

# The Last Alliance

Okay I have done the first draft of the module for this game for now. I will post it to the Website [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com) and will also send out to all the players who requested information about the game and need a response by Monday.

- 1) Whether or not you want to play and is what side (and team if joining with other players).
- 2) amendments that you think are appropriate.

## *Amendments:*

To fit the FA restrictions (only 4 SNAs allowed)

## *Suggested ones to lose are:*

Dwarves 6) Force March

Fire King lost 13) Train at 20

Dark Lord 27) Fearful hearts

Black Num 17) Ships at half cost – instead give them some extra ships

Nations had to be moved around to fit the game format. Check the House Rules specifically on changes there as well.

What I need now is comments on the viability of the game and obvious errors that you can spot. I will take comments until Monday then send out the new version of the game set-up and work from there. If players can choose FP or DS as a choice I will allocate randomly the nations that you will choose (please tell me if you want to team-up and with whom).

Set-up price is going to be around £20 – depends on how much work we have to do as this is very labour intensive. Thoughts very welcome. At present I have around 35 players interested so I could work on getting two games going. One fear is Sauron dying in an encounter – if so then if this happens before turn 5 then I would be happy to return the set-up fee as credit to your account and restart the game?

Thanks

Clint

# The Last Alliance

The Last Alliance is a Middle-earth variant, based on the campaign of that name, which ended the Second Age and was the 'prequel' to the events described in *The Hobbit* and *Lord of the Rings*.

Very briefly, Gil-galad, High King of all the Elves, and Elendil the Tall, High King of Gondor and Arnor, led the 'Last Alliance' of Free Peoples against Mordor. This was the greatest and most splendid army seen in Middle-earth since the Host of Valinor in the First Age. At the Battle of Dagorlad just north of Mordor, the Free army met the Dark hosts in a titanic battle. "All living things were divided on that day, and some of every kind, even beasts and birds, were found in either host, save the Elves only. They alone were undivided and followed Gil-galad."

Gil-galad and Elendil were victorious. They pursued the Dark forces into Mordor, and laid siege to Barad-dur, the mighty fortress where Sauron had taken refuge with what remained of his army. For years, Sauron sent forth sortie after sortie in a vain effort to break the Free stranglehold. When all else had failed, Sauron himself came forth. He slew both Gil-galad and Elendil but was himself cut down by them and his spirit fled.

Isildur, son of Elendil, cut the One Ring from Sauron's finger and took it for his own. Isildur was later killed in an ambush, and the One Ring lost in the River Anduin, where it remained until it was discovered as described in *Lord of the Rings*.

The bare bones of the Last Alliance are given in Appendix B to *Lord of the Rings*; the story is told briefly in the chapter 'Of the Rings of Power and the Third Age' in the *Silmarillion*; and further snippets can be found in the chapters 'The History of Galadriel and Celeborn' and 'The Disaster of the Gladden Fields' in *Unfinished Tales*, all by JRR Tolkien. These are the primary sources I have used in designing the LA variant game.

The LA game gives players the chance to see if they can emulate, or do better, than the Free leaders in the story; or to see if, as Sauron or one of his minions, they can change the course of history. It can also be played simply as a change from the standard 1650/2950 games.

The most important change is that in LA Sauron is a player's character, not a NPC. Sauron is considered to be wearing the One Ring at all times unless/until he is slain. Victory conditions are very simple: for the FP to win, they must either slay Sauron OR destroy Barad-dur, the other source of his power. If the FP fail to do this by turn 52, the DS win.

The LA game uses the Fourth Age base, as many of the changes needed for LA are by happy chance provided in FA. However, in order to recreate the

large forces involved in LA, the pops and armies have been increased to 1650 scale.

There are several changes to the nations from 1650. At the time of LA, there were no Arthedain, Cardolan, Gondors, Rhudaur or Corsairs. These are replaced by North and South Kingdoms, Dale, Silvan Elves, Dorwinion and Black Numenoreans. Amongst the DS, the only change is that the Dark Lord replaces Dark Lieutenants.

The neutrals are pre-aligned: Duns and Dorwinion join FP, Easterlings, Harad & Black Numenoreans join DS.

Several nations, familiar from 1650, change their geographical positions. Notably, at the time of LA, the Misty Mts and Mirkwood (rather, at this time, Greenwood the Great) had not yet been infiltrated by the DS, who held little if any territory outside Mordor. Therefore, Witch-king and Dragon-lord are placed in Mordor with the rest.

The result of these positional changes is that the opposing sides are much more polarised than in 1650. The whole of the north and west is dominated by the FP whilst the DS are concentrated in the south and east. This presents a challenge to both sides: not only how to mobilize the maximum number of troops but how to keep them fed and paid until they die in battle!

Here, for those who are interested in the Last Alliance, are the important dates and events of the 2nd Age. The basis for this is appendix B in *Lord of the Rings*. I have added info gleaned from the relevant chapters in the *Silmarillion* and *Unfinished Tales*. These are the primary sources for the Last Alliance variant.

## Timeline

*Year 1*: Foundation of Lindon, the realm of Gil-galad High King of the Elves, which included Mithlond (the Grey Havens). 32: Edain ('good' men) settle the island of Numenor. c40: Many Dwarves leave their old cities in Ered Luin and go to Moria (Khazad-dum). 'There were and always remained some Dwarves on the eastern side of Ered Lindon, where the very ancient mansions of Nogrod and Belegost had been...'

*350-400*: Birth of Amroth to Celeborn and Galadriel.

*700*: Eregion founded by Noldor (amongst them Celeborn and Galadriel) to trade with Dwarves of Moria.

750: The capital of Eregion was Ost-in-Edhil where dwelt Celebrimbor, greatest Elf-smith of the 2nd Age.

c1000: The Dark Lord Sauron chooses Mordor as a land to make into a stronghold, and begins building the mighty fortress of Barad-dur.

