

GAMES WORKSHOP

BATTLE COMPANIES

A SUPPLEMENT FOR THE MIDDLE-EARTH™ STRATEGY BATTLE GAME



Battle Companies is a Middle-earth Strategy Battle Game expansion where you raise a warband of warriors, following their progress from one battle to the next. In time, your lowly soldiers may well rise up to take their place among the greatest heroes of Middle-earth.

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PREFACE

The Lord of the Rings™ and *The Hobbit™* are stories of boundless courage, desperate heroism and thrilling adventure that have stirred the souls of countless millions of fans – both on the silver screen and within the pages of the books. Throughout both run glittering threads of adventure and peril as heroes strive against impossible odds and undertake fantastical journeys. Within this Sourcebook for the Strategy Battle Game, you will find rules which enable you to take your collection of Citadel and Forge World miniatures on journeys that echo those of the fabled The Fellowship of the Ring, or the Company of Thorin Oakenshield. Welcome to Middle-earth Strategy Battle Game: *Battle Companies*.

Battle Companies is an expansion for the Strategy Battle Game with a difference – in *Battle Companies* you assemble a small warband, and over the course of many linked games, watch as its members gain experience, learn new skills and become battle-hardened by their adventures.

Within this book you will find the following sections:

Mustering your Warband – A comprehensive guide on how to raise your Battle Company and ready it for battle.

War's Aftermath – Once the battle is over, you will have to take stock of its result. Have your warriors improved, gained new skills or maybe even died?

Armoury – A comprehensive list of all the wargear and extra equipment available to the members of your Battle Company.

The Battle Companies of Middle-earth – This book contains 22 different Battle Companies from *The Hobbit™* and *The Lord of the Rings™*. Each has its own rules and benefits presented in this section.

Battle Company Scenarios – 12 Scenarios to test your Battle Company against those of your friends.

Adventures in Middle-earth – Special rules for playing games in some of Middle-earth's more unusual locations, from the tumble-down caverns of Goblin-town to the golden woods of Lothlórien.

The Quest to Fornost – A Strategy Battle Game first, as we present a narrative campaign made up of five linked Scenarios. Can your Battle Company fight its way across Middle-earth to claim treasures lost in the ruins of Fornost?

All that remains now is to draw up a roster for your Battle Company, ready your models and prepare for glory. Read on...

WHERE IS MY BATTLE COMPANY?

Over the past 17 years or so, Games Workshop has ventured far and wide in Middle-earth, exploring many a dark corner. We've managed to cram 22 Battle Companies into this Sourcebook, covering many of Middle-earth's major factions. If we haven't covered a force you're excited about... don't panic! There's a strong chance we'll visit it as a bonus PDF download or as a White Dwarf article in the near future. Watch this space!



MUSTERING YOUR WARBAND

STEP 1 – GATHER YOUR FORCE

The first, and probably most important, thing you need to do is decide which Battle Company you want to use. There is a selection of 22 different Battle Companies in this book from all over Middle-earth; each has a section of background introducing them, their own progression charts, unique Warriors and each possesses their own strengths and weaknesses. There will even be a few extra Battle Companies that crop up in future issues of White Dwarf.

After you have decided on your Battle Company, you will want to gather all of the models that you need together and write their details onto your roster sheet (see page 80). Naming each member of your Battle Company individually is a good idea as not only does it make it easy to record what each model has achieved, but it also adds character to your Warriors as you follow their journey through their battles, celebrating their accomplishments and mourning their losses. Some people also paint the names of their Warriors on the reverse or underside of their base so they can easily distinguish them at a glance.

Once you have selected your force, and gathered your models, it is time to choose the leaders of your Battle Company. You may select three Warriors within your Battle Company to be promoted to Hero status. One of these will be the Lieutenant, the leader of your company, and two will become Sergeants under the Lieutenant's command. Your Lieutenant, and both Sergeants, start with a point each of Might, Will and Fate. From this point forward, they are all treated as Heroes for all intents and purposes.

Throughout your games and adventures, your Battle Company will have a chance to recruit more members and swell in size. However, your Battle Company may not normally exceed a total of 15 models (there are a couple of rare exceptions though), and only 33% of your total members can have bows unless otherwise stated. If your Battle Company cannot include any more bows, and a Reinforcement roll would provide a Warrior armed with a bow, choose a lower result on the chart that suits your needs.

If you prefer, and everyone in your campaign agrees, then every player can instead create their own Battle Company from their chosen faction up to a value of 50 points.

STEP 2 – PLAY A GAME

The next thing you need to do is find an opponent. Once you and your opponent have both gathered your forces, you will need to decide on which Scenario you are going to play. On pages 43-49, you will find a selection of 12 different Scenarios specially designed for Battle Companies that you can choose from. Alternatively, you can roll on the charts on page 42 to determine which Scenario to play.

During the game you will need to keep track of how many Wounds each Hero and Warrior inflicts upon an enemy, and which models have been removed from play as casualties during the game. This is essential for working out whether the members of your Battle Company have sustained any injuries, or if they have gained enough Experience points to be promoted through the ranks or maybe even have become a Hero in their own right!



WAR'S AFTERMATH

STEP 1 – INJURIES

After your battle has reached its natural conclusion, it is time to work out what injuries, if any, your Battle Company has sustained. This is a very important part of maintaining your Battle Companies and should be the first thing you do after the battle is finished; ideally while the kettle is boiling in the background!

Every Hero and Warrior removed from the game as a casualty (excluding models that fled the battlefield – they automatically make a Full Recovery, though they will not heal any previous Wounds) must roll to see if they make a Full Recovery, suffer an injury, or perish upon the field of battle. Warriors roll on the Warrior Injury chart and Heroes roll on the Hero Injury chart, both of which can be found on page 8. You will notice that Warriors are far more likely to die than Heroes; this is to reflect the heroic nature of Middle-earth and streamlines the game, somewhat preventing too much bookkeeping. These rolls should be done with your opponent present, so you can see how each other has progressed.

If any model suffers the Dead result, remove them from your Battle Company – their adventure has come to an abrupt and untimely end. All of their Equipment is lost and cannot be given to another member of the company. If a model had their mount killed during the game, do not roll on the Injury chart for it. Instead, it is assumed that they simply get a new mount in time for the next battle, or are reunited with their four-legged friend as they regroup. The only way that a mount can be permanently lost is if its rider dies, in which case it is removed from your Battle Company along with all of their other wargear and possessions.

STEP 2 – EXPERIENCE

Once you have resolved all the injuries your Battle Company suffered, it is time to find out which of your Warriors, if any, have gained enough Experience points to progress and improve. Experience is gained in a variety of ways and is used to calculate when your models are ready to improve.

If, during the battle, two or more models win a Duel roll and the number of wounds inflicted exceeds the enemy model's total number of remaining Wounds, the controlling player can choose which model actually achieved the fatal Wound.

For example: Two Orc Warriors are in combat with a Warrior of Minas Tirith. They win the Duel roll, and both score a Wound. As the Warrior of Minas Tirith only has one Wound, only one of the Wounds inflicted can count for the purposes of gaining Experience. The player controlling the Orcs chooses which of the Orc Warriors (it cannot be both) has slain the Warrior of Minas Tirith.

HERO EXPERIENCE

Heroes gain Experience in the following ways:

- Each time the Hero causes a Wound on an enemy model, even if it is subsequently prevented by Fate, they will gain +1 Experience point.
- Each time the Hero participates in a battle, they will gain +1 Experience point.
- Each time the Hero's Battle Company wins a Scenario that they participated in, they will gain +1 Experience point.

Each time a Hero gains 5 Experience points, they may roll on any of the Hero Progression charts that are available to them. All of these Progression charts, along with which Heroes may roll on them, are listed on pages 10-11.

WARRIOR EXPERIENCE

Warriors gain Experience mostly in the same way as Heroes, but slightly slower than the leaders of their Battle Company.

Warriors gain Experience in the following ways:

- For each game in which the Warrior causes one or more Wounds on enemy models, even if they are subsequently prevented by Fate, they will gain +1 Experience point.
- Each time the Warrior participates in a battle, they will gain +1 Experience point.

Whenever a Warrior gains 5 Experience points, they may roll on the Warrior Progression chart found on page 9.

No member of a Battle Company may have more than 105 Experience points. Should a model reach this lofty total, they cannot increase any further – they have got as good as they can get!

Some Scenarios may have extra ways to generate Experience points during the game. Where this is the case, it will be clearly listed in the Scenario.

STEP 3 – INFLUENCE

Now that you have sorted out your Injuries and Experience, it is time to move onto Influence. Influence represents the allies of a Battle Company providing them with aid; whether it is Lord Denethor sending reinforcements to a Gondor company embroiled in battle, or the Elvenking providing extra provisions to a band of Elves as they roam the pathways of Mirkwood – it is Influence that we use to represent this. The more victories the company earns, the more resources that their allies will send to them in the form of Influence.

A Battle Company will always gain 2 Influence points for participating in a Scenario. Additionally, it receives the following:

- +1 Influence point for a Draw
- +2 Influence points for a Win

There are three ways for you to spend your hard-earned Influence points following a battle.

REINFORCEMENTS

Firstly, you may spend Influence to roll on the Reinforcement chart for your Battle Company. This will bring in new members to your company depending upon which faction you have chosen. Each Battle Company's Reinforcement chart is found on their own page and details which reinforcements you can potentially recruit into your Battle Company. It costs 3 Influence points to roll on the Reinforcement chart, so remember to use them wisely!

ADJUST A REINFORCEMENT ROLL

The second way that you can spend Influence points is to adjust the roll you have made on the Reinforcement chart. This works in a similar way to using Might points during a game in that every Influence point you spend will increase the result of your D6 by 1. Note that unlike Might points, spent Influence points do not carry over to the second roll, should there be one.

PURCHASE WARGEAR AND EQUIPMENT

The final way that you can spend Influence points is to buy additional Equipment and wargear for the Heroes and Warriors within your Battle Company.

You may buy additional wargear and Equipment for your Battle Companies from the Armoury section on pages 12-13 for the stated cost in Influence points. Warriors can only purchase wargear that is directly available to them; if you are unsure of what your Warriors may carry, simply check their Profile in the relevant Army book or Sourcebook to find out what options they can take.

Heroes are much less limited by what wargear they may select, and may purchase any wargear that is available to any member of their Battle Company at the given cost (see page 12).

Unlike wargear, Equipment is not restricted by who can take it. On page 13 is a list of all of the rare and useful items that you can purchase for your Battle Company. These can all be purchased by any member of your Battle Company, but will be lost if its owner is slain.

Models in your Battle Company cannot swap wargear between each other. However, any model may freely discard any wargear they are currently equipped with following any game.



STEP 4 – CALCULATE YOUR BATTLE COMPANY'S RATING

After you have sorted out your Injuries, Experience and Influence, it is time to work out the rating of your Battle Company. This is an important step as the difference in Battle Company Ratings can have significant impacts on your next game; this is explained shortly.

Working out your Battle Company Rating is easy, and shouldn't take you very long following your battle – leaving even more time for another exciting encounter!

WARRIORS

Warriors are worth the same amount of points as stated in their profile in the relevant Sourcebook or Army book, including any wargear options that they might possess.

Heroes are a little more complicated to work out, but the process is still relatively simple.

HEROES

The first step that you need to do is to work out the points cost of your Hero, following the simple guide presented below:

- Every Hero started out life as a Warrior of some description, so start by noting down the cost of that Warrior.
- For each Might, Will or Fate point that your Hero has gained, add 5 points.
- For each increase to the Hero's Fight value (do not count any change in Shoot value), Strength, Defence and Courage, add 5 points.
- For each increase in the Hero's Attacks or Wounds, add 10 points.
- For each special rule that the Hero has gained, add 10 points.

Now you have worked out the cost of your Hero, you need to work out the value of their wargear. The cost of the Hero's wargear is dependent on the number of Attacks and Wounds the Hero has. If a Hero's Attacks and Wounds add up to a total of 3 or more, they will pay more points for their wargear. In the Wargear section, every piece of wargear will be followed with brackets containing two numbers separated by a slash – e.g., shield (1/5). The first number is the points cost of the item of wargear if the Hero's Attacks and Wounds add up to less than 3, whilst the second number is the points cost if the Hero's Attacks and Wounds add up to 3 or greater.

Jay has been developing his Uruk-hai Hero Ugral. Over the course of his games, Ugral has gained the profile below:

Mv	F	S	D	A	W	C	M	W	F
6*	5/4+	5	5	2	2	3	2	1	2

Wargear: Heavy armour and two-handed sword.

Special Rules: Deadly Strength

- Ugral started life as an Uruk-hai Scout (8 points).
- He has gained +1 Fight and +1 Strength (+10 points).
- He has gained +1 Attack and +1 Wound (+20 points).
- He has 2 Might points, 1 Will point and 2 Fate points (+25 points).
- He has the Deadly Strength special rule (+10 points).
- As his Attacks and Wounds add up to greater than 3, he pays 5 points each for his two-handed weapon and heavy armour (+10 points).

This brings Ugral to a grand total of 83 points, quite an impressive character!

One final important thing to note is that models that are missing the next game due to injury do not count towards your Battle Company's Rating for that game.

'AGAINST THE ODDS' BONUS

Now that you have calculated the rating of your Battle Company, you will need to compare it to that of your opponent's at the start of your next game. For every full 15 points of difference between the two Company Ratings, the Battle Company with the lower rating receives one re-roll that they can use at any point during the game (but not the Post-game Sequence). Additionally, after the game, the company with the lower rating will receive an additional Influence point for each 15 points difference in rating.



INJURIES

Earlier on we explained that should your models be slain in battle, you need to roll on their respective Injury chart depending on if they are a Hero or a Warrior. Here we present you with both of those charts, along with explanations of what each result means.

WARRIOR INJURY CHART

2D6	Result	2D6	Result
2-3	Dead – <i>The Warrior has been slain in battle, their adventure ends here. Remove the Warrior from your roster.</i>	6+	Full Recovery – <i>The Warrior’s wounds were not serious, and with some basic treatment they will be on their feet again sooner rather than later. The Warrior may play the next game as normal.</i>
4-5	Injured – <i>The Warrior has suffered a serious injury and must take time to recover. The Warrior must miss the next game your Battle Company participates in.</i>		

HERO INJURY CHART

2D6	Result	2D6	Result
2	Dead – <i>The Hero has succumbed to their wounds and fallen. Their adventure ends here and no doubt their followers will mourn their loss. Remove the Hero from your roster.</i>	6-8	Full Recovery – <i>Fortune has been kind and delivered the Hero from harm. The Hero may play in the next game as normal. Additionally, the Hero heals one Leg Wound, Arm Wound or Old Battle Wound they previously obtained.</i>
3	Lost in Battle – <i>The Hero lies wounded upon the battlefield, their followers either unable to find them or having mistaken them for one of the fallen. The Hero’s Battle Company must play the Secure the Area Scenario as their next game, with the lost Hero as the objective. The Hero may not act in any way, shape or form, and may not be charged, targeted or damaged in any way (they are essentially an Objective marker). If the lost Hero’s Battle Company is victorious in the Scenario then the Hero is rescued and makes a Full Recovery. If, however, they are defeated then the Hero is captured and considered Dead.</i>	9	It’s just a Scratch – <i>Although not life threatening, the Hero must rest in order to heal. They must miss the next game. Alternatively, the Hero may roll again on this chart, however, the second result will apply even if it is worse than the first.</i>
4	Arm Wound – <i>The Hero has taken a serious wound to one of their arms, rendering it all but useless (if not completely severed from their body). From this point forth the Hero cannot carry a shield, wield a two-handed weapon or fire a missile weapon of any sort. They may only use single-handed weapons from now on. Should they have multiple Arm Wounds at the same time, they will be forced to retire as per the Dead result.</i>	10	Old Battle Wound – <i>Although the Hero essentially makes a full recovery, they will never really be the same. The wounds they suffered in battle will crop up from time to time, rendering the Hero unable to fight. At the start of each game this Hero participates in, roll a D6. On a 1, the Hero must miss that game. It is possible for a Hero to have multiple Old Battle Wounds, in which case they will roll a D6 for each one.</i>
5	Leg Wound – <i>The Hero has sustained a vicious injury to their leg, causing them to limp and become slower as a result. The Hero’s Move value is permanently reduced by 1". Should they have multiple Leg Wounds at the same time, they will be forced to retire as per the Dead result.</i>	11	The Wounds of a Hero – <i>The Hero’s allies are so impressed by the Hero’s resilience and quick recovery that they are richly rewarded. The Hero’s Battle Company immediately gains an additional D3 Influence points and the Hero makes a Full Recovery.</i>
		12	Protected by the Valar – <i>Saved from harm by the Valar, or perhaps some darker force; the Hero is protected from harm. The Hero makes a Full Recovery. Additionally, the Hero permanently gains +1 Fate point (to a maximum of 3).</i>

EXPERIENCE

So far we have only touched on what happens when your models gain Experience points, but have not actually presented you with any of the charts that they need in order to progress.

As stated previously, every time a model in your Battle Company gains 5 Experience points, they may roll on the relevant Progression chart.

Warriors roll on the Warrior Progression chart below.

WARRIOR PROGRESSION CHART

D6	Result	D6	Result
1-3	No Effect – Whilst noteworthy, the Warrior’s efforts have not been enough to earn them a promotion.	6	A Hero in the Making – The Warrior’s valourous deeds have resulted in the Warrior becoming a Hero in their own right. From this point onwards, the Warrior is treated as a Hero and immediately gains 1 Fate point. They retain the Experience points gained so far and will advance like a Hero from the next game on.
4-5	Promoted – The Warrior’s actions have not gone unnoticed, and they are promoted to a higher rank. Check to see if the type of Warrior is eligible for a promotion (this will be listed in each Battle Company’s page) and if so promote them to the new profile. If the Warrior is not eligible for a promotion, treat the result as No Effect instead.		

Heroes, on the other hand, progress in a much more varied way. This allows you to shape your Heroes into what you want them to be, and provides endless combinations and styles of Hero.

Whenever a Hero gains 5 Experience points, they may roll on one of the following five Hero Progression charts. Any Hero may roll on the Combat and Leadership charts, however, only Heroes with a missile weapon may roll on the Shooting

chart. Additionally, only Good Heroes may roll on the Good Progression chart and only Evil Heroes may roll on the Evil Progression chart.

If a Hero rolls a result that they cannot take, either because they cannot improve their characteristics any further or they already have that special rule, they may choose any result from the same chart.



COMBAT PROGRESSION CHART

D6	Result	D6	Result
1	Army Specific Upgrade – The Hero gains the special rule that is available to their Battle Company.	4	Attack/Wound – The Hero gains +1 to either their Attack or Wounds value. The Hero's Attacks and Wounds may not exceed 3 each.
2	Strength/Defence – The Hero gains +1 to either their Strength or Defence value. Each one can only be improved once.	5	Special Rule – The Hero now rolls on the Combat Skills chart.
3	Fight – The Hero's Fight value is improved by 1, this can only be improved by a maximum of +2.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

COMBAT SKILLS CHART

D6	Result	D6	Result
1	Blade Master – The Hero may re-roll a single D6 when making a Duel roll.	4	Furious Charge – Whilst this Hero is on foot, they receive a bonus of +1 Attack on a turn in which they Charge.
2	Parry – The Hero may force their opponent to re-roll a single D6 when making a Duel roll against this Hero.	5	Hero Slayer – This Hero receives a bonus of +1 To Wound when making Strikes against Heroes.
3	Deadly Strength – The Hero gains the Burly special rule.	6	Heroic Presence – The Hero may call a Heroic Combat each turn without expending Might to do so.

SHOOTING PROGRESSION CHART

D6	Result	D6	Result
1	Army Specific Upgrade – The Hero gains the special rule that is available to their Battle Company.	4	Pinpoint Shot – The Hero may re-roll To Wound rolls of a 1 when making shooting attacks.
2	Steady Aim – The Hero does not suffer the -1 penalty To Hit if they moved during the Move phase.	5	Special Rule – The Hero now rolls on the Shooting Skills chart.
3	Shoot – The Hero's Shoot value is improved by 1, to a maximum of 3+.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

SHOOTING SKILLS CHART

D6	Result	D6	Result
1	Master Archer – The Hero may call either a Heroic Shoot or Heroic Accuracy each turn without expending Might to do so.	4	Seasoned Archer – The Hero may still fire their bow even if they have moved their full Move allowance, or their crossbow if they have moved up to half of their full Move allowance.
2	Keen Eye – The Hero can still target models that would usually not be able to be seen due to the effects of a special rule or an Elven cloak.	5	Expert Shot – This Hero may shoot twice in the Shoot phase rather than just once.
3	Deadly Accuracy – The Hero may re-roll all failed In The Way rolls.	6	Lethal Aim – The Hero may spend a single 'free' point of Might during each Shoot phase. This can either be to improve a To Hit, To Wound or an In The Way roll.

LEADERSHIP PROGRESSION CHART

D6	Result	D6	Result
1	Army Specific Upgrade – The Hero gains the special rule that is available to their Battle Company.	4	'Rally to me!' – The range of the Hero's Stand Fast! is increased by 3", to a maximum of 12".
2	Courage – The Hero's Courage value is improved by 1, to a maximum of 6.	5	Special Rule – The Hero now rolls on the Leadership Skills chart.
3	Inspiring Presence – The Hero counts as a banner.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

LEADERSHIP SKILLS CHART

D6	Result	D6	Result
1	Favour of the Court – The Hero may re-roll one roll on the Reinforcements chart at the end of each game.	5	Master of Ambush – In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you receive a bonus of +1 to the dice roll for this Hero's warband. If this Hero is already on the board, then all warbands in your army receive a +1 bonus to the dice roll. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.
2	Courageous – The Hero may re-roll failed Courage tests.	6	Master of Battle – Whenever an enemy Hero attempts a Heroic Action within 6" of this Hero, this Hero may call the same Heroic Action without spending Might.
3	Lead by Example – Friendly Warriors within 6" of this Hero gain a bonus of +1 to their Courage value.		
4	Battle Veteran – The Hero's Battle Company always gains an additional 1 Influence point at the end of each game.		

