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Speed:

COMPANY TRAVELLING...	MILES PER DAY
On foot	20 miles
Riding horses	40 miles
Using boats on a river	20 miles downstream, 5-10 miles against the current

Season Table:

SEASON	ONE FATIGUE TEST EVERY...
Winter	3 days
Spring	5 days
Summer	6 days
Autumn	4 days

using the table below. Characters that can be described as being fighters by trade (soldiers, warriors, guards, etc.) add their Attribute level to the scores indicated by the table.

Endurance:

CULTURE	ENDURANCE
Bardings	14
Beornings	16
Dwarves	18
Elves	12
Hobbits	10
Woodmen	12

Terrain Difficulty:

MAP KEY	DIFFICULTY	THE TRAVERSED TERRAIN IS MOSTLY...	MODIFIER
	very easy	good road*	x0.5
	easy	open terrain, well-trodden track or path, plains, meadows, on a boat along a navigable river	x1
	moderate	pathless wilderness, hills, sparse woods, bogs	x1,5
	hard	marshes, wastes, fells, woods with good tracks**	x2
	severe	dense woods, very rough ground, any road or path in Mirkwood**	x3
	daunting	densest wood, desert, blighted or ruined land, mountain passes	x5

*Travelling across a distance on a good road gives a modifier of x0.5, halving the time needed to cover the entire route, regardless of

Region Table:

REGION TYPE	MAP ICON	TN	DIFFICULTY
Free lands	⌂	12	easy
Border lands	℥	14	moderate
Wild lands	⌘	16	hard
Shadow lands	⌘	18	severe
Dark lands	⌘	20	daunting

Skill ratings:

RATING	DESCRIPTION	THE ABILITY IS...
—	unskilled	Not related to the character's trade.
♦	poor	Partially related to the character's trade.
♦♦	average	
♦♦♦	good	Directly related to the character's trade.
♦♦♦♦	superior	Directly related to the character's trade.

Target Number Levels:

TN	Difficulty (skill rank ♦♦♦)
10	Very Easy
12	Easy
14	Moderate
16	Hard
18	Severe
20	Daunting

Prolonged actions:

ACTION	# OF REQUIRED ROLLS	SUGGESTED SKILL(S)	COOPERATION
Breaking down a door	3	Athletics	Max 3 characters
Convincing an unwilling individual to help	5	Persuade, Awe, Courtesy	<i>allowed</i>
Researching obscure lore	4	Lore, Riddle, Song	<i>allowed</i>
Finding the way again when lost in the wild	4	Explore, Hunting	<i>allowed</i>
Swimming across a wide river	5	Athletics	<i>not allowed</i>
Scouting a wide area	4 to 6	Explore	<i>allowed</i>

Called Shot Effects:

WEAPON TYPE	SUCCESSFUL CALLED SHOT
Break shield	The target's shield has been smashed.
Poison	The target has been Poisoned.*
Disarm	The target drops his weapon.
Pierce	The attack results in a Piercing blow, regardless of the Feat die.

Combat Stances:

STANCE	BASIC TN	ORDER OF ACTION	NOTES
Forward	6	1	<i>Close combat</i>
Open	9	2	<i>Close combat</i>
Defensive	12	3	<i>Close combat</i>
Rearward	12	4	<i>Ranged Combat</i>

Ambushing:

THE ENEMY IS...	TN
Completely unaware of the coming attack, is sleeping, etc.	No roll required
Marching with no scouts opening their way, or encamped without set watches.	12
Moderately alert, as when advancing in enemy territory, but not expecting an immediate threat.	14
Alert, with set watches, or advancing in an area unfit for ambushing.	16
Extremely alert, and includes creatures with heightened senses, like the ability to scent enemies or to see in the dark.	18

Fire Damage:

SOURCE	END LOSS PER ROUND	PROTECTION TEST TN
Torch flame	3	12
Camp-fire	5	14
Brazier of charcoal	8	16
Funeral pyre	12	18
Dragon fire	20	20

Being Ambushed:

THE COMPANIONS ARE...	TN
Alert, with all heroes on the look-out, or advancing in an area unfit for ambushing.	12
Moderately alert, with at least one hero on the look-out, as when advancing in enemy territory, but not expecting an immediate threat.	14
Marching with no look-outs or scouts opening their way, or encamped without set watches.	16
Completely unaware of the coming attack and involved in a task requiring concentration (opening a door, setting a trap), etc.	18

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Armour:



ARMOUR	ENCUMBRANCE	PROTECTION	TYPE	NOTES
Leather shirt	4	1d	Leather armour	-
Leather corslet	8	2d	Leather armour	-
Mail shirt	12	3d	Mail armour	-
Coat of mail	16	4d	Mail armour	-
Mail hauberk	20	5d	Mail armour	-
Cap of iron and leather	2	+1	Headgear	-
Helm	6	+4	Headgear	May be removed in combat to lower Fatigue by 3 points

Shields:


