

Gunboat – A Module Variant

Version 11

Contents

CONTENTS	1
INTRODUCTION	1
NATION DUOS.....	2
JOINING A GAME	2
NEUTRAL NATIONS.....	3
FINANCES.....	3
DROP OUTS.....	4
DOUBLING	5
OFFENSIVE ACTIONS AGAINST CHARACTERS	5
OFFENSIVE ACTIONS AGAINST ALLIES	5
NATION LISTS	5
GAME END.....	6
AFTER THE GAME.....	6
COMMUNICATION	7
INFORMATION GATHERING.....	7
TRUST	7
FOURTH AGE (1000) SPECIFIC RULES.....	8

Introduction

A Gunboat game is one where each player plays two nations (chosen from pre-paired nations), and there is no communication allowed.

Any modifications to the following rules for a specific game can be found in the main body of the email containing your turn. PLEASE always check for any changes to the basic rules covered here.

Neutral nations are pre-aligned (they begin the game either on the side of the Free Peoples or the Dark Servants). One of the Neutral nations is not played to ensure an even number of nations on each side at the start of the game. Its population centres, armies and characters are removed from the game, and any artefacts it might have are dropped at random locations on the map.

This document details the normal (basic) Gunboat rules. However, these are subject to change for specific games, so before playing, please check for any special alterations to the rules.

With the exception of rules detailed either in this document or in the specific variants for a given game, the rules used are those for the normal Middle-earth PBM game, as found in the Middle-earth Guide (available on request or from our website: www.middleearthgames.com)

Nation Duos

Nation Duos (also known as pairings) are the pre-paired nations available to play.

1650 Game

Free People

<i>Nation IDs</i>	<i>Nations</i>
1/4	Woodmen/Arthedain
2/8	Northmen/Dwarves*
3/7	Eothraim/South Gondor
5/9	Cardolan/Sindar
6/23	North Gondor/Dunlendings
10/22	Noldo/Harad

Dark Servants

<i>Nation IDs</i>	<i>Nations</i>
1/20	Witch King/Dark Lieutenants
12/21	Dragon Lord/Corsairs
13/15	Dog Lord/Blind Sorcerer
14/24	Cloud Lord/Rhudaur**
16/19	Ice King/Long Rider
17/18	Quiet Avenger/Fire King

**The Northmen get a Fort on 4217*

***The Cloud Lord town at 3428 is reduced to a village, and the Cloud Lord town at 3629 is upgraded to a Major Town. Rhudaur get a fort on 1910.*

2950 Game

Free People

<i>Nation IDs</i>	<i>Nations</i>
1/7	Woodmen/South Gondor
2/8	North Men/Dwarves
3/10	Riders of Rohan/Noldo
4/9	Dunadan/Sindar Elves
5/24	Silvan Elves /White Wizard
6/23	North Gondor /Dunlendings

Dark Servants

<i>Nation IDs</i>	<i>Nations</i>
11/21	Witch King/Corsairs
12/25	Dragon Lord/Khand Easterlings
13/14	Dog Lord/Cloud Lord
15/16	Blind Sorcerer/Ice King
17/19	Quiet Avenger/Long Rider
18/20	Fire King/Dark Lieutenants

Splitting a Duo

If you only wish to play one nation, you may choose to start up with another player as a team, with each of you playing one nation of a Duo.

Joining A Game

To join a game, send us at least three Duos that you are willing to play, in order of preference. When the game is full, we will then allocate you a Duo to play. You will usually be able to play your first or second choice of Duo.

Neutral Nations

Starting Allegiances in 1650

Dark Servants: Corsairs and Rhudaur
Free People: Harad and Dunlendings
Not played: Easterlings

Starting Allegiances in 2950

Dark Servants: Corsairs and the Khand Easterlings
Free People: Dunlendings and the White Wizard
Not Played: Rhun Easterlings

Nation Relations

Your relations to other nations should have been altered as appropriate (nations on your side should be Tolerated, nations on the opposing side should be Disliked). However, please check these, and if there are any errors, let us know.

Finances

Start-up Fees

There are three separate charges to be paid per nation when setting up in a Gunboat game:

Standard Start-up Fee

The usual fee for joining a game, which includes 2 free turns:
£7.00 GBP \$12.90 USD \$16.50 AUD

Database Administration Fee

A charge to cover the extra work required to set up a Grudge Game:
£7.00 GBP \$12.90 USD \$16.50 AUD

Duo Administration Fee

A final charge to cover the work required to create the Gunboat Game:
£2.50 GBP \$5.00 USD \$6.00 AUD

In total, then, the start-up fee per nation is:

£16.50 GBP \$30.80 USD \$39.00 AUD

Discount

To balance this high starting fee, players running two nations receive a 5% reduction in turn costs. This takes the form of a free turn for one of the nations every five turns: so on turns 6, 11, 16, 21, etc.

Drop Outs

A player may never run more than two nations in the game. If a Duo becomes available due to a player dropping, then, we will first attempt to find a player to take them over who is not currently playing, before, if necessary, splitting up the Duo and offering the single nations to existing players within the game. The following, then, is the procedure in the event of a player dropping.

Duos

1. Players in the Player Pool will be offered the Duo (see below for information about the Player Pool).
2. If no players in the Player Pool are interested, the Duo will be advertised as available to all our players.
3. If no one in the Player Pool is interested in playing the Duo, the Duo will be split, and the nations offered individually to any players on the same team who do not have two nations.

Single Nations

1. The position will be offered to players in the Player Pool.
2. If no players in the Player Pool are interested, the nation is offered to other players on the same team who only have one nation.
3. If no one on the team are interested in playing the nation, it will be advertised as available to all our players.

Offering a Position

When a nation or nations become available, only the fact that a nation is available is first made known, not which nation. However, if after a few days no one has been found to take over the nation or Duo, the nation ID will be revealed. Where more than one player is interested in a position, we will seek to keep strong combinations of players apart, in order to ensure as challenging and even a game as possible.

