

# Lord of the Rings – Board Game

## 1. Specification

Name: Lord of the Rings

Type: Board Game

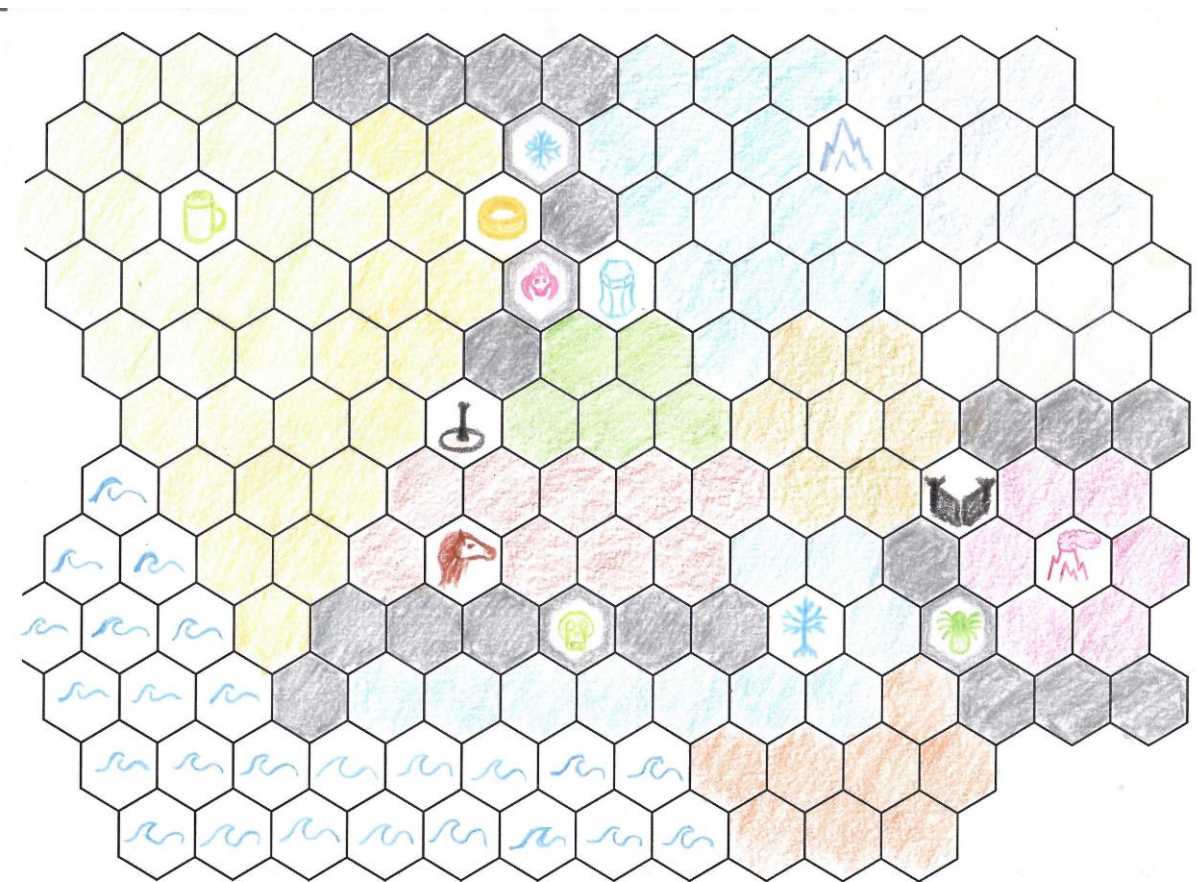
Date of production: August 2021

Note – this game has not been designed purely by me – it has been made in collaboration with my family members. Game's core mechanics are designed and tested, but some abilities and features are not yet finished.

## 2. Description

Objective of the game is – obviously – to destroy The Ring, by delivering it to the Mountain of Doom. Players are cooperating in one team, creating Fellowship, and fighting against the game.

Game's board is a hexagonal version of Tolkien's Middle-Earth map. Grey hexes are mountains and cannot be crossed. Other hexes are grouped by colours – each representing different area, with different rules. Some hexes contain symbols, indicating special rules.



