmer, Stern, Stock-brook, Stone of Annúminas, Stone of Erech, Stone of Orthanc, Stone of Osgilith, Stone of the Hopeless, 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, Súlimë, Súlimo, Summerfrith, Tower of the Setting Sun, Sundering Seas, Sunion, Swanflight, Swanhaven, Haven of the Swans, Sweet Galenas, Swerings, Sword of Elendil, Swordsman of the Sky, Sword-that-was-Broken, Symbelmynë, Talans, Talath Dimen, Tale of Aragorn and Arwen, Tale of Grief, Tale of the Children of Húrin, Tale of Years, Taniquetil, Tanta Hornblower, Tar-Alcarin, Tar-Aldarion, Tar-Andarion, Tar-Anacamé, Tar-Anacamil, Tar-Anducal, Tar-Aranstar, Tar-Ardamin, Taras, Taras-ness, Tar-Atanamir the Great, Tar-Calion, Tar-Calmacil, Tarcil, Tarciryar, Tar-Ciryatan, Tar-Elendil, Tar-Elestrin, Tar-Falasson, Tar-Heurumen, Tar-Hostamir, Tárion, Tarkil, Tarks, Tarlang's Neck, Tarnen, Tar-Mendulur, Tar-Minastir, Tar-Minyatur, Tar-Miriel, Tarn Aeluin, Taronador of Arnor, Taronador of Gondor, Tarostar, Tar-Palantir, Tar-Sirion, Tar-Telemmaitë, Tar-Teleprien, Tar-Vanimélie, Tassarion, Taur-en-Náeddeloth, Taur-en-Faroth, Taur-in-Duinath, Taur-nu-Fuin, Taur-nu-Fuin, Tauron, Tawarwaith, Ted Sandman, Teeth of Mordor, Towers of the Teeth, Tethar, Teiglin, Crossings of Teiglin, Ravines of Teiglin, Telain, Telchar, Telco, Telcontar, Telemmar, Telespino, Teleri, Telerin, Telumbar, Telumbar, Telumbar, Telumbar, Urdubadil, Temar, Teigwar, Thain of the Shire, Thain's Book, Thalion, Thalos, Thangal, Thangowidrin, Tharbad, Thargelion, Thankin, The Hobbit, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King, Thengel, Theoden, Theodred, Theodwyn, Thingol, Thingol's Heir, Third Age, Third Clan, Third House of the Edain, Third Marshal of the Riddermark, Third Ring, Thistlefoot, Thistlewool, Thorin and Company, Thorin I, Thorin II Oakenshield, Thorin III Stonehelm, Thorondur, Thoronador, Thorongil, Thousand Caves, Thrán I, Great Hall of Thrán, Thrán 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, Three-Farthing Stone, Thrilyrne, Thrimidge, Thrór, Ring of Thrór, Thurmungvehl, Tighfield, Tilion, Timeless Halls, Tincoctma, Tindome, Tindómíel, Tindock, Tintalk, Timiviel, Tirion, Tobold Hornblower, Togo Goodbody, Tol Brandir, Tol Eressea, Elves of Eressea, White Tree of Tol Eressea, Tol Falas, Tol Fain, Tol Galen, Tol Morwen, Tol Sirion, Tol Uinen, Tol-falas, Tol-in-Gauroth, Tolman Cotton junior, Tolman Cotton senior, Tolman Gardner, Tom Bombadil, Tom Cotton junior, Tom Cotton senior, Tomb of Elendil, Took, Adalard Took, Bandobras Took, Belladonna Took, Esmeralda Took, Everard Took, Faramir Took I, Ferumbras Took II, Ferumbras Took III, Flambard Took, Fortinbras Took I, Gerontius Took II, Gerontius Took III, Hildigrim Took, Isengrim Took, Isengrim Took II, Isengrim Took III, Isumbras Took I, Isumbras Took II, Isumbras Took III, Isumbras Took IV, Mirabella Took, Old Took, Paladin Took II, Pearl Took, Peregrin Took I, Pervina Took, Pimpnel Took, Regnard Took, Sigismund Took, Tookbank, Tookland, Torech Ungol, Torog, Tower Hills, Tower of Amon Sûl, Tower of Avallónë, Tower of Cirith Ungol, Tower of Eithelion, Tower of Guard, 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, Trahald, Treebeard, Trees of Silver and Gold, Hill-trolls, Mountain-trolls, Snow-trolls, Stone-trolls, Trollshaws, Truesilver, Tuckborough, Tuile, Tuilë, Tulkas, Tumbalad, Battle of Tumbalad, Tumladen, Tumnazabar, Túna, Tunnelty, Tuor, Turambar