

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE SCOURING OF THE SHIRE



NEW LINE CINEMA



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“Hobbits really are amazing creatures, as I have said before. You can learn all there is to know about their ways in a month, and yet after a hundred years they can still surprise you at a pinch.”

– Gandalf the Grey
The Fellowship of The Ring

As the ruffians tramped down the Bywater road, Merry quickly laid his plans.

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CONTENTS

Foreword	3	How to Make Hobbit-holes	30
Concerning Hobbits	4	The Southfarthing	38
The Four Farthings of the Shire	6	The Battle of Bywater	40
The Scouring of the Shire	8	The History of the Shire	44
The Defenders of the Shire	10	The Wilds of Eriador	46
Hobbit Colours	14	The Founding of the Shire	50
Sharkey's Rogues	16	Painting Wargs	52
Maggot's Farm	18	Whatever Happened to Halfast?	54
Snares and Pitfalls	20	The Battle of Greenfields	56
Beating the Bounds	22	The Wolves of Winter	58
Personalities of the Shire	24	Odovacar Bolger's Promenade	60
Brockenborings	26	The Road to Rivendell	62
The Old Store House	28	Summary	64

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New Line Cinema -
John Mayo, David Imhoff

Games Workshop –
Gordon Davidson, Rob Wood

Mark Bedford, Anthony Burdge,
Jessica Burke, Andrew Campbell,
Steve Hammatt, Ben Lambert,
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British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop The Lord of The Rings website:
www.games-workshop.com/lotr/

Games Workshop website:
www.games-workshop.com

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FOREWORD

Welcome to the Scouring of the Shire, the fourth supplement for our battle game based on *The Lord of The Rings*. Regardless of what's drawn you to the Scouring of the Shire, be it the novel, the films or just because you like to wargame, there's plenty for you in here. What it covers, as doubtless the title conveys, is the final – and arguably the most compelling – section of Tolkien's masterwork, the return of Frodo and his companions to the Shire and the challenges that they find there upon their arrival.

As one of the chapters not included in the recent movie trilogy, I know that the Scouring of the Shire holds a special place in the hearts of a lot of Tolkien fans. Never fear; Adam and I have worked hard to do justice to Tolkien's vision. Accordingly, we've not confined ourselves solely to the Scouring itself, when Saruman's schemes are thwarted by the return of Frodo and his companions (though, as the title suggests, we've given much-deserved pride of place to these events). You'll also find that there's a veritable swathe of engrossing and characterful scenarios to be enjoyed, whether you see yourself as a latter-day Tookish thain or simply want to grind the Shirefolk beneath your iron-shod foot. With the first founding of the Shire, to the Scouring itself and all the events in-between, there's plenty of inspiring background and

hobby material in this book. Whether you're looking for rules and profiles for the key characters of Hobbit history, a wealth of information on the Shire itself, or an array of hobby projects and modelling ideas, you've come to the right place.

After a quick glance over the scenarios, you'll notice that the scale of the conflict in this book is much, much smaller than other supplements. This is quite intentional. In *Siege of Gondor* and *Pelennor Fields*, not hundreds, not thousands, but hundreds of thousands of warriors converge for the 'great battle of our time'. During the *Scouring of the Shire* the largest of the battles has less than three hundred combatants, so the smaller scope of the scenarios in this book makes a lot of sense. As this game system excels at truly skirmish level scenarios, you'll find that what you lose in scale you'll swiftly gain in characterful battles in which the loss of even a single model can be a crushing blow. As a result, even the largest of games within the *Scouring of the Shire* can be played within the space of an hour – perfect for an evening's gaming.

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CONCERNING HOBBITS

Hobbits would probably feature as a lesser footnote in the histories of Men, were it not for the spectacularly bold and important role that a few of them played within the War of the Ring. Indeed, were it not for the Travellers, as they afterwards became known, one could easily be forgiven for overlooking Hobbits entirely. They are unlike Men and Dwarves, and yet they are closer to both of these than they are to any of the other creatures to be found in the world.

An average Hobbit, if such a thing exists, stands between two and four feet tall, with only the very tallest exceeding four feet in height. Though they are short they are not stocky in the same way as Dwarves, but rather in a similar way to the children of men, with nimble fingers and agile bodies. The hair on their heads is invariably curly, usually brown and matches the hair that grows in abundance on the tops of their feet. Their feet, in fact, are one thing about them that is certainly unique, for their soles grow leathery and tough and as a result they choose not to wear shoes or boots as Men and Dwarves do, for they have no need of such things and prefer to be able to wiggle their toes at their leisure. They have bright eyes and friendly faces and are by all accounts a handsome and pleasant people, and only the most black-hearted could harbour anything but fondness for them.

