

Notes on Variant War of the Ring Map

- Extended Trollshaws forest to hex W2712
- Added Swanfleet marshes in hexes W2117 and W2217
- Added Gladden Fields (marsh) in hex W3214.
- Changed Tharbad and Fornost to ruins (*same effects as Towns, just an aesthetic change*)
- Changed Tharbad bridge (W2118) to a ford (*major river ford*). "*...by which a hazardous approach to Tharbad might be achieved, only to find ruins on dwindling mounds, and a dangerous ford formed by the ruins of the bridge, impassable if the river had not there been slow and shallow - but wide*"
- Changed bridge (W1715) to ford, added text "Sarn Ford"
- Added Eastern hex row 17.
- Added river names to the Bruinen and Glanduim
- Changed border around hex E0229 (*hex is now part of Lebennin as it is on the south side of the mountains*).