Past Turns

If a player who has not been playing in the game takes up a nation or nations, they will be given all past turns for the position/s.

If a player from the game takes over a nation or nations, they will only receive the last turn for the position/s.

Player Pool

This is a group of players not playing in the game who are willing to take over a Duos or individual nations. If they take over a position, they gain the following:

- | | |
|---|-------------------------------|
| First nation or Duo picked up: | 4 free turns for each nation. |
| Second and Third nation or Duo picked up: | 3 free turns for each nation. |
| Further nations picked up: | no further bonus. |

Please note that the player must pay for their first two turns for the nation or Duo, after which they gain the free turns.

Doubling

Doubling is permitted on any character.

Offensive Actions Against Characters

Characters At Your Population Centres

You are permitted to take offensive actions against unknown characters at your own population centres.

Characters At Other Locations

You may not take offensive actions against unknown characters, or characters of other nations on your team, at population centres which you do not own or who are not at population centres. Offensive actions include but are not limited to influencing, stealing, sabotaging, cursing, etc. If you are unsure whether something is permitted, please ask us before attempting it.

Characters from Dead Nations

If you know for certain that a nation on your team is dead, you may challenge or assassinate their characters in order to gain their artefacts, even if they are not on your population centre.

Offensive Actions Against Allies

You may not take offensive actions against allied armies, or population centres of other nations on your team. Offensive actions include but are not limited to influencing, stealing, sabotaging, cursing, etc. If you are unsure whether something is permitted, please ask us before attempting it.

Nation Lists

Every 3 turns (or whenever we get the chance) we will update the lists of nation Duos, dead nations, etc., that are made available. Inactive nations will, by default, be revealed, but not specifically mentioned. If you think we have made an error, or forgotten to update the lists, please remind us!.

Game End

In addition to the usual ways in which a game can be won, a Gunboat game can also end in one of the following three ways:

Vote

A player may request that their team vote on whether or not to concede the game. A vote can only take place a maximum of once every five turns (i.e. once during turns 1-5, once during turns 6-10, etc.). Each surviving nation (not Duo) on the team gets one vote, and if 2/3 or more of the surviving nations on the team vote to concede, the game ends.

Dead nations count as a vote to end the game.

Votes are confidential (including which player requested the vote), and are organised by ourselves. A “no-response” from an active nation is considered to be a vote to continue play. The opposing team is not informed that a vote is taking place unless the vote is successful, at which point all players are notified, the final turn is run, and the game ends.

Nation Advantage

If there is at any time there is a greater than 3:1 ratio of surviving nations on a particular allegiance, the game ends automatically with victory going to the allegiance with the greater number of nations. All players are notified, and turns will be run to end the game immediately.

After 50 Turns

After 50 turns (or 52 turns in a Fourth Age game) the game ends, and the allegiance with the most combined victory points wins.

If, however, the victory points of both allegiances are within 10% of each other, the game is considered a draw.

After The Game

Information Revealed

After the game has finished, a list of the players who have played is revealed, together with their individual victory points, but not the nations they were running, nor the side they were on.

Individual Victory Points

Individual victory points at end of game are considered to be the average of the two nations you began the game with (or the individual nation's victory points if you were only playing one nation as part of a team).

Communication

Generally, communication between players by any means is not allowed. In which case DO NOT contact other players, either teammates or players on the opposing side, at any time.

One popular Gunboat variant does allow limited communication. In such games, in the main body of the email it will state that you are allowed to contact players with a diplo on turns 6/11/16/21/etc.

In this case you may send a diplo on these turns, which will go out to everyone on your side (you cannot send to specific players). No other contact is allowed: again, the main body of the email with your turn will describe specific changes to the rules). The diplo is usually limited to 30 words long. Hexes are one word, “Dark Lieutenant” is considered to be one word, “it’s” is two words. If in doubt, please ask the GM to clarify.

To send a diplo, email us in format used by the following example:

Subject line: Game 77 Diplo for FPs.

Email body:

START

Dwarves need gold at 2004, under heavy attack. Quiet Avenger stealing gold from Iron hills.

END

Information gathering

Techniques Permitted

Information from 925 orders, Lore spells, etc.

Transfer of products/gold from your nation to other nations in the game.

Any actions against your second nation from your first nation (or vice versa!).

Techniques Not Permitted

Information transfer of any kind. For example, transferring 23 gold to suggest an attack on nation 23, or 3221 gold to request an attack on a population centre at 3221. The essence of a Gunboat game is little or no communication, so any attempt against the spirit of this is strictly prohibited.

Trust

Gunboat games require an element of trust, both between us and yourselves, and between players. The essence of the game lies in the lack of communication, and we trust you not to seek to abuse this rule. If in doubt as to whether something is permitted, please contact us to ask before attempting it.

Fourth Age (1000) Specific Rules

Kingdoms

If you play a Kingdom (North Kingdom or South Kingdom) you only play that single nation, not a second nation as well.

Regional Set-up Options

For your first nation, you must either pick 3 regions, or state that you are willing to start in any region. If you are willing to start in any region you get an extra 8,000 gold per nation, but may end up with nations distant from each other, so be wary.

For your second nation, you must choose 3 regions from the 'regions available' for each region picked for your first nation, or state that you are willing to start in any region. ALL the regions you choose, for both nations, MUST be different. So if you pick Angmar once you may not pick it as a region choice again. This means that if you select regions to start in (as opposed to stating that you are willing to start in any), you must list 12 different regions in total (three choices for your first nation, then three more choices for your second nation for each of the three first nation choice). If this is unclear, please look at the example below!