GOOD PROGRESSION CHART (GOOD HEROES ONLY)

D6	Result	D6	Result
1	Chosen of the Valar – The Hero gains a Will point and the ability to cast the Command Magical Power on a 5+ and a range of 12".	4	Inspirational Fighter – This Hero gains a bonus of +1 to their Fight value whilst they are outnumbered in a Fight.
2	Hardy Warrior – The Hero may re-roll failed Fate rolls.	5	Legendary Hero – Each time the Hero spends a Might point, roll a D6. On a 4+, the Might point is 'free' and is not expended.
3	Fearless – The Hero gains the Fearless special rule.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

EVIL PROGRESSION CHART (EVIL HEROES ONLY)

D6	Result	D6	Result
1	Fell Sight – A model with this special rule does not need Line of Sight to be able to Charge.	4	Terror – The Hero causes Terror.
2	Harbinger of Evil – The Hero gains the Harbinger of Evil special rule.	5	Infused with Dark Power – The Hero gains a Will point and the ability to cast the Transfix Magical Power on a 5+ and a range of 12".
3	Bane of Kings – The Hero gains the Bane of Kings special rule.	6	Might/Will – The Hero gains +1 Might or Will point to a maximum of 3 each.

ARMOURY

WARGEAR

Earlier, we explained that Heroes and Warriors may spend Influence points to purchase additional wargear and equipment from the Armoury. Here we present the most common wargear options, along with their cost in Influence points to purchase. If you are unsure of what wargear your models may purchase, see page 6 for more clarification.

There is also a list of unique and exciting equipment options, from maps to climbing ropes and all manner of other things that you can purchase to add even more diversity to your Battle Company.

This list covers the most common types of wargear that are available to models within a Battle Company; however, the list is by no means exhaustive. Certain Battle Companies may have their own unique wargear options available to them; in these situations they will all be clearly listed within their Battle Company.

ARMoured HORSE.....(9/15) 3 Influence points	SPEAR/PIKE.....(1/5) 1 Influence point
BOW/DWARF BOW/DWARF LONGBOW.....(1/5) 1 Influence point	SWAP HAND WEAPON FOR ANOTHER TYPE.....(1/5) 1 Influence point – Any model may change the type of hand weapon they possess for any of the following: Axe, Club, Dagger, Flail, Hammer, Mace, Maul, Pick, Scourge, Staff or Sword. Warriors who exchange their type of hand weapon will cost an additional 1 point when working out your Battle Company Rating.
ELF BOW/LONGBOW/CROSSBOW.....(2/5) 2 Influence points	THROWING WEAPONS.....(1/5) 1 Influence point
HORSE/WARG.....(6/10) 2 Influence points	TWO-HANDED WEAPONS.....(1/5) 1 Influence point – This weapon can be of any type the player chooses.
LANCE/WAR SPEAR.....(1/5) 1 Influence point	UPGRADE ARMOUR TO HEAVY ARMOUR.....(1/5) 1 Influence point
ORC BOW/URUK-HAI BOW.....(1/5) 1 Influence point	
SHIELD.....(1/5) 1 Influence point	



EQUIPMENT

Battle Companies will often collect a variety of equipment as they continue on their journey. Ranging from cloaks that shield the wearer from view to a comforting brew that lifts the spirits of the company; equipment comes in all manner of shapes and sizes. The pictures shown alongside the entries provide an idea of how you can represent the equipment on your models.

The following is a series of equipment options that can be purchased by members of your Battle Company for the cost in Influence points given. Some of these items may only be purchased by Heroes, where this is the case it is clearly stated. Each piece of equipment has a number in brackets after it; this is the number of points it adds to your Battle Company's Rating.



ARROW POISON (1)

1 Influence point

A tactic made famous by the Haradrim of the south, many Evil creatures will coat the tips of their arrows with poison to cause great pain to those who succumb to its potency.

- A model with Arrow Poison must re-roll To Wound rolls of a 1 when making a shooting attack. Only Evil models may purchase Arrow Poison.



BLADE POISON (1)

1 Influence point

The servants of the Dark Lord will not hesitate to gain any advantage in war, even coating their blades in a vile toxin to bring about a quick yet excruciating death.

- A model with Blade Poison must re-roll To Wound rolls of a 1 when making Strikes during a combat. Only Evil models may purchase Blade Poison.



CLIMBING ROPES (1)

1 Influence point

Along their travels, members of a Battle Company will have to traverse many areas that need to be climbed, making ropes an essential piece of equipment.

- A model with Climbing Ropes will add +1 to any Climb tests they make. Additionally, after the model makes a Climb test, they may choose to leave their rope behind. If they do so, they cannot use it for the remainder of the game, mark the location with a marker, counter or token. Any friendly model that makes a Climb test from the same point where the rope was left also gains a bonus of +1 to the result. At the end of the game, the model is assumed to retrieve the rope.



COMPANY STANDARD (15)

6 Influence points

It is not unheard of for some Battle Companies to carry the colours of their lord with them on their journeys. The sight of a standard flapping in the wind inspires courage in all who see it.

- Any member of the same Battle Company as a model carrying a Company Standard that can draw Line of Sight to the Company Standard itself may re-roll any failed Courage tests. A model carrying a Company Standard suffers a -1 penalty to their Duel rolls.



CONCEALING CLOAK (3)

2 Influence points

These strange cloaks are a rare find, able to shield the wearer from unfriendly eyes and allowing them to remain unseen.

- A model wearing a Concealing Cloak has the Stalk Unseen special rule.

Stalk Unseen – If a model with this special rule is partially concealed from view by a piece of terrain, they cannot be seen at all at distances of more than 6" – they appear to melt into the background. This means that enemies cannot Charge, Shoot or target them with Magical Powers or special rules at ranges of greater than 6", unless they have a completely clear view of the target.

If the model is riding a mount, Stalk Unseen has no effect.



DWARVEN BREW (HERO ONLY) (2)

1 Influence point

Nothing can raise the spirits of a Battle Company more than an excellent flagon of a Dwarfven Brew. Leaders of a Battle Company will often provide their comrades with such a drink, and the promise of one can bring out the best in almost any fighter.

- A Hero may elect to use their Dwarfven Brew at the start of any game – if they do so, it has been used and is removed from the Hero's profile. Every model within the Hero's Battle Company adds +1 to their Courage value for the remainder of the game.



ELVISH WAYBREAD (2)

2 Influence points

Made by the Elves in anticipation of long journeys, Elvish Waybread, or Lembas as it is often known, is an enchanted food that strengthens those who eat it for the long roads ahead. It is said to be even better than the honey-cakes of the Beornings and that even a small amount can prepare a man for a full day's march.

- A model that has purchased Elvish Waybread may elect to use it at the end of any game in which they were removed as a casualty. If they do this, remove the Elvish Waybread from their equipment. Additionally, do not roll on the Injury chart for them, instead they will automatically count as having rolled the Full Recovery result (though they will not heal any previous Wounds). Only Good models may purchase Elvish Waybread.



HEALING HERBS (HERO ONLY) (2)

3 Influence points

There are many flora and fungi in Middle-earth that have healing or medicinal properties. Those with the right knowledge can use such plants to slow the wounds suffered by their allies, or even help them to recover from otherwise fatal injuries.

- A Hero may elect to use their Healing Herbs at the end of any game – if they do so it has been used and is removed from the Hero's profile. Every model within the Hero's Battle Company adds +1 to any Injury rolls that they must make at the end of the game.



HUNTING DOG (HERO ONLY) (3)

3 Influence points

A fierce and loyal hound is an even better companion than the bravest of warriors. Many Lieutenants will be accompanied by a Hunting Dog, which will fight at their master's side with an unrivalled loyalty.

- The Hero is accompanied by a Hunting Dog. This is a Warrior that does not take up a space within the Battle Company, cannot be promoted and cannot gain Experience. Roll on the Warrior Injury chart for the Dog if it is slain. A Hunting Dog has the following profile:

Mv	F	S	D	A	W	C
8"	3/6+	3	3	1	1	*

*A Hunting Dog always has the same Courage value as its master.

Only Heroes that are Men or Hobbits may purchase a Hunting Dog. Only one Hunting Dog may be purchased per Hero.



LOCAL SCOUT (5)

4 Influence points

Battle Companies will often hire the services of the locals of an area, for their knowledge of the lay of the land can prove extremely valuable as the Battle Company traverses Middle-earth.

- If a Battle Company hires a Local Scout, they will count as a Warrior that cannot be promoted and cannot gain Experience – although they will still roll on the Warrior Injury chart as normal. A Local Scout can be bought a bow at the cost of 1 Influence point. A Local Scout has the following profile:

Mv	F	S	D	A	W	C
6"	3/4+	3	3	1	1	2

Wargear: Dagger, bow (optional)

- **Local Knowledge** – After players have determined their table edges, but before deployment has begun, a player with a Local Scout can move a single piece of terrain up to D6" in any direction. If both players have a Local Scout, then the player who chose their board edge may move a terrain piece first. The other player may not move the same one.
- **Loyalty is Fleeting** – At the end of each game, after Influence points have been spent, roll a D6. On a 1, the Local Scout has decided to return home; although they can be persuaded to remain by the player spending 1 Influence point.



LUCKY TALISMAN (HERO ONLY) (5)

3 Influence points

Many Heroes have survived close encounters with death in the past and have attributed their survival to good fortune and to a particular item or token. Often they will carry around such tokens on the battlefield, believing that it will bring them luck and prolong their life in dire situations.

- A Hero with a Lucky Talisman may re-roll any failed Fate rolls.



MANACLES (3)

2 Influence points

Often used by cruel and violent beings to shackle those who are too weak to oppose them, Manacles provide a means to restrain another and render them unable to defend themselves against their oppressor's will.

- If a model with Manacles wins a Duel roll, they may elect to use them instead of Striking normally. If they do this, instead of rolling To Wound, roll a single D6 instead. On a 4+, the enemy model suffers the effects of the Paralyse Magical Power as if it has been bound.



MAP (HERO ONLY) (3)

3 Influence points

Few warriors in Middle-earth have the skill to read the ancient maps of their ancestors; yet those who can are a valuable addition to any Battle Company.

- After both Battle Companies have deployed, before the first Priority is rolled, a Battle Company with a map may redeploy D6 models using the normal rules. If both players have a map, the player with Priority redeploy their models first.



RALLYING HORN (5)

3 Influence points

The blast of this horn will alert the bearer's allies to their location, allowing them to stick together against their enemies.

- If one or more models with a Rallying Horn are on the board, their Battle Company may add 1 to any Reinforcement rolls.



TORCH (1)

1 Influence point

Warriors will use torches to light the way in caves or the dark of night. They can also be unconventional yet effective weapons in times of great desperation.

- A model with a Torch illuminates the area within 6" of them; models within this region can be seen as if it were daylight. Also, a model with a Torch can use it to attempt to set their foes on fire. If this model wins a Duel roll, they may choose to not make any Strikes and instead roll a D6. On a 5+, a single model that lost the Duel roll suffers the Set Ablaze special rule.



WANDERING ELF (40)

8 Influence points

Throughout Middle-earth's rich history, many Elves have been known to wander its paths for reasons known only unto them. Sometimes, they will offer help to those in need and accompany a band of travellers on their journey.

- If a Battle Company hires a Wandering Elf, they will count as a Hero that cannot gain Experience – although they will still roll on the Hero Injury chart as normal. A Wandering Elf cannot be bought additional items apart from an Elf bow, does not provide a Stand Fast! and other members of the Battle Company cannot benefit from their Heroic Actions. Only Good Battle Companies may hire a Wandering Elf. A Wandering Elf has the following profile:

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	4	2	2	6	1	1	1

Wargear: Elven blade

Special Rules: Woodland Creature.



WAR DRUM (10)

3 Influence points

Many bands of Orcs, Uruk-hai or other Evil beings will march into battle to the rhythmic beat of a War Drum, the constant thumping of the drum making sure that no member of the company slows down and falls behind.

- At the start of the Move phase, a model with a War Drum may declare they are sounding the advance. When this occurs, all models from the same Battle Company within 12" of the drummer add 3" to their Movement value if on foot and 5" to their Movement value if mounted for the remainder of the turn. Models that are affected by a War Drum may not Charge in that turn. Only Evil models may purchase a War Drum.



WHIP (2)

1 Influence point

Among the Evil races of Middle-earth, whips are used to viciously spur on the rank and file into battle. More than once has a disobedient Orc felt the sting of these cruel weapons.

- A Whip counts as a throwing weapon with a range of 2" and Strength 1. Only Evil models may carry a Whip.



WILD WARG (HERO ONLY) (7)

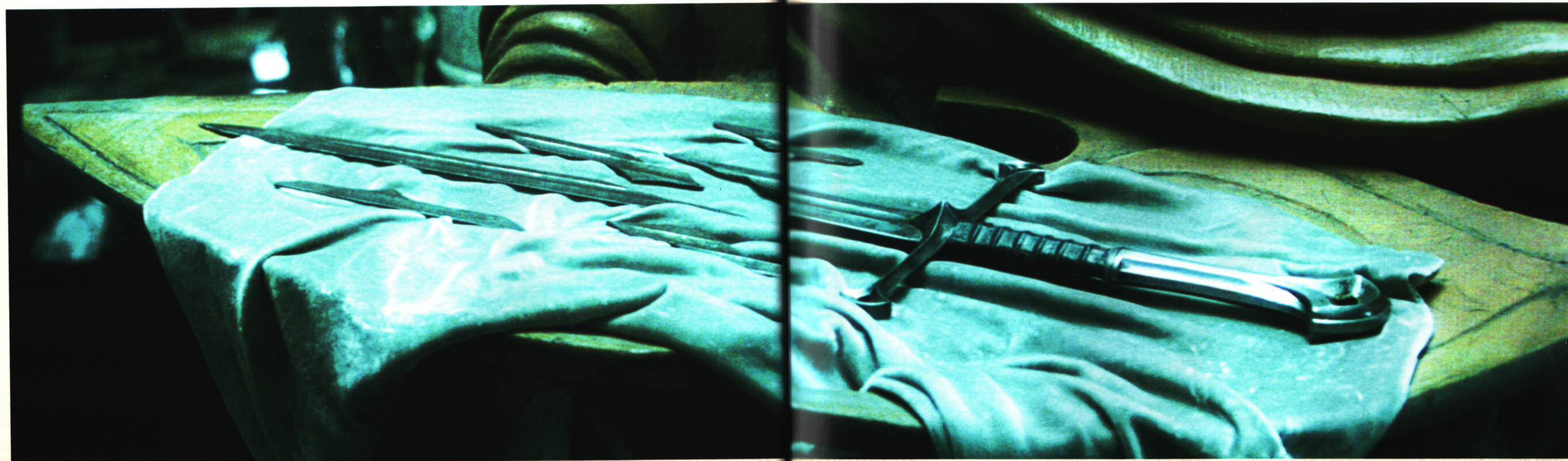
4 Influence points

Some Orcs have managed to 'tame' one of the Wild Wargs that roams the lands of Middle-earth, yet this is not for them to ride. Instead the Warg will protect its master from enemies and those within their own Battle Company who would try to slit their master's throat.

- The Hero is accompanied by a Wild Warg. This is a Warrior that does not take up a space within the Battle Company, cannot be promoted and cannot gain Experience. It will roll on the Warrior Injury chart if slain. Only Orc or Goblin Heroes may take a Wild Warg. Only one Wild Warg may be purchased per Hero. A Wild Warg has the following profile:

Mv	F	S	D	A	W	C
10"	3/6+	4	4	1	1	2

Certain Battle Companies may have their own unique Equipment options; if this is the case they will be clearly listed upon their Battle Company page.



MINAS TIRITH™

Known as the Tower of the Guard, the mighty walled city of Minas Tirith is the bulwark that has kept the endless legions of the Red Eye at bay through the long and gruelling centuries. Mighty though her ramparts are, the defenders of the White City cannot stand idle behind their fortifications and hope for victory. Instead, at the Steward's orders, warbands and patrols must constantly venture forth, hunting down the spies of Mordor and guarding key locations such as river-crossings and vantage points.

For the warriors of Minas Tirith selected for such duties, great risk and thrilling adventure beckon – success will see promotion, glory and riches, for nothing in the land of Gondor is valued more than the courage and strength required to keep its lands safe.



STARTING BATTLE COMPANY

- 2 x Warrior of Minas Tirith with shield
- 2 x Warrior of Minas Tirith with spear & shield
- 2 x Warrior of Minas Tirith with bow

ADVANCEMENTS

Warrior of Minas Tirith with shield – Knight of Minas Tirith with shield

Warrior of Minas Tirith with spear & shield – Citadel Guard with spear

Warrior of Minas Tirith with bow – Ranger of Gondor

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Warrior of Minas Tirith with shield
- 3 Warrior of Minas Tirith with spear & shield
- 4 Warrior of Minas Tirith with bow
- 5 Warrior of Minas Tirith with choice of weapon
- 6 Roll on Special chart below

SPECIAL

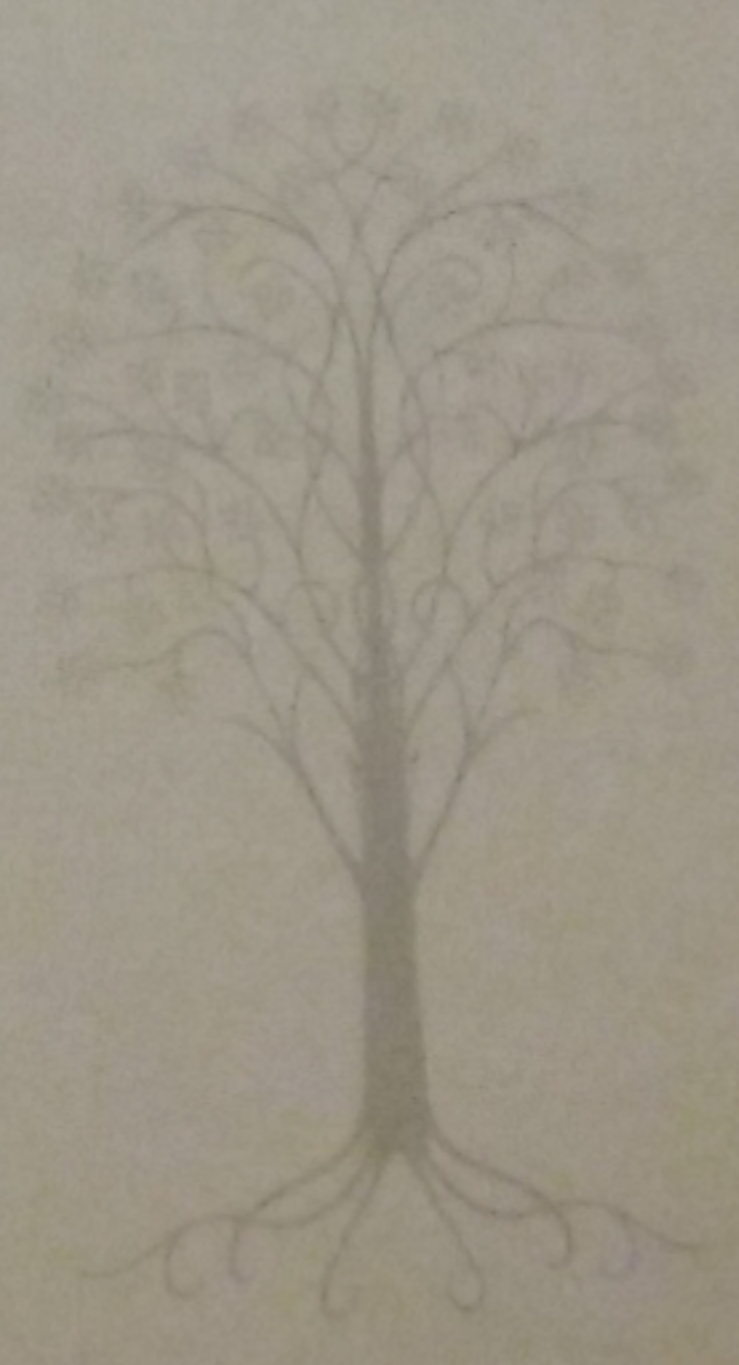
D6 RESULT

- 1 Ranger of Gondor
- 2 Citadel Guard with spear
- 3 Citadel Guard with longbow
- 4 Guard of the Fountain Court
- 5 Knight of Minas Tirith with shield
- 6 Choice of any result

ARMY SPECIFIC HERO UPGRADE

'For the White City!' – With a rousing cry, the Hero plunges themselves into the fray in defence of Minas Tirith.

This model gains a bonus of +1 to its Fight value on a turn in which it Charges.



FIEFDOMS™

Since the days of old, the Fiefdoms of Gondor have been pledged to defend her in times of need. Many of the cities under Gondor's protection host skilled standing armies with warriors prepared to do their duty. Yet peace remains out of reach. Packs of Orcs will often attack the city and outposts, intent on destroying their people, and Corsair slave raids are commonplace on the coastlines to the south.

It is because of this that bands of warriors from the major cities of Gondor's Fiefdoms patrol the lands of Gondor, and further, to protect the race of Men against the threat of Mordor. Often an aspiring Swan Knight from Dol Amroth will gather a band of Men from Lossarnach, Lamedon, Morthond and beyond in order to venture forth and quell the threats that stalk their lands.



STARTING BATTLE COMPANY

- 1 x Knight of Dol Amroth (must be your Lieutenant)
- 2 x Man-at-arms of Dol Amroth
- 2 x Blackroot Vale Archer

ADVANCEMENTS

Man-at-arms of Dol Amroth – Knight of Dol Amroth

Knight of Dol Amroth – Knight of Dol Amroth on armoured horse

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Man-at-arms of Dol Amroth
- 3 Blackroot Vale Archer
- 4 Clansman of Lamedon
- 5 Axeman of Lossarnach
- 6 Knight of Dol Amroth

ARMY SPECIFIC HERO UPGRADE

'For the White City!' – With a rousing cry, the Hero plunges themselves into the fray in defence of Minas Tirith.