There is no longer anyone who can, of a surety, truly say from where the Hobbits first came. In the Third Age the Hobbits came to the knowledge of the Northmen, with whom they dwelled for a time in the northern vales and from whom it is speculated that they descend. Some time after 1150 (in the calendar of Men) small groups

of Hobbits began to migrate west across the Misty Mountains, settling around the area of Bree. There they dwelt for some time, intermingling with the community in that area for many years. In the year 1601 a large group, led by two brothers, left Bree. They settled a pleasant and fertile land nearby, afterwards known as the Shire, where the Hobbits have dwelt ever since.

According to popular legend, Hobbits were once divided into three breeds, or familial groups, each with distinct characteristics. The three groups were individually known as the Harfoots, Fallohides and Stoors. Of these, the Harfoots were considered to be the smallest in stature and were undoubtedly the most common of the three types. As is normal for Hobbits, they grew no hair on their faces but plenty on their heads and feet. In contrast to the Harfoots, the Fallohides were quite tall (for Hobbits) and found their skill in handicraft and singing. It is rumoured they were on friendly terms with Elves, and it is to this friendship that many attribute their particular talents.

Finally the Stoors were most unique of the other Hobbit breeds. According to popular folklore they were significantly larger in girth and bulk than either the Harfoots or Fallohides. Wearing boots was not uncommon amongst the Stoors and nor was the growth of beards, to the amazement of other Hobbits.

By the late Third Age the different lines of Hobbits had become diluted and intermingled, though Most Hobbit folk believe that they are doubtless descended from the Harfoot line. Nobody knows the fate of the Stoors any longer, though the Hobbits of the Eastfarthing are reported to grow thick down on their cheeks and wear boots in inclement weather, and no Fallohide nor Harfoot ever

grew hair on their faces. Often Hobbits that perceive themselves of importance will claim that they still, to this day, have Fallohide ancestry, and in the cases of the Took, Brandybucks and other great Hobbit families, such claims are probably true.

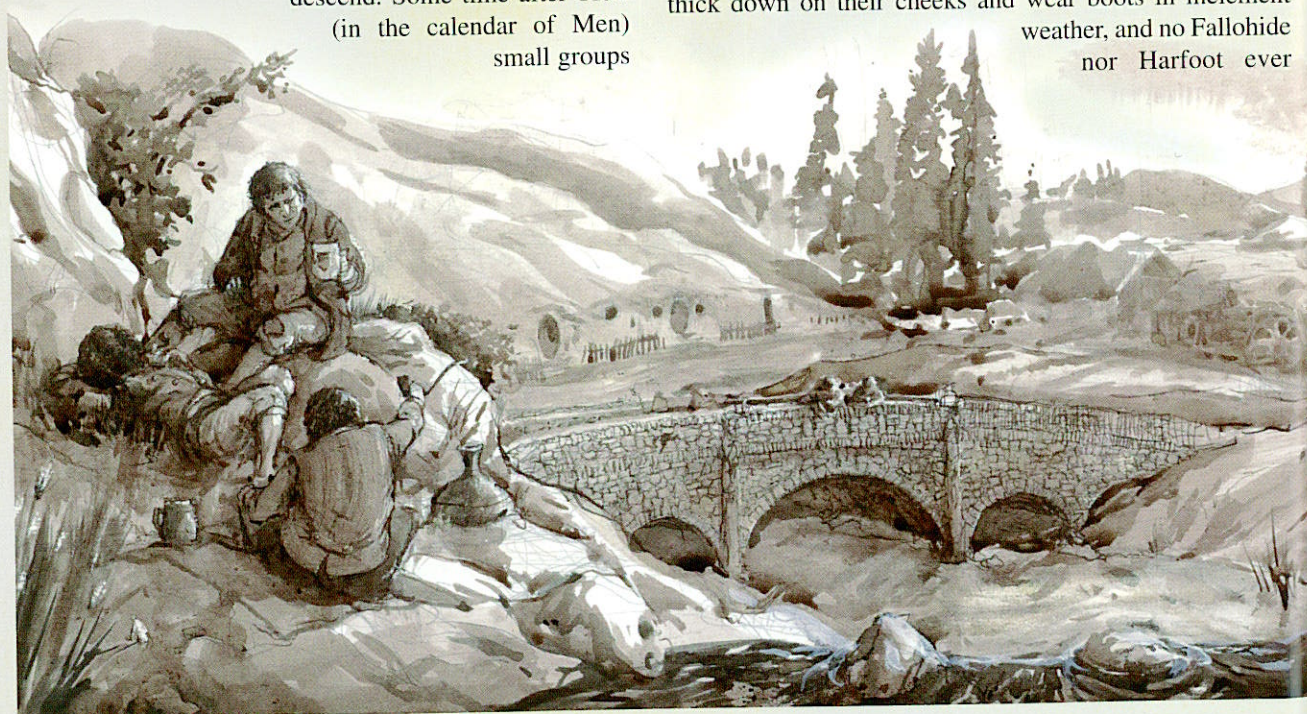
Hobbits ever were, and doubtless ever will be, a quiet and unadventurous folk. For them there is quite enough excitement to be had sitting on a bench blowing smoke rings or enjoying a friendly game of Skipping Stones. Adventure is considered a tasteless pastime and there is little respectability to be gained in seeking it out. Only a few Hobbits have ever managed to be truly adventurous and at the same time respectable, such as Bandobras Took. At the dramatically named Battle of Greenfields, Bandobras, the largest Hobbit in Shire history, allegedly struck the head of Golfimbul (an invading Goblin Chieftain) so hard that it was knocked clean off with a single blow. Such an act was truly impressive for a Hobbit, however it is hardly the stuff legends are made of in other lands.