1200: Numenoreans establish permanent havens in Middle-earth, amongst them Tharbad. Galadriel extends her influence over the hitherto lordless Elves of Lorinand/Lorien. This realm extends into the forests on both sides of the River Anduin, including the region where afterwards was Dol Guldur. Sauron, disguising himself as Annatar, Lord of Gifts, tries to seduce the Elves. Gil-galad and Galadriel perceive his true nature and reject him, but Celebrimbor and the Elves of Eregion are won over.

1350-1400: Celebrimbor seizes power in Eregion.

1400: Galadriel, Amroth & Celebrian (but not Celeborn) move to Lorinand/Lorien thru Moria. Celeborn would not enter Khazad-dum and stays in Eregion disregarded by Celebrimbor.

c1500: The Elven-smiths of Eregion, instructed by Sauron, start forging the Rings of Power, starting with the Nine (destined for mortal Men) and the Seven (for Dwarves).

c1590: Celebrimbor completes the Three (Elven) Rings alone; but because he used Sauron's knowledge to do so, they are still subject to the One Ring.

c1600: Sauron completes the fortress of Barad-dur. Sauron forges the One Ring using the fires of the volcano Orodruin. As soon as Sauron puts the One Ring upon his finger, Celebrimbor and the other Elves perceive his evil designs. In anger and fear they take off the Three Rings, and defy Sauron.

1693: War of the Elves and Sauron begins. The Elves hide the Three Rings.

1695: Sauron's forces invade Eriador. Gil-galad sends an army under Elrond to help Eregion and sends to Numenor asking for help.

1697: Sauron destroys Eregion, captures Celebrimbor and tortures him so that he reveals the whereabouts of all the Rings of Power except the Three. The Dwarves, together with Amroth and a force of Lorien Elves, sally from Moria in a diversion to help the Noldor, then retreat and shut the gates. Sauron unable to break into Moria. Elrond, is army too small to affect the outcome of the battle, covers the retreat of the surviving Elves from Eregion, and founds Imladris as a secret stronghold. Celeborn and Galadriel lead Noldo refugees from Eregion to Lorien, which they fortify. Either Celeborn, desperate, overcame his dislike of Dwarves to pass thru Moria following the Dwarven sally, or he took the scenic route with Elrond via Imladris.

1699: Sauron masters all of Eriador except besieged Imladris.

1700: Gil-galad desperately defending the line of the Lhun when, in the nick of time, a great Numenorean navy arrives at Mithlond and defeats Sauron.

1701: Sauron's forces driven from Eriador. Start of a long period of peace.

c1800: Numenoreans establish realms along the west coast of Middle-earth. Sauron extends his power (from Mordor) east and south, where "well nigh all men were under his dominion." Galadriel, Celeborn and Celebrian go to Edhellond, leaving Amroth in Lorien. Another story has Celeborn rejoin Galadriel in Lindon. There is in fact plenty of time for both movements to take place. It is understandable that Celeborn and Galadriel need to visit Gil-galad to discuss matters of state. It is equally understandable that Celeborn and Galadriel are too proud to stay too long under the High King's roof, so depart at the first opportunity. Lorien enjoys long years of peace under its king Amdir, until the return of Sauron and Gil-galad's summons to Amdir to join the Last Alliance. Celeborn and Galadriel return to Lorien twice before the Last Alliance (presumably to visit Amdir and Amroth).

2251: The Nazgul, slaves of the Nine Rings, first appear. Rebellion and division of Numenoreans begins.

2280: Umbar becomes a great fortress of Numenor.

2350: Pelargir built; becomes chief haven of Faithful Numenoreans.

3175: Civil war in Numenor.

3255: Ar-Pharazon seizes rulership of Numenor.

3261: Ar-Pharazon lands at Umbar.

3262: Ar-Pharazon's visible power is so great that Sauron suffers himself to be taken hostage to Numenor.

3262-3310: Sauron seduces Ar-Pharazon and corrupts Numenoreans.

3319: Ar-Pharazon, under Sauron's influence, assails Valinor, realm of the gods. Downfall and destruction of Numenor. Sauron's spirit flees on a dark wind. Elendil, his sons and a few other faithful followers escape by ship to Middle-earth where befriended by Gil-galad.

3320: Elendil founds Arnor (North Kingdom) whilst his sons Isildur and Anarion found Gondor (South Kingdom). Sauron returns to Mordor. The Black Numenoreans Herumor and Fuinur rise to power amongst the Haradrim.

3429: Sauron attacks Gondor and storms Minas Ithil. Isildur escapes to North Kingdom. Anarion defends Osgiliath and drives DS back into mountains. Celeborn and Galadriel move to Lorien.

3430: The Last Alliance of Men and Elves is formed.

3431: Gil-galad and Elendil march east to Imladris.

3434: The host of the Alliance crosses the Misty mts. Alliance win battle of Dagorlad, but Amdir, King of Lorien slain. Sauron retreats with remnant of forces to Barad-dur, where besieged for 7 years, during which he launches many vain sorties.

3440: Anarion slain by a stone cast from Barad-dur.

3441: Sauron overthrown by Gil-galad and Elendil, although they too perish in the attempt. Isildur, son of

Elendil, cuts One Ring from Sauron's hand. Sauron's spirit flees and the Second Age ends.

**Note on the Rings:** The One Ring is held by Sauron at all times unless/until he is slain. The Three Rings are hidden by the Elves and cannot be used while Sauron wears the One. "Of the Seven Rings some were consumed in fire and some Sauron recovered." The Nine Rings are held by the 9 Nazgul. This is represented in play by Sauron having particularly hard stats.

**Note on Galadriel/Celeborn/Amroth/Amdir:** the relationships and movements of these characters are sometimes contradictory as Tolkien played with different storylines. I've made the best sense of them that I can. It doesn't affect the LA game because it's quite clear that whatever their individual race, each of them worked and fought as part of the Sindar nation.

**STATISTICS:** In order to maintain game balance (or perhaps that should be a familiar imbalance!) I have taken the stats of the 1650 scenario and juggled them to fit LA. All such juggling has been either within nation, or between nations of the same allegiance. I have not taken stats from one allegiance and awarded them to another. Therefore, the tax base, army strength and constitution, and total character stats, for each allegiance, are very close to 1650, although there are lots of differences between 1650 nations and those of LA.