This model gains a bonus of +1 to its Fight value on a turn in which it charges.



ROHAN™

Though Rohan is a lush and fertile land of rolling plains and gentle hills, it is a kingdom much used to the cruelty of war. Constant border raids from the neighbouring Dunlendings and a history of battle against foes as varied as Orcs and even the Variags of Khand have forced the men of the Mark to keep a watchful eye over their domain. Across Rohan, her people gather within the palisades of fortified towns and villages, never straying far from the safety of their protection.

To ensure the lands between these settlements are free of invaders, constant patrols march Rohan's borders and guard her roadways, well-armed and ready to drive back evil-doers. Such a duty might seem ignominious to some, but for those who wish to demonstrate their worth to the Marshals of the Mark, there is no better proving ground. Thus can Rohan's captains find a ready supply of young fighters, full of bravado, the confidence of youth and eager to prove themselves. Those who take up these duties either return as settled, experienced warriors... or they do not return at all.

STARTING BATTLE COMPANY

- 3 x Warrior of Rohan with shield
- 2 x Warrior of Rohan with throwing spear & shield
- 2 x Warrior of Rohan with bow

All Heroes gain the Horse Lord special rule:

Horse Lord – Whilst this model is mounted, they may choose to expend their own Fate points to prevent Wounds caused to their mount.



ADVANCEMENTS

Warrior of Rohan with shield – Rohan Royal Guard with shield

Warrior of Rohan with throwing spear & shield – Rider of Rohan with throwing spear & shield

Warrior of Rohan with bow – Rider of Rohan

Rider of Rohan – Rohan Outrider on horse

ARMY SPECIFIC HERO UPGRADE

'Forth Eorlingas!' – Upon their steed, the Hero sets about the enemy with as much might as they can muster.

Whilst mounted, this model gains a bonus of +1 Strength on a turn in which it Charges.

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Warrior of Rohan with shield
- 3 Warrior of Rohan with throwing spear & shield
- 4 Warrior of Rohan with bow
- 5 Warrior of Rohan with choice of weapon
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1 Rohan Outrider
- 2 Rohan Royal Guard
- 3 Rider of Rohan with choice of weapon
- 4 Rohan Royal Guard on horse
- 5 Son of Eorl
- 6 Choice of any result

ARNOR™

Arnor was once a great realm, formed by Elendil in the Second Age. By the dwindling years of the Third Age, Arnor had fallen into ruin; a shadow of its former glory. Yet in days gone by, even as it fell into despair, the Kings of Arnor would send out patrols of their finest warriors to protect the realm against the fell creatures the Witch-king would send against them.

Those who led these small patrols were warriors who were destined to command Arnor's armies, yet did not possess the experience required to lead at that time. So they would set out from Fornost with their band of loyal companions in order to hone their skills against the Orc raiding parties that threatened their livelihood. These warbands were also used by the Kings of old to venture into the ruined cities of Arnor abandoned long ago in search of the heirlooms of their forebears.



STARTING BATTLE COMPANY

4 x Warrior of Arnor
2 x Ranger of Arnor

ARNOR BATTLE COMPANY SPECIAL RULE

Hobbit Archers in this Battle Company do not count towards the total number of bows the Battle Company may have.

REINFORCEMENTS

D6 RESULT

- | | |
|---|----------------------------|
| 1 | Nothing |
| 2 | Hobbit Archer |
| 3 | Ranger of Arnor |
| 4 | Ranger of Arnor with spear |
| 5 | Warrior of Arnor |
| 6 | Warrior of Arnor |

ARMY SPECIFIC HERO UPGRADE

'Defend the North!' – It is the Hero's sworn duty to protect the realm of Arnor, no matter the cost.

The Hero will automatically pass the first Courage test it must take for its force being Broken.

LAKE-TOWN™

The fishing settlement of Esgaroth has long lived in the shadows of The Lonely Mountain and the threat that lies within. In recent years, Lake-town has fallen upon hard times with its people struggling to find enough food and shelter. The Master of Lake-town, however, hoards his wealth within his residence, growing ever richer whilst the common folk struggle to make ends meet. Yet his lust for wealth extends further, beyond the meagre borders of Lake-town and into the wider world.

The Master of Lake-town tasks the more opportunistic of his guard to leave the confines of Esgaroth and venture into the rest of Middle-earth in search of riches, valuable items and trade deals with other realms – some say it was patrols such as these that founded the deal between the Elvenking and Lake-town for their wine. The guards who set out on these ventures will seldom go alone, gathering with them a band of townsfolk from all walks of life to accompany them, the promise of a better life when they return their reward.



ADVANCEMENTS

Lake-town Militia with shield – Lake-town Guard

Lake-town Militia with spear – Lake-town Guard with spear

Lake-town Militia with bow – Lake-town Guard with bow

STARTING BATTLE COMPANY

3 x Lake-town Guard
2 x Lake-town Militia with shield
2 x Lake-town Militia with spear
2 x Lake-town Militia with bow

Only Lake-town Guard may be selected as Heroes when you start your Battle Company. Additionally, a Lake-town Battle Company may have up to 20 models rather than 15.

REINFORCEMENTS

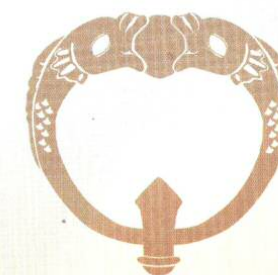
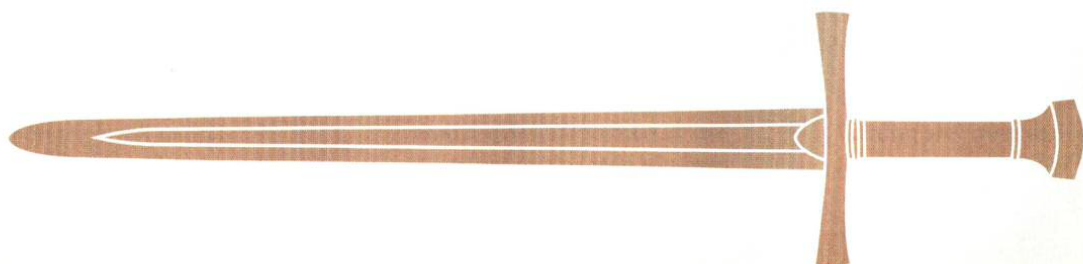
D6 RESULT

- | | |
|---|---|
| 1 | Nothing |
| 2 | Lake-town Militia with shield |
| 3 | Lake-town Militia with spear |
| 4 | Lake-town Militia with bow |
| 5 | Lake-town Guard with choice of weapon |
| 6 | 2 x Lake-town Guard with choice of weapon |

ARMY SPECIFIC HERO UPGRADE

The Master's Purse Strings – The Hero is under the employment of the Master of Lake-town and can use their employer's influence to rouse their followers into action.

At the start of the Fight phase, before any Heroic Actions are declared, the Hero can spend a point of Might. If they do so, the Fight value of all friendly models within 6" is increased by 1 until the End phase of the turn.



RIVENDELL™

Located in the hidden valley in the western foothills of The Misty Mountains, Rivendell endures under the protection of Elrond and the Elven ring that he possesses. The power of Vilya has kept Rivendell safe, and made it a place of peace and refuge to all the Free Peoples of Middle-earth, earning it the name of the Last Homely House.

However, even places such as Rivendell need protection from the ever-growing Evil of the Third Age. Under the orders of Lord Elrond, Elven captains patrol Rivendell's borders making sure they are kept free of the foul creatures that would bring destruction upon the Elves. Although rare, it has been known for the Elven patrols from Rivendell to venture further beyond their borders, offering aid to those in need against the forces of Sauron.



STARTING BATTLE COMPANY

- 2 x High Elf Warrior with Elven blade
- 2 x High Elf Warrior with spear & shield
- 1 x High Elf Warrior with Elf bow

REINFORCEMENTS

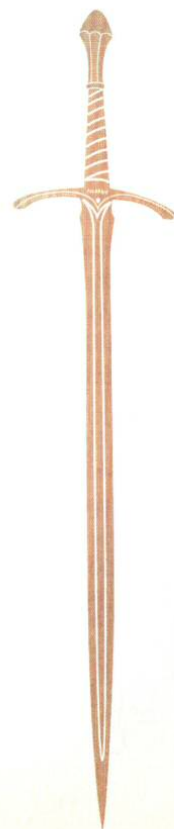
D6 RESULT

- 1 Nothing
- 2 High Elf Warrior with Elven blade
- 3 High Elf Warrior with spear & shield
- 4 High Elf Warrior with Elf bow
- 5 High Elf Warrior with choice of weapon
- 6 Rivendell Knight

ARMY SPECIFIC HERO UPGRADE

Noldorin Fighting Style – A skilled warrior who has fought in many wars across the Ages, this Hero can wield their blade with incredible dexterity.

This Hero does not suffer the -1 penalty to their Duel rolls for using their Elven blade as a two-handed weapon.



LOTHLÓRIEN™

Home to Galadriel, the Lady of Light, and the Elven ring of Nenya, Lothlórien is well guarded by the Elves who live there. Few are ever permitted to pass through the Golden Wood, but those who are granted this honour are met by the Lord and Lady of Lórien in good spirits. Yet the woodland realm of Lórien has come under threat from Evil in the past as packs of Orcs, Goblins and other creatures in the service of Sauron constantly seek to infiltrate its boughs.

It is because of this that the Galadhrim wander the well-trodden paths of Lothlórien, ensuring they are free of Evil and that peace remains. The Elves who lead these patrols are veterans of ages past, experienced in ways of combat from the many wars they have fought. It is not unheard of for these Elves to leave their borders and range out into Middle-earth in search of Sauron's forces, intent on seeing him finally vanquished.



STARTING BATTLE COMPANY:

- 1 x Galadhrim Warrior with Elven blade
- 1 x Galadhrim Warrior with spear and shield
- 1 x Galadhrim Warrior with Elf bow
- 1 x Wood Elf Warrior with Elven blade
- 1 x Wood Elf Warrior with Wood Elf spear
- 1x Wood Elf Warrior with Elf bow

ARMY SPECIFIC HERO UPGRADE

Blessing of the Golden Wood – Through the blessing of Galadriel, fortune smiles upon the Hero, keeping them from harm.

Each time this Hero suffers a Wound, roll a D6. On a 6, the Wound is ignored exactly as if a point of Fate had been spent.

ADVANCEMENTS

Wood Elf Warrior with Elven blade – Galadhrim Warrior with Elven blade

Wood Elf Warrior with Wood Elf spear – Galadhrim Warrior with spear & shield

Wood Elf Warrior with Elf bow – Galadhrim Warrior with Elf bow

Galadhrim Warrior with Elven blade – Galadhrim Knight with shield

Galadhrim Warrior with Elf bow – Galadhrim Knight with Elf bow

Galadhrim Warrior with spear & shield – Guard of the Galadhrim Court

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Wood Elf Warrior with either Elven blade or Wood Elf spear
- 3 Wood Elf Warrior with Elf bow
- 4 Galadhrim Warrior with either Elven blade or spear & shield
- 5 Galadhrim Warrior with Elf bow
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-2 Galadhrim Knight with choice of weapon
- 3-4 Guard of the Galadhrim Court
- 5-6 Wood Elf Sentinel

HALLS OF THRANDUIL™

Deep within the forest of Mirkwood can be found the halls of the Elvenking, Thranduil. This woodland realm is kept hidden within the trees of the forest, away from prying eyes and Evil thoughts. Thranduil cares little for the world beyond his realm and will not waste precious lives in keeping it safe. Yet as the years have gone by, even the Elvenking has come to acknowledge the growing threat that is beginning to rise in the old fortress of Dol Guldur.

More and more frequently the Elvenking has commanded patrols of rangers to go out into Mirkwood and clear out the Evil creatures that lurk in the gloom. For the spiders that once resided solely in Dol Guldur have become more brazen and vicious, creeping further and further north, towards the halls of Thranduil. Those in charge of the Elvenking's patrols are tasked with clearing out these spider nests and protecting the borders of Mirkwood from all manner of unwelcome 'guests'.

STARTING BATTLE COMPANY

- 2 x Mirkwood Elf with shield
- 1 x Mirkwood Elf with Elven glaive
- 1 x Mirkwood Elf with Elf bow
- 1 x Mirkwood Ranger

ADVANCEMENTS

Mirkwood Elf with shield –
Palace Guard with shield

Mirkwood Elf with Elven Glaive –
Palace Guard with spear

Mirkwood Elf with
Elf bow – Mirkwood Ranger



REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Mirkwood Elf with shield
- 3 Mirkwood Elf with Elven glaive
- 4 Mirkwood Elf with Elf bow
- 5 Mirkwood Elf with choice of weapon
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-2 Palace Guard with choice of weapon
- 3-4 Mirkwood Ranger
- 5-6 Mirkwood Cavalry

Palace Guard in a Halls of Thranduil Battle Company treat the company's leader as Thranduil for the purpose of their King's Guard special rule.

ARMY SPECIFIC HERO UPGRADE

Protect our Borders – *This Hero has spent many years traversing the thick woodland terrain of Mirkwood, learning how to climb its boughs and move through seemingly impossible undergrowth with ease.*

This Hero always counts as having rolled a 6 for any Leap, Jump or Climb tests.



DURIN'S FOLK™

Within the bones of The Misty Mountains, the Dwarves of Durin's Folk built the greatest of the Dwarven Kingdoms – Khazad-dûm. This underground realm, steeped in history, was once home to the greatest of the Dwarven lords of Middle-earth, descendants of the father of the Dwarves himself. But as the Dwarves delved deeper in search of precious metals, they sealed their own fate.

In the days when Khazad-dûm prospered, its Kings would send bands of their trusted followers to clear the lower tunnels of the mountain halls. These warbands would form a tight bond fighting side-by-side against the vile Goblins that dwelt in the dark reaches of The Misty Mountains. Upon their return these warbands would often venture out into Middle-earth, to the other Dwarven Kingdoms such as Erebor, the Iron Hills or the Blue Mountains in search of further wealth and adventure.

STARTING BATTLE COMPANY

- 2 x Dwarf Warrior with shield
- 2 x Dwarf Warrior with two-handed axe
- 2 x Dwarf Warrior with Dwarf bow

ADVANCEMENTS

Dwarf Warrior with shield – Iron Guard

Dwarf Warrior with two-handed axe – Khazâd Guard

Dwarf Warrior with Dwarf bow –
Dwarf Ranger with Dwarf Longbow



REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Dwarf Warrior with shield
- 3 Dwarf Warrior with two-handed axe
- 4 Dwarf Warrior with Dwarf bow
- 5 Dwarf Warrior with choice of weapon
- 6 Roll on Special chart below

SPECIAL

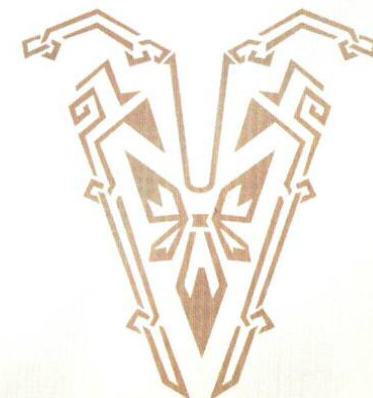
D6 RESULT

- 1 Dwarf Ranger with Dwarf Longbow
- 2 Dwarf Ranger with two-handed axe
- 3 Dwarf Ranger with throwing axes
- 4 Iron Guard
- 5 Khazâd Guard
- 6 Vault Warden Team

ARMY SPECIFIC HERO UPGRADE

Baruk Khazâd! – *With a fury as hot as the iron forges of the Dwarves, the Hero lunges at their foe in defence of the folk of Durin.*

The Hero may re-roll To Wound rolls of a 1 when making Strikes against Orcs, Goblins or Uruk-hai.



IRON HILLS™

The Dwarves of the Iron Hills are a stubborn and hardy folk, possessing one of the greatest fighting forces of the Third Age. Unlike the Dwarves of other Kingdoms, the Iron Hills are famed more for their accomplishments in war than their skill with forging items of great value. It is this that makes an Iron Hills army a deadly and feared foe, one that the forces of the Dark Lord will not eagerly face in battle.

The Iron Hills Dwarves produce such skilled warriors through the constant battles they wage against the Orcs and Goblins that taint their ancestral lands. Before joining the standing army of the Iron Hills, many Dwarves will spend numerous years roaming the lands of Middle-earth honing their skills and dispatching the forces of Evil they encounter. It is through these excursions that the Dwarves of the Iron Hills become exceptional warriors, forever bound by the experiences shared upon their many travels and skirmishes with the forces of the Dark Lord.

STARTING BATTLE COMPANY

- 2 x Iron Hills Dwarf with shield & spear
- 2 x Iron Hills Dwarf with mattock
- 1 x Iron Hills Dwarf with crossbow

REINFORCEMENTS D6 RESULT

- 1 Nothing
- 2 Iron Hills Dwarf with mattock
- 3 Iron Hills Dwarf with crossbow
- 4 Iron Hills Dwarf with spear & shield
- 5 Iron Hills Dwarf with choice of weapon
- 6 Iron Hills Goat Rider



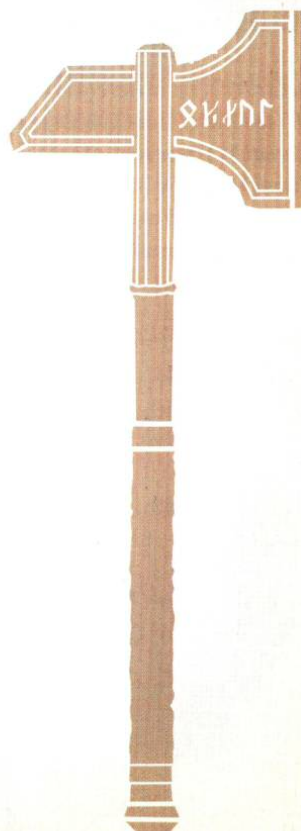
ARMY SPECIFIC HERO UPGRADE

Baruk Khazâd! – *With a fury as hot as the iron forges of the Dwarves, the Hero lunges at their foe in defence of the folk of Durin.*

The Hero may re-roll To Wound rolls of a 1 when making Strikes against Orcs, Goblins or Uruk-hai.

UNIQUE WARGEAR

War Goat (6/10) –
2 Influence points



THE SHIRE™

The Hobbits that reside within The Shire are a peaceful race, quite content to ignore, and be ignored, by the world of the big folk that lies outside their borders. In fact, to many who live in Middle-earth, Hobbits seem of little or no relevance at all and are not considered as warriors or counted among the wise. Hobbits will seldom leave the boundaries of the four Farthings of The Shire, preferring to stay within the comfort of what and where they know.

Yet, on the rare occasion that their livelihoods are threatened, the Hobbits of The Shire can rally to form a fighting force if needed – though not one that possesses a great martial prowess. There have even been occasions whereby, following threats to their homeland, small bands of Hobbits have ventured beyond the boundaries of The Shire in order to protect it from those who seek to bring ruin to their quaint and peaceful lives.

STARTING BATTLE COMPANY

- 8 x Hobbit Militia
- 4 x Hobbit Archers

A Shire Battle Company may have up to 25 models rather than 15.

ADVANCEMENTS

Hobbit Militia –
Battlin' Brandybuck

Hobbit Archer – Tookish Hunter



REINFORCEMENTS

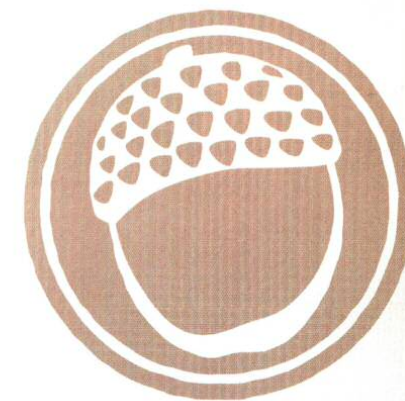
D6 RESULT

- 1 Nothing
- 2 Hobbit Militia
- 3 Hobbit Archer
- 4 Hobbit Shirriff
- 5 2 x Hobbit Militia
- 6 Choose any 2 Hobbits

ARMY SPECIFIC HERO UPGRADE

'For The Shire!' – *With a hearty and rousing cry, the Hero leads the Hobbits of The Shire in defence of their peaceful land.*

This Hero, and all models within 6" from their Battle Company, may re-roll failed Courage tests.



Battle companies

evil Battle companies

MORDOR™

Mordor; a barren and desolate land filled with darkness and Evil creatures in the service of Sauron. Nothing good can grow in this vile realm, and those who dwell there are driven by malice and cruelty. In the shadows of this blighted land, packs of Orcs skulk in the dark, their leaders constantly looking for opportunities to improve their standing within Sauron's armies, whilst keeping an eye out for inevitable acts of treachery from their pack.

When these packs become renowned within the land of Mordor, they are often commanded by the Great Eye to leave the Black Lands to bring devastation to the free peoples of Middle-earth. These packs will then raid, murder and thief their way into the favour of Sauron. Often they will attack the outposts of Gondor, Rohan or even further afield, all the time looking to strengthen the influence of the Dark Lord and wreak as much havoc as they can with a malicious joy.

STARTING BATTLE COMPANY

3 x Mordor Orc with shield
2 x Mordor Orc with spear
2 x Mordor Orc with two-handed weapon
2 x Mordor Orc with Orc bow

ARMY SPECIFIC HERO UPGRADE

Orcish Brawler – *When fighting against the odds, the Hero reveals their most savage nature, hacking and slashing at their enemy in order to prolong their own life.*

If this Hero is outnumbered during a Fight, they gain a bonus of +1 to both their Fight and Attack values.



