

Linking the Rohan and Gondor scenarios

Version 2.1

1. Introduction

These rules are a way to link your Rohan and Gondor scenarios together. The result of the Rohan scenario will affect the Gondor scenario in some ways. These rules are written to enhance the experience of the two scenarios from Battles of the Third Age, the result might be a slightly unbalanced Gondor scenario but that is in part the result of the players' actions in the Rohan scenario. These rules are created by the playtester Kristofer Bengtsson and are in no way any official rules.

The result of the Rohan scenario will reflect both on the set-up of and change some of the rules in the Gondor scenario. Follow these steps to link the scenarios:

2. Reward for Victory

- If the Shadow player won the Rohan scenario then he/she begins the Gondor scenario with one randomly chosen Darkness card in the hand.

- If the Shadow player won the Rohan scenario but the Fate marker reached the thirteenth step of the Fate track the Shadow begins the Gondor scenario with one randomly chosen Darkness card in the hand but with only four Darkness tokens.

- If the Free Peoples player won the Rohan scenario he/she can do one of the following things before the Battle for Gondor begins:

- a) Move one of the Characters on the Fate Track one step towards the Fate Marker, this bonus is in addition to any other changes made to the Fate Track.

- b) Add one extra Recruitment Token to the Minas Tirith Region and to the Gondor and Rohan Recruitment Areas.

3. The Free Peoples Characters

Any Characters that are eliminated in the Rohan scenario are not necessarily dead, but their failure in the Rohan scenario is reflected in the Gondor scenario. For the changes done as the result of Character eliminations see the following list:

3.1 The Companions

Gandalf the White

- If Gandalf the White survived the Rohan scenario no change is made to the Gondor set-up.

- If Gandalf the White was eliminated in the Rohan scenario he is not placed in Minas Tirith at the beginning of the Gondor scenario but is instead placed on step 3 of the Fate Track and can be brought into play in the Minas Tirith Region with a Character die result when ready.

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Aragorn, Isildur's Heir

- If Aragorn survived and the Free Peoples won the Rohan scenario no change is made to the set-up of the Gondor scenario.
- If Aragorn survived but the Free Peoples lost the Rohan scenario Aragorn is placed on step 13 of the Fate Track at the beginning of the Gondor scenario.
- If Aragorn was eliminated in the Rohan scenario he is placed on step 13 of the Fate Track at the beginning of the Gondor scenario and the cards "The King of the Dead" and "The Standard of Arwen" are removed from the Free Peoples' Story Deck.

3.2 The Captains of Rohan

Théodred, Marshall of Westmark

- If Théodred survived the Rohan scenario he is placed with the Rohirrim force when they enter the Gondor scenario.
- If Théodred was eliminated in the Rohan scenario he cannot enter play in the Gondor scenario.

Éomer, Marshall of Eastmark

- If Éomer survived the Rohan scenario he is placed with the Rohirrim force when they enter the Gondor scenario.
- If Éomer was eliminated in the Rohan scenario he cannot enter play in the Gondor scenario.

Théoden, King of Rohan

- If Théoden survived and the Free Peoples won the Rohan scenario Théoden is placed on step 8 of the Fate Track at the beginning of the Gondor scenario.
- If Théoden survived but the Free Peoples lost the Rohan scenario no change is made to the Gondor set-up.
- If Théoden was eliminated in the Rohan scenario he cannot enter play in the Gondor scenario.

4. The Rohirrim Force

The Rohirrim force (and all Rohan Characters) always enters the game along with the King of Rohan, who becomes ready on step 9 of the Fate Track, except, as noted above, if Théoden survived and the Free Peoples won the Rohan scenario, then Théoden becomes ready at step 8 of the Fate Track.

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If Théoden was eliminated in the Rohan scenario, and is therefore not to participate in the Gondor scenario, follow these rules to govern the arrival and leadership of the Rohirrim force.

- If Théoden was eliminated in the Rohan scenario and Théodred survived, Théodred replaces Théoden as the King of Rohan in the Gondor scenario and he gives the Free Peoples the extra Action Die normally associated with Théoden. All cards normally associated with Théoden are now associated with Théodred. The cards associated with Théoden are "Call me Dernhelm", "Ghân-buri-Ghân", "No Living Man Am I!", "Ride to Ruin and the World's Ending!" and "Winds from the West."

- If Théoden and Théodred were eliminated in the Rohan scenario and Éomer survived, Éomer replaces Théoden as the King of Rohan in the Gondor scenario and he gives the Free Peoples the extra Action Die normally associated with Théoden. All cards normally associated with Théoden are now associated with Éomer. The cards associated with Théoden are "Call me Dernhelm", "Ghân-buri-Ghân", "No Living Man Am I!", "Ride to Ruin and the World's Ending!" and "Winds from the West."

- If Théoden, Théodred and Éomer all were eliminated in the Rohan scenario the Rohirrim will not participate in the Gondor scenario and all cards associated with them are removed from the Free Peoples' Story Deck before the beginning of the Gondor scenario. The cards associated with the Rohirrim are: "Call me Dernhelm", "Ghân-buri-Ghân", "No Living Man Am I!" and "Ride to Ruin and the World's Ending!"

5. The Free Peoples' Recruitment Tokens

When linking the scenarios you place the Recruitment Tokens in the Gondor scenario as normal but:

- If the Rohirrim force is not to participate in the Gondor scenario the Rohan Recruitment Tokens can never be flipped.

- The Free Peoples Muster ability to "flip one Recruitment Token in two different Recruitment Areas, if both Aragorn and Théoden have left the Fate Track." can be used as long as Aragorn and the King of Rohan (Théoden, Théodred or Éomer) have left the Fate Track.

- If the Rohirrim force is not to participate in the Gondor scenario this ability can be used if Aragorn has left the Fate Track, and will place and flip one Recruitment Token in the Gondor Recruitment Area.

6. Author's notes

These rules are an attempt to enrich your experience of playing the Gondor and Rohan scenarios from Battles of the Third Age. Depending on the outcome of the Rohan scenario the players will face different challenges in the Gondor scenario and thereby add to the replayability of the scenarios. It is my belief that the game balance is not altered to the extent For more information and House Rules for War of the Ring and Battles of the Third Age please visit my web site at <http://www.warofthering.eu>.

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that the game becomes too difficult for any of the players. The most important factor to ensure that game balance is preserved is for the Free Peoples player to make sure that at least one of the Rohan Characters (Théoden, Théodred and Éomer) avoids elimination in the Rohan scenario.

The fact that the Rohan force will fail to show up in the Gondor scenario if all three Rohan Characters are eliminated might seem harsh but I believe it to be in line with Tolkien's story. Saruman was trying to destroy the land of Rohan by removing its leadership and by eliminating the King and all his obvious heirs the people of Rohan would have had no one to rally to and no one to lead them to the relief of Minas Tirith.

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