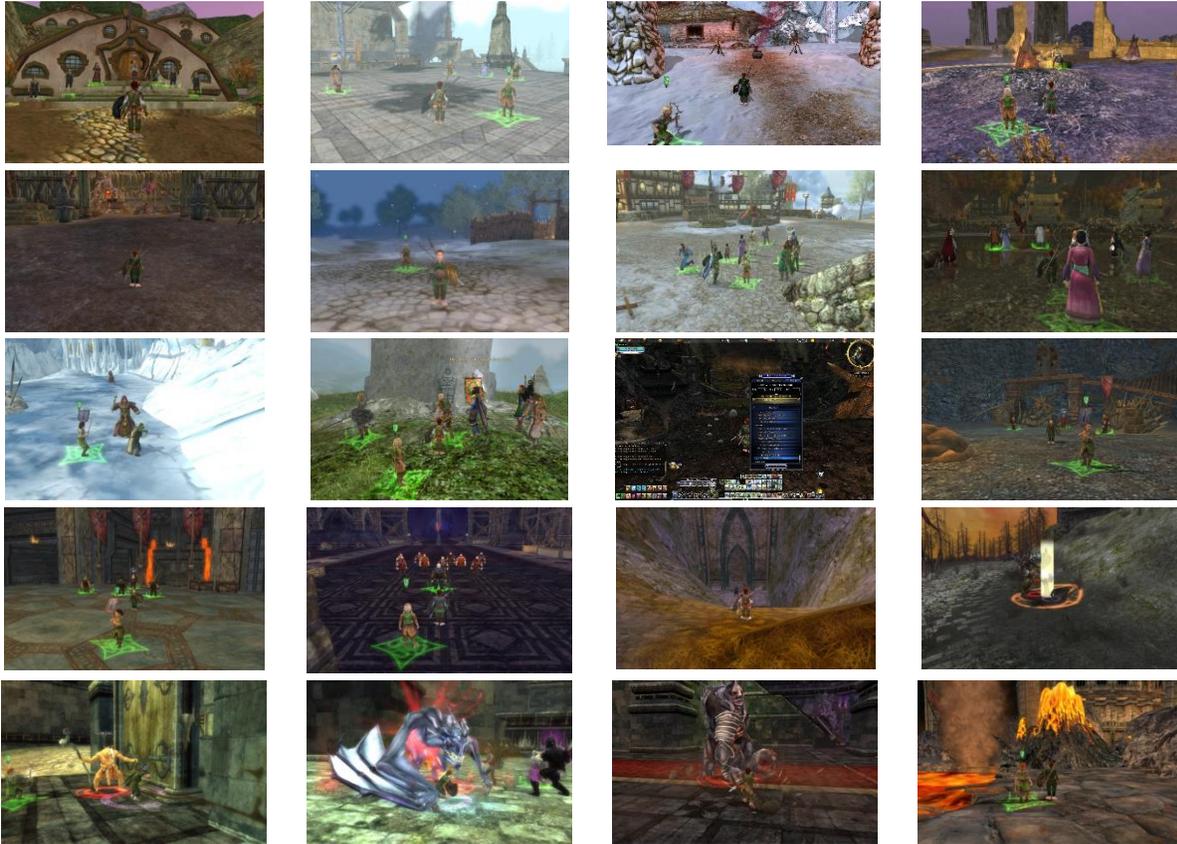


Pineleaf's Pictorial Primer to Skirmishing

A guide to the skirmish system in *The Lord of the Rings Online*

Chapter 1: General Information



By *Pineleaf Needles* for *LOTRO Players*

<http://www.lotroplayers.com>

Contents

Introduction	3
What is a Skirmish?	4
Rewards	4
Layout.....	5
Offensive.....	5
Defensive	5
Opponents	6
Morale Levels.....	6
Encounters	7
Variations	8
Level	8
Difficulty.....	9
Player Group Size	9
Deeds	10
Quests	10
Shame of Defeat	10
Opponent Abilities	11

Pineleaf's Pictorial Primer to Skirmishing

Introduction

Welcome to the third edition of *Pineleaf's Pictorial Primer to Skirmishing*. In this primer, we will look at the various aspects of *The Lord of the Rings Online™* skirmish system.