ADVANCEMENTS

Mordor Orc with shield –
Morannon Orc with shield

Mordor Orc with spear –
Morannon Orc with spear

Mordor Orc with two-handed
weapon – Warg Rider

Mordor Orc with
Orc bow – Orc Tracker

Mordor Uruk-hai –
Black Guard of Barad-dûr

Black Númenórean –
Morgul Knight

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Mordor Orc with two-handed weapon
- 3 Mordor Orc with Orc bow
- 4 Mordor Orc with spear
- 5 Mordor Orc with shield
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1 Orc Tracker
- 2 Warg Rider
- 3 Morgul Stalker
- 4 Mordor Uruk-hai
- 5 Black Guard of Barad-dûr
- 6 Black Númenórean

ISENGARD™

As the White Wizard has fallen from grace, Isengard has done much the same. Gone are the trees and the green fields; uprooted, destroyed and replaced by machines and industry. The fires of Isengard never cease, the forges constantly churning out weapons, armour and contraptions of war in order to arm Saruman's fighting Uruk-hai against the races of Men, Elves and Dwarves.

Saruman regularly sends forth companies of Uruk-hai to raid and burn the villages of Men, strengthening the Wizard's influence. None felt this more than the land of Rohan, whose settlements and villages were burned to the ground by these bands of Uruk-hai. The Uruk-hai who lead these companies are vicious and bloodthirsty warriors, the very best of Saruman's fledgling army looking to prove themselves worthy to lead the White Wizard's eventual assault upon the fortress of Helm's Deep.



STARTING BATTLE COMPANY

- 2 x Uruk-hai Scout
- 3 x Uruk-hai Scout with shield
- 2 x Uruk-hai Scout with Uruk-hai bow

ADVANCEMENTS

Uruk-hai Scout with shield –
Uruk-hai Warrior with shield

Uruk-hai Scout –
Uruk-hai Warrior with pike

Uruk-hai Scout with Orc bow –
Uruk-hai Warrior with crossbow

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Uruk-hai Scout
- 3 Uruk-hai Scout with choice of weapon
- 4 Uruk-hai Warrior with shield
- 5 Uruk-hai Warrior with choice of weapon
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-3 Feral Uruk-hai
- 4-6 Uruk-hai Berserker

ARMY SPECIFIC HERO UPGRADE

'You Shall Taste Man-flesh!' – *The Hero's lust for flesh drives them into a bloodthirsty rage, spurring them forth into battle.*

This Hero receives a bonus of +1 To Wound when making Strikes against Men.

UNIQUE WARGEAR

Uruk-hai Grog (Hero only) – 3 Influence points
- A Hero may elect to use their Uruk-hai Grog at the start of any game, if they do so remove it from the Hero's profile. Every model within the Hero's Battle Company may re-roll a single D6 when making a Duel roll for the duration of that game.

HARAD™

In the vast desert wastes of Harad, large kingdoms and realms are a rare thing to find. Most of the Haradrim live in small tribes, each with their own tribal hierarchy, which lies under the influence of greater warlords. The chieftains of these tribes possess a ruthless streak, a necessity in Harad for those who wish to keep their power and not meet an untimely death.

Those Haradrim who live in these tribes will form raiding parties, bands of cruel Men that ride out to pillage and raid the outposts and southernmost settlements of Gondor and her Fiefdoms. These raids are often quick and bloody, with many good Men being felled by the Haradrim's black-fletched arrows. Although these acts of war were born out of the Haradrim's need to gather provisions to survive, it has since become ingrained into their culture, with raiding parties constantly heading out on raids more for enjoyment than anything else.



REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2-3 Haradrim Warrior with spear
- 4-5 Haradrim Warrior with bow
- 6 Roll on Special chart below

SPECIAL:

D6 RESULT

- 1 Haradrim Raider with bow
- 2 Haradrim Raider with war spear
- 3 Serpent Guard
- 4 Serpent Rider
- 5 Watcher of Kârna
- 6 Abrakhân Guard

STARTING BATTLE COMPANY

- 4 x Haradrim Warrior with spear
- 4 x Haradrim Warrior with bow

Unlike other Battle Companies, a Harad Battle Company may have up to 50% of its models armed with a bow rather than 33%.

ADVANCEMENTS

Haradrim Warrior with bow –
Haradrim Raider with bow

Haradrim Warrior with spear –
Haradrim Raider with war spear

Serpent Guard – Serpent Rider

ARMY SPECIFIC HERO UPGRADE

Master of Poisons – *The Hero has mastered the study of the vile toxins of the Haradrim, and coats the blades of their weapons in the most potent.*

This Hero must re-roll all failed To Wound rolls.



FAR HARAD™

Far to the south of Gondor, even further than those of the Haradrim, dwell the tribes of the Mahûd, a vicious warrior race. There are few who can survive in the harsh desert environment that the Mahûd have adapted to, and those unaccustomed to the scorching heat and dry, arid terrain will succumb to thirst and exhaustion should they remain in its sands for too long. It is because of these harsh conditions that the Mahûd are, out of necessity, a savage race – one that values strength and brutality over all else.

It is not unheard of for an aspiring tribesmaster to gather a small band of followers and venture out into Middle-earth in order to show their strength and gain the loyalty of those around them. It is by mercilessly slaughtering those they encounter that this aspiring tribesmaster will gain renown, and therefore the admiration of those who travel with him. These small bands of Mahûd will seldom return to their own tribe, either perishing in Middle-earth or, if the tribesmaster has become worthy enough, forming their own tribe with him as their new king.

STARTING BATTLE COMPANY

3 x Mahûd Warrior
2 x Mahûd Warrior with spear
2 x Mahûd Warrior with blowpipe

ADVANCEMENTS

Mahûd Warrior – Mahûd Raider

Mahûd Warrior with spear – Mahûd Raider with war spear

Mahûd Warrior with blowpipe – Mahûd Raider with blowpipe

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Mahûd Warrior
- 3 Mahûd Warrior with spear
- 4 Mahûd Warrior with blowpipe
- 5 Mahûd Warrior with choice of weapon
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-2 Mahûd Raider
- 3-4 Mahûd Raider with choice of weapon
- 5-6 Half Troll

UNIQUE WARGEAR

War Camel (6/10) – 3 Influence points

Blowpipe (1/5) – 1 Influence point

ARMY SPECIFIC HERO UPGRADE

Warrior Pride – *The sight of this Hero relentlessly fighting their foes is enough to spur their tribal followers into battle.*

If this Hero is engaged in combat, then models from their Battle Company within 6" of the combat will automatically pass all Courage tests they are required to make.



MORIA™

Since the coming of the Balrog and the rout of the Dwarves, the halls of Moria have resounded to the clamour of a different kind. Sonorous drum beats and the gleeful cackle of Goblin-kin echo where once hammer fell and harps were played. Unlike many of the realms of Man and Orc, Moria is a domain constantly riven by internal strife, as the fractious Goblins who dwell there jostle for power and wealth against one another, and battles are fought between rival factions for control of a particular hall or possession of some tarnished treasure or another.

In the deeps of Moria, gaining power is no easy thing and holding onto it is even harder – any Goblin with aspirations of glory will fight to rally followers to their cause, while the many self-styled Goblin kings in the deep will unleash their warbands to forage for supplies and treasure (with which they can lure in more Goblins to their cause). This slightly chaotic situation inevitably means there is no shortage of Goblin bands patrolling not only the Mines of Moria, but for leagues around in every direction, fighting not just against Men, Elves and Dwarves, but also against each other in their self-defeating quest for supremacy.

STARTING BATTLE COMPANY

4 x Moria Goblin with shield
4 x Moria Goblin with spear
3 x Moria Goblin with Orc bow

A Moria Battle Company may hire a Cave Troll for 10 Influence points. A Cave Troll is a Warrior that cannot be promoted or gain Experience, but will roll on the Warrior Injury chart.

A Moria Battle Company may have up to 20 models rather than 15.

ADVANCEMENTS

Moria Goblin with shield – Moria Blackshield

Moria Goblin with spear – Moria Blackshield with spear

Moria Goblin with Orc bow – Moria Goblin Prowler with choice of weapon

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Moria Goblin with spear
- 3 Moria Goblin with Orc bow
- 4 Moria Goblin with shield
- 5 2 x Moria Goblin with choice of weapon
- 6 Roll on Special chart above

SPECIAL

D6 RESULT

- 1-3 Moria Goblin Prowler with choice of weapon
- 4-6 Moria Blackshield

ARMY SPECIFIC HERO UPGRADE

Treacherous Leader – *Cowardly leaders at the best of times, Goblin Heroes will gladly sacrifice their 'allies' to see that they live to fight another day.*

Every time this Hero suffers a Wound in combat that would result in it being slain, after Fate points have been spent, roll a D6.

On a 2+, the Hero may select another friendly model within 1" of itself; that model suffers the Wound instead of the Hero. Models that suffer Wounds in this way may still use Fate points as normal.

WARG RIDERS™

The wolves of Isengard are the scouts of Saruman's army, used by the Wizard to unleash small and unexpected ambushes upon his enemies. The sound of baying Wargs heralds the imminent arrival of Isengard's wolves, and few who are privy to their arrival will live to tell the tale. Those who lead the pack are ambitious and cunning Orcs who see their position as an opportunity to carve out a greater standing for themselves, gaining the pick of the plunder and their Wargs the freshest of the kills.

These Warg packs also contain Wargs that are yet unriden, either because they are too unruly or have not yet been brought under the control of the Orcs that ride their trained counterparts.

Saruman's Warg Riders will cover much of Middle-earth, always in search of fresh kills and possessions that will aid the White Wizard in his aim to wield The One Ring.

STARTING BATTLE COMPANY

- 3 x Wild Wargs
- 1 x Warg rider with shield
- 1 x Warg Rider with Orc bow

ADVANCEMENTS

- Wild Warg – Warg Rider with choice of weapon



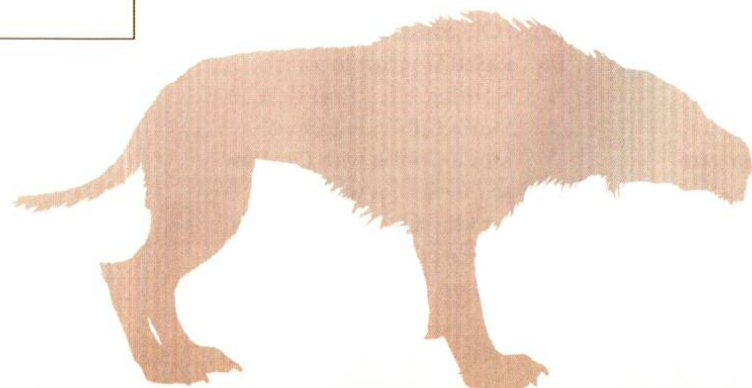
ARMY SPECIFIC HERO UPGRADE

Vicious Battle Scars – *The ferocity of the Warg is well-documented by the array of scars and flesh wounds it possesses. Such viciousness is enough to strike fear into the hearts of those who must face this fearsome creature.*

The Hero's mount (or itself if the Hero is a Wild Warg) causes Terror.

REINFORCEMENTS

- | D6 | RESULT |
|----|---------------------------------|
| 1 | Nothing |
| 2 | Wild Warg |
| 3 | 2 x Wild Warg |
| 4 | Warg Rider with Orc bow |
| 5 | Warg Rider with throwing spears |
| 6 | Warg Rider with shield |



THE EASTERLINGS™

It is said of the Easterlings that there is no mannish culture in Middle-earth so devoted to warfare, with every Easterling, male and female, learning to fight with spear and sword from their youth. Those who take their devotion to martial matters further will supplicate themselves at one of the many warrior shrines across the land, and there learn the art of bladecraft under the brutal tutelage of the Dragon Knights, in the hope of one day being raised to become one of their chosen 'Black Dragons'. To this end, aspirants will venture forth from their warrior shrine to test themselves, either against the fighters of other shrines or, preferably, against the dwellers of other lands.

A warband that succeeds in this task does not become rich in the conventional sense, for wealth is of no consequence to those who walk the blade-path. Indeed, any treasures plucked from the fallen are offered to their shrine as proof of their feats in battle. Victories inevitably draw more like-minded soldiers to their ranks, and while many warbands eventually dwindle and fail through defeat, the greatest will return back to their shrine triumphant, faces scarred from battle and their packs bulging with plunder taken from the vanquished.

STARTING BATTLE COMPANY

- 2 x Easterling Warrior with shield
- 2 x Easterling Warrior with pike & shield
- 2 x Easterling Warriors with bow

ADVANCEMENTS

- Easterling Warrior – Black Dragon with equivalent wargear



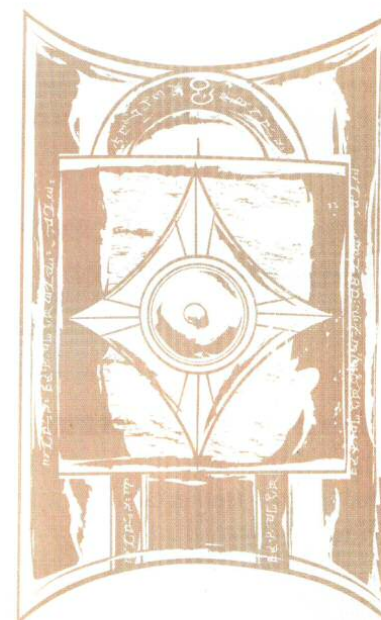
REINFORCEMENTS

- | D6 | RESULT |
|----|--|
| 1 | Nothing |
| 2 | Easterling Warrior with shield |
| 3 | Easterling Warrior with pike & shield |
| 4 | Easterling Warrior with bow |
| 5 | Easterling Warrior with choice of weapon |
| 6 | Easterling Kataphrakt |

ARMY SPECIFIC HERO UPGRADE

Skilled Duellist – *An expert fighter, the Hero seeks out and issues a challenge to the leaders of their enemy, eager to prove themselves against the mightiest opponents in Middle-earth.*

If this model slays an enemy Hero during a combat, they immediately regain a single point of Might spent earlier in the battle.



DOL GULDUR™

Within the southern reaches of the Greenwood, the old fortress of Dol Guldur was long thought to have been empty, abandoned many years ago. Yet as the years of the Third Age rolled on, a darkness fell upon its ruined walls. It was believed that a sorcerer of some kind now dwelt within its crumbling foundations, and that Evil emanated from it. In time, the woodsmen would no longer call the forest Greenwood, it would become known by a new name – Mirkwood.

The truth was far worse than even the woodsmen could have imagined, for it was no mere sorcerer who dwelt within Dol Guldur, but the Dark Lord himself. Sauron had drawn all manner of Orcs and Wargs to his power, including the forces of Azog the Defiler. The Pale Orc still thirsted for the blood of Thorin Oakenshield, and news of the company's travels had reached the Pale Orc's ears. With this new knowledge, Azog would send out warbands of Orcs and Wargs in search of the Dwarfven travellers, the sole purpose of these warbands to obtain the head of Thorin Oakenshield.

STARTING BATTLE COMPANY

4 x Hunter Orc
2 x Fell Warg

ADVANCEMENTS

Hunter Orc – Hunter Orc
riding Fell Warg

Fell Warg – Hunter Orc
riding Fell Warg



REINFORCEMENTS

D6 RESULT

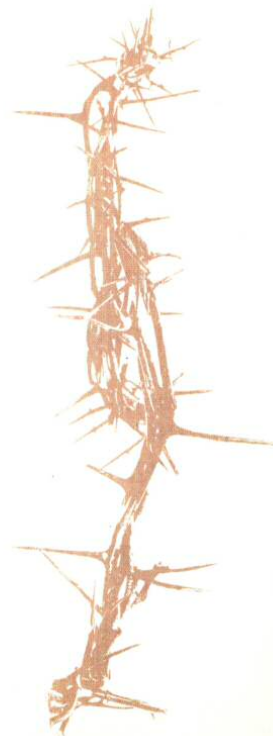
- 1 Nothing
- 2 Fell Warg
- 3 Hunter Orc
- 4 Hunter Orc with
choice of weapon
- 5 Gundabad Orc with shield
- 6 Gundabad Orc with spear

ARMY SPECIFIC HERO UPGRADE

Power of the Necromancer –

The Hero has been infused with the dark sorcery of the Necromancer, prolonging its life beyond normal limits.

Each time this Hero suffers a Wound, roll a D6. On a 5+, the Wound is ignored exactly as if a point of Fate had been spent.



GOBLIN-TOWN™

Whilst the Goblin-infested realm of Moria is splintered into countless factions all vying for their place at the top, the neighbouring realm of Goblin-town suffers no such ill effects. For atop the throne of this blighted kingdom sits the bloated Goblin King, a vile and ruthless leader who towers over the Goblins that he rules over.

The Goblins under their King's rule are constantly sent out on hunting parties to cause destruction in the Goblin King's name, or to quell any unruly Goblins that plot to overthrow their blubbery overlord. Yet in more recent years, news of the price put upon the head of Thorin Oakenshield has seen these hunting parties put to a different use; one of hunting down the would-be Dwarf king and bringing him before the Goblin King.



STARTING BATTLE COMPANY

10 x Goblin Warrior
2 x Goblin Warrior
with two-handed Axe

A Goblin-town Battle Company may have up to 25 models rather than 15.

ADVANCEMENTS

Goblin Warrior – Goblin Mercenary

REINFORCEMENTS

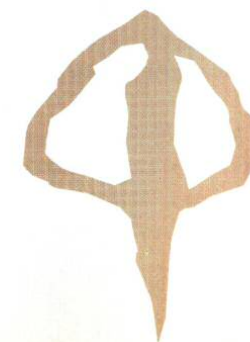
D6 RESULT

- 1 Nothing
- 2-3 Goblin Warrior
- 4-5 Goblin Warrior with
two-handed weapon
- 6 2 x Goblin Warrior

ARMY SPECIFIC HERO UPGRADE

Backstabber – *When its victim is unable to escape, the Hero becomes even more deadly, viciously hacking at its foe until their life has ebbed away.*

The Hero gains a bonus of +1 To Wound when making Strikes against a Trapped opponent.



ANGMAR™

As the power of the Witch-king of Angmar grew, the realm of Arnor began to wain. Its once proud cities fell into ruin and disrepair, a prime target for the forces of Angmar to assail and conquer. Under the command of the lord of the Nazgûl, warbands of Orcs would unleash attacks upon these fallen cities, delivering them to their dark ruler; for only a small number of Orcs would be needed to prise these cities from the remnants of the armies of Arnor that reside within.

These warbands are led by the most opportunistic of all the Angmar Orcs, those whose main aim is to plunder, backstab and murder their way to the head of the Witch-king's armies, and reap the benefits that are bestowed upon those with such status. Yet there are more than mere Orcs in these warbands. Often the relentless cries of these Orc warbands lure to them the spirits of those long since dead. Now bound to the power of the Witch-king, these spirits will sometimes fight alongside the Orcs – if the Witch-king wills it.

STARTING BATTLE COMPANY

3 x Angmar Orc with shield
2 x Angmar Orc with spear
2 x Angmar Orc with two-handed weapon
2 x Angmar Orc with Orc bow

ADVANCEMENTS

Angmar Orc with two-handed weapon – Warg Rider

Angmar Orc with Orc bow – Orc Tracker



REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Angmar Orc with two-handed weapon
- 3 Angmar Orc with Orc bow
- 4 Angmar Orc with spear
- 5 Angmar Orc with shield
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-2 Orc Tracker
- 3-4 Warg Rider
- 5-6 Dead Marsh Spectre

A Dead Marsh Spectre cannot gain Experience and therefore can never become a Hero.

ARMY SPECIFIC HERO UPGRADE

Gaze of the Dead – Resurrected by the dark power of the Witch-king, the Hero now possesses the power to freeze the hearts of its enemies, leaving them rooted to the spot.

During its Move phase, the Hero may target a single enemy model within 6". The target must then take a Courage test. If the test is passed, the target is unaffected. If the test is failed, the target may not move for the remainder of the turn.

An Angmar Orc is exactly the same as a Mordor Orc in terms of profile; the only difference is the name... for now.

CORSAIRS OF UMBAR™

Umbur is a ruthless city where treachery and corruption run rife within its dingy streets. None that reside within this city better represent this than the Corsairs who man Umbur's fleets. The captains of these ships are tyrannical and greedy Men, who will sail the coasts of Gondor and even further with the intent of pillaging the settlements upon the shores; the acquisition of wealth their ultimate goal.

The gangs and crew under these captains' command will often share their lust for plunder, and need little convincing to set off upon the black-sailed ships of the Corsairs in search of new settlements to raze to the ground. Once this band of malicious Men has raided a town, stealing whatever they can lay their hands on, they will splinter into smaller bands, each ever eager to unleash their own devious brand of destruction and murder upon the villages on the coast. The more fear these bands of Evil Men can instil in their enemies, the higher they will sail up the treacherous ranks of the Corsair fleets.



ADVANCEMENTS

Corsair of Umbar with bow – Corsair Arbalester

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Corsair of Umbar with shield
- 3 Corsair of Umbar with spear
- 4 Corsair of Umbar with bow
- 5 Corsair of Umbar with choice of weapon
- 6 Roll on Special chart below

SPECIAL

D6 RESULT

- 1-3 Corsair Reaver
- 4-6 Corsair Arbalester

STARTING BATTLE COMPANY

3 x Corsair of Umbar with shield
2 x Corsair of Umbar with spear
2 x Corsair of Umbar with bow

UNIQUE WARGEAR

Smoke Bombs (1/5) – These are a throwing weapon with a Strength of 1. Any model hit, but not slain, by these weapons must immediately expend a point of Will or be subjected to the effects of the Transfix Magical Power. Should this model ever roll a 1 To Hit with their Smoke Bombs then their supply has run out and they cannot use them for the remainder of the game.

ARMY SPECIFIC HERO UPGRADE

Shadows of Umbar – The corrupt and shadowy streets of Umbar have taught the Hero how to conceal themselves to the untrained eye, making their sudden attacks all the more deadly.

If the Hero is partially concealed from view, they cannot be seen at all at distances more than 6" – they appear to melt into the background. This means that enemies cannot Charge or shoot the Hero, nor target them with Magical Powers or special rules at distances greater than 6", unless they have a completely clear view of the Hero.

