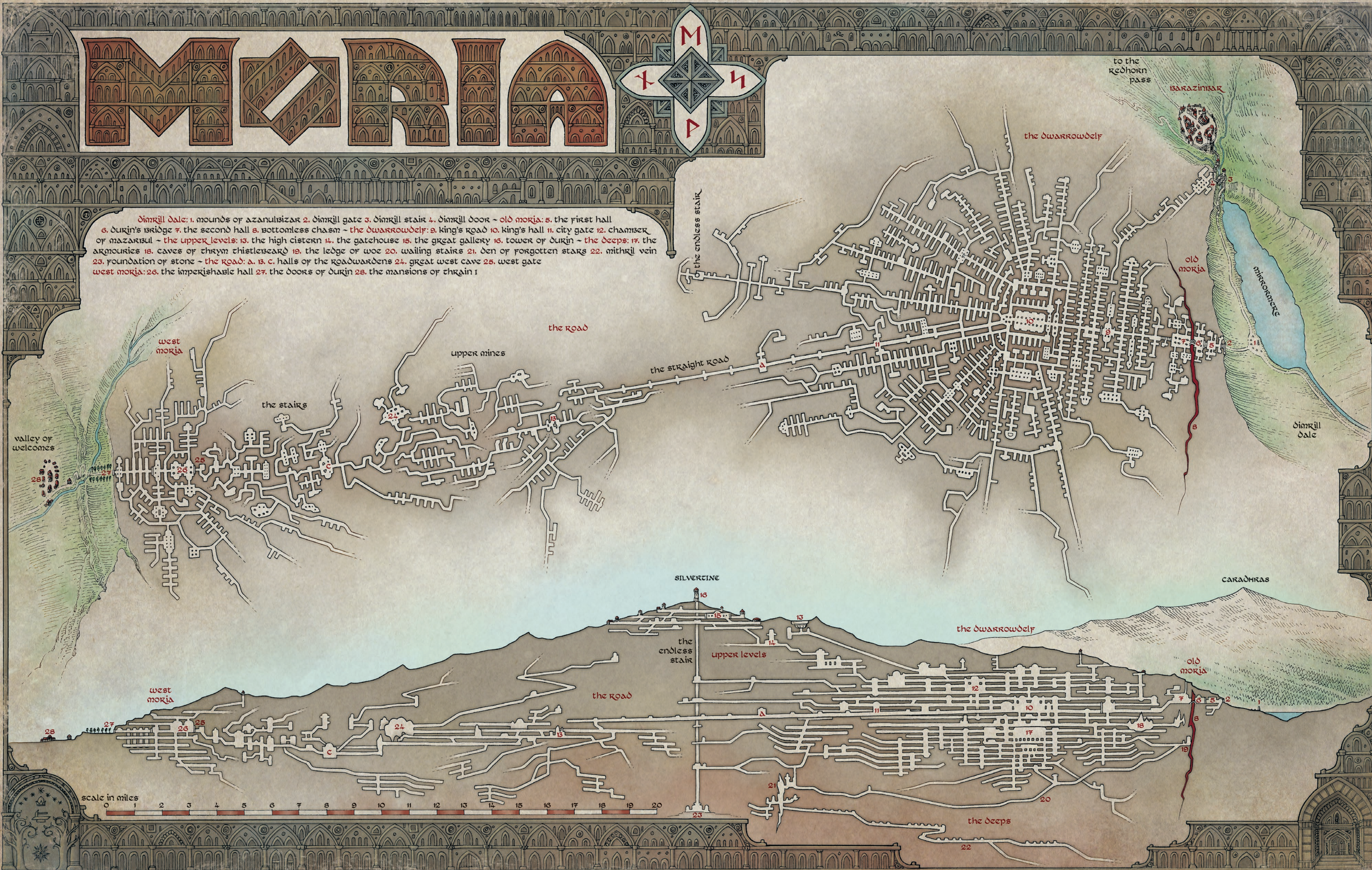


Dimrill Dale: 1. mounds of azanuliszar 2. Dimrill gate 3. Dimrill stair 4. Dimrill door ~ old moria: 5. the first hall 6. Durin's bridge 7. the second hall 8. bottomless chasm ~ the dwarrowdelf: 9. king's road 10. king's hall 11. city gate 12. chamber of mazarbul ~ the upper levels: 13. the high cistern 14. the gatehouse 15. the great gallery 16. tower of Durin ~ the deeps: 17. the armouries 18. caves of thrym thistlebeard 19. the ledge of woe 20. wailing stairs 21. den of forgotten stars 22. mithril vein 23. foundation of stone ~ the Road: a. 13. c. halls of the Roadwardens 24. great west cave 25. west gate west moria: 26. the imperishable hall 27. the doors of Durin 28. the mansions of thrain I



This combat diagram offers a new way of managing stances and engagements during combat. In the texts below, the combat procedures are summarized.