This primer will include two sections. The first section includes chapters with single-digit chapter numbers. These chapters discuss information that is relevant to the skirmish system rather than to specific skirmishes.

The second section includes a chapter for each skirmish currently in the game. These chapters are numbered based on the minimum level required to run the skirmish.

This chapter discusses general information that is relevant to all skirmishes. In previous editions, much of this information was repeated in each of the skirmish chapters. That information has been moved here to reduce redundancy and to make it easier to maintain as the game is updated.

Pineleaf Needles

Follow the latest LOTRO news at *LOTRO Players* at <http://www.lotroplayers.com>



Selecting a Skirmish through the Skirmish Join Panel

What is a Skirmish?

A Skirmish is an instance that is scalable along three dimensions: level, difficulty, and group size. Each skirmish includes an objective that you must complete to earn full marks. You gain some marks as you progress, with the number of marks earned generally increasing from stage to stage (so the first control point captured may be worth 8 marks and the second may be worth 12).

There are three types of skirmishes available:

1. **Offensive** skirmishes require you to capture a series of control points to complete the skirmish. This is the most common type of skirmish.
2. **Defensive** skirmishes require you to defend a key NPC or location. In some of these, the defense point remains at the same location throughout the skirmish, while in others the defense point moves as the skirmish progresses.
3. **Survival** skirmishes require you to last as long as possible. There is currently only one survival skirmish (*Survival: Barrow Downs*).

Rewards

Skirmish awards are given in blocks that remains constant for each skirmish. The number of marks or medallions given for each block varies depending on the settings of the skirmish (level, group size, and tier). These blocks are awarded by taking control points, surviving assaults from the enemy, and defeating certain key opponents.

The awards for this skirmish are given in blocks. Each time you capture a control point, you receive a number of award blocks based on how far you have progressed in the skirmish. The number of marks you receive for each block is based on the level you are running the skirmish (as well as any adjustments made for group size and tier). Any rounding is performed after multiplying the number of blocks awarded by the award size.

You also naturally receive experience for killing monsters and completing the skirmish. The tier setting of the skirmish has no effect on experience awards, so Tier 1 is the optimal setting for leveling.

Lieutenants and the final boss can drop bounties that can be sold to a vendor for in-game money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards in addition to bounties (generally relics, but you will also occasionally get heritage runes or star-lit crystals).

Note that there are no drops currently between levels 106 and 114. You will still receive the usual mark awards, though.

If you complete a raid skirmish at level cap, you also receive six seals. In addition, a special chest spawns at the end of the raid that includes additional rewards (note that the rewards in the special chest are currently at level 105 even though the level cap is higher).

Pineleaf's Pictorial Primer to Skirmishing

Level Range	Bounty Name	Bounty Value	Veteran Bounty Value	Relics
20-29	Recruit	5.80	21.88	None
30-49	Footman	11.59	43.75	None
50-59	Esquire	23.19	87.50	Tier 1
60-65	Guardsmen	34.78	131.25	Tier 2
66-75	Sergeant-at-Arms	40.58	153.13	Tier 3
76-84	Master Guardsman	52.17	196.88	Tier 3
85-94	Master Guardsman	52.17	196.88	Tier 4
95-99	Elite Guardsman	81.17	306.15	Tier 4
100-105, 115	Elite Guardsman	81.17	306.15	Tier 5
106-114	None	None	None	None

Layout

The layout varies from skirmish to skirmish. The layout differs depending on if you are fighting in an offensive skirmish or a defensive skirmish.