BATTLE COMPANY SCENARIOS

Once you have gathered your force and found yourself an opponent, it is time to decide which of the Battle Company Scenarios you should play. You can either agree with your opponent which Scenario you would like to play, or you can randomise by rolling on the charts opposite. First roll a D6 to determine which of the two tables to roll on next. Then roll a second D6 to determine which Scenario you will play. It is usually a good idea for one player to roll the first dice then the other player roll the second – that way which Scenario you play is equally both players' fault!

All Battle Company Scenarios are played on a 48"x48" board and can be fought using pretty much any terrain that you wish. With games of Battle Companies comprising very few models, it is often a good idea to have your boards covered in quite a dense amount of terrain to really add that skirmish feel to your games. Some Scenarios may have specific terrain requirements; where this is the case it will be clearly listed in the Scenario itself.

There are even rules for fighting in certain areas of Middle-earth that can be found on pages 50-57.

D6 ROLL OF 1-3

D6	RESULT
1	RESCUE
2	CHANCE ENCOUNTER
3	HOLD THE LINE
4	INFILTRATE AND ASSASSINATE
5	SEIZE GROUND
6	KILL THE MESSENGER

D6 ROLL OF 4-6

D6	RESULT
1	A SHOW OF STRENGTH
2	RECOVERY
3	STAND YOUR GROUND
4	SECURE THE AREA
5	TAME THE BEAST
6	PLUNDER THE CAMP

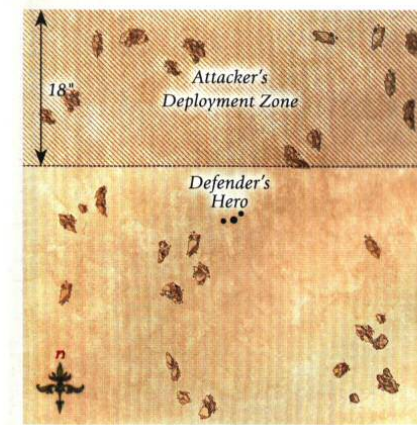


SCENARIO 1 – RESCUE

Whether they have been lured astray or simply got lost in the wilderness, a Hero has become separated from the rest of their Battle Company. Seeing this as an easy opportunity to remove the Hero from the equation, the Hero's enemies seek to cut them down – providing they do not suffer heavy losses in the effort.

STARTING POSITIONS

Both players roll a D6, with the player who scored lowest becoming the Defender. The Defender selects one Hero from their Battle Company that they must try to rescue and places them in the centre of the board, along with any two Warriors from their Battle Company. The Attacker then chooses any board edge and places their entire Battle Company within 18" of their chosen board edge.



OBJECTIVES

The defending player must try to save their Hero whilst attempting to fend off their would-be attackers. The attacking player must slay their target before they suffer enough casualties to force them to retreat.

The game finishes at the end of any turn when either the target Hero is slain, or the Attacker's Battle Company is reduced to less than 50% of its starting numbers.

Attacker Victory The Defender's Hero has been slain.

Defender Victory The Attacker's Battle Company has been reduced to less than 50% of its starting models.

Draw Both sides achieve their objective in the same turn.

SPECIAL RULES

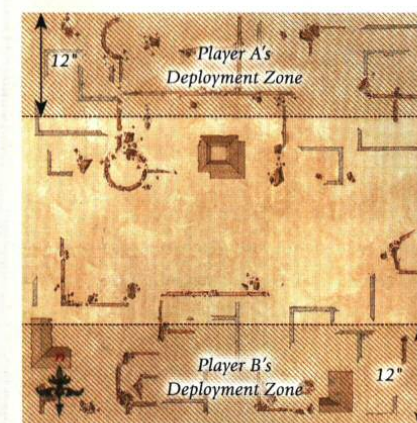
Surprise Ambush – The Attacker always has Priority in the first turn.

To the Rescue! – The rest of the Defender's Battle Company moves onto the board from the opposite board edge to the Attacker at the end of the first turn.

Against the Odds – Should the target Hero survive, they will gain an additional 1 Experience point.

SCENARIO 2 – A SHOW OF STRENGTH

Two Battle Companies have clashed upon a battlefield, engaging in open war. The two leaders must show their skill and strength now more than ever, inspiring their followers to fight on in the face of adversity. Whichever leader can slay the most will no doubt win the day.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

OBJECTIVES

Whichever leader can slay the most will be the victor. Note that if your leader is missing this game, use the Hero in your Battle Company with the highest points cost instead.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory Your leader has killed more models than your opponent's.

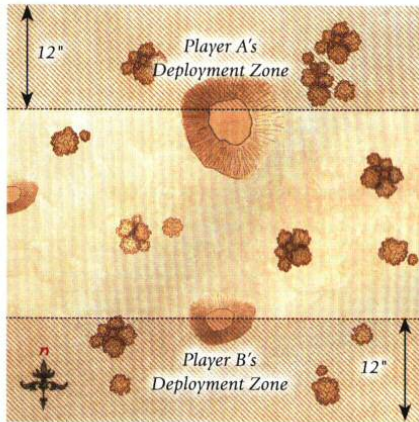
Defeat Your opponent's leader has killed more models than yours.

Draw Both leaders have killed the same number of models.



SCENARIO 3 – CHANCE ENCOUNTER

Upon their travels through Middle-earth, two opposing Battle Companies have happened upon each other. A company that is seemingly alone, and with no support in sight, is not an opportunity to pass up lightly. As the companies engage, a solid tactical mind and skill-at-arms will see victory won.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

OBJECTIVES

The leaders of both Battle Companies are looking for a quick victory, without taking too many casualties.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory Your opponent's Battle Company has been reduced to 25% of its starting models and yours has not.

Defeat Your Battle Company has been reduced to 25% of its starting models and your opponent's has not.

Draw Both Battle Companies have been reduced to 25% in the same turn.

SCENARIO 4 – RECOVERY

A relic of a bygone age has awoken, drawing all manner of armies and creatures to its power. The leaders of two rival Battle Companies desire this relic, either to progress their own standing, or to fulfill the task they have been set to reclaim it by their lord or commander. No matter the cost, both must endeavor to claim this relic.

STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. Players will need five identical Objective markers, one secretly marked as the relic. These should be mixed up so that neither player knows which is the relic. One is placed in the centre of the board. The other four objectives are spread out along the centreline so that they are all exactly 8" apart and 8" from the edge of the board (see map).

All models will move onto the board from their table edge during their first Move phase.

OBJECTIVES

The Battle Companies are searching for the relic, and once found must escape with it in their grasp.

The game lasts until either the relic has been moved off of one board edge, or there are no models left on the battlefield.

Victory Your Battle Company has moved the relic off of your opponent's table edge.

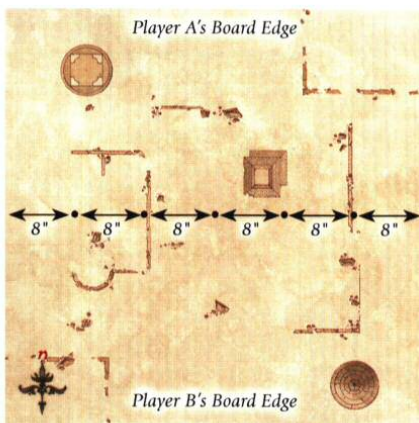
Defeat Your opponent's Battle Company has moved the relic off your table edge.

Draw Neither Battle Company recovers the relic.

SPECIAL RULES

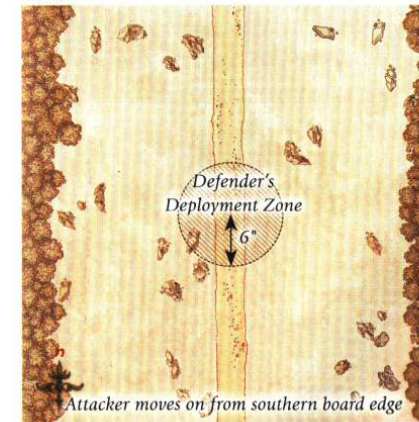
The Relic – When a model moves into base contact with an Objective marker, flip it over. If it is not the relic, remove it from the game. If it is the relic, the model takes possession of it and all other markers are removed. The Relic is treated as a Heavy Object.

The Glories to be had – The model that moves the relic off the board will be richly rewarded. If this is a Warrior, they will count as rolling 'A Hero in the Making' after the game. If this is a Hero, they will receive a free roll on an applicable Progression chart of their choice, in addition to any other Experience bonuses. If two models simultaneously carry the relic off the board, choose one of them to receive the benefits.



SCENARIO 5 – HOLD THE LINE

One Battle Company has been tasked with guarding a path, mountain pass or similar, preventing anyone from travelling through it. A rival Battle Company is in desperate need of using the path in order to meet up with the rest of their allies, and will have to fight their way through in order to reach them.



STARTING POSITIONS

The board should have a road running through the centre of it from north to south. Both players then roll a D6, with the player who scored lowest becoming the Defender. The Defender then deploys their Battle Company within 6" of the centre of the board. The Attacker moves their Battle Company onto the board from the southern board edge during their first Move phase.

OBJECTIVES

The attacking Battle Company must have as many of their models escape the board via the northern board edge, whilst the defenders must attempt to prevent them.

The game lasts until the Attacker has no more models left on the battlefield.

Attacker Victory At least 33% of the Attacker's Battle Company escaped the board via the northern board edge.

Defender Victory Less than 33% of the Attacker's Battle Company escaped the board via the northern board edge.

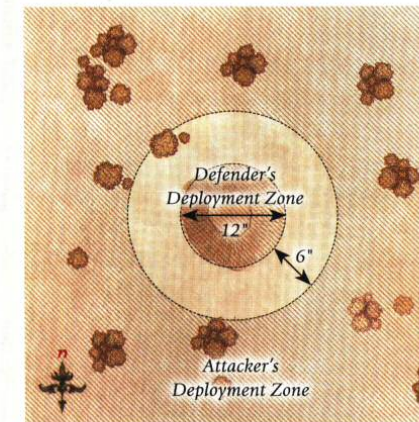
Draw This Scenario cannot be drawn.

SPECIAL RULES

Rewards of Escape – Any models that successfully escape the board via the northern board edge will gain an additional 1 Experience point.

SCENARIO 6 – STAND YOUR GROUND

One Battle Company has found themselves atop a hill, a highly advantageous position if they can keep it. Yet enemy forces desire the hill, as it will provide them with a valuable vantage point for the battles to come. Those atop the hill are now embroiled in battle; victory will see this strategic asset secured for many wars to come.



STARTING POSITIONS

In the centre of the board there should be a hill with a diameter of no larger than 12". Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere upon the hill. The Attacker may then deploy their Battle Company anywhere at least 6" away from the hill.

OBJECTIVES

The Defender has been tasked with keeping the hill at all costs, whilst the Attacker must try to take it for their cause.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Attacker Victory The Attacker has more models on the hill.

Defender Victory The Defender has more models on the hill.

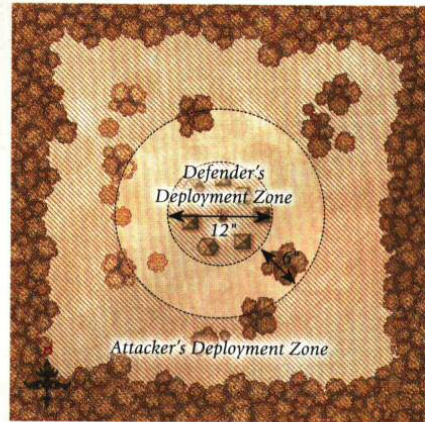
Draw Both Battle Companies have the same number of models on the hill.

SPECIAL RULES

Defend the Hill – Models on the hill do not need to take Courage tests for being Broken.

SCENARIO 7 – INFILTRATE AND ASSASSINATE

As one Battle Company prepares to make camp, another sees an opportunity to assassinate their leader, leaving them disoriented and without a commander. To this end, one Battle Company prepares to infiltrate the camp of their foe, find the leader and slay them quickly.



STARTING POSITIONS

The board will require a camp. This should be the area within 6" of the centre of the board marked with fences, hedges or other similar features. The camp should contain a few tents, huts or similar. Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere within the camp with their leader (or most expensive Hero if their leader is missing the game) in the middle of the board. The Attacker may then deploy their Battle Company anywhere at least 6" away from the edge of the camp.

OBJECTIVES

The Attacker must try to slay the enemy leader without suffering too many losses, whilst the Defender must try to keep their leader alive.

The game ends when either the Defender's Hero is slain, or the Attacker's Battle Company is reduced to less than 50% of its starting numbers.

Attacker Victory	The Defender's leader has been slain.
Defender Victory	The Attacker's Battle Company has been reduced to 50% of its starting models.
Draw	Both objectives have been completed in the same turn.

SPECIAL RULES

Sentries – All of the Defender's models start as Sentries. Before each Sentry takes their Move phase, the controlling player must roll on the chart below to see how they get to move this turn. Sentries cannot make shooting attacks until the alarm is raised.

SENTRY CHART

D6 Result

- The Sentry is searching around in its vicinity, it may not move this turn.
- 2-3 The Sentry has been distracted by a noise elsewhere on the board, the opposing player may move the model up to half of its Move allowance in any direction.
- 4-5 The Sentry walks carefully to where they believe an intruder to be, the controlling player may move the model up to 3" in any direction.
- 6 The Sentry is convinced it has spotted an intruder and moves as quickly as possible to investigate – the model may move as normal.

If during the End phase of any turn there is an unengaged Sentry within 3" and Line of Sight of an enemy model, then the alarm has been raised. If, at the end of the Shoot phase, a Sentry has been hit by a shooting attack but not slain, then the alarm will be raised. Once the alarm has been raised then all Sentries revert back to the normal rules for movement for the remainder of the game.

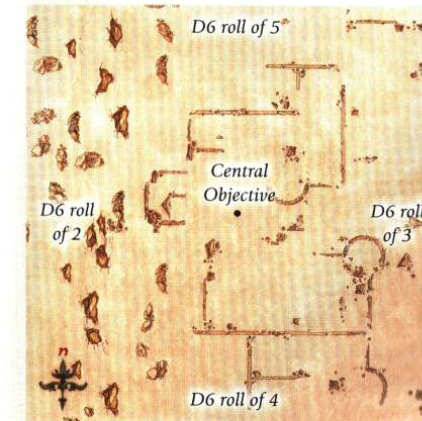
The Slayer of Men – If the Attacker successfully slays the Defender's Hero, then the model that did so will be rewarded. If this is a Warrior, it will count as rolling 'A Hero in the Making' after the game. If this is a Hero then they will receive a free roll on any applicable Progression chart of their choice, in addition to any other Experience bonuses.

SCENARIO 8 – SECURE THE AREA

Hidden somewhere upon the battlefield lies something of great value to both sides. Whether this is a hoard of treasure, the entrance to a secret passageway, the fallen body of an ally or even something much more valuable; both sides must strive to claim it, and defend it at all costs.

STARTING POSITIONS

Place an Objective marker in the centre of the board; this is what both sides are fighting over.



OBJECTIVES

Both sides are seeking to lay claim to the objective, and must not only fight their way to it, but also defend it once there.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

Victory Your Battle Company has at least twice as many models within 3" of the objective than your opponent's.

Defeat Your opponent's Battle Company has at least twice as many models within 3" of the objective than yours.

Draw Any other situation.

SPECIAL RULES

Wild Search – At the end of your Move phase, roll a D6 for each of your models not on the battlefield and consult the chart below (Heroes can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each model separately, deploy the model, then roll for the next. Models yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6 Result

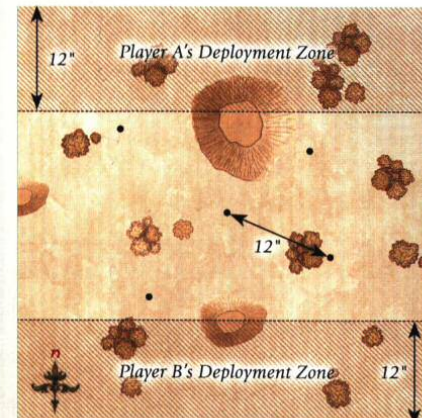
- The model does not arrive yet.
- The model enters the battlefield from the western board edge.
- The model enters the battlefield from the eastern board edge.
- The model enters the battlefield from the southern board edge.
- The model enters the battlefield from the northern board edge.
- The model enters the battlefield from any board edge chosen by the controlling player.

SCENARIO 9 – SEIZE GROUND

As two companies become locked in a battle of wits and cunning, it becomes apparent that victory can only be seized by claiming key areas of the battlefield. As both leaders rally their followers, a fight for control of the battlefield is about to begin.

STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.



Players will need five Objective markers. One is placed in the centre of the board. Players then alternate placing the remaining objectives, starting with the player who chose their table edge. No objective can be placed within 8" of the edge of the battlefield, or within 12" of each other.

OBJECTIVES

Both sides must try to claim as many key areas of the battlefield as possible. Victory will go to the Battle Company who can lay claim to the most.

An objective will only be considered claimed if there are only friendly models within 3" of the objective. If there are both friendly and enemy models within 3", then it is unclaimed.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn!

Victory Your Battle Company has claimed more objectives than your opponent's.

Defeat Your opponent's Battle Company has claimed more objectives than your's.

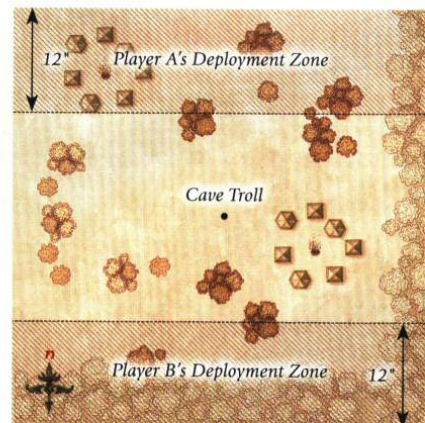
Draw Both Battle Companies have claimed the same number of objectives.

SCENARIO 10 – TAME THE BEAST

Somewhere in the wilderness a lone Troll is causing havoc, smashing its way through the nearby settlements and leaving devastation in its wake. The Troll poses an immediate threat to two rival Battle Companies, both of which need it to be brought to bay. As the two companies track the Troll, they spy each other in the distance. Hunting the Troll has now become a show of dominance rather than just a necessity.

STARTING POSITIONS

A single Cave Troll is placed in the centre of the board. Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.



OBJECTIVES

Both companies have made it their mission to slay the Troll, whichever is successful will vastly increase their status within the ranks of their army.

The game continues until either the Troll has been slain, or no other models remain on the board.

Victory Your Battle Company has slain the Troll.

Defeat Your opponent's Battle Company has slain the Troll.

Draw Neither Battle Company has slain the Troll.

SPECIAL RULES

The Troll – The Cave Troll follows the usual profile for a Cave Troll. The Troll will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model by the shortest possible route. If this is not possible, the player without Priority may move the Troll its full Move in a direction of their choice.

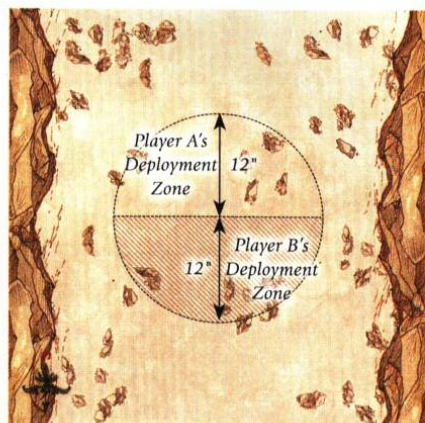
The Trollslayer – Slaying a Troll is no easy feat, and a model who accomplishes this is clearly set for great things. If this is a Warrior, it will count as rolling 'A Hero in the Making' after the game. If this is a Hero, they will receive a free roll on an applicable Progression chart of their choice, in addition to any other Experience bonuses.

SCENARIO 11 – KILL THE MESSENGER

Two rival Battle Companies have stumbled upon each other, in the act of delivering critical information to their allies. Each company designates a member of their warband to deliver a message to their allies, warning them of the approaching enemy. Both Battle Companies must now fight in order to slay the enemy messenger, all whilst keeping their own alive.

STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of the centre of the board in their half of the board. Their opponent then places their Battle Company within 12" of the centre of the board in the opposite half of the board.



OBJECTIVES

Both Battle Companies need to attempt to find their enemy's messenger and slay them, but ensure that they keep their own alive.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory Your Battle Company has slain the enemy messenger and yours is alive.

Defeat Your opponent's Battle Company has slain your messenger and their messenger is alive.

Draw Both messengers are either alive or have been slain.

SPECIAL RULES

The Messenger – At the start of the game, secretly note down which of your models is the messenger (this may not be a Hero). They must survive the game. It is important you do not reveal if your opponent has killed your messenger during the game, so as not to hand the advantage over to your opponent. The idea of this Scenario is to try to bluff your opponent into thinking that someone who is not your messenger is so that they kill them instead of the real messenger.

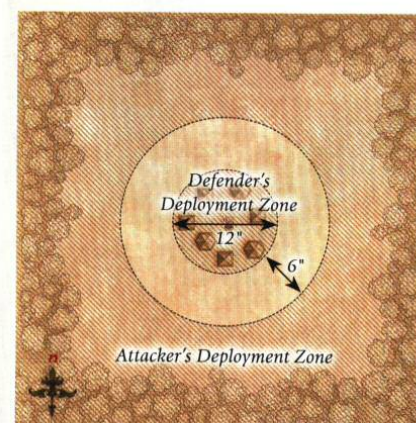
SCENARIO 12 – PLUNDER THE CAMP

A Battle Company has stumbled across an enemy camp during their travels, providing them with a unique opportunity to sabotage their foe and scatter their supplies. In the dead of night, the company sneaks up on the campsite, intending to set it alight and slay those within.