- ❖ If you get your first region choice for your first nation you lose 5,000 gold from first nation's your treasury.
- ❖ If you get your second region choice for your first nation, you do not gain or lose any gold from your treasury.
- ❖ If you get your third region choice for your first nation you gain 5,000 gold, added to your first nation's treasury.

Regions Available List

<i>Region</i>	<i>Regions Available</i>
Angmar	Eastern Mordor, Enedwaith, Far Harad, Harondor, Khand, Near Harad, Northern Mordor, Rhun, Rohan, Southern Mordor, Umbar
Dunland	Eastern Mordor, Far Harad, Forlindon, Iron Hills, Khand, Near Harad, Northern Mordor, Northern Wastes, Rhovanian, Rhun, Southern Mordor, Umbar
Eastern Mordor	Angmar, Dunland, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Lorien, North Mirkwood, Northern Wastes, Rhudaur, Rohan, Umbar
Enedwaith	Angmar, Eastern Mordor, Far Harad, Forlindon, Iron Hills, Khand, Near Harad, North Mirkwood, Northern Mordor, Northern Wastes, Rhovanian, Rhun, South Mirkwood, Southern Mordor, Umbar
Eriador	Eastern Mordor, Far Harad, Harondor, Iron Hills, Khand, Near Harad, Northern Mordor, Northern Wastes, Rhovanian, Rhun, South Mirkwood, Southern Mordor, Umbar
Far Harad	Angmar, Dunland, Eastern Mordor, Enedwaith, Eriador, Forlindon, Harlindon, Iron Hills, Lorien, North Mirkwood, Northern Mordor, Northern Wastes, Rhovanian, Rhudaur, Rhun, South Mirkwood
Forlindon	Dunland, Eastern Mordor, Enedwaith, Far Harad, Harondor, Iron Hills, Khand, Lorien, Near Harad, Northern Mordor, Rhovanian, Rhun, Rohan, South Mirkwood, Southern Mordor, Umbar

<i>Region</i>	<i>Regions Available</i>
Harondor	Angmar, Eriador, Forlindon, Harlindon, Iron Hills, North Mirkwood, Northern Wastes, Rhovanian, Rhudaur, Rhun, South Mirkwood
Harlindon	Eastern Mordor, Far Harad, Harondor, Iron Hills, Khand, Lorien, Near Harad, North Mirkwood, Northern Mordor, Northern Wastes, Rhovanian, Rhun, Rohan, South Mirkwood, Southern Mordor, Umbar
Iron Hills	Dunland, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Harondor, Khand, Lorien, Near Harad, Rhudaur, Rohan, Southern Mordor, Umbar
Khand	Angmar, Dunland, Enedwaith, Eriador, Forlindon, Harlindon, Iron Hills, Khand, Lorien, North Mirkwood, Northern Wastes, Rhovanian, Rhudaur, Rohan, South Mirkwood, Umbar
Lorien	Eastern Mordor, Far Harad, Forlindon, Harlindon, Iron Hills, Khand, Near Harad, Rhun, Southern Mordor, Umbar
Near Harad	Angmar, Dunland, Enedwaith, Eriador, Forlindon, Harlindon, Iron Hills, Lorien, North Mirkwood, Northern Wastes, Rhovanian, Rhudaur, Rhun, South Mirkwood,
North Mirkwood	Eastern Mordor, Enedwaith, Far Harad, Forlindon, Harlindon, Harondor, Khand, Near Harad, Southern Mordor, Umbar
North Mordor	Angmar, Dunland, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Harondor, Khand, Lorien, Rhudaur, Rohan, Umbar
Northern Wastes	Dunland, Eastern Mordor, Enedwaith, Eriador, Far Harad, Harlindon, Harondor, Khand, Near Harad, Rohan, Southern Mordor, Umbar
Rhovanian	Dunland, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Harondor, Khand, Near Harad, Rhudaur, Rohan, Umbar
Rhudaur	Eastern Mordor, Far Harad, Harondor, Iron Hills, Khand, Near Harad, Northern Mordor, Rhun, Southern Mordor, Umbar,
Rhun	Angmar, Dunland, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Harondor, Lorien, Near Harad, North Mirkwood, Rhudaur, Rohan, Umbar,
Rohan	Angmar, Eastern Mordor, Forlindon, Harlindon, Iron Hills, Khand, Northern Mordor, Northern Wastes, Rhovanian, Rhun, Umbar,
South Mirkwood	Angmar, Enedwaith, Eriador, Far Harad, Forlindon, Harlindon, Harondor, Khand, Near Harad, Umbar,
South Mordor	Angmar, Dunland, Enedwaith, Eriador, Forlindon, Harlindon, Iron Hills, Lorien, North Mirkwood, Northern Wastes, Rhudaur, Umbar,
Umbar	Angmar, Dunland, Eastern Mordor, Enedwaith, Eriador, Forlindon, Harlindon, Iron Hills, Khand, Lorien, North Mirkwood, Northern Mordor, Northern Wastes, Rhovanian, Rhudaur, Rhun, Rohan, South Mirkwood, Southern Mordor,

For region locations, please refer to the map found in the *Fourth Age Nation Design* document, available on request or from our website: www.middleearthgames.com.

For Example:

1 st Choice:	Angmar (nation 1)	Eriador, Rhun, Umbar (nation 2)
2 nd Choice:	Eastern Mordor (nation 1)	Enedwaith, Far Harad, Rohan (nation 2)
3 rd Choice:	North Mirkwood (nation 1)	Khand, Forlindon, Harondor (nation 2)

Set-up Process

- ❖ On telling receiving your regional set-up options, a deposit will be taken from your account.
- ❖ When all regional set-up options have been received, regions will be allocated. (Only one nation can start in each region.)
- ❖ You then have one week to send in your full nation set-ups.

Strategic Site Victory

No Strategic Site victory is allowed. If you achieve a Strategic Site victory YOUR TEAM LOSES.