Offensive

For offensive skirmishes, you move from your starting location and eventually reach a target. During the skirmish, you will capture control points. Each of these control points is defended by one or more groups of mobs. In most skirmishes, you must progress through the control points in a specific order, though some skirmishes feature control point clusters where you can take the control points in the cluster in any order (though you will still generally need to take all of the control points before you can advance past the cluster). Only one skirmish currently has an optional control point: *Attack at Dawn*.

You gain marks for each control point you capture.

Defensive

For defensive skirmishes, the key defender generally remains at your starting location, though in some skirmishes you will need to move from that location and later return. Defenders will move to fight but will return to their starting positions after the combat is over. If the key defender does need to move its base location (as in *Battle of the Twenty-first Hall*), the defender will gain a quest ring before moving.

Defensive skirmishes are set as a series of assaults. Each assault is divided into a series of waves.

Generally, there are an equal number of waves in each assault but there are exceptions (the most noted is *Battle of the Way of Smiths*). In some skirmishes, all waves in an assault are from a single direction (as in *Ford of Bruinen*) while in others the direction can change with each wave (as in *Siege of Gondamon*).

In most skirmishes, only certain waves of each assault have a chance of including a lieutenant. This means that you will generally have at least one wave with no lieutenant after fending off a lieutenant.

In solo and duo skirmishes, a new wave will not start until after the previous wave is finished.

You gain marks for each assault you and any key defenders survive.

Opponents

In each skirmish, you will face specific types of trash mobs. Most skirmishes have three or four different mob types. In addition, you will generally find three variations of each of these mob types. For example, in *Thievery and Mischief*, you will face three varieties of brigands, three varieties of half-orcs, and two varieties of wolves.

Each group of opponents you face will include a number of mob points based on the skirmish and settings. Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face dozens of swarm enemies in a raid but will instead face a smaller number of tougher opponents. The number of points for each opponent is given on the table below.

Skirmish designation	Quality	Mob points
Weak	Swarm	1
Hale	Normal	2
Hardy	Signature	4
Strong	Elite	8
Staunch	Elite Master	16
Mighty	Nemesis	32

Lieutenants have their own spawning rules and are not included in these point counts. Each lieutenant spawn will have a set percentage of generating a lieutenant. In raids, a given lieutenant spawn had a chance of generating two lieutenants instead of one.

Morale Levels

As skirmishes are scalable, the morale values for the mobs you face will also scale. As such, we will provide each mob with a morale class. This class will include a letter (indicating the base class), an optional number (that indicates a percentage adjustment), and an optional multiplier.

Morale Class	Levels 20-40	Levels 41-cap	Notes
AA	$A^{\wedge} * 1.10$	$A^{\wedge} * 1.10$	Occasionally, a defender will be particularly strong
A [^]	baseline	baseline	Landscape mob values; defenders
A	$A^{\wedge} * 0.95$	$A^{\wedge} * 1.00$	Trolls sometimes are comparable to landscape
B [^]	$A^{\wedge} * 0.90$	$A^{\wedge} * 0.90$	Rare case: mobs that are not reduced at low levels
B	$A * 0.90$	$A * 0.90$	Skirmish mob baseline
D	$B * 0.80$	$B * 0.80$	Gondamon mob baseline
F	$B * 0.60$	$B * 0.60$	Bears tend to have very low morale levels

Generally, skirmish mobs have a morale that is 90% of the morale for comparable landscape mobs. Note that from level 20 to 40, the morale for most skirmish mobs is reduced by an additional 5%.

Pineleaf's Pictorial Primer to Skirmishing

The table below lists the morale values for trash mobs at each quality level for a level-115 skirmish.

Morale Class	Weak	Hale	Hardy	Strong	Staunch	Mighty
Multiplier	0.5	1.0	1.75	3.0	6.0	10.0
B+1	32,377	64,753	113,318	194,259	388,519	647,531
B	32,056	64,112	112,196	192,336	384,672	641,120
B-1	31,735	63,471	111,074	190,413	380,825	634,709
B-2	31,415	62,830	109,952	188,489	376,978	628,297

The table below lists values for a level-115 hale mob at each tier level. It also lists the values for duo runs, since mobs in duo runs have a lower morale than their equivalent in other skirmish runs.