STARTING POSITIONS

The board will require a camp. This should be the area within 6" of the centre of the board marked with fences, hedges or other similar features. The camp should contain a few tents, huts or similar.

Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere within the camp. The Defender then places five Objective markers anywhere within the camp, at least 2" away from each other. The Attacker may then deploy their Battle Company anywhere at least 6" away from the edge of the camp.



OBJECTIVES

The Attacker must try to set the objectives alight, destroying the Defender's provisions and equipment, and rendering them all but helpless.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

Attacker Victory At least four objectives have been set alight.

Defender Victory No more than two objectives have been set alight.

Draw Three objectives have been set alight.

SPECIAL RULES

The Dark of Night – Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 6" away. However, as it is much harder to avoid a shot in the dark, all shooting attacks gain a bonus of +1 when rolling To Wound.

Light the Fires! – During the End phase, any attacking model that is in base contact with an Objective marker that did not make a shooting attack or participate in the Fight phase (including supporting) may attempt to set it alight. Roll a D6; on a 4+ the objective is set alight. Once a marker is alight, it cannot be put out, the flames are too unruly. Any model that moves, or is moved, into base contact with a lit objective is immediately Set Ablaze. A model that has a Torch automatically counts as having rolled a 4+ when attempting to set an objective alight.

The area within 2" of a lit objective counts as daylight, so models in this area can be seen from any distance.

All or Nothing – Should the Attacker set all five objectives alight, they will receive an additional 1 Influence point at the end of the Scenario. Should the Defender prevent all objectives from being set alight, they will receive an additional 1 Influence point at the end of the Scenario.



ADVENTURES IN MIDDLE-EARTH

Middle-earth is packed full of exciting and varied terrain that battles are fought across; from lush and vibrant forests to the ruined Dwarven kingdoms of old to humble fishing settlements, a Battle Company can be forced to engage in a skirmish in almost any place – and must be ready to take up their weapons at a moment's notice.

Over the next few pages, we will present a series of rules for fighting your battles in a variety of different locations in Middle-earth. Some of these represent specific places, such as Lake-town or Goblin-town, whilst many could represent a multitude of places across Middle-earth – forests could be used to represent Mirkwood, Fangorn and many more.

The rules provided here are by no means exhaustive, they are just the most common ones you will encounter during the Narrative Campaign found on pages 58-69. If you want to create your own rules for fighting battles in other locations, feel free to try your hand at it. Creating your own rules for other locations can provide a very personal feel to your games of Battle Companies, and can make every game feel unique.



LAKE-TOWN™

Upon the waters of the Long Lake sits the humble fishing settlement of Esgaroth, a meagre town filled with impoverished people. Even in its relative poverty, trade still manages to trickle into Lake-town. Its creaking and worn walkways are dotted with stalls, markets and numerous barrels of fish, adding a pungent smell to the already downtrodden settlement that resides atop the cruel and unforgiving lake.

Although Esgaroth usually provides a 'safe' haven for bands of travellers, it is not unheard of for opposing Battle Companies to enter into a violent disagreement in one of the town's many taverns. Often these disagreements can escalate into fully-fledged skirmishes which will claim the lives of members of both companies.

Doorways – *The many houses that are built atop the Long Lake can provide a variety of extra pathways and shortcuts for warriors to traverse Esgaroth.*

A Man-sized (or smaller) model that starts its Move phase in base contact with a door of a Lake-town House may choose to enter the house instead of moving. The model spends its turn running through the house (no doubt knocking over chairs, tables and various other items as it goes) and is placed in base contact with any other door of the Lake-town House. A model that moves in this way counts as having moved its full Movement allowance. If the model cannot be placed in base contact with another door, for whatever reason, then it cannot move in this way.

Boats – *Many of the folk of Lake-town are fishermen or bargemen. As such, it is therefore commonplace in Lake-town for most families to own a boat, which they use to fish or cross the Long Lake.*

A model may enter or exit a boat by passing a Jump test. A boat has limited space and as such only two Man-sized (or smaller) models may occupy a single boat. An unengaged model that is in a boat may row it up to 6" in any direction upon the water. If two enemy models are in the same boat, they count as Engaged and will fight each other in the Fight phase. As models in a boat cannot Back Away, any model that loses a Duel roll whilst in a boat counts as Trapped.

Ice Floes – *The freezing waters of the Long Lake are strewn with numerous ice floes. Although these sheets of ice provide a cunning warrior with an alternative pathway across Lake-town, even the most surefooted can find themselves upended by the ice's treacherous surface.*

At the start of each turn, determine the direction that the lake is flowing. This can be done with a Scatter dice, a roll of a D6 or simply by the player with Priority getting to choose. Each Ice Floe is moved D3" in the chosen direction. Any models that moved during the Move phase, and end their move on an Ice Floe, must roll a D6. On a 1, that model loses its footing and falls into the lake. Any model that falls into the freezing waters is removed as a casualty.

For even more rules for fighting in Lake-town, check out the April 2017 issue of *White Dwarf*.



FORESTS

Middle-earth is strewn with numerous forests and woodlands, whose history stretches back as far as records, or memories, recall. Though each of these forests is different, each harbours its own secrets and dangers from the wider world. From the golden woods of Lothlórien, the gloomy paths of Mirkwood and the forest of Fangorn still steeped in mystery, forests in Middle-earth can be both beautiful and terrifying places.

With the amount of travelling a Battle Company embarks upon, it is almost certain that they will have to follow the trails of these forests numerous times upon their missions – and no doubt will encounter an enemy company upon the well-trodden paths, leading to a clash of steel beneath the boughs of the trees.

Games that take place within a forest should have about 50% of the board covered with woodland terrain. At the start of the game, before deployment, players should roll to see which of the forests of Middle-earth they are fighting in – or simply choose from the list if there is one that particularly suits your game. All pieces of woodland terrain will automatically be of the same type, depending on the result of the D6.

D6 RESULT

1 – NORMAL FOREST

Whilst many forests are mysterious and dangerous places, there are equally many that are just rather ordinary.

Normal forests have no additional rules.

2 – HAUNTED FOREST (ANGMAR™)

Within the northern realm of Angmar, there are many forests that have become jaded and desolate due to the presence of the Witch-king. The lost spirits of travellers that have gone missing within its branches now haunt the forest's paths, luring unwary travellers to their doom.

At the start of each Move phase, randomly select D3 pieces of woodland terrain. The closest model to each of the selected pieces must pass a Courage test or suffer the effects of the Transfix Magical Power.

3 – SPIDER-INFESTED FOREST (MIRKWOOD™)

Bloated creatures that lurk in wait for their unsuspecting prey stalk the gloomy boughs of these wildwoods. These venomous spiders will lay in wait for members of a Battle Company to step away from the path before they pounce. Most prevalent in the forest of Mirkwood, they are drawn here by the dark power dwelling in Dol Guldur.

At the end of each Move phase, randomly select one piece of woodland terrain and place a single Mirkwood Spider in the centre (or as close as possible). This Mirkwood Spider will then move as fast as possible towards the nearest model from either Battle Company, charging if it can. If the Mirkwood Spider is not in combat in the Shoot phase, it may shoot its Spider Webs at the closest visible model if it is in range.

4 – GUARDED FOREST (DRÚADAN™, NORTHERN FORESTS)

Many forests are protected by their guardians, beings that live within the branches of the forest or wander its many paths often enough to know its secrets and hidden passages. Within the north, the Dúnedain protect the forest on the borders of Arnor, whilst the Woses will stalk those that enter the Drúadan Forest without their consent.

During each Shoot phase, roll a D6 for each model either in a piece of woodland terrain or within 3" of one. On a 1 or 2, that model suffers a Strength 2 hit as if it was shot with a bow from the edge of the woodland terrain closest to the model. If there are any In The Way rolls to be made, such as if the model is in combat or if there is other terrain or models in the arrow's path, then an In The Way roll will still need to be made.

5 – WRATHFUL FOREST (FANGORN™, OLD FOREST)

Within some of the older forests of Middle-earth, there are rumours that the trees are actually alive, and that some who venture there are never seen again. Whilst most dismiss these tales as folklore, in some forests the stories are not far from the truth and the trees or other beings can lash out at those that enter their boundaries if they feel threatened.

At the start of each Move phase, roll a D6 for each model in base contact with or within a piece of woodland terrain. On a 1 or 2 that model suffers a Strength 6 hit as the trees lash out against them.

6 – HAVEN FOREST (LOTHLÓRIEN™)

There are some forests within Middle-earth that are full of light and protected by the powers of those who live within them. No forest better represents this than the golden wood of Lothlórien that is ever under the protection of Galadriel, Lady of Light, and the Elven ring she possesses. Those who enter such a place with evil intentions will soon feel their courage ebb away as the powers which protect this forest seep into their mind.

Any Evil model that is even partially within a Haven Forest suffers a penalty of -1 to their Courage value while they remain within it.



GOBLIN-TOWN™

Beneath the surface of The Misty Mountains, further north than the kingdom of Moria, is the dismal dwelling of Goblin-town. The wooden walkways of this blighted place are strewn with the bones and entrails of those captured by the troglodyte creatures who make their home within the bowels of the mountain.

The Misty Mountains have countless paths through them, many of which a Battle Company will have to tread in order to cross them. However, this can lead to disaster should a company choose a path which strays too close to the entrances of Goblin-town; for the Goblins who live there constantly await more travellers to maim, torture and feast upon, bringing the spoils of their capture to the feet of the bloated Goblin King.

Games played in Goblin-town should have plenty of wooden walkways on the board with as many routes for models to leave the board via any edge should they need to.

Chasms – Beneath the walkways of Goblin-town are pitch-black chasms. Those who stray from the relative safety of the wooden structures shall fall into darkness, and will most likely perish in the gloom.

Any model that strays into the dark chasms, either by being pushed, failing a Leap test or for any other reason, is slain – they have fallen into the depths of the mountains. Additionally, models removed from play in this way suffer a -1 penalty to their rolls on their relevant Injury chart.

Rickety Walkways – The walkways of Goblin-town are held together by crude workmanship and are not made to last or withstand battle. Any walkway section of Goblin-town that is bearing too much weight may collapse.

At the end of each Move phase, roll a D6 for each walkway that has 10 or more models on it (Cavalry count as two models). On a 1, the walkway has collapsed and all models upon it fall into the chasm below. Remove the walkway and all models upon it from play.



FALLEN DWARF HOLDS

In the years gone by, the kingdoms of the Dwarves were renowned for their wealth and power within Middle-earth. Yet as the ages rolled on, some began to fall into ruin, either attacked and overrun by Orcs and Goblins, or even taken by some form of darker power altogether. It was precisely this that saw the greatest kingdom of the Dwarves fall. For the Dwarves of Khazad-dûm delved too greedily and too deep, awakening a Balrog™ of Morgoth and thus sealing their doom.

If a Battle Company needs to cross The Misty Mountains, and doesn't fancy passing too close to the threats posed by Goblin-town, they may risk the road through Khazad-dûm – or the black pit of Moria as it has hence become known. Although its halls may seem quiet and empty, traversing such a path is not without risks. Too much noise and commotion could wake whatever lies within the darkness – something that will no doubt happen if two rival Battle Companies meet within the realm of Moria.

Chasms – Like Goblin-town, the halls of the Dwarves are built over a seemingly bottomless pit. Those who lose their footing and fall into the black pit are surely lost forever.

Any model that strays into the dark chasms, either by being pushed, failing a Leap test or for any other reason, is slain – they have fallen into the depths of the mountains. Additionally, models removed from play in this way suffer a -1 penalty to their rolls on their relevant Injury chart.



The Sound of Battle – As the two Battle Companies engage, the sound of their conflict echoes within the halls and tunnels of the mountain kingdom, drawing to it all manner of evil from the mountain's depths.

At the start of the game, before deployment, place three markers on the board – one in the centre and the others exactly 12" from the centre towards each player's board edge. From turn 3 onwards, at the end of each turn roll a D6. On a 4+ the Goblins of Moria have been drawn to the battle. Place a single Moria Goblin with shield in base contact with each marker. The Goblins will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model from either Battle Company by the shortest possible route. If this is not possible, they will move as quickly as they can towards the nearest model from either Battle Company. Note that even if you are using a Moria Battle Company, these extra Goblins will still attack your Moria Goblins – they are clearly from a rival company!

HAUNTED RUINS



Many realms and cities have waned and fallen into ruin as their power has faded, and none has suffered more than the once great realm of Arnor. Her former strongholds and rich cities are now nothing more than piles of rubble haunted by the chilling voices of those who once ruled them. It has even been said that evil spirits lurk within the crumbling stone, bound to the dark powers that once conquered these lands.

Often, Battle Companies will venture into these ruined places in search of riches or items of great power from ages long since past, unaware of the perils that they are wandering into. For the spirits that dwell within the haunted ruins see the members of a Battle Company as an easy target to sacrifice in the name of the dark power that binds them.

Games that take place within Haunted Ruins should feature a wide selection of differing buildings, ruins and similar features. All of these are subject to the following rules:

Chilling Aura – Though they were once proud buildings of a noble kingdom now long forgotten, it is hard to deny the chilling feeling that those pure of heart sense whilst within their walls.

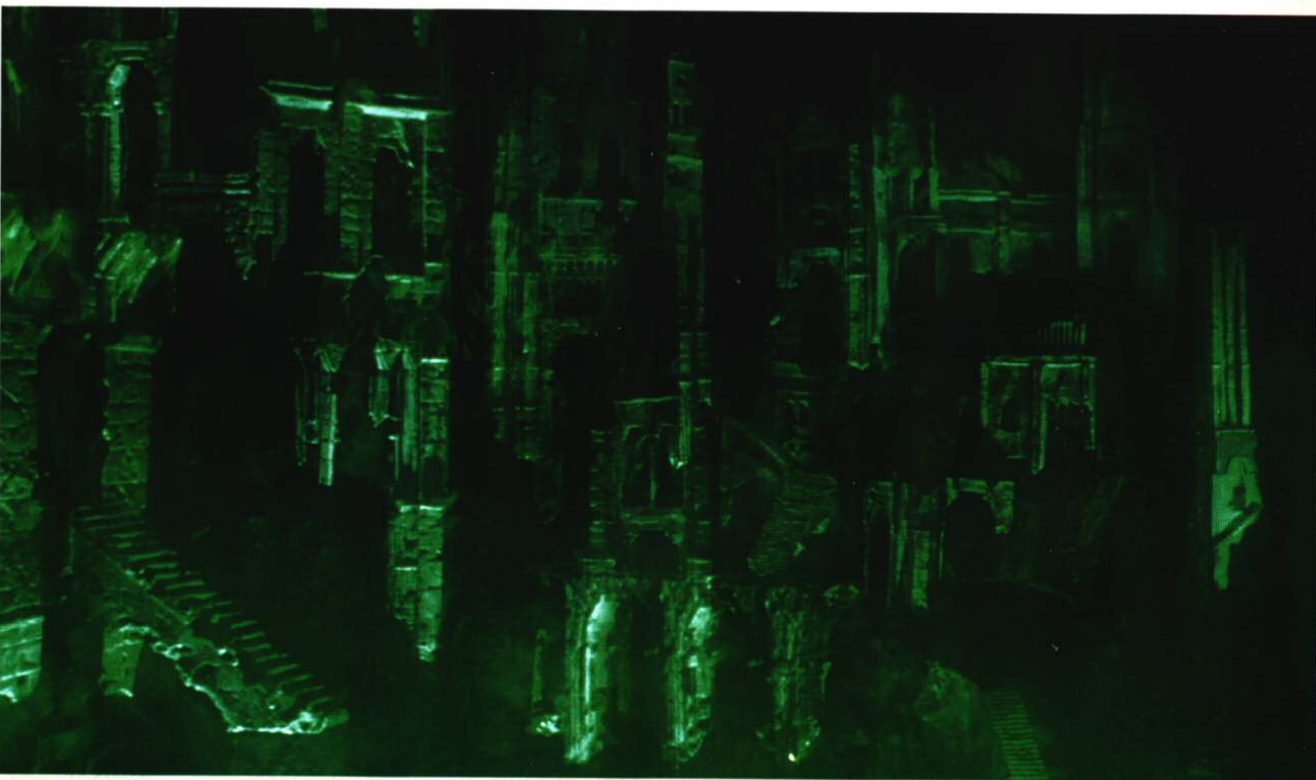
Good models within a Haunted Ruin suffer a -1 penalty to their Courage value whilst within it.

Spirits of those Long Dead – As rival Battle Companies fight amongst the ruins, the twisted, lingering spirit of the realm's former king has been stirred and now seeks to exact his revenge upon those that have entered his domain.

For any game featuring Haunted Ruins, players will need a number of identical markers equal to the number of ruins on the board, one of which should be marked underneath. The markers should be randomised and placed one each in every ruin so that neither player knows which one is marked.

The first time a model moves within a ruin, flip the marker over. If it is unmarked, nothing happens. Remove it from play. If it is marked, the model has disturbed the restless spirit within the ruin – immediately place a Barrow-wight within the centre of the ruin.

The Barrow-wight will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model from either Battle Company by the shortest possible route. If this is not possible, it will move as quickly as possible towards the nearest model from either Battle Company. If, before the Barrow-wight moves, there are models within 6" of it, the Barrow-wight will try to cast the Paralyse Magical Power using a single Will point on the closest model, so long as it has Will points remaining.



Battle Companies from Minas Tirith and Harad clash within the ruins of a fallen Gondor outpost.



Ambushed by Goblins, the company from the Iron Hills must fight their way to safety.

THE QUEST TO FORNOST

Following the completion of their last mission, your Battle Company has stopped in the settlement of Esgaroth to rest, gather provisions and, most importantly, enjoy a few well-earned drinks in one of the local taverns. It is here that your company is approached by a mysterious old traveller. Propped up on their staff and swathed in blue, they recount tales of lost relics that still lay within the ruins of Fornost to the north.

Listening intently, the company hears the tales of the armoury of the forgotten Kings of Arnor hidden within the walls of ruined Fornost, and the riches and finery that lie within. However, there is also talk of a nameless terror that has laid claim to the vast treasures of the lost kingdom and guards them against would-be intruders.

The thought of seizing the relics of Arnor for their lord, and the glories that would go alongside them are too much for the company to ignore. They decide within the confines of a dank and dingy tavern to embark upon a quest to Fornost and claim the heirlooms and riches from the grasp of whatever dwells within – though any fears of what may be there are soon quashed by the thought of the glory to be bestowed upon them for obtaining the riches of Arnor.

With their minds made up, the Company obtains yet another round of ale from the bartender and gets to work setting their plans for the journey ahead...

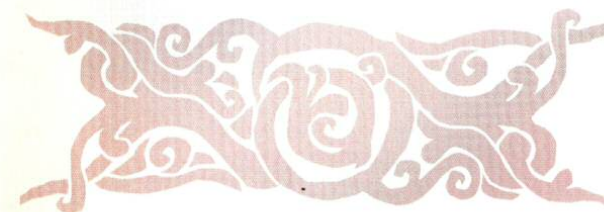


NARRATIVE CAMPAIGN

Over the next few pages, we are going to present you with something that we have never done before – a Battle Companies Narrative Campaign. This quest is designed to take your fledgling Battle Company and provide it with some exciting new battles and adventures to go on against a predetermined force.

The campaign has been written with Good Battle Companies in mind; however, this does not mean you cannot use an Evil Battle Company instead. Each Scenario will have a 'What if I'm Evil?' section at the end of it to account for this. For all of you out there who are champions of darkness, fear not! Keep an eye out for an Evil themed campaign in a future edition of *White Dwarf*.

When you have gathered your group of friends to play your Battle Companies games with, and chosen which Companies you will all use, the first Scenario you will need to play is the Lake-town Rescue Scenario found on the next page. Each player should play this as their first game to give everyone the same opportunities to gather extra equipment for their Company. It is also a good idea to get another player to use the opposing force in each of the narrative Scenarios, which will make the games far more interesting.



After this, we recommend playing at least one, but up to three, Battle Companies games between the members of your group before moving on to the second narrative Scenario. As the narrative Scenarios get progressively harder, this will allow you to advance the members of your company enough to successfully undertake each Scenario in turn. This will mean that by the time you have reached the final narrative Scenario, you will have played four other narrative Scenarios and as many as 12 other games of Battle Companies as shown in the list below:

- Lake-town Rescue
- 1-3 games of Battle Companies
- Beneath the Boughs of *Mirkwood*
- 1-3 games of Battle Companies
- The Breakthrough
- 1-3 games of Battle Companies
- Ambush at Night
- 1-3 games of Battle Companies
- The Armoury of Forgotten Arnor

At the end of each narrative Scenario, there is a Rewards table for those Battle Companies that are successful in completing the objectives of the Scenario. These are rewards that you can only get for participating in the campaign, and are unique to each Scenario. Should you be successful in the final Scenario, the rewards are significantly better.



NARRATIVE SCENARIO 1 LAKE-TOWN™ RESCUE

Following an ale-filled and rather raucous planning session, your Battle Company has been swiftly ejected from the local tavern following an altercation with several of the locals – an incident that has seen one member of your company arrested by the Master's Guard.

Refusing to leave their ally behind, and under the cover of darkness, the company must now attempt to bypass the patrolling Lake-town Guard and rescue their companion from the Master's prison cells.

LAYOUT

This Scenario is played on a 4'x4' board. The board represents the town of Esgaroth and therefore should be covered in an array of Lake-town Houses and walkways over the freezing waters of the Long Lake. No Lake-town House should be within 3" of the edge of any board. There should also be multiple walkways that models can use to exit via the southern board edge. The Lake-town House nearest to the southern board edge is the Master's prison.

STARTING POSITIONS

Before the game starts, randomly select one Warrior from your Battle Company. This is the model that has been locked in the Master's cells. The Battle Company player places all of their models within 3" of the northern-most building – this is the tavern. The Lake-town player then places all of their models within the southern half of the board.