Allegiances

- ❖ The game is played between two teams of 6 players: 5 players each controlling 2 nations, and a sixth player controlling a Kingdom.
- ❖ The South Kingdom is always Free People, and the North Kingdom is always Dark Servant.
- ❖ The Kingdoms only receive their own sides' starting maps.

Game End

The game may end after 52 turns (instead of 50 turns), or if a team has a 4:1 nation advantage over the other team (instead of 3:1).

Drop Outs

Players running a Kingdom nation are offered Drop Out nations after other players in the game only running one nation.

worms, Lóni, Lord and Lady, Lord of Andúnië, Lord of Balrogs, Lord of Barad-dûr, Lord of Dale, Lord of Dol Amroth, Lord of Dor-lómin, Lord of Eagles, Lord of Emyrn Arnen, Lord of Eregion, Lord of Forests, Lord of Gifts, Lord of Gondor, Lord of Lórien, Lord of Lossarnach, Lord of Minas Tirith, Lord of Mordor, Lord of Morgul, Lord of Moria, Lord of Nargothrond, Lord of Rivendell, Lord of Rohan, Lord of the Breath of Arda, Lord of the Éothéod, Lord of the Glittering Caves, Lord of the Mark, Lord of the Nazgûl, Lord of the Nine Riders, Lord of the Ring, Lord of the Rings, Lord of the West, Lord of Waters, Lords of the Valar, Lords of the West, Lórellin, Lorgan, Lórien in Middle-earth, Elves of Lórien, King of Lórien, Lord of Lórien, Lórien in Valinor, Lórien Vala, Lórinand, Lórinold, Logsar, Lossarnach, Lord of Lossarnach, Morwen of Lossarnach, Lossoth, Lótesse, Lóthiriel, Lóthlann, Lóthlórien, Lótho Sackville-Baggins, Lothron, Loudwater, Luckweaver, Lugbúrd, Lugdush, Luinil, Lumpkin, Lune, Lúthien Tinúviel, Lúva, Mablung of Imladris, Mablung of the Heavy Hand, Mad Baggins, Maedhros, Union of Maedhros, Maeglin, Maglor, Maglor's Garg, Magnificent, Mago, Mahal, Máhanaxar, Mahtan, Maia, Maiar, Malach Aradan, Malantur, Malbeth the Seer, Malduin, Malgalad, Lúlor, Malloms, Mallós, Malva Headstrong, Malvegil, Mámándil, Man of the West, Mandos, Doom of Mandos, Halls of Mandos, Man-hearted, Mannish, Manwë, Manwendil, Many Colours, Marach, March of Maedhros, Marchbuck, Marcho, Mardil Voronwë, Marhari, Marhwini, Marigold Gamage, Mariner, Marvein's Wife, Marish, East-mark, King of the Mark, Lord of the Mark, Marshal of the Mark, Men of the Mark, Riders of Stone, West-mark, Marmadas Brandybuck, Mar-nu-Falmar, Marshal of the East-mark, Marshal of the Mark, First Marshal, Second Marshal, Third Marshal, Master of Buckland, Master of Doom, Master of Lake-town, Master of the Hall, Masters of Spirits, Masters of Stone, Masterstone, Mat Heatheroes, Mathom-house, Mathoms, Mauhúr, May Gamage, Mayor of Michel Delving, Mayor of the Shire, Mazarbul, Book of Mazarbul, Chamber of Mazarbul, Mearas, Meduseld, Melian, Girdle of Melian, Mellilot Brandybuck, Melkor, Mellym, Awakening of Men, Dead Men, Goblin-men, Westfold-men, Men of Bree, Men of Brethil, Men of Dale, Men of Darkness, Men of Dor-lómin, Men of Dorthonion, Men of Gondor, Men of Harad, Men of Middle-earth, Men of Minas Tirith, Men of Númenor, Men of Old, Men of Rohan, Men of the Éothéod, Men of the Mark, Men of the North (First Age), Men of the North (Third Age), Men of the Vales of Anduin, Men of the West, Men of Westemesse, Menegroth, Menei, Mendilil, Meneldor, Meneldur, Menelmacar, Meneltharra, Menelvagor, Meni-naugrim, Menutha Brandybuck, Mares of Twilight, Mereth Aderfhad, Meriadoc Brandybuck, Merimas Brandybuck, Mering Stream, Merry Brandybuck, Merry Gardner, Messenger of Mordor, Methdras, Mettarë, Michel Delving, Mayor of Michel Delving, Mickelburg, Middle-earth, Elves of Middle-earth, Midgewater Marshes, Midyear's Day, Mighty of the West, Milo Burrows, Mim, Mimosas Bunce, Minalcar, Minaridil, Minas Anor, Minas Ithil, Minas Morgul, Lord of Morgul, Minas Tirith Beleriand, Minas Tirith Gondor, Great Gate of Minas Tirith, Lord of Minas Tirith, White Tree of Minas Tirith, Minastir, Mindeb, Mindolluin, Mindon Eldalíavë, Minhiriath, Minothar, Minir-Rimmon, Minto Burrows, Minital, Mirabella Took, Mírdain, House of the Mírdain, Míriel of Númenor, Míriel Serinéd, Mirkwood, Elves of Mirkwood, Mountains of Mirkwood, Mirror of Galadriel, Mirromere, Miruvor, Misty Mountains, Mitheithel, Bridge of Mitheithel, Mithlond, Mithrandir, Mithreless, Mithril, Mithrim, Mithrilm Lake, Mittalmar, Moon, Tower of the Moon, Tower of the Rising Moon, Moon-letters, Moontower, Morannon, Mordor, Eye