King of Gondor, Turambar surname of Túrin, Turger King of Gondolin, Turgon Steward of Gondor, Túrin I, Túrin II, Túrin the Fair, Túrin Turambar, Turnips, Turuphanto, Twilight Meres, Twilit Meres, Two Captains, Two Kindreds, Two Kingdoms, Two Trees of the Valar, Two Trees of Valinor, Two Trees of the Trees, Two Watchers, Tyeller, Tyelpetiema, Tyrn Gorthad, Udûn stronghold of Melkor, Flame of Udûn, Udûn valley in Mordor, Uthak, Ugluk, Uilos, Amon Uilos, Uinen, Uinon, Tol Uinen, Uimendil, Uiméniel, Ulairi, Ulbar, Ulidor the Accursed, Ulfing the Black, Ulfist, Ulmo, Ulund, Ulwanti, Umariyar, Umari, Umbar, Haven of Umbar, Umbarcakil, Undeeps, North Undeep, South Undeep, Underhill family, Underhill village, Undertowers, Undonë, Undoniel, Undying Lands, Undying Realm, Ungoliant, Union of Maedros, Unnumbered Tears, Battle of Unnumbered Tears, Unswilling, Urine, Uruk-hai, Uruks, Urukôk, Urwen, Usurper, Usurpers, Utternest West, Utumno, Vaire, Valacaur, Valacra, Valandil of Arnor, Valandil of Númenor, Valandur, Valaquentia, Valar, Doomsman of the Valar, Lamps of the Valar, Lords of the Valar, Valaraukar, Valarómë, Vale of Nargol, Vale of Anduin, Men of the Vales of Anduin, Vales of Sirion, Valiant, Valier, Valmar, Valinor, Darkening of Valinor, Elves of Valinor, Hound of Valinor, Valiorean, Valmar, Vampires, Vana, Vanyar, Varda, Vardamir Nólimon, Variags, Vasa, Veanur, Venturers, Vidugavia, Vidumavi, Vilya, Vingilot, Vinitharya, Vinyalonde, Vinyarion, Vinyarion, Viresst, Vision of Iluvatar, Voronda, Vorondil, Voronwë Elf of Gondolin, Voronwë surname of Mardil, Wain, Wainriders, Walda, Wall's End, Walls of Night, Walls of the World, Wandlimb, 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, Waymead, Waymoor, Wayward, Weather Hills, Weatherstop, Wedmath, Wellinghal, Werewolves, Were-worms, West Beleriand, West of the World, Lord of the West, Lords of the West, West over Sea, Westemnet, Western Sea, Westemnesse, Men of Westemnesse, Westfarthing of the Shire, Westfold, Westfold-men, West-gate of Bree, West-gate of Moria, Westlands of Middle-earth, Westlands of the Shire, Warden of Westmarch, West-mark, Westron, West-wings, White Council, White Downs, White Down, White Horse, White House of Erendis, White Lady of Gondolin, White Lady of Rohan, White Mountain, White Mountains, White Rider, White Ship, White Tower, White Tree of Minas Tirith, White Tree of Númenor, White Tree of Tol Eressea, White Tree of Valinor, White Wolves, Whiteskins, Whitfoot, Will Whitfoot, Whitfurrows, Whitwell, Widifara, 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, Windford, Window of the Eye, Winged Nazgûl, Winged Shadows, Wingfoot, Winterfith, Wise title of Saruman, Wise Wizards and Elves, Wiseman Gamwich, Witch-king of Angmar, Withered Heath, Withywindle, Wolf Carcathro, Hunting of the Wolf, Wolf Magoth's God, Wolfriders, Wolf-Sauron, Elves of the Wood, Wood of Greenleaves, Wood-elves, Wooden Whale, Woodhall, Woodmen, Woodwise, Woody End, Worm of Morgoth, Great Worm, Wormtongue, Woses, Wraiths, Wraith-world, Wolf Yale, Yavanna, Yavannë, Yavie, Yavievë, Year of Lamentation, Years of the Sun, Yellow Face, Yéni, Yestarë, Young, Younger Children of Iluvatar, Yrch, Yule, Yuledays, Yuletide, Zamin, Zaragamba, Zrak, Zrakzgil, and the names of all other characters events items and places therein are trademarks of The Saul Zaentz Company d/b/a 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