OBJECTIVES

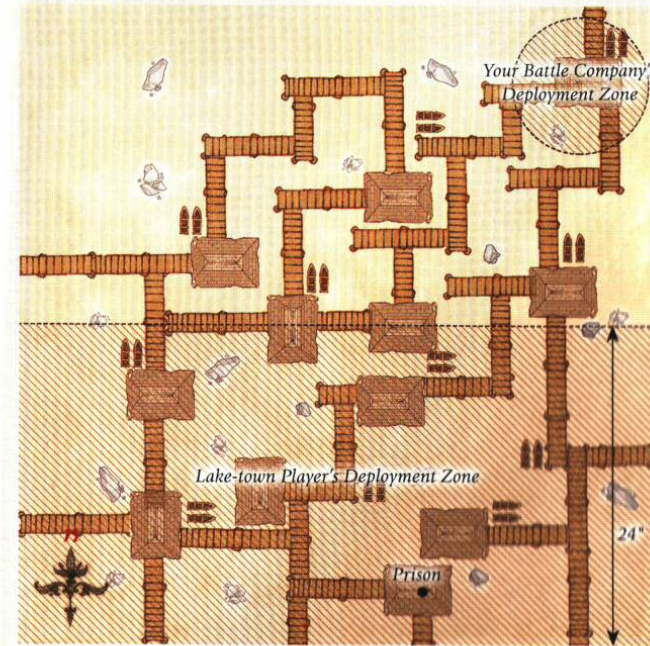
The Battle Company must rescue the captive and escape Lake-town without causing too much of a stir and alerting the guards to their position.

The game lasts until there are no more models from the Battle Company on the board.

Victory Your Battle Company has rescued the captive and moved at least 33% of their models off the board via the southern board edge – including the captive.

Defeat Your Battle Company has not managed to rescue the captive.

Draw Any other result.



SPECIAL RULES

This scenario is played in Lake-town, and as such should use the rules for fighting games in Lake-town found on page 51.

The Captive – The Captive does not deploy with the rest of your Battle Company, but instead is kept to one side for use later in the game. Your Battle Company must rescue the Captive from the Master's prison cells. To do this, the door must be broken down – it has a Defence of 7 and 2 Wounds, and always counts as Trapped. Once the door has been broken down the Captive can escape, place them in base contact with the door. They act as normal from this point onwards.

Sentries – The Master's Guard are scouting the area in search of more troublemakers.

The Lake-town Guard follow the rules for Sentries found in the Infiltrate and Assassinate Scenario on page 46. Note that neither side is actually trying to kill each other, just to incapacitate or arrest them – this also means that all of your models will count as having rolled 'Full Recovery' on their respective Injury chart.

PARTICIPANTS

Your Battle Company.

4 Lake-town Guard; 4 Lake-town Guard with spear;
4 Lake-town Guard with bow.



REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives:

D6 Result

- 1 Your Battle Company has been focused upon the rescue of their ally, but has still managed to pick up a few small trinkets and coins that may be worth a small price. Your Battle Company gains an additional 1 Influence point.
- 2 The ale from the tavern has left a lasting impression on the company, and they have made sure to 'borrow' a barrel from the cellar before they leave Esgaroth. Select one Hero from your Battle Company; this Hero gains the Dwarven Brew equipment without having to spend Influence points.
- 3 Your company's discussions in the tavern were overheard by a rather merry individual, one who has decided that they are joining your quest. As the man will not be dissuaded, and it is more trouble than it's worth to get rid of him, your company relents. Permanently add a single Lake-town Militia to your Battle Company; they cannot gain Experience or be promoted.
- 4 One of the Master's Guards has overheard your company's plans to venture to Fornost. They have offered their services to your cause and to join you on your adventure (no doubt to increase their own wealth). Permanently add a single Lake-town Guard to your Battle Company; they will gain Experience and be promoted in the same way as a Lake-town Guard from the Lake-town Battle Company.
- 5 Whilst in the Master's prison, the Captive has gleaned much information about the quest that the company is about to embark upon from those who share the cells; including some interesting news on whatever dwells within Fornost. During the final narrative Scenario, you may choose to re-roll the D6 when determining what Evil lurks within the ruins – note this down on your record sheet, you'll need to remember it.
- 6 As your Battle Company was searching for their ally, they stumbled across one of the Master's many treasure hoards and eagerly helped themselves to its spoils. Your Battle Company immediately gains an additional D6 Influence points.

WHAT IF I'M USING AN EVIL BATTLE COMPANY?

If you are playing as an Evil Battle Company, then if you roll a 3 or a 4 on the Rewards chart, you do not gain a Lake-town Militia or Lake-town Guard for your company. Instead, you may make a free roll on the Reinforcement chart instead. Also, if you are Evil, they are probably trying to actually kill the Guard rather than just incapacitate them – roll for injuries as normal.

NARRATIVE SCENARIO 2 BENEATH THE BOUGHS OF MIRKWOOD

Having departed from the shores of the Long Lake full of determination and excitement, your Battle Company has begun the long journey towards the forgotten armoury of the former capital of Arnor. Venturing east, the company must either traverse the dense woodland terrain of Mirkwood or spend many more weeks going around it. Opting to press onwards along the winding and gloomy paths, it is not long before the powers of the wood begin to take hold.

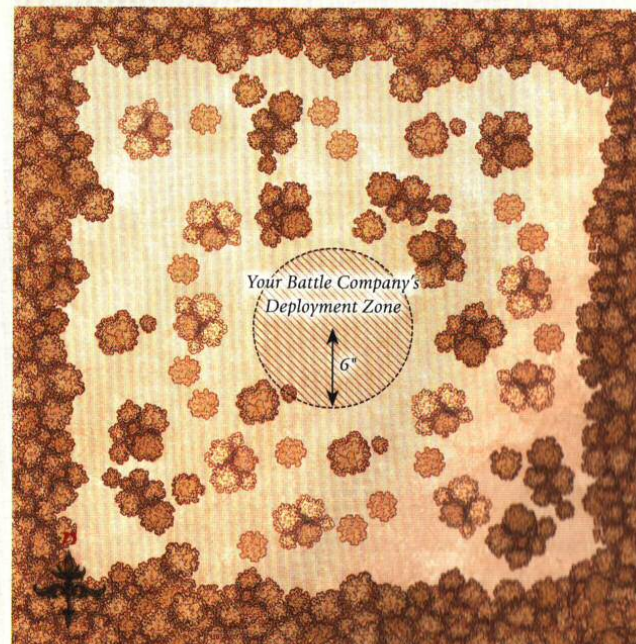
Doubt and confusion start to seep into the minds of those within the forest, clouding their judgment and leading them away from the safety of the path. Now they are hopelessly lost within the constant gloom of this mysterious forest, and some cannot shake the feeling that they are being watched. The truth is worse than they feared, for soon the foul creatures that dwell within the forest spring forth to claim their prey.

LAYOUT

This Scenario is played on a 4'x4' board. The board represents a clearing within the forest of Mirkwood. Woodland terrain should cover the board, with the exception of an area within 6" of the centre of the board – this is the clearing.

STARTING POSITIONS

Before the game starts, deploy your Battle Company anywhere within the clearing. The Mirkwood Spiders are kept aside for later in the game.



OBJECTIVES

The Battle Company must try to survive the sudden ambush from the spiders of Mirkwood. Meanwhile, the commotion has reached the ears of a patrolling band of Mirkwood Rangers, who are swiftly making their way to the clearing.

The game lasts for nine turns (at which point the Mirkwood patrol arrives and the game ends), or until there are no more models from your Battle Company left alive.

Victory At least 25% of your Battle Company has survived until the end of the ninth turn.

Defeat Less than 25% of your Battle Company has survived until the end of the ninth turn.

Draw Any other result.

SPECIAL RULES

This Scenario is played in Mirkwood, and as such should use the rules for fighting games in Spider-infested Forests found on page 53 with a slight alteration. Instead of having a new Mirkwood Spider randomly appear at the start of each turn, instead have any Mirkwood Spiders that were slain in the previous turn return to the board in this way instead – that way there should always be four Mirkwood Spiders on the board at the end of each Evil Move phase.

PARTICIPANTS

Your Battle Company.

4 Mirkwood Spiders.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- One member of your Battle Company has found a small leather purse. It looks as if it has been dropped by Dwarves from the Blue Mountains and contains a few coins that may be worth a small price. Your Battle Company gains an additional 1 Influence point.
- Though the arrival of the Mirkwood Rangers saved the lives of the company, some of their Elven allies fell in the rescue, their weapons now lying on the forest floor. One model in your company may add this Elf bow, discarding any bow or crossbow they currently possess.
- Following the rescue from the Spiders, one of the Rangers offers to lead your company safely through the forest. As they do, they decide to join the company in their journey to Fornost. Permanently add a single Mirkwood Ranger to your Battle Company; they will gain Experience and be promoted in the same way as a Mirkwood Ranger from the Thranduil's Halls Battle Company.
- The company has had to fight for their lives, each surviving member having to give their all to ensure that none of their comrades succumb to the webs and venom of the Spiders. Every member of your Battle Company gains an additional 1 Experience point.
- The Elves of Mirkwood offer your company rest, food and hospitality following the ordeal the company has endured – an offer readily accepted by the weary travellers. Do not make any Injury rolls for your Battle Company; instead every model counts as having rolled the Full Recovery result instead.
- As the company continues on its journey through Mirkwood, they stumble upon web-covered baggage belonging to some less fortunate travellers from many years ago. Amongst the torn-up bags and mould-covered rations, one member of the company discovers an ancient blade with strange runes carved into the hilt. Any single member of your Battle Company may take possession of this newly found weapon. This is a sword with the Spiritbane special rule.

WHAT IF I'M USING AN EVIL BATTLE COMPANY?

If you are playing as an Evil Battle Company, then if you roll a 3 on the Rewards chart, you do not gain a Mirkwood Ranger for your company. Instead, your Battle Company will gain a Mirkwood Spider. This Mirkwood Spider cannot gain Experience or be promoted, and will roll on the Warrior Injury chart. Also, it is unlikely that the Elves would offer rest to your Battle Company, but it is more reasonable to imagine that your Battle Company took an extra well-earned rest at the edge of the forest instead.

NARRATIVE SCENARIO 3 THE BREAKTHROUGH

As the company continues on its quest, the decision is made to cross The Misty Mountains via the mountain paths rather than to risk the darkness of the tunnels that burrow deep into the bone of the world. It is during the crossing of The Misty Mountains that the company stops in one of the caves for shelter and to rest; a decision that they may soon come to regret.

The floor beneath them suddenly gives way, dropping the unwitting company into the clutches of the mutated beings that live within the mountain. The company manages to stave off the initial assault from the Goblins, but must now navigate the treacherous and splintered walkways of the tunnels if they are to escape with their lives.

LAYOUT

This Scenario is played on a 4'x4' board. The board represents the wooden walkways of Goblin-town and should be covered with plenty of Goblin-town terrain. There should also be plenty of exit points on all board edges – these are where models will enter and exit the board from. The centre of the board should have a large wooden platform.

STARTING POSITIONS

Your Battle Company does not start the game on the board, but will be available as the game goes on. The Goblins are deployed on the platform in the centre of the board.

OBJECTIVES

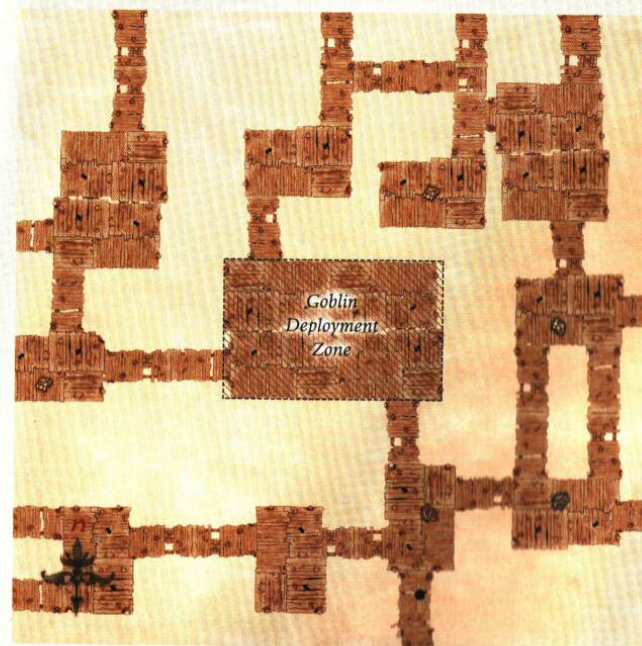
Your Battle Company must fight their way through Goblin-town to safety, if they linger, they will surely fall.

The game lasts until there are no models from the Battle Company on the board.

Victory At least 33% of your Battle Company managed to move off the board via the western board edge.

Defeat Less than 33% of your Battle Company managed to move off the board via the western board edge.

Draw Any other result.



SPECIAL RULES

This Scenario is played in Goblin-town, and as such you should use the rules for fighting games in Goblin-town found on page 54.

Scattered Arrival – Members of your Battle Company have been separated from each other, meaning that they will arrive at different times. At the end of each of your Move phases, roll a D6 for each model not currently on the board. On a 3+, they may enter the board from the eastern board edge via the rules for Reinforcements.

The Goblin Scribe – Splintered walkways and pieces of recently slain Goblins suggest that some form of fight had taken place not so long ago within Goblin-town; one from which the unassuming Goblin Scribe has taken up command – no doubt weaving a cunning web of deceit to place him in charge. The Goblin Scribe may re-roll any failed Courage tests as a result of his 'There's always more where they came from' special rule, however, he may only bring Goblins onto the board that have previously been slain during the course of the game. Any member of your Battle Company that slays the Goblin Scribe will gain an additional 1 Experience point.

PARTICIPANTS

Your Battle Company.

The Goblin Scribe; 18 Goblin Warriors.

REWARDS

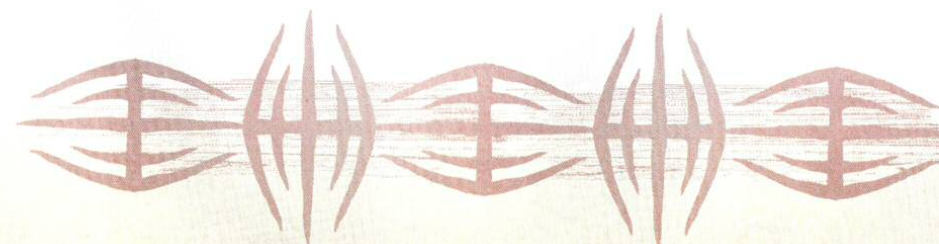
If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 Within the broken splinters and remnants of Goblin-town, the company discovers several small items that might be of worth – most notably a candelabra of Elvish make, probably from the Second Age – though it wouldn't fetch a huge amount. Your Battle Company receives an additional 1 Influence point.
- 2 The floors of Goblin-town are littered with the broken weapons of those who had previously stumbled into this vile place; a perfect opportunity for those within the company to select more preferable weapons should they desire. Up to D6 models within your Battle Company may exchange their hand weapons for different ones for no cost in Influence points.
- 3 Barely escaping the tunnels of The Misty Mountains with their lives, the company is in desperate need of more bodies to join their ranks. After sending word of their situation to their allies, they are rewarded with additional reinforcements. Your Battle Company may make an additional free roll on the Reinforcement chart.
- 4 Having shown exceptional leadership to guide the company through the horrors of Goblin-town, the company's leader has come out the other end as a much stronger commander. Your Battle Company's leader (or another Hero if they did not participate in the game) may increase either their Fight/Strength/Defence/Attacks/Wounds or Courage as if they had rolled it on the Progression chart.
- 5 As the company races through the Goblin tunnels, one of them trips over a large round shield, picking it and themselves up and continuing to escape. The shield is of Dwarven make and is infused with Mithril. One model in your Battle Company make take this Dwarven shield, discarding any shield they already possess; this shield gives a bonus of +2 Defence rather than +1.
- 6 Beneath a pile of bones and the freshly broken bodies of the Goblins, the company uncovers an axe of exquisite craftsmanship. One model in your Battle Company may take this master-forged axe – this is a two-handed axe that does not suffer the -1 penalty to win a Duel roll.

WHAT IF I'M USING AN EVIL BATTLE COMPANY?

There is no difference in this Scenario.



NARRATIVE SCENARIO 4 AMBUSH AT NIGHT

Having travelled for days since exiting the Goblin tunnels of The Misty Mountains, the company decides to stop for a rest within the ruins of the old watchtower of Amon Sûl; there they can keep watch over the surrounding area. Yet those on guard duty are weary from so much travelling and are unable to keep watch without succumbing to the wave of tiredness that has washed over them.

The howling of wolves and the screeches of an approaching Orc pack suddenly awakens the Company. Leaping to their feet, the company is soon set upon by a pack of vicious Hunter Orcs and the Fell Wargs that accompany them. The company now finds itself embroiled in an impromptu fight to the death, one that could see them fall so close to the journey's end.

LAYOUT

This Scenario is played on a 4'x4' board with the Ruined Watchtower of Amon Sûl in the centre. The rest of the board should have a few pieces of foliage or the odd tree scattered around.

STARTING POSITIONS

Your Battle Company starts the game in the Watchtower. All other models start within 6" of any board edge.

OBJECTIVES

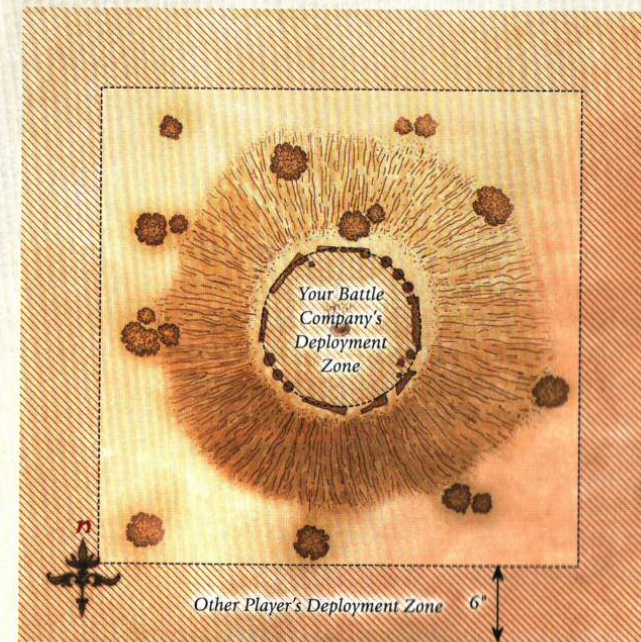
This is a fight to the death. Either your Battle Company will fend off their attackers, or will die in the attempt.

The game lasts until one side is completely wiped out.

Victory Your Battle Company has managed to slay all of their enemies.

Defeat Your Battle Company has been wiped out.

Draw Any other result.



SPECIAL RULES

This Scenario is played in Weathertop. If you have the PDF rules for Weathertop from the Ruined Watchtower of Amon Sûl, found on the Forge World website, you may use them if you wish.

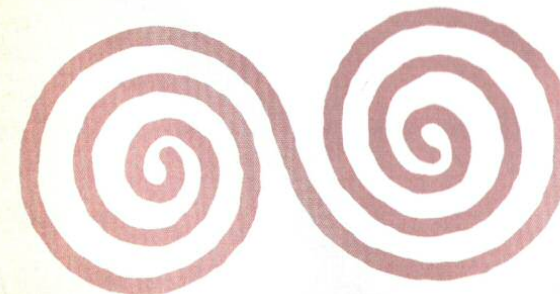
Defend the Hill – Your Battle Company's best chance of survival is to stick together and defend the ruins. No models from your Battle Company may leave Weathertop.

Relentless Attack – The Orc pack has sensed that this will be a quick slaughter, and expects very little resistance from the small band atop the hill. They will not quickly retreat from their prey. All enemy models automatically pass any Courage tests they may have to make.

PARTICIPANTS

Your Battle Company.

6 Hunter Orcs; 6 Hunter Orcs riding Fell Wargs; 6 Fell Wargs.



REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- As your Company clears away the bodies of the fallen, they notice the remains of an Orcish corpse not of their killing. The body has clearly been mauled by Wargs and very little remains of the Orc, save for the crude two-handed axe and bone mantle lying nearby – both of which could fetch a nice price in certain places of the world. Your Battle Company receives an additional 1 Influence point.
- As the company settles down once more, a small section of stone gives way, revealing an alcove. Within this hiding place are rations and a strange cloak that makes the wearer all but invisible to the untrained eye. One model in your Battle Company may be given a Concealing Cloak without expending Influence points.
- As the company trudges down the slopes of Weathertop, they encounter a local man who had been watching the company from afar and had witnessed the skirmish upon Amon Sûl. After questioning the man, he decides to join your band on their journey to Fornost. Add a Local Scout to your Battle Company.
- As your company stops to rest, they are approached by a mysterious man clad in green with bow in hand. One of the Dúnedain, this ranger offers his services in your company's quest. Permanently add a Ranger of the North to your Battle Company. They use the same profile as the one found in the relevant Army book or Sourcebook. They cannot gain Experience and roll on the Hero Injury chart when necessary.
- The company stops at the Prancing Pony in Bree to stock up on provisions and take some well-earned rest. Do not make any Injury rolls for your Battle Company, instead every model counts as having rolled the Full Recovery result instead.
- The heroism shown by the company's leaders has been nothing short of valorous; and they will surely be rewarded in time. Your Battle Company's leader (or another Hero if they did not participate in the game) gains a single point of either Might, Will or Fate up to a maximum of 3/3/3.

WHAT IF I'M USING AN EVIL BATTLE COMPANY?

There is no real difference in this Scenario, however, it is unlikely that your Battle Company will stop off at the Prancing Pony if you roll a 5 – it is much more realistic to imagine that they instead took a well-earned rest elsewhere instead.

NARRATIVE SCENARIO 5

THE ARMOURY OF FORGOTTEN ARNOR™

The company has travelled many gruelling miles over the weeks since they set out from Lake-town. On their journey they have faced terrible hardships, fought through countless enemies and suffered devastating losses on the way. Yet now their adventure nears its goal. Deep within the northern realm of Arnor, the company comes across the ruins of the city of Fornost.