**NAMES:** when Tolkien gives a 'new' name for a person or place in LA I have used it; however such names are rare. A surprisingly large number of pops and immortal characters survived LA into 3rd Age, whilst all races, to some degree, recycled the same names generation after generation. Therefore, do not be surprised to see names in LA which you recognise from 1650. They are not necessarily the same people! I have added some new names, particularly for the 'new' nations, but I did not want to be immodest enough to do this across the board.

**LA NATION LIST** (where changes not mentioned, those aspects of the nation much like 1650):

1) **North Kingdom:** embraces lands later held by Arthedain, Cardolan and Rhudaur. Includes pops from the first two and one or two surprises if you haven't studied the books. A first-rate economic and military power. Headed by Elendil the Tall, his family and household: all new characters.

2) **South Kingdom:** territorially embraces the whole of what was later N & S Gondor. Holds many pops which in 1650 belonged to either NG or SG but which still may not be enough if the combined DS launch a determined, co-ordinated pre-emptive strike. All characters are changed from 1650 for historical

reasons, and the 1650 SA name new mages at 40 is swapped for new commanders at 40.

3) **Eothraim:** as 1650 except for minor changes to character stats. It's interesting that the location of Eothraim both in LA and 1650 rests upon a single (long!) sentence in Unfinished Tales: 'They were a remnant of the Northmen, who had formerly been a numerous and powerful confederation of peoples living in the wide plains between Mirkwood and the River Running, great breeders of horses and riders renowned for their skill and endurance, though their settled homes were in the eaves of the Forest, and especially in the East Bight, which had largely been made by their felling of trees.'

4) **Woodmen:** pops and army much like 1650, but given a combat art, and top character has been beefed up so that even if he can't single-handedly cut a swathe thru hostile armies like Beorn at the Battle of 5 armies, at least he stands a fair chance in challenge against orc leaders. Also given mage skill and access to conjure food (the way Beorn fed Thorin & co demands nothing less) in place of challenge bonus.

5) **Silvan Elves:** like the 2950 nation, but bigger and better. SAs 7 & 14 sacrificed for x2 to scout/recon orders.

6) **Dale:** new nation of Northmen race. All pops at/near the Long Lake or connecting waterways. All new characters, SAs 8 = 20% adjustment to market, 9 = new emis at 40. Army/navy much like 1650 Nor.

7) **Northmen:** lose pops around Dale and Rhun to new nations, but compensated by other pops further north, which puts them well out of reach of any DS armies. Lose shipbuilding bonus but gain SA 7 (4th Age list): armies without food etc.

8) **Dwarves** are much as in 1650, except they have a starting mage (Tolkien is very clear Dwarves DO have access to magic) and they can Conjure food. How else d'you think they supported city-sized populations in mountains which produce no food?

9) **Sindar:** lose some 1650 pops to Silvans, but are compensated elsewhere. Note their realm at the time of LA also extends over the forest EAST of the Anduin (including where afterwards was Dol Guldur). The King of Lorien is Amdir, but the most powerful characters are Galadriel and Celeborn, who with their daughter Celebrian indulge in the traditional Elven activity of 'wandering' so who knows where they will start?

10) **Noldor:** much like 1650, only stronger; therefore have bigger starting armies and more pops to support them. I was loth to increase the Noldor power except the LA script demanded it. Hopefully it will give the Noldo player more problems than answers. In 1650 it's a fairly straightforward decision to disband most

troops and concentrate on a character war. In LA Noldo have a bigger army and pop base and their allies are looking to them to lead by example!

11 & 12 **Witch-king** and **Dragon-lord**. At the time of LA, neither of them had yet established realms outside Mordor. Therefore, Witch-king and Dragon lord, like the other Nazgul at the time of LA, have their realms inside Mordor. Their power like the rest of the Mordor nations is similar to 1650. Dragon lord, as befits his title, has a dragon in his entourage; some small compensation for the absence of any other dragon in the scenario. 13-19 see little if any change from 1650.

20) **Dark Lord**: The big change is that in LA this nation is now the nation of the Dark Lord and includes Sauron himself. The nation loses Urzahil, and some of the lesser minions lose a few points in order to make Sauron formidable but not invincible.

21) **Black Numenoreans**: this nation is the predecessor of the 1650 Corsairs, and has similar strengths, territory and characteristics, except a weaker navy. This nation is pre-aligned DS.

22) **Harad**: this nation is the predecessor of the 1650 nation of the same name. The differences are, in LA its armies should start from much further south than in 1650. There is NO justification in Tolkien for Harad having a navy at any time, but just for the sake of variety and excitement, LA allows Harad a small navy. This nation is pre-aligned DS.

23) **Dunlendings**: this nation is much as in 1650. Having been ravaged by Sauron's armies during the War of the Elves v Sauron earlier in the 2nd Age, the Duns are unlikely to be drawn in on Sauron's side so soon afterwards. Moreover surrounded as they are by FP, North Kingdom to the North, Elves and Dwarves to the east, and South Kingdom to the south, every strategic instinct tells Duns to declare FP rather than DS.

24) **Dorwinion**: This nation replaces Rhuduar from 1650, except, the location is totally different. Dorwinion was a nation on the shores of Rhun which sent wine to the Silvan Elves and by implication, traded with Dwarves and Men of other races also. The parallel between Dorwinion and the city-states established by Swedish vikings in Slavic Russia is striking. I visualise Dorwinion in LA as a rich city-state ruled by a Norse aristocracy slowly getting absorbed by the predominant Easterling population. At the time of LA, and indeed right up to the time of the War of the Ring, the economic benefits of trade with the 'western' world kept Dorwinion firmly on the side of the FP.

25) **Easterlings**: have lost a few pops around the sea of Rhun from 1650. They hadn't penetrated that far by LA so I've pushed them as far back as possible

without pushing them right off the map (which they ought to be!). They are the same strength as in 1650 and are firmly on the side of the DS.

