

By Joshua McCarthy.

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RULES SUPPLEMENT

LORD OF THE RINGS

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OVERVIEW

The following document includes a number of additional rules to be used alongside the Warhammer 40,000: Lord of the Rings codices written by Joshua McCarthy. The intention of this ruleset is to make the relevant codices more competitive when used alongside official Games Workshop codices. These rules will help a Lord of the Rings player deal somewhat with the vast array of vehicles and other such mechanised forces wielded by a player using an army from the 41st millennium.

GENERATING FATE POINTS

The basic premise of the rules supplement is the generation of Fate Points by armies drawn exclusively from Lord of the Rings codices.

If your army is Battle-forged and led by a Warlord with the FREE PEOPLES or SERVANTS OF DARKNESS Faction keyword, all FREE PEOPLES and SERVANTS OF DARKNESS Detachments gain the following rule if the enemy army contains any IMPERIUM, CHAOS, AELDARI, or XENOS Detachments:

THE HAND OF FATE

Each time a friendly unit in this Detachment completes a particular action, as outlined in the table below, generate a number of Fate Points for your army based on the unit in question and the action it has performed:

Unit	Action Performed	Fate Points Generated
A friendly CHARACTER:	Performed an Heroic Intervention.	1
	Killed an enemy CHARACTER.	2
	Killed the enemy Warlord.	3
A friendly CORE unit:	Began contesting an objective marker.	1
	Took control of an objective marker.	2
	Completely destroyed an enemy CORE unit in control of an objective marker.	3

SPENDING FATE POINTS

Once generated, Fate Points can be spent in order to use certain powerful abilities that can change the course of a battle. The manner in which Fate Points can be spent depends upon the Warlord leading your army; if your army is led by a FREE PEOPLES Warlord, use the **Illúvatar's Plan** rules listed below, whilst if your army is led by a SERVANTS OF DARKNESS Warlord, use the **Discord of Melkor** rules instead.

ILLÚVATAR'S PLAN

If your army is led by a FREE PEOPLES Warlord, and your Warlord is alive on the battlefield, you can spend Fate Points to use one of the following abilities at the beginning of each friendly Command phase. Note that the same such ability cannot be used in two consecutive Command phases.

Strike of the Akallabêth

When this ability is used, spend 4 Fate Points. Select a single enemy MONSTER, VEHICLE, or BUILDING that is visible to your Warlord. That unit immediately suffers 2D6+2 Mortal Wounds.

The Flame Imperishable

When this ability is used, spend 3 Fate Points. Select a single enemy MONSTER, VEHICLE, or BUILDING that is visible to your Warlord. That unit immediately suffers D3+1 Mortal Wounds, and continues to suffer D3+1 Mortal Wounds at the start of each subsequent friendly Command phase. This ability can only be used once on any given enemy unit.

A Task to Complete

When this ability is used, spend 5 Fate Points. Select a single friendly CHARACTER, MONSTER, VEHICLE, or BUILDING that has been slain or destroyed during the course of the battle. Immediately place that model back on the battlefield, within your own deployment zone and more than 9" away from all enemy models, with all of its Wounds restored.

The Changing of the World

When this ability is used, spend 2 Fate Points. Immediately choose a single terrain piece on the battlefield. Either remove that terrain piece from the battlefield entirely, or else move it to another part of the battlefield. If any models are underneath the new placement, roll a D6. On a roll of 5+, the models beneath the terrain piece are destroyed. On a roll of 4 or less, the terrain piece is destroyed and removed from the battlefield.

DISCORD OF MELKOR

If your army is led by a SERVANTS OF DARKNESS Warlord, and your Warlord is alive on the battlefield, you can spend Fate Points to use one of the following abilities at the beginning of each friendly Command phase. Note that the same such ability cannot be used in two consecutive Command phases.

Marring of Arda

When this ability is used, spend 5 Fate Points. Roll a D6 for each enemy unit on the battlefield. Each time a roll of 4+ is made, that unit suffers D3+1 Mortal Wounds.

Doom of the Underworld

When this ability is used, spend 4 Fate Points. Select a single enemy MONSTER, VEHICLE, or BUILDING that is visible to your Warlord. That unit immediately suffers 2D6+2 Mortal Wounds.

Discordant Corruption

When this ability is used, spend 4 Fate Points. Select a single enemy CHARACTER, MONSTER, VEHICLE, or BUILDING that is visible to your Warlord. Treat that unit as a friendly model until the next friendly Command phase.

Extinguish the Light

When this ability is used, spend 2 Fate Points. Until the next friendly Command phase, all enemy units subtract 2 from all hit rolls with ranged weapons.