As the company enters its boundaries, all seems quiet, and maybe the whispered warnings of the mysterious stranger back in Lake-town were nothing more than wild tales. However, as they venture deeper into the ruins, the air chills around them, and doubt begins to seep into their hearts. It is at this moment that a band of Angmar Orcs creeps forth from the shadows of Fornost and begins their attack; and something much more sinister looms within the darkness of these long forgotten ruins...

LAYOUT

This Scenario is played on a 4'x4' board that represents the ruins of Fornost. The board should have a selection of ruins covering the board, we would recommend about six, a few small woodland scenery pieces, and some bushes and scrub to give the feel that the city has become overgrown.

STARTING POSITIONS

Your Battle Company starts the game anywhere within 6" of the centre of the board that is not within a ruin. The Orcs then set up anywhere within any ruin.

OBJECTIVES

Your Battle Company must find whatever is guarding the relics of Arnor and slay it without succumbing to its dark powers.

The game lasts until either the Battle Company is wiped out, or the Evil that lurks within Fornost is slain.

Victory Your Battle Company has managed to slay the Evil within Fornost.

Defeat Your Battle Company has been wiped out.

Draw Any other result.

PARTICIPANTS

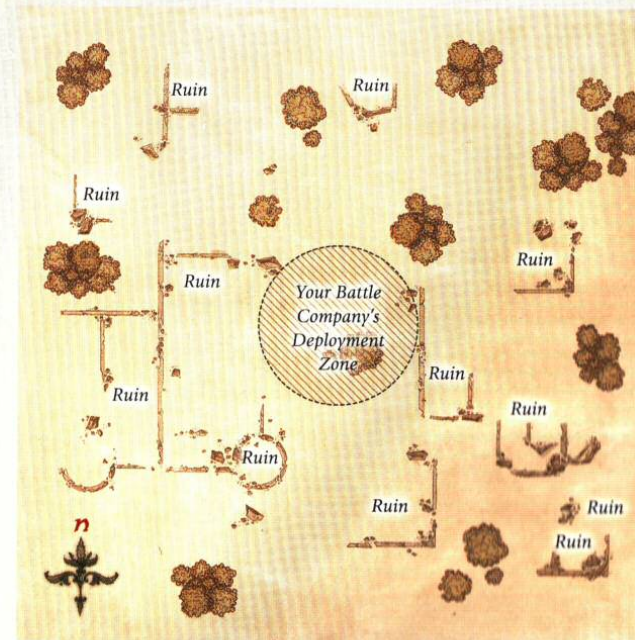
Your Battle Company.

6 Orc Warriors with shield, 6 Orc Warriors with spear, 4 Orc Warriors with Orc bow, 4 Orc Warriors with two-handed weapon.

SPECIAL RULES

One Last Time – This is the culmination of everything that has gone before. The company has come too far and lost too much to give in now.

Once per game, the leader of your Battle Company can rally their followers to action. At the start of any Move phase, you may declare that you are using this ability. For the duration of the turn, your Battle Company automatically passes all Courage tests they are forced to make.



The Evil of Fornost: This Scenario is played in Fornost, and as such you should use the rules for Haunted Ruins found on page 56 – with a small alteration. When you find the marker, instead of automatically placing a Barrow-wight, roll on the chart below to see what Evil is guarding the relics of Arnor:

D6 Result

- 1 Within the ruins, a single Orc Captain can be seen, commanding the Orcs around him to do his dirty work. This Orc is cunning, having spun a web of deceit to keep travelers away from his hoard. Place an Orc Captain within the ruin.
- 2 As you enter the ruins, the unmistakable roar of what lies within is heard. As the company braces itself for the fight to come, a Cave Troll hurls itself towards the fray. Place a Cave Troll within the ruin.
- 3 The ruin is filled with a greenish glow as the spirit of a king long since dead lingers within, guarding the relics that it possessed in a mortal form. Place a Barrow-wight within the ruin.
- 4 Within the bowels of the ruins, a hideous manifestation of twisted spirits begins to materialise – tortured beings still bound to the will of the Witch-king. Place a Shade in the centre of the ruin.
- 5 A hulking shape can be made out as it slowly lumbers towards the intruders. As it draws near, the company becomes aware that this creature is a Hill Troll, and judging by its tattered garb and huge sword, one that has slain countless victims. Place Buhrdûr within the centre of the ruins.
- 6 A dark winged shape unravels itself from the shadows of Fornost, revealing the full terror of what has lurked within the ruins for hundreds of years – a demon that has survived since ancient times. Place Gulavhar within the centre of the ruin.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 As your Company enters the forgotten armoury, it becomes clear that whatever was here no longer exists; either stolen or destroyed by the slow decay of time. Yet the journey has taught many lessons and strengthened those that survive the adventure. Every Hero in your Battle Company gains a single point of either Might, Will or Fate – this can even be used to take your Hero above the usual maximum of 3/3/3.
- 2 **The Helm of Westernessee:** A single Hero in your Battle Company may be given the Helm of Westernessee. The wearer gains the Terror special rule and models that attempt to charge the wearer suffer a -1 penalty to their Courage value. Additionally, models must still take a Courage test to Charge the wearer even if they would normally automatically pass the test due to another special rule, Magical Power or similar.
- 3 **The Armour of Fornost:** A single Hero in your Battle Company may be given the Armour of Fornost – this is heavy armour. Additionally, whenever a model wearing it suffers a Wound, roll a D6 – on a 5+ the Wound is ignored exactly as if a point of Fate had been spent.
- 4 **The Amulet of the Seer:** A single Hero in your Battle Company may be given the Amulet of the Seer. Whilst the bearer is alive, their controlling player may choose to re-roll their Priority dice each turn if they wish.
- 5 **The Bow of the Dúnedain:** A single Hero in your Battle Company may be given the Bow of the Dúnedain. This is a longbow; additionally, the bearer may re-roll any To Hit, To Wound and In The Way rolls when making a shooting attack with this weapon.
- 6 **The Sword of Kings:** A single Hero in your Battle Company may be given the Sword of Kings – this is a sword. Additionally, any Wounds caused by this weapon will cause D3 Wounds rather than 1 Wound. Wounds are multiplied after Fate rolls are taken.

Results 2-6 will add an extra 30 points to the value of whichever model is carrying the item they have gained when working out your Battle Company's Rating.

WHAT IF I'M USING AN EVIL BATTLE COMPANY?

There is no real difference in this Scenario, your Battle Company is still striving to fight off whatever guards the armoury and claim what lies within.



GALLERY OF BATTLE COMPANIES

Over the next few pages, you'll find a gallery of example Battle Companies. Each of these has been forged in the fires of battle and built up over many hours of enjoyable games. Hopefully, these will serve as inspiration for your own epic stories of heroism and adventure, and maybe give you an idea or two for building, painting and modelling your own band of aspiring heroes.

ADAM TROKE'S ROHAN™

Adam used *Battle Companies* as an excuse to assemble and paint some models from a force he had never collected before – Rohan. Determined to fight the entire Quest to Fornost through with his company, Adam's force has grown as it has fought its way along. What you see here is the Battle Company as it looks at the end of the quest. The leader, Adelmair, started life as a Warrior of Rohan, but has been upgraded with heavy armour (Adam then retired the original model through the course of his adventures). Adelmair's Sergeants also started out as Warriors of Rohan, and are now represented by the hornblower and King's Huntsman from the Rohan Commanders set.



Throughout their adventures, Adelmair's warband has picked up some surprising additions, with a Lake-town Militia and a Mirkwood Ranger joining their ranks – Adam kitbashed the Lake-town Militia by giving him a shield from a Rider of Rohan, to look as though his new allies have provided him with some kit. In fact, Adam has used the campaign as motivation to paint lots of new models, adding a new miniature each time his warband gains a recruit (and retiring the dead ones to a shelf in his display cabinet). Next up for Adam's warband is a horse for Adelmair, and perhaps his trusty hornblower too – both great conversion opportunities.



JAY CLARE'S ISENGARD™

Over the course of his games, Jay has been busy upgrading the members of his warband to be the carriers of a variety of different wargear; including a map, a whip and even one Uruk-hai Scout carrying a bottle of Uruk-hai grog – no doubt a very popular Uruk amongst the company!

After starting with a handful of Uruk-hai Scouts, Jay's Battle Company has grown somewhat over the course of a few games and now contains 11 models; including a couple of Uruk-hai Warriors and a vicious Uruk-hai Berserker!

Ugral, the leader of Jay's Battle Company, has been given a two-handed sword, which Jay has converted using a spare Uruk-hai Berserker and an Uruk-hai Warrior. Jay has also left the Uruk's bulging muscles showing, quite fitting really



considering that Ugral has gained the Deadly Strength special rule. Over the course of several games, Ugral managed to rack up an impressive kill tally – maybe he could even take on Legolas and Gimli in a kill competition!

One of Jay's Sergeants has become quite proficient with his Elf bow (the one found in the Beneath the Boughs of Mirkwood Scenario), now boasting a 3+ Shoot value and the Lethal Aim skill, and a few have even been promoted to Uruk-hai Warriors with all sorts of weaponry!

However, not all of Jay's Uruk-hai have been quite so fortunate as his leader. Another of Jay's Sergeants has suffered two Old Battle Wounds and a pretty grievous Arm Wound after a run-in with Adelmair, the leader of Adam's Rohan Battle Company!



NICK BAYTON'S MINAS TIRITH™

Nick has painted up a Minas Tirith Battle Company, one that has nearly doubled in size since the start of the campaign. Nick's leader has become a formidable foe on the battlefield, and now carries a Concealing Cloak to help protect him from bow fire and stray arrows. Nick has used the Minas Tirith Captain model to represent his leader, and painted his cloak in a variety of shades of brown to help him blend into the background on the battlefield.

Nick has used the Osgiliath Veteran models to represent those warriors in his company that have become Heroes in their own right. The eagle-eyed among you will notice that, if you include his leader, Nick has managed to amass four different Heroes in his company – although one has clearly suffered some form of injury along the way.



Through a number of heroic deeds across his battles with Isengard and Dol Guldur, two of the Warriors in Nick's Battle Company have also managed to be promoted to Citadel Guard, giving Nick some much-needed Fight 4 in his company that he has been lacking in his games. The addition of some higher Fight value will be very welcome when Nick's Battle Company takes on the forces of Mordor across his next few games.

Nick has bought one of his Citadel Guard a pouch of Healing Herbs, which he made by sculpting it out of Green Stuff, just in case the Company suffers some heavy losses at any point during the campaign. This way even if Nick's Battle Company does take a large amount of casualties during a game, he can make sure that as many of them as possible are fighting fit for their next encounter.



ROB MACFARLANE'S MORDOR™

Rob's Battle Company has come a long way since the start of the campaign, now containing an impressive 14 models. His Battle Company also includes a total of five Warg Riders, and in a game of Battle Companies, facing down that many Cavalry models, especially in a rather large company, is a truly terrifying prospect!

The leader of Rob's Battle Company started life as a Mordor Orc Warrior with shield, but has gained a lot of experience along the way, as well as a fearsome reputation. Now sat upon a Warg, Rob's leader has been converted so he is wearing the pointed helmeted head that is usually found on one of the Orc spearmen, just to make him stand out more on the battlefield.



Over the course of the campaign, Rob's leader has claimed the lives of numerous foes and inflicted devastating injuries on many characters. He has been awarded with a mighty 3 Attacks as well as the Terror special rule – something this barbaric Orc has definitely earned and has made him a truly formidable foe to face.

The Battle Company's two Sergeants have also both been converted, this time to wield a variety of different wargear in order to help his Battle Company in his future games. One now carries a spear, Orc bow and a Climbing Rope to help the company scale rocky terrain. The other has coated its sword in a thick, vile poison, which, when coupled with its 2 Attacks and the powerful charge of its Warg, will allow his Sergeant to inflict as much damage as possible on his enemies in the heat of battle.



DAVID WHITAKER'S DOL GULDUR™

David has really gone to town on his Dol Guldur Battle Company, with the majority of the Orcs being converted in some way. Many have had weapon swaps, arm swaps or been slightly repositioned to make his Battle Company look unique.

The leader of David's Battle Company is no exception; you can even see the stump where his right foot used to be – a Leg Wound that he suffered in the very first game at the hands of the Lake-town Guard. Since then, David's leader has been hobbling around until he was able to save up enough Influence points to buy him his own Fell Warg, helping to make up for his lack of movement. David's leader has also purchased a two-handed pick, in the hope of being able to slay more of his foes and gain more Experience points.



Inspired by the Barrels out of Bond scene from *The Hobbit: The Desolation of Smaug™*, David has converted one of his Hunter Orcs to have their arrows coated in a vile toxin, no doubt the same type of poison that coated the Morgul arrows used to shoot Kili the Dwarf. These poisoned arrows will only add to his Hunter Orc's killing power, allowing him to fell even more foes from afar.

David has also converted a Gundabad Orc to carry a pair of manacles, just in case the company should face any Heroes who prove too tricky to slay in one go. David made these by cutting up the protective cover from one of his Citadel paint brushes into small rings and attaching them to some small chain – proving that you can use almost anything when converting your miniatures!



JAMES BRAUND'S HALLS OF THRANDUIL™

James' Halls of Thranduil Battle Company has been on a bit of a roller coaster ride since the start of the campaign. After winning the first few games, James decided not to recruit any more followers and instead focused on upgrading those in his Battle Company – hence the two Mirkwood Cavalry he now possesses.

However, the lack of reinforcements hit James hard when he played the Beneath the Boughs of Mirkwood Scenario, which not only saw him lose the game to the foul Mirkwood Spiders, but also saw three members of his company slain, including one of his Sergeants. Since then, James has frantically tried to replenish his Company, and has even managed to promote a newly recruited Mirkwood Ranger to a Hero to replace his lost Sergeant.



The leader of James' Battle Company has been an effective one, and has since reaped the rewards of his success in the early games. James' leader has managed to gain an additional Attack, Wound and Might point, as well as gaining the Inspiring Presence special rule – a Hero worthy of the great Elven lords of old!

After losing a sizable chunk of his Battle Company to the spiders of Mirkwood, James decided to try to ensure that his company would be able to survive another crushing defeat should he be forced to. James' leader now has a satchel on his back, which James sculpted from Green Stuff, and James makes sure that it is constantly well-stocked with Healing Herbs and Elvish Waybread – just incase things go awry again in the future!



DUNCAN RHODES' ARNOR™

Duncan chose to do an Arnor Battle Company, mainly because he loved the models in the range and wanted to try his hand at painting some of them. Duncan used the Cirion model as his leader so he could set him apart from the rest of the company. By filing down the Tree of Gondor on Cirion's shield and then hand painting the emblem of Arnor in its place, Duncan has turned the Cirion model into an excellent leader of his Battle Company.

Much like James, Duncan has suffered a bit with untimely losses to his Battle Company – losing one of his Sergeants at the hands of Rob's Mordor Company early on. Duncan's one remaining Sergeant has also suffered an Old Battle Wound courtesy of Ugral, the leader of Jay's Isengard company, which Duncan has modeled with an eye bandage to represent this.



Recent victories have helped Duncan's company to recover, providing him with much-needed Influence points to replace his losses. Victory in The Breakthrough Scenario gave him an additional free Reinforcement roll, providing Duncan with a new Ranger of Arnor to add to his force.

The Dúnedain of the North models are some of Duncan's favourite in the range, and he has used them to represent his Rangers of Arnor. Their ragged appearance makes them look like they have been on many adventures.

Since he suffered a fair few losses to his company, one of Duncan's Warriors of Arnor purchased some Elvish Waybread, that way they can ensure that they will make a Full Recovery and not join their fallen kin.



JASON LEE'S IRON HILLS™

Jason has really gone the extra mile with his Battle Company, with nearly every model being converted in at least some way; sculpting backpacks, changing the weapons on some models and reposing his Heroes, Jason has done it all! Some of his models have been converted to show injuries they have sustained on the journey, with additional elements such as slings and eyepatches, even though they are only Warriors – a true example of how much detail you can put into your company if you so desire. One of Jason's Dwarves has even been modelled carrying a barrel of Dwarven Brew – surely a popular choice amongst his comrades!

Jason's two Sergeants have also both been converted due to how they have progressed. One of his Sergeants gained two additional Attacks (taking him to a total of three!) and so



Jason has given him two axes to represent this. His other Sergeant gained the Inspiring Presence special rule and so Jason has reposed him to give the Dwarf a stalwart and proud appearance.

The leader of Jason's Battle Company has forged himself a fearsome legacy over the course of the campaign, leading his followers on to victory in every battle they have fought. Not only is he now mounted upon a war goat, but Jason's leader has developed into a truly impressive Hero that has Fight 5, 2 Attacks, 2 Wounds, 2 Might, 2 Fate and the Legendary Hero special rule. With his leader at the helm, Jason's Company is fully prepared to head into Fornost to fight against the Evil that lurks there in the final Scenario, and lay claim to the treasures that lie within the forgotten armoury of Arnor.



USING YOUR BATTLE COMPANY IN LARGER GAMES

After you have played some games with your Battle Company, taking them on quests and forming attachments to the members of your Company, you may wish to see how they would fare in standard Points Match games. This is absolutely fine and well worth trying out in your friendly games; once both you and your opponent have agreed on this of course.

Working out the points value of your Battle Company is simple – just follow the same rules that are outlined in the Calculate your Battle Company's Rating section on page 7.

There are also a few extra things that you should note when using your Battle Company in your games:

- When deploying your Battle Company, treat the whole company as a single warband with its captain being the leader of your Battle Company – ignore the normal restrictions on building a warband.

- Your Battle Company will count as being from the same army list as where their Heroes and Warriors are from for the purposes of Allies. Eg, a Minas Tirith Battle Company will count as being from the Minas Tirith army list.
- The leader of your Battle Company may be selected as the army's leader should you wish.
- Members of your Battle Company may still generate Experience in the same way as described on page 9.
- Any members of your Battle Company who were slain will suffer injuries in the same way as described on page 8.

On the next page is an additional Matched Play Scenario for you to use when both players are using their Battle Companies.



THE GRAND BATTLE

War between two factions has reached a critical point, with victory hanging in the balance and able to swing either way at a moment's notice; both armies have called for reinforcements to help tip the scales in their favour. Marching with great haste, the Battle Companies rush to support their allies upon the battlefield in an attempt to win the day for their lord before all is lost.

PARTICIPANTS

Players choose their force, as described in the main rules manual, to an equal points value before the game.

LAYOUT

Set up terrain as described in the main rules manual.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 24" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

The opposing player chooses one of their warbands and deploys it within 24" of their board edge as described above. Players then alternate until all warbands have been placed.

Both players' Battle Companies are kept to one side – these will automatically arrive from each player's board edge at the end of each player's second Move phase.

INITIAL PRIORITY

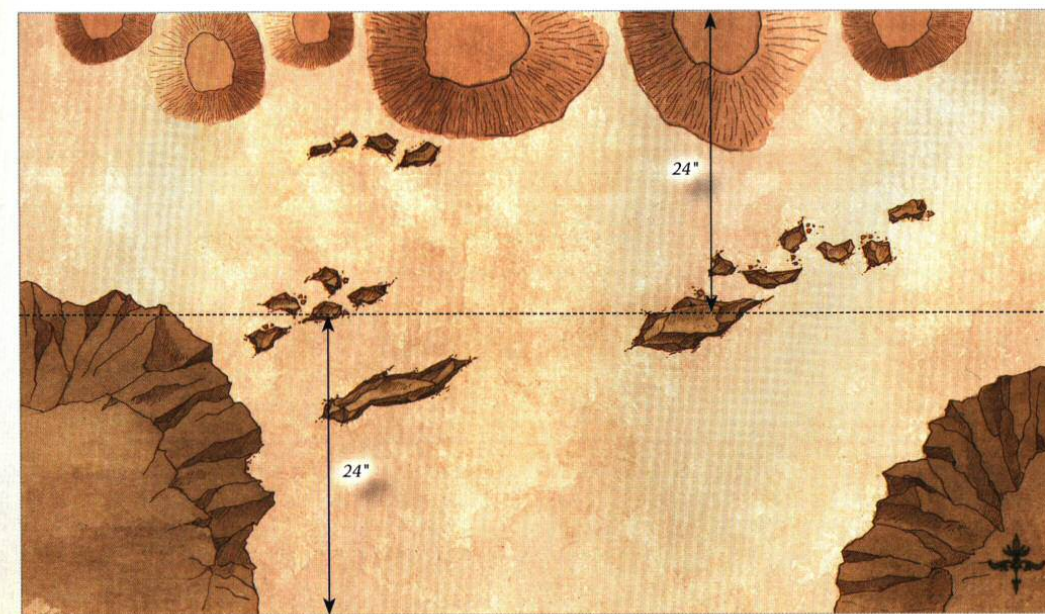
Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point the force that has scored the most Victory points wins the game. If both players have the same number of Victory points, the game is a draw.

Victory points are scored for the following:

- You score 1 Victory point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory points.
- You score 1 Victory point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score 3 Victory points.
- You score 1 Victory point if you have slain at least half of the models in your opponent's Battle Company. If your Battle Company also has at least half of its models left alive, you instead score 3 Victory points.
- You score 1 Victory point if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score 2 Victory points.
- If the leader of your Battle Company slays an enemy Hero in combat, you score 1 Victory point.



BATTLE COMPANIES ROSTER SHEET

COMPANY NAME:		COMPANY TYPE:	
COMPANY RATING:		INFLUENCE POINTS:	

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									

NAME:							POINTS:		
MV	F	S	D	A	W	C	M	W	F
WARGEAR		SPECIAL RULES			INJURIES				
EXPERIENCE POINTS:									



ICE BAY

Angmar

hills of
evendim

Lake
evendim

wenther
hills

coldfells

the shire

south
downs

Lothlórien

minhiriath

dunland

Rohan

the brown
lands

wold

case
emmet

emyn muil

draglad

ash mount