## HOUSE RULES

Victory conditions: FP win if they either kill Sauron in challenge, OR destroy Barad-dur. DS win if FP fail to do one of these by turn 52. If Sauron dies in an encounter then I am sorry but you lose... if overrun you lose.

Sauron cannot be assassinated, kidnapped, or doubled; nor is he subject to spirit mastery spells. Sauron may NOT refuse challenge! Sauron is not available as an army backup commander.

4th Age rules in Last Alliance scenario: all 4th Age rules apply except: Twin Kingdoms do NOT get maps showing other nations' capitals; and Twin Kingdoms may NOT directly affect the market (ie orders 960 & 965 disallowed). This includes the strategic victory. If the FP win a strategic Population centre they LOSE. This will stop the 1<sup>st</sup> turn transfer pop centre swop.

### Free People:

- 1) North Kingdom
- 2) South Kingdom
- 3) Eothraim
- 4) Woodmen
- 5) Silvan Elves
- 6) Dale
- 7) Northmen
- 8) Dwarves
- 9) Sindar Elves
- 10) Noldo Elves
- 23) Dunlendings
- 24) Dorwinion

### Dark Servant:

- 11) Witch-king
- 12) Dragon Lord
- 13) Dog Lord
- 14) Cloud Lord
- 15) Blind Sorcerer
- 16) Ice King
- 17) Quiet Avenger
- 18) Fire King
- 19) Long Rider
- 20) Dark Lord
- 21) Black Numenoreans
- 22) Haradwaith
- 25) Easterlings

Before listing the pops, I should mention that there are several changes needed to the 'fixed' NKi & SKi pops to make them fit LA, eg, 2438 goes to Black Numenoreans, 3423 to Dark Lord (obviously) and 2715 to Sindar (believe it or not!). I hope this does not present a problem.

Field 1 is fortifications, eg 1=tower, 2=fort, up to 5=citadel.

Field 2 is pop status, eg 1=camp, 2=village, up to 5=city.

Field 3 is 1=harbour or 2=port.

#### 1) North Kingdom

0907 Caras Calairnen 130  
1006 Caras Fornen 130  
1106 Baraketta 130  
1109 Tarmabar 130  
1406 Malborn High 120  
1407 Fornost Erain 350  
1409 Bree 130  
1014 Annon Baran 031  
1015 Traith Chefudoc 031  
1113 Minas Girithlin 130  
1219 Suduri 231  
1317 Balost 130  
1513 Metriath 340  
1614 Tharbad 342  
1609 Amon Sul 240  
1108 Annuminas 450  
0810 Elostirion 131  
1319 Lond Daer Enedh 242

#### 2) South Kingdom

2119 Angrenost 530  
2121 Aglarond 430  
2421 Calmirie 240  
2622 Imdorad 130  
2924 Minas Anor 552 capital  
2926 Minas Arthor 130  
2927 Pelargir 352  
3034 Osgiliath 241  
3026 Bar-en-Tinnen 130  
3028 Tir Ethraid 130  
2223 Morthondost 240  
2227 Dol Amroth 342  
2324 Glanhir 130  
2328 Endil 131  
2426 Nan Nequian 030  
2527 Linhir 231  
2626 Minas Brethil 130  
2628 Fanuilond 131

#### 3) Eothraim

2912 Buhr Widu 140  
3012 Buhr Waldmarh 240 capital  
3112 Buhr Ailgra 140  
3113 Buhr Waldlaes 140  
3217 Buhr Anthar 010  
3416 Buhr Beorills 010  
3612 Buhr Marling 141  
3715 Buhr Gaudraught 010  
3819 Buhr Padaruik 010

#### 4) Woodmen

2405 Buhr Fram 030  
2411 Eorcan 020  
2508 Maethelburg 140 capital  
2609 Carrock 030 hidden

2613 Sarn Lothduin 020  
2615 Vidus 020  
2711 Buhr Widfiras 140  
2712 Sairtheod 010  
2605 Waetan's Lodge 010 hidden  
2506 Korna 010

#### 5) Silvan Elves

2608 Caras Amarth 130  
2709 Galadbrynd 140  
2908 Aradhrynd 350 capital hidden  
4413 Rhubar 042 hidden  
3009 Hithgalen 020  
2911 Baraglas 030  
2913 Mallagorn 020  
3014 Belgalen 020  
2807 Arduin 020

#### 6) Dale

3108 Dale 250 capital  
3109 Esgaroth 142  
3110 Londaroth 020  
3712 Kardavan 131  
3010 Riscarth 020  
3111 Barbeck 020  
3207 Skiddaw 030

#### 7) Northmen

3105 Buhr Tharusaig 240 capital  
3605 Rogndahl 040  
3104 Buhr Rus 120  
3506 Nahald Kudan 120  
2703 Kala Dulakurth 230  
3906 Vanaheim 140  
2906 Borshador 020  
2905 Beverbost 020  
3507 Scarpshaw 030

#### 8) Dwarves

0605 Telenaug 130  
0606 Nogrod 130  
0811 Zagragathol 120  
0812 Belegost 230  
2004 Zarak-dum 230  
2212 Khazad-dum 550 capital hidden  
2904 Norr-dum 230  
3002 Celeb-Ost 230  
3607 Barak-Shathur 120  
3707 Azanulinbar-dum 230  
3916 Kheled-nala 120

#### 9) Sindar Elves

2325 Edhellond 242  
2413 Cerin Amroth 050 capital hidden  
2514 Caras Galadhon 050 hidden  
2915 Ceber Fanuin 020  
2715 Dol Guldur 120  
2314 Nanduhirion 020

#### 10) Noldo Elves

0408 Forlond 241  
0508 Lanthir Lamath 040

0611 Harlond 251  
0707 Culwic 130  
0708 Mithlond-west 252 capital  
0710 Mithlond-east 252  
0808 Galenros 030  
2209 Imladris 040 hidden

**23) Dunlendings**

1420 Enedhir 020  
1715 Nin-in-Eilph 020  
1720 Angren 020  
1817 Larach Duhnann 140 capital  
1916 Cillien 020  
1917 Wularan 030  
1918 Arailt 130  
1922 Freawul 030  
2017 Treforn 030