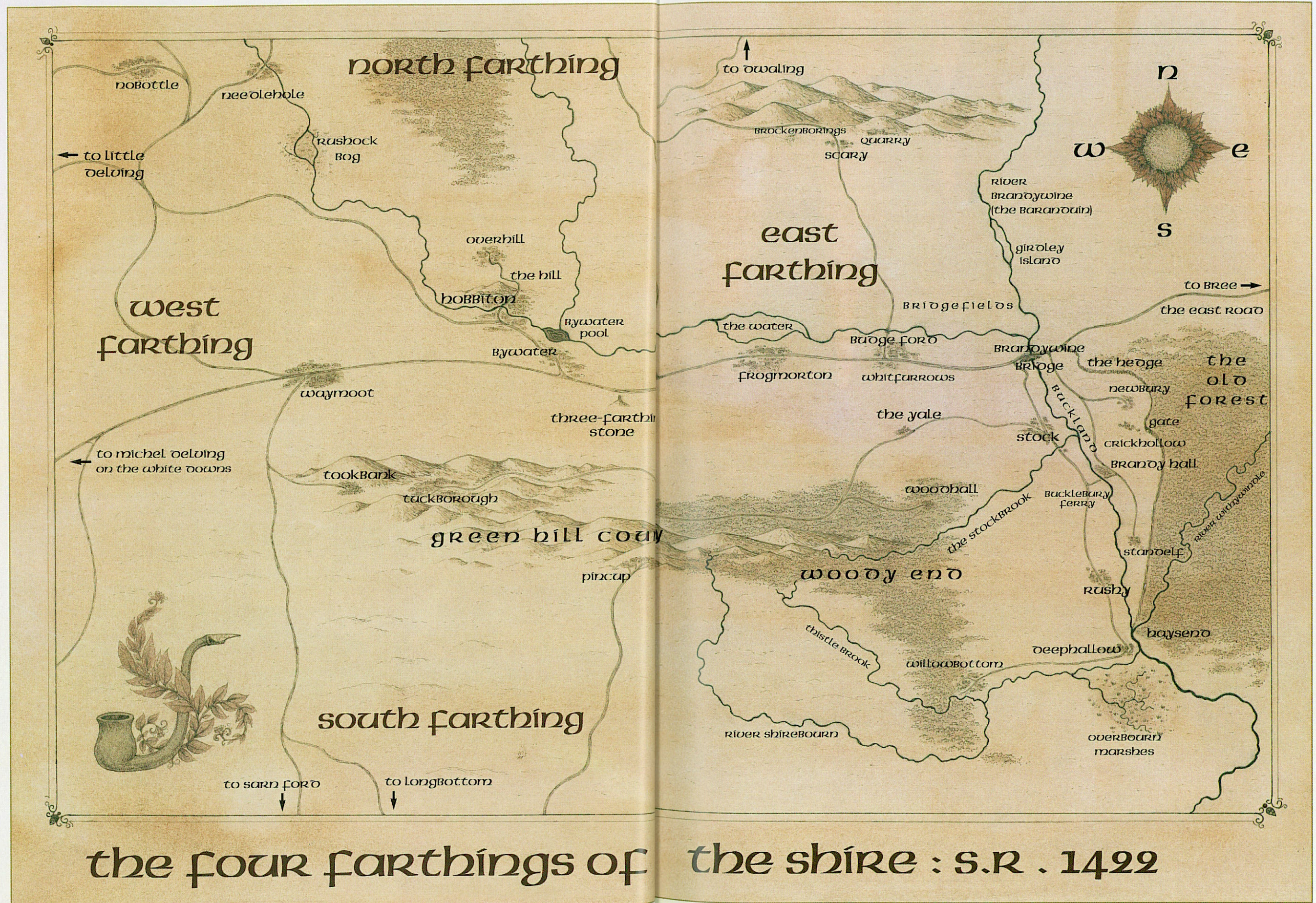
While many Hobbits now live in houses above the ground, after the fashion of Men, the most established of Hobbit families still prefer to live in Hobbit-holes. These are very literally holes in the ground, but not the type of hole that other creatures, less concerned with homely comfort, choose. Hobbit-holes are large, spacious and beautifully decorated, with painted walls and high ceilings (high for Hobbits at any rate), soft furnishings and clean floors. All Hobbit-holes have a large pantry, always well provisioned, and are airy and light, unlike so many other underground accommodations. Large round windows and large round doors make Hobbit-holes the most inviting, homely dwellings below the ground anyone could hope to happen upon. The outsides are likewise meticulously maintained, the grassy roofs kept neatly trimmed and flowers and plants

decorate them in abundance in the spring and summer. There are few places as welcoming and comfortable as a Hobbit-hole.

