**Lord of the Rings: War of the Ring v** **1.0 by TheDog**

**Introduction**

This is an attempt to rebalance of the **Lord of the Rings: Middle Earth 12 Army** scenario map.

**Main Changes**

* Has upkeep/Maintenance
* Doubled the production of territories, to compensate for upkeep.
* Castles/Towns are destroyed when captured
* Repointed and rebalanced lots of the units and their starting numbers
* Only 3 rounds of combat
* Mordor start with 9 Nazgul, 1x Wizard(Mouth of Sauron), both maximum build of 1.
* Goblins start with 1x Balrog (cannot fly), maximum build of 1.
* 1x Saruman Wizard, maximum build of 1.
* Elves start with 5x Eleven Wizards/Istari, maximum build of 1, Ents cannot be built.
* Flags are 24x24px was 32x32px, makes the main map bigger.

**Win Conditions**

Projection of Power VCs, default, is achieved by Good or Evil alliance owning 8 of 12 the Victory Centres. Total Victory is 10 of the 12 Victory Centres. These are both selectable in the Map Options.

**Features**

* Dice are 6-sided.
* Turn sequence, Combat Moves, Non-Combat Moves, Purchases then Placements.
* Land, sea & air battles last up to **3** battle rounds.
* Upkeep/maintenance, most units cost **1 PU** to maintain per turn other units are **0 PU** per turn. This dramatically reduces large defensive stacks.
* It is a **small** sized map, with **150+** locations and is intended for;
* solo play & 11 AI using **Fast or Hard AI**
* can also play 1v1 or 2v2 with AI support or not.
* Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play a faction, just using say Mordor v Gondor **or** Saruman v Rohan, etc. or any other combination for faster game play.

**Credits**

* Original Map, Lord of the Rings: Middle Earth 12 Army designed Map by: flanagany