**24) Dorwinion**

4013 Borograd 242 capital  
4015 Scari 031  
4017 Lest 031  
4217 Dilgul 041  
4415 Elgaer 031  
3713 Ilanin 031  
4014 Riavod 020

**Dark Servant**

**11) Witch-king**

3124 Minas Morgul 340 capital  
3226 Dol Bragollach 240  
3522 Barad Carn 240  
3427 Barad Urul 230  
3525 Dagnir Golug 130  
3726 Carn Magrond 230  
3326 Angruin 120  
3527 Lagrub 120  
3523 Fauglith 120

**12) Dragon Lord**

3822 Lug Ghurzun 440 capital  
4221 Nahald Gwerlum 140 hidden  
4027 Uduvrin 241  
3922 Dol Graugond 230  
3923 Lag-Balcmok 120  
3722 Lag-Cargoth 010

**13) Dog Lord**

3121 Lag-Konzi 010  
3221 Morannon 440 capital  
3321 Lag-Hundur 010  
3322 Lag-ujakdagul 010  
3421 Lag-ulurikon 010  
3624 Ostigurth 340

**14) Cloud Lord**

3222 Carach Angren 210  
3428 Barduath 030  
3528 Nurumurl 030  
3626 Rul 030  
3629 Kul Tarkorul 130  
3630 Kal Nargil 340 capital

**15) Blind Sorcerer**

3627 Uurlutsu Nurn 040  
3829 Virk Ulgath 010  
3928 Zarok Ioriag 010  
3929 Luglurak 341 capital  
4025 Burch Nurn 120  
4126 Orduga Ovaisa 010

**16) Ice King**

3022 Lag-scarra 010 hidden  
3122 Durthang 340 capital  
3123 Barad Perras 230  
3125 Lag-shemat 010  
3126 Lag-majakul 010  
3223 Katund-akul 010

**17) Quiet Avenger**

2135 Vamag 341  
3034 Lugarlur 341 capital  
3234 Wathduin 120  
3335 Kul Dinbar 110  
3437 Tir Harn 120  
3533 Jug Rijesha 031

**18) Fire King**

3224 Barad Ungol 340 capital  
3225 Lag-digtumarr 010  
3324 Lag-zajarzot 010  
3325 Lag-flaksharbtur 010  
3327 Lag-vrasfotak 010  
3426 Barad-wath 040

**19) Long Rider**

3230 Lag-malmabus 010  
3329 Olbamarl 340 capital  
4215 Tol Buruth 341 hidden  
4324 Neburcha 010  
4325 Buth Ovaisa 010  
4425 Lagari Orath 010

**20) Dark Lord**

3120 Thuringwathost 130  
3323 Lag-Lithlad 010  
3422 Lag-fhauga 010  
3423 Barad-dur 550 capital  
3621 Carvarad 030  
3622 Minas Durlith 340

**21) Black Numenoreans**

2039 Ardumir 341  
2136 Eradas 341  
2137 Caldur 341  
2236 Isigir 341  
2337 Maros 341  
2339 Pellardur 341  
2437 Barazon 030  
2438 Umbar 352 capital

**22) Haradwaith**

2534 Kas Shafra 241  
2535 Sukh Akhor 241  
2634 Sook Ada 031

2635 An Pharaz 030  
2734 Kas Shadoul 241  
2833 Has Yayb 031  
2835 An Zalim 030  
3538 An Karagmir 350 capital  
3037 Has Adri 150  
3839 An Sakal 040  
3334 Kazapur 241  
3136 Sukh Ayab 030

#### 25) Easterlings

3220 Ashkiri 010  
3319 Ursh Lanna 030  
4133 Sturlutsu Khand 350  
4228 Khand Amu 040  
4318 Mistrand 031  
4338 Ovatharac 030  
4430 Laorki 030  
4139 Variagrad 250 capital  
4432 Samarkov 030  
4438 Gorgomir 030

Here are the characters, SAs and artifact details for the Last Alliance variant. I have matched the overall totals against the 1650 game in the interests of game balance, although there are numerous changes both within nations, and between nations of the same alignment, to make them fit LA as closely as possible.

The most uncertain area concerns artifacts. I understand that in FA, more artifacts have been added, but not all are included, and the numbers and secondary powers have all been randomised. This does make it difficult to achieve a correct, balanced distribution for LA when MOST artifacts should be in the hands of one allegiance or the other.

Here are the most important artifact details (also given later, by nation):

- 1) Palantirs of Annuminas, Amon Sul & Elostirion should be held by North Kingdom (and ideally should start out in those pops).
- 2) Palantirs of Minas Anor, Osgiliath & Orthanc should be held by South Kingdom (and ideally should start out in those pops).
- 3) Palantir of Minas Ithil should be held by Witch-king #11 at Minas Morgul (Minas Ithil).
- 4) The top good/neutral combat artifact should be held by Gil-galad of the Noldo Elves #10 to represent 'Aiglos, the spear of Gil-galad against which none could stand.' If you can make the name Aiglos, that's better still.
- 5) The second best good/neutral combat artifact should be held by Elendil the Tall of North Kingdom to represent Narsil 'which shone with the light of the Sun and Moon.' If it can be called Narsil, better still (I know there's a 'shards of Narsil', but at the time of LA the sword was still in one piece!).
- 6) The top DS weapon should of course be held by Sauron himself (Dark Lord #20).

The FA setup gives both North & South Kingdom one random DS artifact. I'm not too bothered what you do about this - they could perhaps be viewed as trophies from Sauron's previous unsuccessful war - but they should NOT be counted towards either Kingdoms' total.