Perhaps worthy of note, although obvious to even the casual observer, is the undeniable passion possessed by all Hobbits for food. Eating something in the order of six meals a day, Hobbits take the consumption of good-sized meals very seriously indeed. Every Hobbit-hole and home has a pantry room, typically a large and well-stocked place for cakes and pies and all manner of delicious food. Along with this it is typical for Hobbits to keep a cellar, full of beers and wines to enjoy with their meals. Preparing food is not considered a chore, and every Hobbit is more than capable of cooking a host of different things, from roast pork and potatoes to seed cakes and currant buns. Inviting others (even complete strangers) to a meal is commonplace, and with six meals in the Hobbit day, they are likely to be able to attend one or another.

With all this it is easy that one might discount the Shirelings as without use in the wider world. They possess no army, no warriors to match the standard of the Rohirrim or the Khazâd or the Númenórean, nor are they prolific traders. Their buildings have not the grandeur of Gondor, nor the grace of Rivendell. In fact, an outsider looking inward might consider them to be of little worth, yet such a view would be unwise and incorrect, for Hobbits truly are magnificent creatures. It is their kindness, compassion and peaceful nature that has enabled the few Hobbits that ever really became heroes, to do so. Samwise and Frodo were not mighty warriors, nor were they masterful leaders, but their love of the Shire and their need to do what was right, allowed them to become truly great in the eyes of all who have heard of them.





the four farthings of

the shire : S.R . 1422

THE SCOURING OF THE SHIRE

As even a cursory glance at a Shire calendar will reveal, the Battle of Bywater took place on the third day of November 1419. However the troubles afflicting the Shire had already been slowly growing for a long time previous to that. Given the Hobbits' inclination towards leisurely pursuits and their fundamentally peaceful nature, it is hardly surprising that they never saw Sharkey's occupation of the Shire coming, until it was upon them.

Lotho Sackville-Baggins was a singularly weak and unimpressive Hobbit, the unfortunate son of Lobelia Sackville-Baggins, (that very same Lobelia who had made Bilbo's life difficult for the past fifty years or so over various matters) and a bitter disappointment to his mother. The Sackville-Bagginses were ever aware of their status within the Shire, and were all too frequently perceived in the way that bothersome cousins so often are at large family gatherings. Lotho, despite his failings, had intentions to raise his family above their present position, and sought to make a name for himself. Some time before the Travellers set out from the Shire, Lotho had entered into correspondence with a man from foreign parts, known to him as Sharkey. This mysterious benefactor became a source for extraordinary wealth that came in the form of bags heavy with gold. There has been no dearth of speculation as to what service Lotho rendered in exchange for this wealth. The most likely explanation lies in the barrels of Old Toby found within the ruins of Isengard. It is likely that he also provided any information about the Baggins family that he could, for Lotho would have provided some small token in exchange for Sharkey's wealth. Regardless of Lotho's dealings, within a matter of months, he had erased his family's debts and was living in luxury well beyond his previous means.

The unkempt men who brought gold from Isengard soon began to bring orders also. Within a short while Lotho began to call himself the Chief, stating with unusual audacity that he was in charge of the Shire now. He began to decree laws that should be obeyed, and rules that should be adhered to. There is no doubt that the Hobbits would have paid him no heed whatsoever had it not been for the score or so of ruffians that accompanied him wherever he went. Bolstered by twenty or more hulking men, his words carried considerably more weight and soon, with reluctance, the general populace of the Shire began to follow along with the least threatening of his dictates. It wasn't long before Lotho's rules took a darker turn, and the hand of Sharkey became more apparent. The Old Mill, owned and run by Ted Sandyman was demolished and teams of ruffians toiled night and day erecting a far larger mill, with furnaces, chimneys and unpleasant, noisome machinery that clanked and steamed at all hours of the day. The ruffians began cutting down trees to build new 'Shirriff-houses' as they were named. Ill-suited to Hobbit living they were made from bricks and tarred wooden planks, with small windows and very little to recommend them in Hobbit eyes. Trees were hewn, either for firewood or lumber, the older and more loved the tree, the more likely it was to be destroyed. The ruffians didn't care what they ruined or who they upset, they just carried on in their own way, indifferent to the miserable Hobbits around them.

