

BFHMH·ET·THM·PFRΛH·FY·CRFYMHYFR·TRR·TFΓΛIMT

LEGENDS OF MIDDLE EARTH

BEING A FANTASY ROLE PLAYING GAME BY JEFFREY
SCHECTER SET IN TOLKIEN'S MIDDLE EARTH

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Passion which could swing things in your favor, you gain a number of bonuses equal to their rating in that Passion.

Example: Another companion of Elthindin is his guardian and protector, the Elf Warrior Celebarë. He has the Passion of “Protect Elthindin” at level 1. When the Orc attack, his player spends a Story Token to activate this Passion. Celebarë will be able to use it to gain a bonus on all rolls to drive off the Orc or otherwise defend his ward for the rest of the scene.

Suppose that the Orc have a leader who is overly cleaver for their kind, and notices Celebarë’s tendencies. He wishes to draw the fighter away from his companions so as to make him more easy prey, and will do so by pretending that he has caught Elthindin. The GM may spend a Story Token for the Orc, and Celebarë’s Passion will give him a penalty during his Contest to find the lie of the foul creature.

BATTLE

Close combats are resolved in the same manner as any other Contest, with Melee being the key Skill. Bonuses may be given out for superior arms and armor (not taking Artefact powers into account), terrain advantage, surprising the enemy, and other such tactics. If a character is doing something else while fighting—such as combating two enemies at the same time, running, or weaving Magic—they take a penalty to their rolls.

When one character fails a roll, they have been struck, disarmed, shoved, or otherwise afflicted by their opponent. The losing side must make a Test against an appropriate Skill (often Acrobatics, Athletics, or Stamina), using base dice equal to the base dice of their opponent’s last roll in the Contest. If they succeed at this roll, this has

merely given the other side an advantage (they gain a bonus during the next Contest of the combat, at least), and is not decisive. If this Test is failed, then their enemy has somehow won the match.

Example: Elthindin, Celebarë, and Luke have escaped the Ork. Elthindin knows they’re not safe, however, when he spots a Warg-riding scout from the top of a hill. Celebarë hangs back to deal with it.

Celebarë has a 14 in Melee. The Goblin has an 11. He gains a Bonus for being assisted by his mount, but this is canceled by a Penalty from the Elf’s Fields of Blood special ability. Celebarë is sneaking up on the rider to gain the element of surprise; we’ll assume that he succeeds here. This gives him a Bonus on his first roll.

The Elf initiates the combat when he surprises the goblin as it comes over a ridge. He jumps up into the Warg’s saddle and tries to knock the goblin out. He sets the base dice of his first roll four, so rolls 3 because of his bonus, and succeeds with a [1 1 4] (6).

The ball is now in the goblin’s court. He head butts Celebarë, trying to knock him under the wolf-beast’s raging hooves. The Warg bucks to try to throw the Elf off. Deciding not to raise the bar, the Goblin rolls his four dice, and fails with a [4 6 3 2] (15).

The GM rules that the saving Skill in this case will be Riding. The goblin has a Riding of 10, and his enemy’s last roll used 4 dice. He checks 4 dice and rolls a [1 2 2 4] (9), so this is only a setback. The goblin is thrown from the warg and crunches to the ground. Seeing that his foe still lives, Celebarë hits the Warg with the flat of his sword so that it gallops off into the distance and dismounts with a flying leap.

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PRELIMINARY REPORT

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Stamina

F HMRFIK TFX FTH PIT

Willpower

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Trade

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FTHF THM HINCTM TFEFH

NEP FYFYFIRH NFM TNRT