1. OPENING VOLLEYS

If the Player-heroes and their enemies are separated by a distance at the start of combat, one or more opening volleys using ranged weapons are allowed. This is determined by the Loremaster.

During a volley, each combatant with a ranged weapon may make an attack with it. Normally, each volley exchange is resolved with the Player-heroes launching their volleys first, unless the Loremaster considers the circumstances to favour the opposition.

2. CHOOSE STANCES

After the opening volley(s), close combat commences and each Player-hero chooses their stance for the round. There are three Close Combat stances (Forward, Open, and Defensive) and one Ranged Combat stance (Rearward).

- ♦ **FORWARD:** The Player-hero is being reckless and aggressive. Their attack rolls *gain* (1d). All close combat attacks aimed at them *gain* (1d). A Player-hero in Forward stance can take the Intimidate Foes action.
- ♦ **OPEN:** The Player-hero is being cautious, striking when they can while keeping their guard up. Melee and ranged attacks are made as normal. A Player-hero in Open stance can take the Rally Comrades action.
- ♦ **DEFENSIVE:** The Player-hero is being careful and protecting themselves extensively. All close combat attacks aimed at them *lose* (1d). Their attack rolls *lose* (1d) for each opponent engaging them. A Player-hero in Defensive stance can take the Protect Companion action.
- ♦ **REARWARD:** The Player-hero stays away from the press of the fighting to attack their foes from a distance. The Player-hero can only attack with, and be attacked by, ranged weapons. A Player-hero is allowed to assume a Rearward stance only if the total number of enemies isn't more than twice the number of Player-heroes in the Company. Furthermore, for each Player-hero in the Rearward stance, there must be two other Player-heroes fighting in Close Combat stances. A Player-hero in Rearward stance can take the Prepare Shot action.

MARK STANCES: Use miniatures, cardboard stand-ups, or tokens to represent the Player-heroes and place them on the circles on this combat diagram corresponding to their chosen stances.

3. ENGAGEMENT

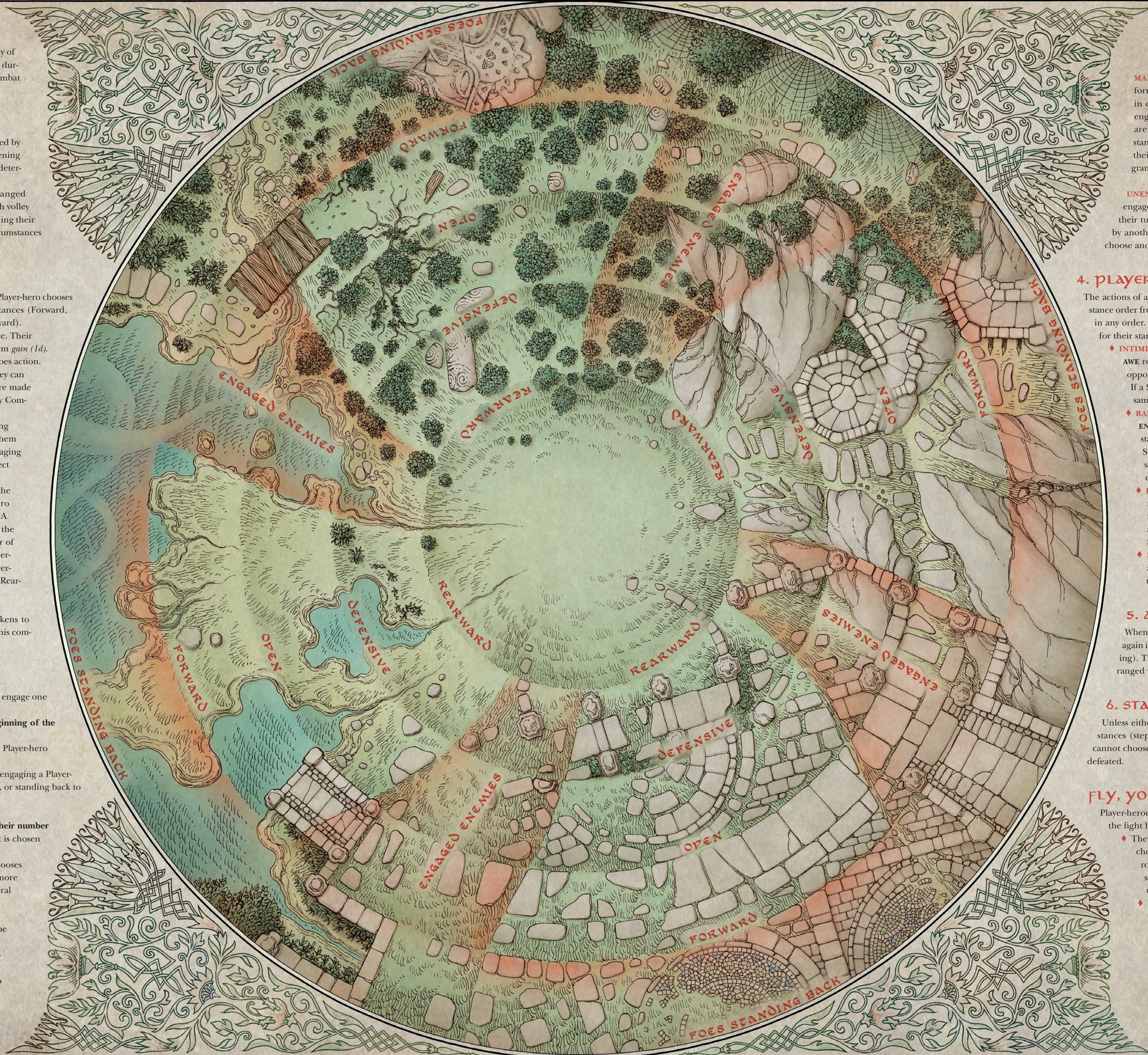
All Player-heroes in Close Combat stances (not Rearward) must engage one or more adversaries.