of Mordor, Gates of Mordor, Lord of Mordor, Messenger of Mordor, Orcs of Mordor, Morgai, Morgul Vale, Morgulduin, Morgul-wounds, Moria, Dwarves of Moria, East-gate of Moria, Lord of Moria, Mountains of Moria, Walls of Moria, West-gate of Moria, Moria Gate, Moriquend, Mornegil, Morrowind, Mortals, Morthond, Morwen, Tol Morwen, Morwen of Lossarnach, Morwen Steelsheen, Mosco Burrows, Moths, Moto Burrows, Mound of Elenidil, Mount Dolmed, Mount Doom, Quest of Mount Doom, Mount Fang, Mount Gam, Mount Gundabad, Mount Rerir, Mount Stars, Mountain of Fire, Mountain Wall, Mountains of Defence, Mountains of Mirkwood, Mountains of Mist, Mountains of Moria, Mountains of Shadow, Ephel Dúath, Mountains of Shadow, Ered Wethrin, Mountains of Erebor, Mountain-trolls, Mouth of Sauron, Mouths of Anduin, Mouths of Entwash, Mouths of Sirion, Mrs. Cotton, Mugwort, Múmakil, Mundburg, Mungo Baggins, Mushrooms, Music of the Ainur, Muster of Edoras, Muzgash, Myrtle Burrows, Nahar, Nán I, Nán II, Nán in of Grór, Naith, Nálí, Nameless Things, Namo, Nan Curunír, Nan Dungortheb, Nan Elmoth, Nandor, Nandorin, Nanduhirion, Battle of Nanduhirion, Nan-tasarion, Nantathren, Nár, Narbeleth, Narcho, Nardol, Nargothrond, Elves of Nargothrond, Fall of Nargothrond, King of Nargothrond, Lord of Nargothrond, Sack of Nargothrond, Nárië, Narmacil I, Narmacil II, Nam I, Hin Hírin, Nargol, Vale of Nargol, Narquelú, Narrow Ice, Narsil, Narvi, Narvinyë, Narva, Nauglamír, Naugrim, Nazgûl, Lord of the Nazgûl, Near Harad, Necklace of the Dwarves, Neithan, Neldoreth, Nellas, Nen Girith, Nen Hithoel, Nen Lalait, Nénan, Nénimé, Nenning, Nenual, Nenea, Nerdanel, Neresu, Nessa, Nevrast, New Row, Newbury, Nibin-noeg, Bar-en-Nibin-noeg, Nibin-Nogrim, Nibs Cotton, Nick Cotton, Nienna, Nienor Niemei, Night-fearers, Nightingales, Nimbrethil, Nimloth of Doriath, Nimloth of Númenor, Nimphelos, Nimrod Elf-maid, Nimrod river, Nindalf, Nindamos, Nine Riders, Lord of the Nine Riders, Nine Rings, Nine Servants, Nine Walkers, Ninglor, Loeg Ningloron, Níel, Nín-in-Eiliph, Nínquelótë, Nínui, Niphredil, Nirmaeth Armoedaid, Nísimaldar, Nisinen, Nivrim, Nón, Noegyth Nibin, Nogrod, Noirinan, Noldolant, Noldor, Exile of the Noldor, Flight of the Noldor, Flight of the Noldor, Gate of the Noldor, High King of the Noldor, King of the Noldor, Return of the Noldor, Nólímon, Nóm, Nori, North Cape, North Downs, North Gate, North Ithilien, North Undeep, Northern Dúnedain, Northerners, Northfaring of the Shire, North-kingdom, Northlands of Middle-earth, Northlands of Númenor, Northmen, North-South Road, Nulukizidil, Númenor, Downfall of Númenor, Exiles of Númenor, King of Númenor, Men of Númenor, Queen of Númenor, Ruling Queen of Númenor, Sceptre of Númenor, White Tree of Númenor, Númenórean, King of Númenórean, Númenórean Realms, Númenóreans, Nunduinë, Núneth, Nurn, Núrnen, Sea of Núrnen, Oakenshield, Oath of Eorl, Oath of Fens, Oathbreakers, Old Proudfoot, Odovacar Bolger, Oghor-hai, Ohtar, Óin King of Durin's Folk, Óin son of Gróin, Oiolairë, Oiolóites, Old Ford, Old Forest, Old Forest Road, Old Gammadigy, Old Man Willow, Old Mill, Old Road, Old Rory Brandybuck, Old Toby (Tobold Hornblower), Old Toby (Pipeweed variety), Old Took, Old Winyards, Oldbuck, Gorhendad Oldbuck, Oliphauts, Old Proudfoot, Olm-gwaith, Olórin, Olvar, Olwë, Ondoher, Ondolindë, Ondosto, One Ring, One-hand, Onodló, Onodrin, Onya, Orald, Orchalder, Orc-holds, Orcrist, Orcs of Mordor, Orcs of the Mountains, Orfalch Echor, Orgaladh, Orgalhad, Ori, Orkish, Ormal, Ormendil, Orocarni, Orodreth of Gondor, Orodreth of Rohan, Orodreth of Mordor, Orodreth of Gondor, Orodreth of Rohan, Orodreth of Mordor, Oropher, Orophin, Orrostar, Orthanc, Key of Orthanc, Stone of Orthanc, Tower of Orthanc, Orthanc-stone, Osgiliath, Stone of Osgiliath, Ossë, Ossiriand, Elves of Ossiriand, Seven Rivers of Ossir, Ost-in-Edhil, Ostoher, Otho Sackville-Baggins, Outer Lands, Outer Sea, Over-heaven, Overhill, Overlithe, Oxen, Palatine Took II, Palantiri, Palarnar, Palando, Pansy Baggins, Parth Field, Pass of Aglon, Pass of Anach, Pass of Light, Pass of Sirion, Paths of the Dead, Pearl Took, Pelargir, Pelendur, Peleonnor Fields, Battle of the Peleonnor Fields, Pelóri, Peony Baggins, People of Bëor, People of Hador, People of Haleth, People of the Jewels-smiths, People of the Stars, Peredhil, Peregrin