All characters male unless followed by (f) = female:

#### 1) North Kingdom

Elendil the Tall C60 A10 E20 M10  
Isildur C40 A30  
Elendur C50 E20 M10  
Aratan C40 E10  
Ciryon C30 A10  
Ohtar C10 A20 St10  
Estelmo C10 A20 St10  
Alquawen (f) A10 E10 M20

SNAs:

- 12) new coms at 40
- 13) recruits at Tr 20
- 19) forts at 1/2 timber cost

Artifacts:

Palantir of Annuminas  
Palantir of Amon Sul  
Silver Rod of Anduni  
2nd best Good/neutral combat weapon (Narsil)

#### 2) South Kingdom

Anarion C60 E10  
Meneldil C30 E20  
Turadan C50  
Dringhamion C50  
Erabad C30 E10  
Vagordan C10 A30  
Gileryn (f) E10 M30  
Sarnil E10 M30

SNAs:

- 13) recruits training 20
- 19) forts @ 1/2 timber cost
- 12) new coms @ 40
- 33) warship str 4
- 7) armies without food etc

Artifacts:

3 palantirs: Osgiliath, Minas Anor, Orthanc.  
+4 good/neutral

#### 3) Eothraim

Frumgar C30 A10  
Bregel C30 E10  
Aldormir C30  
Baldred C30  
Frealaf C20 E10  
Leafwin C50  
Haleth C30 A10  
Fengel C10 M40



SNAs:

- 12) commanders at 40
- 13) training at 20
- 6) no loss on forced march
- 24) conjure mounts

Artifacts:

1 combat weapon

#### 4) **Woodmen**

Beorcan C50 A10 M50 St15  
Brangwen (f) A10 M30  
Cadawg C30 E10  
Dalach A10 E20  
Duillath C10 A20 St15  
Feochadan (f) C10 A10 E10 St15  
Madawc C30  
Ruadhan C30

SNAs:

- 25) Conjure Food
- 5) Stealth
- 1) Scout/recon x2

Artifacts:

1 random combat art

#### 5) **Silvan Elves**

Thranduil C50 E10 St20  
Legolas C20 A10 E20 St20  
Aiglebir C30 St15  
Cuthalion C30 St15  
Gilestel C20 M20 St20  
Lomion C10 A20 St20  
Mablung C40 A10 St15  
Ringlin M50 St20

SNAs:

- 5) stealth
- 18) ships at 1/3 timber cost
- 1) scout/recon x2

Artifacts: 4 good/neutral

#### 6) **Dale**

Girion C40 A10 E10  
Boda C10 A20 St20  
Blian C30  
Eada C20 E10  
Evald E20 M20  
Hugin E30  
Odhran C30  
Taithleach C30 E10

SNAs:

- 8) buy/sells 20% bonus
- 9) emis at 40

Artifacts 0

#### 7) **Northmen**

Vidumir C20 A10  
Amlachel M30  
Brangor A30  
Bergil C40 A10  
Marach C10 A10 E10  
Forweg C30 E10  
Haldir M30  
Ulrad C30 E10

SNAs:

- 9) Emis at 40
- 8) Buy/sell orders +/-20%
- 7) Armies without food etc

Artifacts 0

#### 8) **Dwarves:**

Durin III C50 E10  
Narvi E10 M50  
Azaghal C30  
Burin C40 A10  
Lofar C30  
Fulla C40  
Thelor C30  
Thrar C40

SNAs:

- 15) HI start at Tr30
- 6) no loss during force march
- 19) forts @ 1/2 timber cost
- 3) sco/recon +50 all characters
- 25) Conjure food

Artifacts: 7 good/neutral

#### 9) **Sindar:**

Galadriel (f) C20 E70 M70 St35  
Celeborn C60 A10 M10 St20  
Amroth C20 M50 St25  
Celebrian (f) A10 E10 M20 St20  
Amdir C40 A10 M10 St20  
Nimrodel (f) A20 M50 St20  
Haldir C30  
Rumil C30

SNAs:

- 5) stealth
- 14) recruits come in at tr 25
- 18) build ships at 1/3 timber cost
- 7) armies without food etc

Artifacts: 5 good/neutral

#### 10) **Noldo Elves:**

Gil-galad C70 E60 M70 St25  
Elrond C40 E40 M50 St25  
Cirdan C40 A20 E30 M40 St25  
Gildor C30 A20 E10 M10 St25  
Lindir C50 A20 M20 St25  
Erestor E30 M50 St25  
Gaerdae C50 A20 St25  
Glorfindel C40 E20 M40 St25

SNAs:

- 5) stealth
- 6) no morale loss during force march
- 22) all characters uncover secrets at 40
- 14) recruits at 25 Tr

Artifacts: 13 good/neutral including BEST combat weapon.

23) **Dunlendings:**

- Aonghas C40 A10
- Daonghlas C40 E10
- Elharian C50
- Enion C50
- Eribhen (f) M30
- Raonull C20 A10 M20
- Ulf Dilan C40 E10
- Urdrek C30 A10

SNAs:

- 11) agents at 40
- 4) bonus to challenge
- 1) scout/recon x2

Artifacts: 2 good/neutral

24) **Dorwinion:**

- Rurik C40 E10
- Bogodul C20 E10
- Oleg C20 A10 M10
- Rusudani (f) M40
- Jadwiga (f) M30
- Olgierd C20 A10
- Varpelev C20 A10 E10
- Mistivoj C30

SNAs

- 24) conjure mounts
- 9) emis @ 40
- 17) ships at 1/2 timber cost
- 8) Buys/sells +/- 20%

Artifacts: 2 good/neutral

11) **Witch-king**

- Murazor C 40 E40 M70 St30
- Angulion C10 A20 E30 M30
- Ashdurbuk Zalg C60
- Cykur C50 E10
- Dancu C60 E20
- Durkarian C50 A10 E10
- Rogrog C40 E10
- Ulrac C50 E20

SNAs:

- 12) new coms at 40
- 27) Fearful hearts
- 26) Conjure hordes
- 7) armies without food etc

Artifacts: 12 evil/neutral, including palantir of Minas Ithil

12) **Dragon Lord**

- Lamthanc C60 E60 M60
- Celedhring C10 A30 M40
- Duran C50 M10
- Khamul C30 A30 E30 M30 St30
- Lhachglin A20 M30 St30
- Maben M40
- Orduclax M40
- Urgubal C30 E10