Throughout this, Lotho was still apparently giving the orders, though the masquerade was beginning to wear thin, for he never went anywhere without his pack of thugs, and they seemed as much to be controlling him as protecting him. It didn't take a radical leap of imagination to realise what was what in that relationship. Certainly, few people seemed surprised when Sharkey himself arrived. And that was when things really turned for the worse.

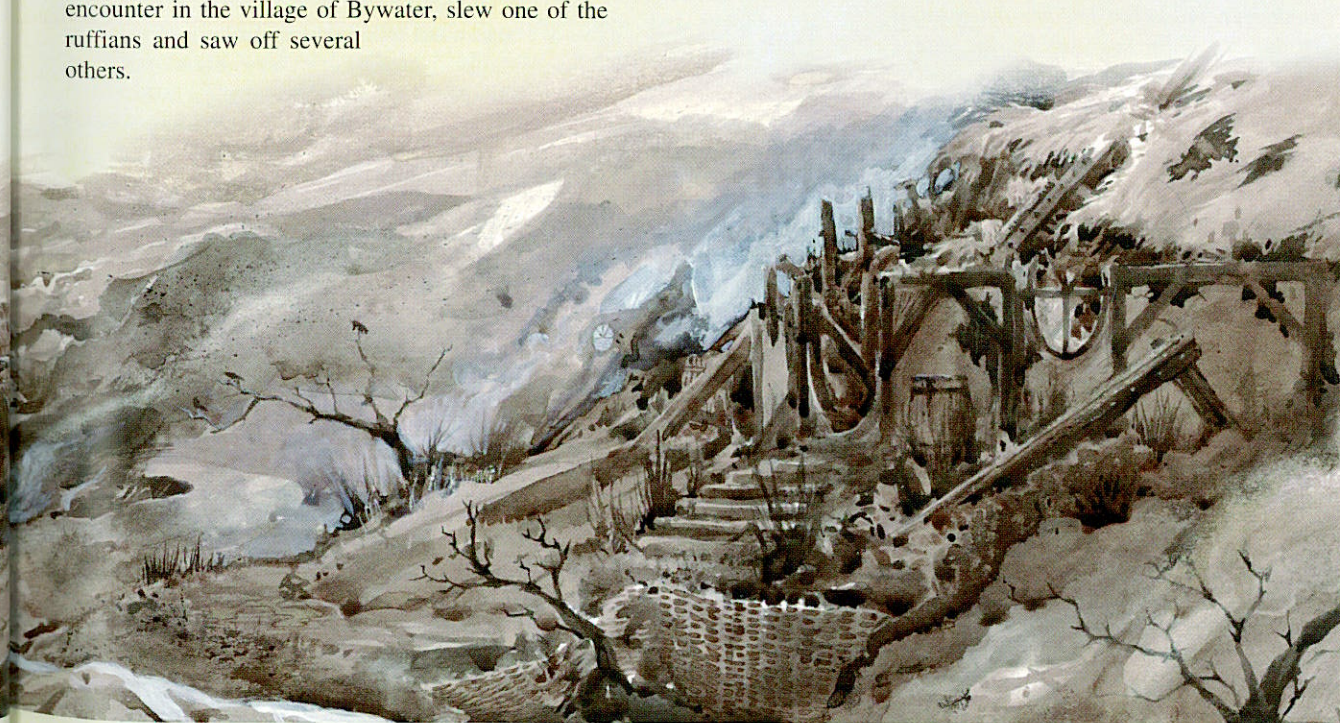
Sharkey, or Saruman as he was truly known before his fall, ushered in cruelty and evil that had never occurred to Lotho. The laws that had been introduced by Lotho were now made more oppressive and enforced by the crack of a whip, or thump of a cudgel. Taxes were levied, and food was confiscated by armed packs of ruffians, who would seize what they fancied by force of arms with loud, threatening voices. All the while that Lotho had been in charge of this unenviable situation the Hobbitry in general had suffered it with the kind of patience one does when they truly hope it will go away if ignored. This attitude changed when Sharkey seized control. The Tookes reacted by posting archers on the bounds of their lands and turning away anyone who sought to enter without their consent. When the ruffians tried to force their way in, the Tookes reacted by shooting at them with arrows, killing several. This threw the ruffians into a rage, and thereafter they kept a permanent watch on the boundaries of Tuckborough. Dissenters in other parts of the Shire were rounded up and taken to Lockholes dug into the storage tunnels in Michel Delving. Cold, damp and unpleasant places, the Lockholes were ill-suited for Hobbits to live in, and yet became residence for many unfortunate Shirelings. In short order, those Hobbits who had not escaped into Tookish land were cowed into obedience for fear of reprisal, and Sharkey's hold on the Shire drew ever tighter.

