

War of the Ring Variant 2950 Game

Here is the full list of Population Centrea and changes in the War of the Ring variant game of 2950. Can you please check your turnsheets throughly as this was all done by hand so somethings may have been missed or messed up.

In addition the DS have the following extra armies:

Dog Lord + 500 HC @ @3221
Drgon Lord + 1000 HI @ 2715
WK (in the North)+ 1000 HI @ 2305
Fire King + 1000 HI @3224

Murazor to 60 Commander.

Here are the changes to transform 2950 into War of the Ring. Most are pop changes. Fortifications, ports/harbours, 'hidden', all stay as in 2950, regardless of changes to the pop, UNLESS otherwise stated.

Example: 2950 has the pop at 6360 as village/fort/harbour. If I ask 6360 to be changed to a MT, the fort/harbour remain unless otherwise specified.

2) All DS to receive an extra 15k gold in their starting treasuries.

3712 Kardavan V/T
4015 Scari town
3612 Buhr Marling T/T/H

3) Nation by nation:

Nation 1 WOODMEN change:

2712 to village
2613 to village

Nation 3 RIDERS OF ROHAN change:

2421 T/T
2321 city/castle
2121 MT/K

Add:

2605 Waetan's Lodge camp Hidden
2411 Eorcan camp
2615 Vidus camp
2611 Buhr Ceorl village

Add:

2120 camp/tower Tolburg
2320 town Feldham
2319 village Norgarth
2422 camp Eordene
2521 camp Widburg

Characters: Change ranks as follows:

Beorn C60 A20 E0 M50 St15.

Beorn should also be given a Conjuring artifact, preferably a weapon. Reason: at the Battle of 5 armies Beorn fought his way thru the entire goblin host to kill the 'Great Goblin' Bolg, so must have greater challenge rank than Bolg. Previously Beorn had supplied Thorin and company with food and mounts, pretty remarkable when nobody else was around, hence the Conjuring artifact.

EITHER Beoraborn or Waulfa should have his mage rank increased to 40.

Beorn must have an apprentice to pass the Conjuring artifact to!

Nation 4 DUNADAN RANGERS change:

1109 town

Add:

1607 village Archet
1508 village Combe
1608 village Staddle

Nation 5 SILVAN ELVES change:

2908 city
2608 town
2915 village
2709 town

Nation 2 NORTHMEN change:

3109 MT/T

Add:

3009 Village Hithgalen
2911 town Baraglas
2913 village Belegorn
2807 village Arduin
3014 village Belgalen

Add:

3105 Buhr Tharusaig T/T
3110 Londaroth village

Nation 6 NORTHERN GONDOR change:

2926 MT
3024 MT
2927 city

Add:

3028 T/F Tir Barath
3129 T/T Tir Sarnath
2824 vil Mindolluin
2723 vil Calenhad
2923 camp Norrick
2925 camp Southcote
2623 town Halifirien
2722 town Minrimmon
2724 vil Erelas
2823 vil Eilenach

7) SOUTHERN GONDOR:

Please make the following changes:

2425 town
2626 town/tower
2223 MT/F
2225 town

Please add the following:

2324 Glanhir town/tower
2327 Cirith Durandir town/tower
2328 Endil town/tower
2424 Calembel town/tower
2426 Nan Requian town
2828 Erui village
1825 Sargond village
1925 Barfirien village
1726 Barfalas village
1824 Pinnath Gelin town

8) DWARVES:

Please change as follows:

0812 town

Please add:

0605 Telenaug town/tower
0811 Zagragathol village/tower
2904 Norr-dum town/fort
3002 Celeb-ost town/fort

9) SINDA ELVES;

Please change as follows:

2514 city/fort/ HIDDEN
2413 town HIDDEN
2325 town HIDDEN
2314 village HIDDEN

Please add:

2713 Brethilbar camp
2513 Galenach camp

10) NOLDO ELVES

Please change as follows:

0810 town HIDDEN
0708 MT/F

Please add:

0611 Harlond MT/F
0808 Galenros village
0508 Lanthir Lamath village

11) WITCH-KING

Please change as follows:

2006 MT/F

Please add:

3226 Karanarth town/tower
2703 Kala Dulukurth town/fort
2308 Gothburzum village/tower
2217 Ashkrim village/tower
2303 Gulgash Village/tower

Characters:

Please change as follows:

Blogath C10 M40
Bolg C30(60) E30 (artifacts #67 and #68 as before)
Rogrog C30
Murazor: increase command rank to 60, all other stats as in 2950. See Woodies for reasons for these; also as Witch-king is trying to regain his former Influence in this area, his viceroy, Bolg, needs emi skill. This plus giving him an extra character with command skill compensates him for downgrading the comm skill of Bolg & Rogrog.

12) DRAGON LORD

Please change as follows:

2409 town/fort
2809 town/fort HIDDEN

Please add:

2919 Gorghash village/tower
2817 Lug Ghastoth village/tower
4027 Lug Burzluk MT/T/port (I hope Rob likes this one!)

13) DOG LORD

No changes but please add:

3121 Lag Rabiz camp
3322 Lag Zaliva camp

14) CLOUD LORD

No changes but please add:

3629 Kul Tarkoul town/tower

15) BLIND SORCEROR

Please change as follows:

4025 town/tower

Please add:

3928 Zarok Ioriag camp

16) ICE KING

Change 3223 to MT/T

Please add:

3125 Lag-Shemat camp

3126 Lag-Majakul camp

17) QUIET AVENGER

Please change as follows:

3437 village/tower

3234 village/tower

Please add:

3430 Cirith Burzash village/tower

3331 Lug Bugrohak camp

3634 Lag Hagluk camp

18) FIRE KING

Please change as follows:

3426 MT

Please add:

3325 Lag-Flaksharbtur camp

3427 Lag-Burghash village

3526 Lag-Ashgul village

19) LONG RIDER

No changes, please add:

4121 Thrakrimghash town

20) DARK LIEUTENANTS

Please change as follows:

3423 city/citadel

3621 town

3622 MT/castle

3120 town

Please add:

3525 Lag-Gulghoth village

3422 Lag-Fhauga camp

3723 Cirith Mormuz camp

21) CORSAIRS

Please change as follows:

2438 city/castle

Please add:

2339 Pellardur town

2535 Sukh Akhor town/tower/harbour

2835 An Zalim town

3037 Sukh Ida town

22) RHUN EASTERLINGS

Please change as follows:

4318 MT/F CAPITAL

4014 village/tower

The reason for moving the capital is that I find it inconceivable that the Easterlings would build their capital next door to the Northmen capital, or that the Northmen would permit them to do so.

Please add:

4408 Kargrod town

4411 Volnograd town

23) DUNLENDINGS

Please change as follows:

1720 village

1916 village

Please add:

1721 Nashdrim camp

1822 Calfarran camp

1618 Screggan town

24) WHITE WIZARD

Please change as follows:

2119 city/citadel

No adds.

25) KHAND EASTERLINGS

Please change as follows:

4430 town

Please add:

4339 Morkova town

4326 An Dankiev camp/tower