SNAs:

- 5) stealth
- 30) teleport
- 1) scout/recon x2
- 7) armies without food etc

Artifacts: 8 evil/neutral

13) **Dog Lord**

- Ashburghnul A20 M50
- Borhan A30
- Bulrakur C50
- Dendra Dwar C20 E20 M60 St 30
- Gurthlug (f) C30 E20
- Kaldurmeir C40
- Krusnak C30 A20 M30
- Tonn Varthkur C40 M30

SNAs:

- 5) stealth
- 13) recruits at Training 20
- 24) conjure mounts
- 7) armies without food etc

Artifacts: 8 evil/neutral

14) **Cloud Lord**

- Ar-Gular E10 M20 St20
- Araudagul C40
- Erennis A40
- Gontran A30
- Grasty C30
- Ji Indur C20 A40 M40 St30
- Kadida A30
- Shoglic M30

SNAs:

- 31) agents at 40
- 5) stealth
- 11) +20 to kidnap/assass
- 22) Uncover secrets at 40, all

Artifacts: 3 evil/neutral.

15) **Blind Sorcerer**

- Akhorahil C20 E20 M60 St30
- Ethacali C10 M40
- Gastmorgath M50

Leardinoth C10 M30  
Mardrash M30  
Morarthdur M50  
Naldurgarth M50  
Pochak C30

SNAs:

10) mages at 40  
29) Summon storms  
26) conjure hordes  
32) ships never lost at sea etc

#### 16) **Ice King**

Abdakhil M30  
Baltab C30  
Gaurhir A10 M30 St30  
Gorthog C10 A40  
Hoarmurath C30 A20 M50 St30  
Hukor C30  
Khathog M40  
Virsh A20 E10

SNAs:

11) agents at 40  
5) stealth  
29) summon storms  
7) armies without food etc

Artifacts: 5 evil/neutral

#### 17) **Quiet Avenger**

Adunaphel (f) C30 E30 M40 St30  
Ashturg C30 A10 St30  
Nardroth C30 E20 M20  
Gargal C30 A10  
Malevil C30 E20 M20  
Ingar C20 E10  
Malezar C10 E10 M40  
Thergor A30

SNAs:

9) emis at 40  
12) coms at 40  
1) scout/recon x2  
22) all chars uncover secrets at 40

Artifacts: 3 evil/neutral

#### 18) **Fire King**

Nazog A30  
Ren the Unclean C30 E20 M50 St30  
Rozilan (f) E10 M30  
Shagrath C30  
Shogmog C30  
Skargnakh C30 A10 M10  
Uklurg C40  
Uthmag M40

SNAs:

13) recruits Training at 20  
20) base morale 40  
28) Fanaticism

26) Conjure hordes  
21) New armies at 0 cost

Artifacts: 4 evil/neutral

#### 19) **Long Rider**

Din Ohtar A30 E10 M10 St30  
Drurgandra C40  
Goldwine Frec C10 A10 E10 St30  
Hargrog C30 A20  
Lomelinde (f) A30 M10  
Morlammem M30  
Uvatha C60 A20 E20  
Viosiol M30

SNAs:

12) coms at 40  
13) recruits Training at 20  
6) no loss during forced march  
24) conjure mounts

Artifacts: 6 evil/neutral

#### 20) **Dark Lord**

Sauron C20 E90 M90  
Bolvag C20 M40  
Carrog A20 E10 M20 St 30  
Feagwath C30 A10 M40 St30  
Gothmog C60 A30  
Herudor C40  
Miruimor C20 M20  
Tormog C20 A40

SNAs:

12) coms at 40  
10) mages at 40  
27) Fearful hearts  
26) conjure hordes  
7) armies without food etc

Artifacts: 7 evil/neutral including best evil combat weapon.

#### 21) **Black Numenoreans**

Ascaruin C40 A10 E10  
Angamaite C50 E20 M10  
Gimilzor C50 A10  
Belzagar C50 A10  
Zimraphel (f) E10 M50  
Herumor C50 A10  
Sangahyando C40 E20 M10  
Fuinur C50 A20 E10

SNAs:

17) build ships 1/2 timber cost  
32) no loss on open seas  
34) warship strength 5  
4) challenge bonus  
7) armies without food etc

Artifacts 0.

## 22) Haradwaith

Tacfarinas C30 A10 E10  
Ejenna (f) E10 M20  
Haruth Raman C40 A10  
Ossim Rallah C30  
Shabla (f) A10 M30  
Shamara Katub (f) E10 M30  
Hamawi C30  
Yezmin C10 A10 M10

SNAs:

- 22) all characters Uncover secrets at 40
- 21) no initial army cost
- 4) challenge bonus
- 7) armies without food etc

Artifacts 0.

## 25) Easterlings

Uldred C30 A10  
Ulfnoth C30 A10  
Ulwarin (f) A10 M40  
Hos Harf M30  
Kav Makov C20 A20  
Ovatha C40 A10  
Tros Hesnef C40  
Urdrath C10 M30

SNAs:

- 12) coms at 40
- 24) conjure mounts
- 4) increased challenge
- 7) armies without food etc

Artifacts: 2 neutral

## Armies:

Nation pop mo hc lc hi li ar ma tr we ar warships transports

### North Kingdom

1614 50 - - 300 300 300 - 30 40 30 26 13 4500 fd  
Any C30+  
1108 50 - - 2400 1200 300 - 30 40 30 19500 food  
Elendil the Tall  
1609 50 1500 900 - - - - 30 40 30 24000 food  
Any C30+

### South Kingdom

2927 50 - - 600 600 600 - 40 30 30 40 20 7200 food  
Any C30+  
3024 50 - - 300 300 - - 40 30 30 2400 food  
Any C30+  
2924 50 - - 1200 300 - - 40 30 30 6000 food  
Anarion  
2119 50 - - 600 300 - - 40 30 30 3600 food  
Any C30+  
2227 50 1500 600 - - - - 40 30 30 24800 food  
Any C30+

## Eothrim

3012 40 4200 1500 - - - - 40 40 20 45600 food  
Anybody can be army commander except Fengel