Each player starts by choosing his character's race – Human, Elf or Dwarf. Each character start on level 1, and gains next levels by gaining EXP – each next level requires more EXP to achieve:

**Poziom:**

1		2			3				4				5				6					7	
					8								9							10			
						1											12						
			1			1																	
			3											1									
			1											4									
			5														16						
							1													18			
							7																
													1										
													9										
						2																21	
					0																		

**Rany:**

**Ekwipunek:**

With each level character can learn new ability or upgrade the one already learned. On 10, 15 and 20 level each race has unique bonuses to gain.

**Specializations:**

2	2	2	2	2	2
1 Umożliwia korzystanie z miecza dodając do twojej siły podwojoną wartość jego metalu.	1 Umożliwia korzystanie ze sztyletów dodając do twojej siły wartość ich metalu.	1 Umożliwia korzystanie z włóczni w walce dystansowej dodając do twojej siły podwojoną wartość jego metalu (walka w zwarciu X/2).	1 Umożliwia korzystanie z łuku w walce dystansowej dodając do twojej siły 1-3 za każdą wartość jego metalu (walka w zwarciu 0).	1 Umożliwia korzystanie z toporów dodając do twojej siły 0-2 za każdą wartość ich metalu.	1 Umożliwia korzystanie z młota dodając do twojej siły 1-3 za każdą wartość jego metalu.
<b>Mistrz Miecza</b>	<b>Nożownik</b>	<b>Mistrz Włóczni</b>	<b>Łucznik</b>	<b>Topornik</b>	<b>Mistrz Młota</b>
					

**Człowiek:**

- Na poziomie 10, 15 i 20 otrzymujesz 2 dodatkowy siły.

**Krasnolud**

- Na poziomie 10, 15 i 20 otrzymujesz 1 dodatkowy siły.
- Od poziomu 15 możesz używać 2 broni dwuręcznych na raz.

**Elf**

- Na poziomie 10, 15 i 20 otrzymujesz 1 dodatkowy ruch.
- Od poziomu 15 możesz zdobywać i używać 1 i 2 łuczywa.

1	2	3
Na raz 2 razy w walce w walce możesz użyć 1 dodatkowy siły.	Na raz 3 razy w walce możesz użyć 1 dodatkowy siły.	Na raz 4 razy w walce możesz użyć 1 dodatkowy siły.
		

1	2	3
Na raz 4 razy w walce możesz użyć 1 dodatkowy siły.	Na raz 5 razy w walce możesz użyć 1 dodatkowy siły.	Na raz 6 razy w walce możesz użyć 1 dodatkowy siły.
		

1	2	3
Na raz 5 razy w walce możesz użyć 1 dodatkowy siły.	Na raz 6 razy w walce możesz użyć 1 dodatkowy siły.	Na raz 7 razy w walce możesz użyć 1 dodatkowy siły.
		

### 3. Gameplay

Players play their turns clockwise, starting with the youngest. Each turn player:

- Moves to one of adjacent hexes.
- Rolls K6 to decide what happens (see Terrain Rules.pdf file)
- If rolled an enemy, fights it.
- If rolled treasure, rolls again to decide what treasure he gets (Terrain Rules.pdf file)
- In any other special event, follows the instructions.

## **Fight**

Each enemy has its power and number of wounds he can take. Character's power is his level, modified by his weapons and other bonuses. Each character starts the game with 2 wounds. In order to win the fight, character rolls K3 and adds it to his power. If result is higher than enemies power, he wins. Otherwise, he loses 1 wound and goes back to previous hex. Enemies stays in that hex and once character again steps into it, there is no need to roll again to decide what happens. Characters can fight in group – they sum their powers, but rolls only 1 K3. If they win, enemies power is turned to gained EXP and divided between characters equally. If unable to divide equally, players can decide who gets extra points.

## **Equipment**

During turns players can receive items, that are store in their inventory and can be used any time.

## **How to start?**

Players start in the Shire (symbol – mug of beer, in Arnor) and have 3 turns to level up in Arnor area.

After each player plays 3 turns, they are all moved to Rivendell and decides who is going to bear the Ring. Players can pass the Ring between each other, if they are on the same hex. From this moment, players play their turn as before, but Ringwraiths spawns onto the Shire hex. There is one Ringwraith for each player. After all players play one turn, Ringwraiths move 1 hex in the direction of his player. Ringwraiths cannot be fought and once they encounter the character, character immediately loses 1 wound.