The night the Travellers returned brought unexpected, but long hoped for, relief to the inhabitants of the Shire. As Frodo Baggins, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took were challenged by the Shirriffs upon entry to the Shire and confronted by signs with written laws, they saw that things had gone horribly awry in their absence. Between them they wasted no time in putting things to rights, defying the villains who opposed them, and sounding the rallying cry of the Bucklanders to bring the Hobbitry to arms. That night they roused the oppressed Hobbits and, in a startling encounter in the village of Bywater, slew one of the ruffians and saw off several others.

There and then they proposed to march up to Hobbiton in the morning and see off this self-imposed chief. Peregrin Took rode hard to Tuckborough and his father the Thain, returning the next morning with a band of a hundred Tookish archers.

In the morning that followed a large company of ruffians came tramping up the Bywater road from Waymeet, setting fields and buildings ablaze as they marched. Their number was close to a hundred, but the Hobbits, despite their diminutive stature, had three times that number and felt that they had the better of them. From the safety of their barricades the Travellers gave the ruffians a chance to surrender their arms and leave peacefully. The events that followed are well enshrined in Shire legend, and recorded in detail elsewhere, but some note is worth giving here for the Shire has never witnessed a battle on that scale either before or since. The battle was short, but hard fought, and afterwards a saddening number of dead from both sides were left for burial.

Once the fighting was over and the dust had begun to settle, the Travellers took upon themselves one last task, a final act to scour the Shire of the malign influence within it. Gathering a group of the sturdiest Hobbits, they rode to Hobbiton, the heart of Sharkey's machinations. Bag End lay devastated, hedges and fences ruined, trees felled and fields worn bare of grass. There, pleased with the malice he had unleashed, was Sharkey; Saruman, the fallen leader of the White Council, boastful of the evils he had wrought there. Frodo bade him leave, willing to spare his life, but even then Sharkey was full of malice and mocked the dejected Hobbits bragging how his base minion Worm had murdered Lotho. In a rage, Worm attacked his master cutting Saruman's throat, killing him instantly. In turn, Worm was shot dead by the Hobbit archers there, and in that act the trouble in the Shire began to pass. Though there was a great deal of work to be done, the Shire that was rebuilt afterwards was green and beautiful and full of hope.



THE DEFENDERS OF THE SHIRE

The ability to grow fine pipe-weed, bake the most delicious of cakes and grow vegetables that are second to none hardly makes for mighty warriors. Despite this, the Hobbits of the Shire have a remarkable capacity to defend themselves when their backs are against the wall. Their outwardly pleasant exterior can conceal an iron hard determination and tremendous inner strength. Anyone who knows them also knows that Hobbits are hardy and tough, despite appearances, and are more than capable of acts of bravery and valour.

HOBBIT SPECIAL RULES

Unless otherwise noted in their profiles, all Hobbits have the following special rules: **Throw Stones** and **Resistant to Magic**. See the main rules manual for more details.

GOOD HEROES

FRODO OF THE NINE FINGERS (HOBBIT) Points Value: 65



Frodo returns from the quest of the Ring changed, much the same as the Shire has changed in his absence. Saddened by the evil and suffering he has seen, and weakened by the burden he has borne, he is no longer so fast to deal out death and judgement. Nonetheless, Frodo has become the greatest hero that the Shire has ever known, and a rallying point for his people.



Sam returns to the Shire a very different Hobbit. Strengthened by the rigours of his journeys and emboldened by the deeds he has done, Sam proves his determination and courage a hundred times over, first in the Scouring of the Shire, but also in the long process of rebuilding in the wake of victory.

	F	S	D	A	W	C	Might:
Frodo	3/3+	2	6	1	2	6	1
							Will: 3
							Fate: 1

WARGEAR
Frodo carries a dagger and wears the Mithril coat (included in the profile). He may have the following items at an additional cost:

Elven cloak	10 pts
Pony	5 pts

SPECIAL RULES
It will never really heal. Frodo may never charge an enemy for any reason. He will still fight to defend himself if he is himself charged, but will not strike blows if he wins.

Home is the Hero. When Frodo returns to the Shire in its darkest hour, Hobbits rally to his side, trusting that he will help them cast out their enslavers. Frodo counts as being a Banner (note that he cannot, of course, be picked up and wielded by another model).

Pony. A pony has a move of 8"/20cm and follows the normal rules for cavalry mounts (as described in the main rules manual). Ponies may only carry Hobbits and may never carry passengers. In addition, Hobbits mounted on ponies never receive any bonuses for charging. In fact, the ponies are unused to war and inclined to shy away from weapons, and so a model mounted on a pony must take a Courage test to charge any enemy, exactly as if the enemy caused terror.

	F	S	D	A	W	C
Pony	0	2	3	0	1	2

SAMWISE GAMGEE (HOBBIT) Points Value: 50

	F	S	D	A	W	C	Might:
Sam	3/3+	2(3)	3	1	2	5	2
							Will: 2
							Fate: 3

WARGEAR
Sam carries Sting (the increase in his Strength is shown in the profile above) and may have the following items at an additional cost:

Pony	5 pts
Elven cloak	10 pts

SPECIAL RULES
Pony. See the entry for Frodo for details.