## Woodmen

2508 30 - - 1800 2100 600 - 5030 10 18000 food  
Commander: Beorcan

## Silvan Elves

4413 50 - - - 300 300 - 50 60 00 6 4 2400 food  
Any C30+  
2908 50 - 300 - 1500 1500 - 50 60 00 14400 food  
Thranduil

## Dale

3109 30 - 600 - 1800 900 - 30 30 10 8 8 15600 food  
Girion

## Northmen

3105 30 300 1200 1200 1200 600 - 40 30 10 24000 fd  
Commander: Bergil

## Dwarves

3607 40 - - 600 - 300 - 40 40 40 4500 food  
Any C30  
2212 40 - - 2700 300 300 - 40 40 40 13200 food  
Durin III  
3707 40 - - 1200 300 - - 40 40 40 7500 food  
Any C30  
3916 40 - - 600 - 300 - 40 40 40 3600 food  
Any C30+

## Sindar Elves

2325 50 - - - 300 - 50 60 00 20 10 3600 food  
Haldir or Rumil  
2413 50 - 600 - 600 1500 - 50 60 00 13200 food  
Amdir

## Noldo Elves

0708 50 600 300 600 300 600 - 70 60 40 16500 food  
Gil-galad  
0710 50 - - - 300 - 70 60 40 20 10 3000 food  
Cirdan  
2209 50 - 300 300 300 600 - 70 60 40 9000 food  
Elrond

## Witch King

3124 50 - - 600 900 600 1200 10 30 00 6600 food  
Murazor  
3127 50 600 300 - - - - 10 30 00 4000 food  
Any C30+  
3726 50 600 - - - - 10 30 00 5000 food  
Any C30

## Dragon Lord

3822 40 - - 900 900 900 1200 20 30 10 8000 food  
Khamul  
4221 40 600 300 - - - - 20 30 10 4000 food  
Duran

**Dog Lord**

3221 40 1200 1500 - - - - 20 30 10 21600 food  
 Bulrakur  
 3624 40 - - - - - 20 30 10 3600 food  
 Any C30+

**Cloud Lord**

3630 30 900 900 900 900 900 20 30 10 15000 fd  
 Araudagul or Grasty

**Blind Sorcerer**

3929 30 - - 1200 1200 1200 1200 40 40 30 - 21  
 10000 food  
 Pochak

**Ice King**

3122 30 - 1200 1200 1200 600 2400 30 30 10 16000  
 fd  
 Baltab or Hukor

**Quiet Avenger**

2135 30 - - 300 300 300 300 30 30 10 10 5 2500 food  
 Any C30+  
 2135 30 - 600 - 300 300 600 30 30 10 5000 fd  
 Any C30+  
 3034 30 300 300 300 - 900 30 30 10 5000 food  
 Adunaphel

**Fire King**

3224 50 - - 1800 900 2100 - 30 30 10 10000 food  
 Uklurg

**Long Rider**

4215 40 - - 300 300 300 300 40 30 30 6 6 3000 food  
 Any com  
 4324 50 900 - - - - 40 30 30 14400 food  
 Any com  
 3230 50 600 300 - - - - 40 30 30 7200 food  
 Any com

**Dark Lieutenants**

3120 40 600 300 300 600 900 - 30 30 10 8000 food  
 Herudor  
 3423 50 - 300 300 600 600 - 30 30 10 9000 food  
 Gothmog

**Black Numenoreans**

2236 50 - - 300 300 300 300 30 30 00 2500 food  
 Any com  
 2137 50 - - 600 600 - - 30 30 10 2500 food  
 Any com  
 2136 50 - - 300 300 - 300 30 30 00 2000 food  
 Any com  
 2438 50 - - 300 300 600 300 30 30 00 40 20 3000 fd  
 Any com

**Haradwaith**

3538 30 - - 300 300 300 300 30 30 30 2500 food  
 Haruth Ramam  
 2734 30 - 300 300 300 - 30 30 30 10 5 2000 food  
 Ossim Rallah  
 3334 30 600 - - - - 30 30 30 5000 food

## Tacfarinas

3839 30 - - 300 - 300 600 30 30 30 2500 food  
 Hamawi

**Dunlendings**

1817 30 900 900 900 900 900 30 30 10 25000 fd  
 Any C30+

**Dorwinion**

4013 30 - - 600 600 300 - 40 30 30 12 6 6000 food  
 Mistivoj  
 4014 30 900 900 900 1200 1200 - 50 30 30 20000 fd  
 Rurik

**Easterlings**

4133 30 - - 300 300 300 300 30 30 10 2400 food  
 Any com  
 4139 30 900 600 300 300 300 300 30 30 10 9000 fd  
 Ovatha  
 4318 30 600 - - - - 40 30 20 6000 food  
 Any com

**CHARACTERS**

All characters not army/navy coms designated above  
 start at capital, except:#9 Sin: Galadriel, Celeborn &  
 Celebrian should all start TOGETHER in either 2413  
 or 2325. Toss a coin!

And #19 LoR. Din Ohtar MUST start at 4215.

**Starting gold & Food (all at capital unless stated otherwise):**

- 1 NKi 60000 7500 food
- 2 SKi 50000 7500
- 3 Eot 30000 5000
- 4 Wod 30000 gold, 0 food
- 5 Sil 30000 -
- 6 Dal 30000 -
- 7 Nor 30000 5000
- 8 Dwa 40000 7500
- 9 Sin 40000 -
- 10 Nol 60000 - 2209 7500f 1609 7500f
- 11 WiK 20315 6500
- 12 DrL 27200 4500
- 13 DoL 24800 5500
- 14 CIL 22500 2000
- 15 BIS 21930 2000
- 16 IcK 22640 4500
- 17 QAv 25460 3000
- 18 FiK 25600 5000
- 19 LoR 24960 4000
- 20 DkL 45560 4500
- 21 BIN 22500 5000
- 22 Har 24650 -
- 23 Dun 21860 3000
- 24 Dor 25330 1000
- 25 Eas 24840 2000