If there are more enemies than Player-heroes at the beginning of the round, engagement is handled by the Loremaster as follows:

1. The Loremaster assigns one opponent to each unengaged Player-hero fighting in a Close Combat stance.
2. For each remaining foe, the Loremaster chooses between engaging a Player-hero in a Close Combat stance who is already engaged, or standing back to attack any Player-hero using any ranged weapon.

If there are more Player-heroes than enemies, or their number is tied, at the beginning of the round, engagement is chosen by the players as follows:

1. Each Player-hero in a Close Combat stance chooses an unengaged adversary to face. If there are more Player-heroes in Close Combat than foes, several Player-heroes may engage the same enemy.
2. If one or more of the Company is fighting in Rearward stance, it is possible that there will be enemies left when everyone fighting in Close Combat has engaged an adversary. If this happens, the Loremaster chooses whether the 'spare' enemies engage a Player-hero who is already fighting in a Close Combat stance, or stand back to attack with a ranged weapon.



MARK ENGAGEMENT: Use tokens of some form to represent the adversaries, and place each in contact with the Player-hero with which they are engaged, or on the 'Foes Standing Back' circle if they are not engaged. If several Player-heroes in different stances are engaged with the same enemy, place all of their tokens on the same red 'slice' of the combat diagram to indicate engagement.

UNENGAGED PLAYER-HEROES: If a Player-hero who was engaged in Close Combat finds themselves unengaged when their turn comes — if their main adversary has been killed by another Player-hero's attack — the Player-hero is free to choose another adversary to attack in Close Combat.

4. PLAYER-HERO ACTIONS

The actions of all combatants are resolved, with the Player-heroes going first, in stance order from Forward to Rearward. Player-heroes in the same stance can act in any order. Each Player-hero may perform one attack or one special action for their stance.

- ♦ **INTIMIDATE FOES (FORWARD STANCE):** The Player-hero makes an AWE roll. On a success, the enemy's morale has been shaken and all opponents with Might 1 are made Weary for the length of the round. If a Success icon ☞ is rolled, adversaries with Might 2 suffer the same penalty. If several ☞ are rolled, all adversaries are affected.
- ♦ **RALLY COMRADES (OPEN STANCE):** The Player-hero makes an ENHEARTEN roll. On a success, all Player-heroes in a Forward stance *gain* (1d) on their attack rolls in the following round. If a Success icon ☞ is rolled, those fighting in Open stance gain the same bonus. If several ☞ are rolled, Player-heroes in any close combat stance gain the bonus.
- ♦ **PROTECT COMPANION (DEFENSIVE STANCE):** The Player-hero nominates another Player-hero in a Close Combat stance and makes an ATHLETICS roll. On a success, the next attack aimed at the protected Player-hero *lose* (1d), plus another (1d) for each Success icon ☞ rolled.
- ♦ **PREPARE SHOT (REARWARD STANCE):** The Player-hero makes a SCAN roll. On a success, the attacker *gains* (1d) on their next ranged attack, plus another (1d) for each ☞ rolled.

5. ADVERSARY ACTIONS

When it is the enemies' turn to act, the Loremaster chooses their actions, again in stance order (using the stance of the Player-hero they are attacking). The actions of enemies who stood back unengaged to attack with ranged weapons are resolved last.

6. START A NEW ROUND

Unless either side has been defeated, start a new round by again choosing stances (step #2 above), and proceed from there. An engaged Player-hero cannot choose to engage a different enemy until the current enemy has been defeated.

FLY, YOU FOOLS!

Player-heroes facing insurmountable odds and intending to leave the fight have two options:

- ♦ They can first assume a Rearward stance, and then choose to escape when their turn to act comes. No roll is required to do so. The same applies to adversaries who chose to stand back and thus remained unengaged.
- ♦ They can assume a Defensive stance, rolling for their attack normally. If their attack roll is a success, they do not inflict any damage but instead manage to leave the battlefield. If the attack roll fails, the combatant remains engaged.

ART: FRANCESCO MATTIOLI