Scant trace remains of the foolish and inexperienced Hobbit that Pippin once was. Tempered by the battle-flame that swept across Gondor, the Thain's son is now a leader in his own right, and one who will not be thwarted by Sharkey's rogues.



Few indeed are those mortals who can claim to have stood firm before the Witch-king of Angmar. Fewer still are they who have dared set their blade upon his undead flesh, yet Merry has done both. His deeds upon the Pelennor have earned him great renown and changed him forever.



Paladin Took was the only leader of the Hobbitry to formalise any sort of resistance against the ruffians. By the time Frodo and his companions return from the War of the Ring, Paladin has a sizeable force under his command, fiercely fending off the depredations of the ruffians and protecting the borders of Tookland.

PEREGRIN TOOK, GUARD OF THE CITADEL (HOBBIT) Points Value: 25

	F	S	D	A	W	C	Might:
Peregrin Took	3/3+	2	4	1	1	4	1
							Will: 1
							Fate: 2

WARGEAR
Peregrin Took carries a hand weapon and wears armour. He may have the following items at an additional cost:

Pony	5 pts
Elven cloak	10 pts

SPECIAL RULES
Guard of the Citadel. Faithful companion of the King Elessar and veteran of Minas Tirith's defence, Peregrin Took counts as a Hero of Gondor.

Pony. See the entry for Frodo for details.

MERIADOC BRANDYBUCK, KNIGHT OF THE MARK (HOBBIT) Points Value: 25

	F	S	D	A	W	C	Might:
Meriadoc Brandybuck	3/3+	2	4	1	1	4	1
							Will: 1
							Fate: 2

WARGEAR
Meriadoc Brandybuck wears armour and carries a hand weapon. He may have the following items at additional cost:

Shield	5 pts
Pony	5 pts
Elven cloak	10 pts
Horn of the Riddermark	20 pts

SPECIAL RULES
Defender of the Mark. Prepared to defend Éowyn and Théoden to the death, Meriadoc Brandybuck counts as a Hero of Rohan.

Pony. See Frodo entry for details.

Horn of the Riddermark. If Merry carries the Horn of the Riddermark, all Hobbits gain +1 Courage. If Merry is slain, the horn is lost.

PALADIN TOOK (HOBBIT) Points Value: 25

	F	S	D	A	W	C	Might:
Paladin Took	2/3+	2	3	1	1	5	2
							Will: 2
							Fate: 1

WARGEAR
Paladin carries a stout walking stick (counts as a hand weapon).

SPECIAL RULES
To me Shirefolk! The Thain of the Shire and symbol of resistance against the ruffians of Lotho and Sharkey, Paladin is by all accounts a mighty leader in Hobbit terms. Only Hobbits may benefit from a Stand Fast! roll made by Paladin. However, the range of Paladin's Stand Fast! is 12"/28cm instead of 6"/14cm.



Farmer Maggot is a down-to-earth Hobbit with more than his fair share of stubbornness and common sense who lives on the border of Buckland. Though some folk in Hobbiton look down on him as a simple farmer, most strangers, be they Hobbits or Big Folk, recognise the shrewdness behind his eyes and the steel in his backbone.



While it would be a lie to suggest that Lobelia Sackville-Baggins is popular amongst the other Hobbits, none would deny that she displayed a lot more fire than most when Sharkey's plans became known to the residents of the Shire. More than one of Sharkey's rogues caught a vicious whack around the head from her umbrella as she was dragged away to the Lockholes.



More commonly referred to as 'Fatty' due to his impressive girth, Fredegar comes from a long-established Eastfarthing family. When Frodo alights to Brandy Hall, Fredegar assists him and is later driven from the hall when the Nazgûl come searching for the errant Baggins. It is his quick thinking in raising the alarm that startles the Ringwraiths into flight.

FARMER MAGGOT (HOBBIT)

Points Value: 50

	F	S	D	A	W	C	Might:
Farmer Maggot	3/3+	2	3	1	2	5	1
							Will: 2
							Fate: 2

WARGEAR

Farmer Maggot carries a scythe (two-handed weapon) and is accompanied by his three ferocious dogs: Grip, Fang and Wolf.

	F	S	D	A	W	C
Grip, Fang and Wolf	3/-	3	3	1	1	2

SPECIAL RULES

Grip, Fang and Wolf. Farmer Maggot's dogs are a legend unto themselves in the surrounding area. Fast, intelligent and incredibly loyal, they tirelessly guard Maggot's farm, and their presence has convinced more than a few young Hobbits not to steal his crops. Maggot's dogs move 8"/20cm and may always use his Courage while he is still alive and on the battlefield.