Morale Class	Tier 1	Tier 2	Tier 3	Duo
Multiplier	1.00	1.39	2.22	0.66
B+1	64,753	89,935	143,896	42,737
B	64,112	89,044	142,471	42,314
B-1	63,471	88,154	141,046	41,891

The next table shows the morale levels for Class B hale mobs every five levels for which skirmishes are available. This is the most common morale class you will encounter in solo runs.

Level	Morale	Level	Morale
20	384	70	6815
25	594	75	8140
30	870	80	9626
35	1219	85	11,282
40	1651	90	13,118
45	2289	95	15,143
50	2946	100	17,367
55	3717	105	19,799
60	4613	110	49,054
65	5643	115	64,112

Encounter mobs, lieutenants, and generals use a separate multiplier table from the trash mobs. Information on lieutenants is provided in Chapters 2-4. Information on each encounter and general is provided in the appropriate skirmish chapter.

Encounters

Each time you run a skirmish, the game selects two encounters that are available. The selected encounters become active when you perform their triggering actions.

As the group size gets larger, the encounter mobs become more powerful. Other than that, the encounters don't change. As a result, the encounters tend to get easier as you increase the group size (as the increase in the power of the mobs is not as great as the increase in the power of the fellowship).

Variations

One of the advantages of skirmishes is their scalability. Skirmishes can be scaled in three ways: level, player group size, and tier.

Level

All skirmishes can be played anywhere from their minimum level to the current level cap. The default setting for a skirmish run is the level of the character starting the skirmish (in a fellowship that would be the fellowship leader). You can set the skirmish to any level within the level range if required. Skirmishes cannot be set to a level higher than the level cap.

Why would you want to change the level for the skirmish? If you are just starting to learn a skirmish, you may want to set the level lower to allow you to understand how the skirmish works. This isn't always possible if you prefer to first run a skirmish when you reach its minimum level.

Another reason to set the level lower is to compensate for an underpowered soldier. If you start skirmishing at a high level, your soldier is likely to be under par. Many players in this situation set the skirmish level one or two levels lower to allow them to complete enough skirmishes to bring their soldiers to a reasonable level. You should avoid dropping the level too low, though, as you receive a skirmish mark penalty based on the difference between your level and the skirmish's level.

You may also want to adjust the level if not all the members of a group are of the same level or if the group is short of the recommended size.

If you are using skirmishes to level, you may want to increase the level to increase the experience you earn during the run.

Finally, you may want to increase the challenge by raising the level by one or two. This can be especially useful if you are getting near a level where the rewards are upgraded. Similarly, I would not recommend that you reduce a skirmish's level enough to reduce the reward tier.

When you adjust the level of the skirmish, you also adjust the skirmish mark rewards within the skirmish. These adjustments are based on your level at the time you receive the reward. As such, if you are close to leveling, you may want to start the run one level above your own to avoid a penalty when you do level.

Diff	Multiplier
more	5%
-9	5%
-8	10%
-7	20%
-6	40%
-5	60%
-4	75%
-3	85%
-2	90%
-1	95%
Even	100%
1	105%
2	110%
3	115%
4	125%
5	140%

Difficulty

The tier setting increases the difficulty of the skirmish by increasing the morale, damage, and various other attributes of the enemy. It also increases the rewards you received during the skirmish. The optimal tier depends on your goals and play style.

Note that there is no experience bonus for running a skirmish at a higher tier, so if your main goal is to level, then you are better off running tier one skirmishes.

Player Group Size

The player group size has the greatest change on the play of the skirmish. The player group setting controls the quality of the lieutenants, the encounter bosses, the general, as well as the number of opponents you face during the final battle.

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. Opponents under duo mode receive a 34% penalty to their morale, damage, and other attributes.