Took I, Periannath, Pervinca Took, Petty-dwarves, Pharazôn, Phial of Galadriel, Phurunargian, Pillar of Heaven, Pipmerel Took, Pimple, Pincus, Pines, Pinnath Gelin, Pipe-weed, Pippin Gardner, Pippin Took, Plateau of Gorgoroth, Polo Baggins, Ponies, Ponto Baggins, Pool, Pools of Ivrin, Poppy Chubb-Baggins, Poros, Crossing of Poros, Fords of Poros, Porto Baggins, Posco Baggins, Battle of the Powers, Powers of Arda, Powers of the World, Prancing Pony, Primrose Gardner, Primula Brandybuck, Prince of Dol Amroth, Prince of Ithilien, Prince of the Hallings, Proudfoot, Bode Proudfoot, Odo Proudfoot, Olo Proudfoot, Sancho Proudfoot, Froodneck, Pikel-men, Queen of Doriath, Queen of Gondor, Queen of Númenor, Ruling Queen of Númenor, Queen of the Earth, Queen of the Stars, Queens of the Valar, Quellë, Quendi, Quenta Silmarillion, Quenya, Quest for the Silmaril, Quest of Erebor, Quest of Mount Doom, Quickbeam, Rabbits, Radagast, Ragnor, Ramdal, Rammas Euling, Rána, Rangers of Ithilien, Rangers of the North, Ramngad, Ras Morthil, Rath Dínen, Rathlóriel, Rauros, Ravenhill, Ravines of Teiglin, Realms in Exile, Reckoning of Rivendell, Red Arrow, Red Book of Westmarch, Red Eye, Red Meadow, Red Ring, Redhorn, Redhorn Gate, Redhorn Pass, Redwater, Regent of Gondor, Reginald Took, Reginnar, Renewer, Rerit, Rethe, Return of the Noldor, Reunited Kingdom, Revised Calendar, Rhîw, Rhosgobed, Rhovanion, King of Rhovanion, Rhadwag, Rhîn, Sea of Rhîn, Rían, Riddermark, First Marshal of the Riddermark, Second Marshal of the Riddermark, Third Marshal of the Riddermark, Ride of Eorl, Riders of Rohan, Riders of the Mark, Rimmon, Min-Rimmon, Fellowship of the Ring, Great War of the Ring, Lord of the Ring, War of the Ring, Ring of Adamant, Ring of Air, Ring of Barahir, Ring of Doom, Ring of Fire, Ring of Isengard, Ring of Sapphire, Ring of Thrór, Ring of Water, Ringaré, Ring-bearing, Ring-finders, Ringil, Ringló, Ring-maker, Rings of Power, Lord of the Rings, Ringwulf, Ringwraiths, Rivendell, Lord of Rivendell, Reckoning of Rivendell, River, River-daughter, River-woman, Rivil, Roac, Robin Gardner, Robin Smallburrow, Rochallor, Rochand, Rock of the Music of Water, Rógin, Rohan, East Wall of Rohan, Gap of Rohan, King of Rohan, Lady of Rohan, Lord of Rohan, Men of Rohan, Riders of Rohan, White Lady of Rohan, Roheryn, Rohirrim, Rómendaicil I, Rómendaicil II, Rómenna, Roper, Andwisse Roper, Andwisse Roper, Roper Gamage, Rotorac 'Goldfather' Brandybuck, Rosa Baggins, Rose, Rose Cotton, Rose Gardner, Rothanzil, Rowan, Rowans, Royal House of Gondor, Rúatani, Ruby Bolger, Ruby Gardner, Rudrigar Bolger, Ruin of Beleriand, Ruin of Doriath, Ruler, Ruling Queen of Númenor, Ruling Ring, Ruling Steward, Rúmil of Lórien, Rúmil loremaster, Runes, Running, Rushtig, Sack of Nargothrond, Sackville, Camellia Sackville, Sackville-Baggins, Lobelia Sackville-Baggins, Lótho Sackville-Baggins, Otho Sackville-Baggins, Sador, Saeros, Salmar, Sam Gamage, Samwë Gamage, Sancho Proudfoot, Sandheaver, Sandyman, Sandyman the miller, Ted Sandyman, Sangahyando, Saradoc Brandybuck, Sam Athrad, Sam Ford, Sam Gebir, Saruman, Sauroon, Eye of Sauron, Mouth of Sauron, Wolf-Sauron, Sauron's Isle, Scary, Scatha, Scattergold, Sceptre, Council of the Sceptre, Sceptre of Annúminas, Sceptre of Númenor, Scroll of Isildur, Sea of Núrnen, Sea of Rhûn, Sea-elves, Seal of the Stewards, Second Age, Second Battle of the Fords of Isen, Second Marshal of the Riddermark, Second Age, Serech, Serech, Seregin, Serinidë, Serri, Serpens, Seven Rings, Seven Rivers of Ossir, Seven Sons of Féanor, Seven Stars, Seven Stones, Seventh Gate, Shadow, Shadow of the Wood, Shadowfax, Shadowy Mountains, Shadowy Seas, Shagrath, Sharbhumd, Shards of Narsil, Sharkie, Sharky's Men, Sharkú, Shathúth, Sheen, Sheep, Shelob, Shelob's Lair, Shepherds of the Trees, Ship of Long-fame, Shipwright, Shipwright, Shire, Eastfaring of the Shire, Eastmark of the Shire, Herblore of the Shire, Hobbits of the Shire, Mayor of the Shire, Northfaring of the Shire, Southfaring of the Shire, Thain of the Shire, Westfaring of the Shire, Westmarch of the Shire, Shire Calendar, Shirebourn, Shire-folk, Shire-hobbits, Shire-reckoning, Shire-thain, Shirriff, Sickle of the Valar, Siege of Angband, Siege of Barad-dûr, Sigmismund Took, Silent Hill, Silent Street, Silmariël, Silmarillion, Quenta