

The One Ring



Changelog for Module Version 2.02

2.02

Pallando and Alatar Removed	2
The Blue Wizard and Istar Luin Added	2
Change to Special Action 8	2

2.01

Tom and Goldberry Reined Back: New Banned Tactic	3
Guild Challenges: New Banned Tactic.....	3
Clarifications Added	3
Dark Servant and Free People Points Tweaked.....	3
Fixed Ride of the Rohirrim	3
Fixed Return of the King	3
Istari (White hand and Eriador) Improved.....	3
White Hand Improved	4
Gaining Ents Made Easier	4
Once you have Ents Isengard may be in Peril	4
The One Ring and Rivendell and Caras Galadhon Protection.....	5
New Special Action 2614 ~ Recapture the Ring	6
Ulog Hai Bloodline Improved Slightly.....	6
Troops Balance Tweak	6

Version 2.02

Pallando and Alatar Removed

- ❖ The Characters Pallando (1116) and Alatar (1115) have been removed.

The Blue Wizard and Istar Luin Added

- ❖ The characters The Blue Wizard (1116) and Istar Luin (1115) have been added.

Change to Special Action 8

Special Action 8 ~ Touch of the Valar

Requirements: Be in the province of target buried character. The target must be from your position, or an NPC, or you may nominate another position to rescue your character if they are buried on the Withered Heath.

Spy 15 or Thief 15 or Assassin 15 or Rumourmonger 15.

Effects: The target is released into the piece the sponsor is inside

Version 2.01

Tom and Goldberry Reined Back: New Banned Tactic

- ❖ Tom Bombadil (c1210) and Goldberry (c1211) may not be used to attack locations where all the soldiers are protected by fortifications.
- ❖ In addition they may not be summoned if the hobbit has undead status.

Guild Challenges: New Banned Tactic

- ❖ You may not S22 Challenge For Guild Control targetting a guild which is in a force owned by a character of the opposite allegiance.

Clarifications Added

- ❖ NPC forces on the Withered Heath and in Moria may have encounter orders.
- ❖ Call of reckoning one month after Call of the Free/Dark.
- ❖ It is not expected that you will be able to manufacture non-medium armours.
- ❖ Black Arrow is in the province where Dale once stood (p81/7).

Dark Servant and Free People Points Tweaked

- ❖ All values changed to 103 105 and 107 rather than all 100s.
- ❖ Lord and Lady of the Faded Age need less (6) faded elves.

Fixed Ride of the Rohirrim

Adventure 1162 ~ Wild Men of the Woods

Requirements: Friend of Heroes (t1111), in the Riders of Riddermark (f1015) at 67/51 target Ghân-buri-Ghân (c1212).

Effects: Summon and gain temporary control of Ghân-buri-Ghân. Once.

Fixed Return of the King

- ❖ Return of the King requires that the White Tree is planted.

Istari (White hand and Eriador) Improved

- ❖ All Religious loyalty losses for this game turned OFF.
- ❖ Saruman, Gandalf, Pallando, Allatar, Radagast all have influence greatly increased.
- ❖ Pallandro and Alatar are now sent for rather than a main character having to go to them.

White Hand Improved

- ❖ Allowed one Hill-man: Mercenaries.
- ❖ Saruman begins with components for barrier of nature.
- ❖ Adventure to gain infernal machines/assembly now available earlier.
- ❖ Adventure now needs Any Mannish (r201, r211, r231, r251, r218, r238, r258) Prisoner in the range c1351-5000.
- ❖ And the associated spells now needs 20 orc (not human) slaves (r272) – which can be gained from the mines of Isengard for lumber.
- ❖ Adventure 1541 has changed and now replaces the siege of Fangorn special action.
- ❖ And Added :

Adventure 1552 ~ The Burning of Fangorn

Requirements: Half-orc (r212). In Heavy Forest terrain in a province called “Fangorn”. Target the province which the sponsor is in. 99 times.

Effects: Gain 500 lumber (10 wagon loads) into possessions, 1 Prestige
Target province becomes Barren.

Note this Creates Barren terrain in a province called “Fangorn”.

Gaining Ents Made Easier

Thus Eriador is boosted, and Isengard and Mirkwood weakened.