In solo and duo runs, subsequent waves of an assault or counterattack will always wait until you have defeated all of the opponents from the previous wave (excluding summoned monsters, which are ignored for this purpose). In larger runs for some skirmishes, subsequent waves will start at a set time if the previous wave was not yet defeated.

The group size and difficulty of a skirmish also affect the number of marks you receive during the run. The table below lists the relative payout for each skirmish based on size and difficulty.

	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	1	1.067	1.333	1.667	2.267
Tier 2	1.3	1.387	1.733	2.167	2.947
Tier 3	1.7	1.813	2.267	2.833	3.853

Deeds

All offensive and defensive skirmishes include a deed to complete all the encounters in the skirmish. This deed awards a title when all of the encounters have been completed at least once. You only gain credit for these deeds if you complete the encounter before defeating the skirmish general and if the encounter boss is at least green to you (no more than eight levels lower than your level).

If you complete the encounter deeds for all skirmishes, then you are awarded the title "Skirmisher of Middle-earth" and receive the **/bringiton** emote.

Each lieutenant also has an associated slayer deed. There are two tiers for each of these deeds: kill the lieutenant five times then kill the lieutenant 50 times. There is no title for the deed but you do gain 50 skirmish marks for completing the first tier and 500 skirmish marks for completing the second tier. A lieutenant only counts for the slayer deed if the level of the lieutenant is at least green.

Killing mobs in a skirmish could also advance slayer deeds for the region where the skirmish is set. Note that lieutenants are not counted as being in any region, so they will not advance regional deeds.

Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete a given skirmish, you receive the following additional rewards:

- Scaling experience based on level
- Scaling item experience points based on level
- 700 reputation with an associated faction

Shame of Defeat

If you are defeated in a skirmish, you receive a debuff that reduces your marks reward for one hour (or until you complete a skirmish). The penalty increases each time you are defeated (up to a maximum penalty of 30%).

Defeats	Penalty	Defeats	Penalty
1	10%	7	25%
2	13%	8	26.5%
3	16%	9	28%
4	19%	10	29%
5	21%	11	30%
6	23%		

Opponent Abilities

Most mobs you face will have one or more of the abilities listed on the table below.

Name	Type	Time	Description
Blindness		5 sec	+20% miss chance
Blood Gift	Healing	Channel	Heals every 3 seconds
Breached Armour	Wound	1m 30s	Penalty to armor
Bright Glow		20 sec	Target appears more threatening
Burning Oil	Area		Fire damage every 2 seconds
Caltrops (damage)	Wound	Aura	Common damage every two seconds
Caltrops (debuff)		Aura	-10% run speed; +10% all skill inductions; +10% attack duration
Chill Air	Aura		Shadow damage every 4 seconds
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Continual Renewal	Buff	20 sec	Heal morale every 4 seconds
Crippled	Wound	3 min	-25% run speed; Penalty to might
Crippling Poison	Poison	3 min	Penalty to Agility
Deep Wound	Wound	30 sec	Common damage every 2 seconds
Degrading Wound	Wound	20 sec	Pen to Might; on expiration: 30% run speed, penalty to evade and block, +10% attack duration
Dislocation	Wound	42 sec	+10% attack duration; Penalty to block
Distraught	Fear	32 sec	Shadow damage every 4 seconds
Flammable		15 sec	Generally associated with the Sticky Tar debuff
Fleet of Paw	Buff		Movement speed increased when high in morale
Freezing	Wound	20 sec	Frost damage every 2 seconds
Fright	Fear	3 min	Penalty to Will and Fate
Frostbitten	Wound	30 sec	Frost damage every 2 seconds
Frenzy	Buff	2 min	+10% melee damage; -10% Attack duration
Furious Attack	Corruption	OOC	Increased attack speed
Glow Fire		20 sec	Cannot enter stealth
Gnawing Cold		1 hour	Penalty to frost defense (ends if near campfire)
Hamstring	Wound	10 sec	-50% run speed
Healing	Healing	Instant	Restores morale of target
Impending Flame		12 sec	Fire damage every 2 sec; explosion on expiration
Injury	Wound	1m 30s	Penalty to might
Knocked Down		variable	Cannot move or act
Laceration	Wound	42 sec	-15% melee and ranged damage; Penalty to Parry
Latent Poison	Poison	20 sec	Penalty to Max Power; 10-second stun on expiration
Light Injury	Wound		Common damage every two seconds
Light Wound	Wound	10 sec	Common damage every 2 seconds
Major Crippling Poison	Poison	4 min	Penalty to Agility
Major Dislocation	Wound		
Major Fright	Fear	4 min	Penalty to Will and Fate
Major Laceration	Wound	1 min	-20% melee and ranged damage; Penalty to parry
Major Poison	Poison	30 sec	Common damage every 3 seconds
Major Sprain	Wound	1 min	-40% run speed; Penalty to evade