Silmarillion, Silmarils, Quest for the Silmaril, Silvan Elves, Silvan Elvish, Silverlode, Silvertine, Símbelmyrnë, Simple, Sindar, Sindarin, Singollo, Sir Angren, Sir Ninglor, Sieg Ningloron, Sirannon, Siril, Sirion, Eithel Street, Elves of Sirion, Falls of Sirion, Fens of Sirion, Fens of Sirion, Havens of Sirion, Mouths of Sirion, Pass of Sirion, Tol Sirion, Vales of Sirion, Siriondii, Sirith, Skinbarb, Skin-changers, Slinker, Smallburrow Robin, Smaug, Sméagol, Smials, Smith, Snaga, Snails, Snakes, Snowbourn River, Snowman, Snowmen of Forochel, Snowhorn, Snow-trolls, Solmath, Sons of Eorl, Sons of Féanor, Soronlil, Soronto, Soronómë, South Downs, South Gondor, South Ithilien, South Lane, South Undeep, Southern Army, Southern Star, Southfaring of the Shire, South-kingdom, Southrons, South-victor, Spear of Gil-galad, Spiders, Spring of Arda, Springlerig, Spyllih, Squirrels, Staddle, Stair Falls, Stairs of Cirith Ungol, Standefl, Star of Eärendil, Star of Elenidil, Star-glass, Starkhorn, Starroom, Star-spray, Starwards, Steadfast, Steelsheen, Sterday, Steward of Gondor, House of the Stewards, Ruling Steward, Seal of the Stewards, Stewards' Reckoning, Sting, Stinker, Stock, Stock-brook, Stone of Annúminas, Stone of Ered, Stone of Orthanc, Stone of Osgiliath, Stone of the Happless, Stone-giants, Stonehelm, Stone-houses, Stones of Seeing, Stone-trolls, Stonewain Valley, Stoors, Stormcrow, Straight Road, Straight Way, Strangers, Strawberries, Strawbeds, Strider, Strongbow, Stunted People, Stybba, Súlimë, Súlimo, Summerfirth, Tower of the Setting Sun, Sundering Seas, Súrion, Swanfleet, Swanhaven, Haven of the Swans, Sweet Galenas, Swertings, Sword of Elenidil, Swordsman of the Sky, Sword that Was Broken, Symbelmyrnë, Talans, Talath Dirnen, Tale of Grief, Tale of the Children of Húrin, Tale of Years, Taniquetil, Tanta Hornblower, Tar-Alcarin, Tar-Aldarion, Tar-Aldarim, Tar-Amandil, Tar-Andúron, Tar-Ancalimë, Tar-Ancalemion, Tar-Anducal, Tarannon Falástur, Tar-Ardamin, Taras, Taras-ness, Tar-Atanamir the Great, Tar-Callon, Tar-Calmacil, Tarcoil, Tarciyran, Tar-Ciryatan, Tar-Elendil, Tar-Elestimë, Tar-Falastion, Tar-Herundim, Tar-Hostamir, Tárion, Tarkil, Tarks, Tarlang's Neck, Tarmenel, Tar-Memehur, Tar-Minastir, Tar-Minyatur, Tar-Míriel, Tam Aeluin, Tarondor of Amor, Tarondor of Gondor, Tarostar, Tar-Súrion, Tar-Telemmaite, Tar-Telperië, Tar-Vanimeldë, Tasariman, Taur-en-Náedoloh, Taur-en-Farouth, Taur-im-Duinath, Taur-nu-Fuin, Tauron, Tawarwaith, Ted Sandyman, Teeth of Mordor, Towers of the Teeth, Tehtar, Teiglin, Crossings of Teiglin, Ravines of Teiglin, Telain, Telchar, Teleri, Telcontar, Telsamnar, Teleporno, Teleri, Telerin, Telperion, Telumeharth, Telumethar Umbardaicil, Témar, Tengwar, Thain of the Shire, Thain's Book, Thalion, Thalos, Thangail, Thangorodrim, Tharbad, Thargelion, Tharkûn, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King, Thengel, Théoden, Théodred, Théodwyn, Thingol, Thingol's Heir, Third Age, Third Clan, Third House of the Edain, Third Marshal of the Riddermark, Third Ring, Thistle Brook, Thistlewood, Thoria and Company, Thorin I, Thorin II Oakenshield, Thorin III Stonehelm, Thorondir, Thorondor, Thorongil, Thousand Caves, Thráin I, Great Hall of Thráin, Thráin II, Thranduil, Elves of Thranduil, Three Houses of the Edain, First House of the Edain, Third House of the Edain, Three Houses of the Elf-finders, Three Keepers, Three Kindreds, Three Rings, Keepers of the Three Rings, Three-Farthing Stone, Thirithy, Thrimidge, Thrór, Ring of Thrór, Thuringwethil, Tighfield, Tilion, Timeless Hills, Tincofëa, Tindómë, Tindómëil, Tindrock, Tintalë, Tinúviel, Tíron, Tobold Hornblower, Togo Goodbody, Tol Brandir, Tol Eressëa, Elves of Eressëa, White Tree of Tol Eressëa, Tol Falas, Tol Fuin, Tol Galen, Tol Morwen, Tol Sirion, Tol Uinen, TolFalas, Tol-in-Gauroth, Tolman Cotton junior, Tolman Cotton senior, Tolman Gardner, Tom Bombadil, Tom Cotton junior, Tom Cotton senior, Tomb of Elenidil, Took, Adelarad Took, Bandobras Took, Belladonna Took, Esmeralda Took, Everaldr Took, Faramir Took I, Ferumbras Took II, Ferumbras Took III, Flambard Took, Fortinbras Took I, Fortinbras Took II, Gerontius Took, Hildifons Took, Hildigrim Took, Isengar Took, Isengrim Took II, Isengrim Took III, Isumbras Took I, Isumbras Took IV, Mirabella Took, Old Took, Paladín Took II, Pearl Took, Peregrin