- ❖ Getting Ents in Entmoot quickly now requires 2 Hobbit Mains in Fangorn.
- ❖ ‘Heart of Fangorn’ and ‘Entmoot’ rebranded to fix Tolkienicity.
- ❖ Entmoot (g2546) starts off map, Derndingle (f1067) starts on map (but gains some Treeish (s518) Huorn (r335) soldiers).

Once you have Ents Isengard may be in Peril

- ❖ This is a big change.
- ❖ Note that this is why lots of timber giving Barren terrain in Fangorn is a trade off for Isengard (timber to get troops vs danger if they can’t handle the ents)

Adventure 1366 ~ Roused

Requirements: Ent with Treeish (s518) in Barren terrain in a province called “Fangorn”. 200 times.

Effects: Gain Roused (s515)
Lose Treeish.

Special Action 1366a ~ To Isengard

Requirements: Alive, Roused (s515) Ent (r316) in a province called “Fangorn”.
Be overall commander of a force with at least three Roused Ent slot commanders.

Effects: Gain title "To Isengard" (t1366)

Special Action 1367a ~ Hewing Isengard

Requirements: Alive, Roused (s515) Ent (r316) "To Isengard" (t1366) in the province of Isengard (p47,38).

Effects: Gain title "Wall Hearer" (t1367). The fortifications of Isengard are removed.

Special Action 1367b ~ Rending Isengard

Requirements: Alive, Slightly Treeish (s516). Ent (r316) in the province of Isengard (p47,38). "Wall Hearer" (t1367)

Effects: Gain Roused (s515). title "Stone Render" (t1368) all guilds except Orthanc in Isengard are destroyed.

Special Action 1368 ~ Flooding Isengard

Requirements: Alive, Slightly Treeish (s516). Ent (r316) in the province of Isengard (p47,38). "Stone Render" (t1368).

Effects: Gain Roused (s515). The province becomes a lake terrain (blocking movement in and out of the province). Province resources, Breeding Pits (f1105) and all its contents are destroyed or scattered. Force containing sponsor is moved one province in any nominated direction.

The One Ring and Rivendell and Caras Galadhon Protection

- ❖ Players may not attack Rivendell (f1060), and Dark servants (f5-8) may not enter
- ❖ Rivendell (f1060) unless someone completes special action 2609a, or a character has Found Rivendell (t2615).
- ❖ Players may not attack Caras Galadhon (f1035) and Dark servants (f5-8) may not enter Caras Galadhon (f1035) unless someone completes special action 2609a, or a character has Found Galadhon (t2617).

Special Action 2614 ~ Seeking Rivendell

Requirements: Alive, Bloodline 60, in the same province as Rivendell (f1060).

Effects: GM announces this special action has been completed. Gain Seeking Rivendell (t2614).

Special Action 2615 ~ Finding Rivendell

Requirements: Alive, two productions after gaining Looking for Rivendell (t2614).

Effects: Gain Found Rivendell (t2615).

Special Action 2616 ~ Seeking Caras Galadhon

Requirements: Alive, Bloodline 60 in the same province as Caras Galadhon (f1035).

Effects: GM announces this special action has been completed Gain Seeking Galadhon (t2616).

Special Action 2617 ~ Finding Caras Galadhon

Requirements: Alive, two productions after gaining Seeking Galadhon (t2616).

Effects: Gain Found Galadhon (t2617).

Special action 2609a ~ Wield the One Ring

The first time you complete adventure 2609 you must complete this special action.

Effects: GM announces this special action has been completed.
Once this message has been sent players may attack Rivendell and Caras Galadhon. If a character other than Sauron completes adventure 2608, contact the GM, Sauron loses his familiar, that character gains the familiar: Melkor (f286).

New Special Action 2614 ~ Recapture the Ring

Requirements: Good blood-line (b1-6), Mark of Honor, Blood-line 50, target a captured
or buried Dark Servant (b6-12) character in the province with Ring-bearer (s500)
or Ring-burdened (s501)
or Ring-wielder (s502)
or Ring-corrupted (s503)
or Ring-dominated (s504).

Effects: Gain Ring-bearer (s500).

Target Effects: Gain Ring-haunted (s505).

Ulog Hai Bloodline Improved Slightly

Level 1

166 Charm of Strength

Level 2

162 Charm of Battle

Troops Balance Tweak

- ❖ Veteran troop type cost to 100cr.
- ❖ Berserker gain guard rating 3 and SAR 3 and CF 7.