SHIELDS	ENCUMBRANCE	PARRY MODIFIER	NOTES
Buckler	1	+1	-
Shield	3	+2	-
Great shield	5	+3	-

WEAPON	DAMAGE	EDGE	INJURY	ENCUMBRANCE	GROUP	NOTES
Dagger	3	✓	12	0	-	-
Short sword	5	10	14	1	Swords	-
Sword	5	10	16	2	Swords	-
Long sword	5 (1h) 7 (2h)	10	16 (1h) 18 (2h)	3	Swords	A Long sword can be used with one or two hands. The Damage and Injury entries list two separate ratings.
Spear	5	9	14	2	Spears	Can be thrown.
Great spear	9	9	16	4	Spears	Two-handed weapon. It cannot be thrown.
Axe	5	✓	18	2	Axes	-
Great axe	9	✓	20	4	Axes	Two-handed weapon.
Long-hafted axe	5 (1h) 7 (2h)	✓	18 (1h) 20 (2h)	3	Axes	A Long-hafted axe can be used with one or two hands. The Damage and Injury entries list two separate ratings.
Bow	5	10	14	1	Bows	Ranged weapon.
Great bow	7	10	16	3	Bows	Ranged weapon.
Mattock	8	10	18	3	-	Two-handed weapon.

Orcish Weapons:

WEAPON TYPE	DAMAGE	EDGE	INJURY	CALLED SHOT	NOTES
Bent sword	4	10	12	disarm	<i>A one-handed weapon with a crooked and blackened blade, it is favoured by most breeds of Orcs as it is a nasty weapon in the hands of a crafty fighter.</i>
Bow of horn	4	10	12	poison	<i>A small but powerful bow made of wood, horn and metal, it is hard to bend by an archer lacking the terrifying strength of the long arms of Orcs.</i>
Broad-bladed sword	5	10	14	poison	<i>This wicked short sword forged by Orcs is primarily a stabbing weapon, created to viciously strike unprotected areas.</i>
Broad-headed spear	5	10	12	Pierce	<i>A short spear wielded with one hand mainly as a thrusting weapon, but used also to slash with sweeping swings. It is not balanced and thus cannot be shot from a distance.</i>
Jagged knife	3		14	-	-
Heavy scimitar (2h)	7	10	14	break shield	<i>A larger scimitar meant to be borne with two hands, it is a brutal, heavy blade, meant to literally hack enemies to pieces.</i>
Orc-axe	5		16	Break shield	<i>Cruel weapons of differing size and shape, the axes wielded by Orcs are used one-handed to savagely hack at armoured enemies and to cleave through their shields.</i>
Spear	4	9	12	Pierce	-


HAZARDS Selecting the Target

♣	Player's choice
1-3	Guide
4-5	Scout
6-7	Huntsman
8-9	Look-out Man
10	All Companions
	The Loremaster chooses one role not currently covered (if available)

Blighted Lands:

REGIONS	FREQUENCY
Free lands, Border lands	Only when required by the current adventure
Wild lands	Once every week
Shadow lands	Once a day
Dark lands	Twice a day

Anguish:

SOURCES OF ANGUISH	EXAMPLE	SHADOW GAIN
Natural but unexpected tragic event, or very grievous occurrence	<i>Serious or mortal accident, death in the family, natural catastrophe</i>	The hero gains 1 Shadow point only if he fails the Corruption test AND gets a  result.
Gruesome killing, dreadful experience, Orc-work (senseless destruction), display of the power of the Enemy	<i>Awakening in a haunted tomb, discover a traitor among friends, discovering villagers savagely mutilated, seeing the mustering of a Shadow army</i>	1 Shadow point
Harrowing experience, physical and spiritual torment, Sorcery	<i>Slavery, torture, the Black Breath, haunted by a Wight, seeing the Eye</i>	2 Shadow points
Experience directly the power of the Enemy	<i>Interrogated by the Eye, captured by the Nazgûl</i>	Gain 1 Shadow point regardless of the outcome of the Corruption test. Then, gain two additional points if the test is failed.

Degeneration:

SHADOW WEARNESS	1	2	3	4
<i>Curse of Vengeance</i>	Spiteful	Brutal	Cruel	Murderous
<i>Dragon-sickness</i>	Grasping	Mistrustful	Deceitful	Thieving
<i>Lure of Power</i>	Resentful	Arrogant	Overconfident	Tyrannical
<i>Lure of Secrets</i>	Haughty	Scornful	Scheming	Treacherous
<i>Wandering-madness</i>	Idle	Forgetful	Uncaring	Cowardly

Misdeeds:

ACTION	SHADOW GAIN
Accidental misdeed	-
Violent threats	1 point
Lying purposefully, subtly manipulate the will of others	1 point
Cowardice, theft and plunder	2 points
Unprovoked aggression, abusing own authority to influence or dominate	3 points
Breaking an oath, treachery	4 points
Torment and torture, murder	5 points

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