Took I, Pervinca Took, Pipmerel Took, Reginald Took, Sigmismund Took, Tookbank, Tookland, Torech Ungol, Torog, Tower Hills, Tower of Amon Sûl, Tower of Avallónë, Tower of Cirith Ungol, Tower of Ecthelion, Tower of Guard, Tower of Orthanc, Tower of Sorcery, Tower of the King, Tower of the Moon, Tower of the Rising Moon, Tower of the Setting Sun, Towers of the Teeth, Trahad, Trearbed, Trees of Silver and Gold, Hill-trolls, Mountain-trolls, Snow-trolls, Stone-trolls, Trollshaws, Truesilver, Tuckborough, Tuilë, Tuilëré, Tulkas, Tumulhad, Battle of Tumulhad, Tumladen, Tumunzarhar, Tûna, Tunnelly, Tuor, Turambar King of Gondor, Turambar surname of Túrin, Turgon King of Gondolin, Turgon Steward of Gondor, Túrin I, Túrin II, Túrin Turambar, Turnips, Turupanth, Twilight Meres, Twilight Meres, Two Captains, Two Kindreds, Two Kingdoms, Two Trees of the Valar, Two Trees of Valinor, Years of the Trees, Two Watchers, Tyeller, Tyelpétëma, Tým Gorthad, Udûn stronghold of Melkor, Flame of Udûn, Udûn valley in Mordor, Uifhah, Uglúk, Uilos, Amon Uilos, Uinen, Tol Uinen, Uinenidil, Uinëniel, Ulairi, Ulbar, Uldor the Accursed, Ulfang the Black, Ulfast, Ulmo, Ulrad, Ulwarth, Úmanyar, Úmarth, Umbar, Haven of Umbar, Umbardaicil, Undeep, North Undeep, South Undeep, Underhill family, Underhill village, Undertowers, Undómë, Undómëil, Undying Lands, Undying Realm, Ungolian, Union of Maedhros, Unnumbered Tears, Battle of Unnumbered Tears, Unwilling, Urimë, Uruk-hai, Uruks, Urukóki, Urwen, Usurper, Usurpers, Uttermost West, Utumno, Vairë, Valacar, Valacirca, Valandil of Arnor, Valandil of Númenor, Valandur, Valaquentia, Valar, Doomsmen of the Valar, Lamps of the Valar, Lords of the Valar, Sickle of the Valar, Valaraukar, Valaróma, Vale of Narog, Vales of Anduin, Men of the Vales of Anduin, Vales of Sirion, Valiant, Valier, Valimar, Valinor, Darkening of Valinor, Elves of Valinor, Hound of Valinor, Valinorean, Valmar, Vampires, Vána, Vanyar, Varda, Vardamir Nólímon, Variags, Vása, Véantur, Venturers, Vidugavia, Vidumavi, Vilya, Vingilot, Vinyatharya, Vinyalondë, Vinyamar, Vinyarion, Viressë, Vision of Ilúvatar, Voronda, Vorondil, Voronwë Elf of Gondolin, Voronwë surname of Mardil, Wain, Wainriders, Walda, Wall's End, Walls of Moria, Walls of Night, Walls of the World, Wandlimb, War of the Dwarves and Orcs, War of the Last Alliance, War of the Ring, War of Wrath, Warden of the Houses of Healing, Warden of the Keys, Warden of Westmarch, Wars, Wars of Beleriand, Watcher in the Water, Watchful Peace, Water of Awakening, Waybread, Waymeet, Waymoot, Wayward, Weather Hills, Weatherport, Wedmath, Wellinghall, Werevolves, Were-worms, West Beleriand, West of the World, Lord of the West, Lords of the West, West over Sea, Westemmet, Western Sea, Westemesse, Man of Westemesse, Westfaring of the Shire, Westfold, Westfold-men, West-gate of Bree, West-gate of Moria, Westlands of Middle-earth, Westlands of Númenor, Westmanstead, Westmarch of the Shire, Warden of Westmarch, West-mark, Westron, West-wings, Wetwang, White Council, White Tower, White Downs, White Hand, White Horse, White House of Erendis, White Lady of Gondolin, White Lady of Rohan, White Mountain, White Mountains, White Rider, White Ship, White Tower, White Tree of Minas Tirith, White Tree of Númenor, White Tree of Tol Eressëa, White Tree of Valinor, White Wolves, Whiteskins, Whitfoot, Will Whitfoot, Whitfurrows, Whitwell, Wifidara, Wilcome Cotton, Wild Men, Wild Men of the Woods, Wilderland, Wildman of the Woods, Will Whitfoot, William Huggins, Willowbottom, Willows, Land of Willows, Wilwarin, Windfofa, Windlord, Window of the Eye, Winged Nazgûl, Winged Shadow, Wingfoot, Winterfirth, Wise title of Saruman, Wise Wizards and Elves, Wiseman Gamwich, Witch-king of Angmar, Withered Heath, Withywindle, Wolf Carrahorth, Hunting of the Wolf, Wolf Maggot's Dog, Wolfriiders, Wolf-Sauron, Elves of the Wood, Wood of Greenleaves, Wood-elves, Wooden Whale, Woodhall, Woodmen, Woodhouse, Woody End, Worm of Morgoth, Great Worm, Wormtongue, Woses, Wraiths, Wraith-world, Wulf, Yale, Yavanna, Yavamië, Yávíë, Yávíerë, Year of Lamentation, Years of the Sun, Years of the Trees, Yellow Face, Yéni, Yestarë, Young, Younger Children of Ilúvatar, Yrch, Yule, Yuledays, Yuletide, Zamin, Zaragamba, Zirak, Zirakzigil,

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