Pineleaf's Pictorial Primer to Skirmishing

Minor Crippling Poison	Poison	2 min	Penalty to Agility
Minor Disease	Disease	12 sec	Drains power every 3 seconds
Minor Diseased Frailty	Disease	3 min	Penalty to Vitality
Minor Dislocation	Wound	30 sec	+5% attack duration; Penalty to block
Minor Fright	Fear	2 min	Penalty to Will and Fate
Minor Injury	Wound	1 min	Penalty to might
Minor Laceration	Wound	30 sec	-10% melee and ranged damage; Penalty to parry
Minor Poison	Poison	12 sec	Common damage every 3 seconds
Minor Sprain	Wound	30 sec	-20% run speed; Penalty to evade
Momentum	Buff	OOO	+10% damage; + critical rating; -10% attack duration; +10% run speed; Stackable
Mortal Wound	Wound	30 sec	Common damage every 2 seconds
Onslaught	Corruption	OOO	+ critical rating (tiered)
Net			Root
Poison	Poison	21 sec	Common damage every 3 seconds
Poisoned Arrow	Poison	36 sec	Common damage every 3 seconds
Poisoned Lethargy	Poison	1m 20s	+20% attack duration
Prime Weapon Disarm	Wound	5 sec	Skills requiring a primary weapon cannot be used
Rage	Buff	1 min	+10% melee damage; +10% incoming melee damage
Renewal	Healing	20 sec	Restore morale every 4 seconds
Ripped Throat	Wound	1 min	+50% all skill inductions
Roaring Inferno	Area		Fire damage / 2 seconds while in area of effect
Rooted		varies	Cannot move; state can be broken by damage
Searched	Wound	10 sec	Fire damage every 2 seconds
Searing Heat	Wound	Aura	Fire damage every 2 seconds
Serious Wound	Wound	20 sec	Common damage every 2 seconds
Slow			-25% run speed (from caltrops)
<i>Shadow Grip</i>	<i>Fear</i>	<i>24 sec</i>	<i>Steals morale from target, healing the wraith</i>
Shadow's Touch	Fear	1m 30s	-25% shadow mitigation
Shattered Armour	Wound	2 min	Penalty to armor rating
Silenced			Unable to use songs and shouts
Slowing Frost		10 sec	-20% run speed; Penalty to evade
Sprain	Wound	42 sec	-30% run speed; Penalty to Evade
Sticky Tar		30 sec	+40% attack duration
Stunned		3 sec	
Suppressed Fear	Fear	20 sec	Morale penalty; Rooted and Silenced for 10 seconds on expiration if in combat
Terrible Retribution	Buff	5 min	On common, Westernesse, Ancient Dwarf or Fire: Reflect 25% damage as shadow damage 5% chance to reflect 10-second root
Unsettled	Fear	12 sec	Shadow damage ever 4 seconds
<i>Unsettling Atmosphere</i>	<i>Aura</i>		<i>Shadow damage every 2 seconds</i>
Vulnerability to Fire		1 min	Reduces fire mitigation
Weakened Armour	Wound	1 min	Penalty to armor rating