LOBELIA SACKVILLE-BAGGINS (HOBBIT)

Points Value: 10

	F	S	D	A	W	C	Might:
Lobelia	2/3+	1	2	1	1	6	0
							Will: 3
							Fate: 1

WARGEAR

Lobelia carries an umbrella (counts as a hand weapon).

SPECIAL RULES

Furious Tirade. Lobelia's vitriolic temperament is incredibly discomfiting and distracting for both friends and enemies. No warrior (Good or Evil) may use a Hero's Stand Fast! roll if Lobelia is within 6"/14cm. Warriors cannot benefit from Lobelia's Stand Fast!

The Umbrella is not Mightier than the Sword. Lobelia's umbrella, though the scourge of many a Hobbit-child, is incapable of doing lasting damage to anything. If Lobelia wins a combat, she will not strike blows (in actual fact she will still gamely batter her opponent, but with no effect beyond a damaged ego).

FREDEGAR BOLGER (HOBBIT)

Points Value: 5

	F	S	D	A	W	C	Might:
Fredegar Bolger	2/3+	2	3	1	1	3	0
							Will: 0
							Fate: 1

WARGEAR

Fredegar Bolger carries a variety of Hobbit-sized kitchen implements (counts as being armed with a dagger).



GOOD WARRIORS



The average Hobbit has literally no fighting ability whatsoever. These folk are peaceful and shun all adventure and dangerous living. Their peaceful nature should not be confused for inability to take up arms, however, for it is the combined strength of these good, peaceful folk which drives the bullies off at the Battle of Bywater.



Protecting the boundaries of the Shire at all times from invasion is a relatively small group of Hobbits Archers, known sometimes as the Bounders. Their sole responsibility is to protect the borders of the Shire from dangerous animals.



Within the bounds of the Shire there is little need for law keeping and stern discipline. However, the Shirefolk maintain a core of Shirriffs to protect themselves from strife both internal and external. Better trained, with some experience of fighting, the Shirriffs form the core of the Hobbits who rally to the call of Merry and Pippin when the Shire arises to throw off Sharkey's oppression.

HOBBIT MILITIA

Points Value: 3

	F	S	D	A	W	C
Hobbit Militia	1/3+	2	3	1	1	3

WARGEAR

Hobbit militia wear everyday clothing and are armed with a variety of common items pressed into service as weapons (count as hand weapons).



HOBBIT ARCHERS

Points Value: 4

	F	S	D	A	W	C
Hobbit Archer	2/3+	2	3	1	1	3

WARGEAR

Archers are armed with long knives (daggers) and short bows (count as bows with a 18"/42cm range). A Hobbit Archer may carry a signal horn at additional cost:

Signal horn 20 pts

SPECIAL RULES

Awake! Fear! Fire! Foes! Signal horns rouse the populace of the Shire to all manner of threats, from wolves to drunken Big Folk. Hobbits take great solace in strength of numbers – something that a fierce blast on a signal horn guarantees. If there is at least one signal horn on the battlefield, all Hobbits gain +1 Courage. If the bearer of the signal horn is slain, the horn is lost.

SHIRRIFFS (HOBBIT)

Points Value: 4

	F	S	D	A	W	C
Shirriff	3/3+	2	3	1	1	3

WARGEAR

Shirriffs are armed with sturdy cudgels and other suitable weapons (hand weapon).



HOBBIT COLOURS

Unlike many of the other races of Middle-earth, the Hobbits have no armies. While this means that they don't wear a uniform and each Hobbit's choice of clothing is different, they tend to share a love of natural colours like green, red, yellow or brown. On these pages, you'll find a guide to painting a selection of colours, commonly worn by Hobbits. When you come to painting your own models, simply select a few of these, and combine them as you wish.

WHITE APRON



Apply a basecoat of Fortress Grey.



Add a layer of Skull White.



Finally, stain the apron with watered down Vermin Brown.

LIGHT BROWN UNDERSHIRT



Begin with a basecoat of Snakebite Leather.



Apply a layer of Desert Yellow.



Highlight the undershirt with Kommando Khaki.

ORANGE HAT



Use Vermin Brown as the basecoat for the hat.



Apply a layer of Vomit Brown.



Highlight the hat with Bleached Bone.

BEIGE HAT



Give the hat a basecoat of Snakebite Leather.



Apply a layer of Desert Yellow.



Highlight the hat with a mix of Kommando Khaki and Bleached Bone.

LIGHT GREEN JACKET



Paint the coat with a layer of Catachan Green.



Add a second layer of Catachan Green mixed with a little Fortress Grey.



Highlight the coat with pure Fortress Grey.

BLUE SMOCK



Paint the model with a mixture of Regal Blue and Chaos Black.



Add Fortress Grey to the mix for the next layer.



Finish off the smock with a highlight of Fortress Grey.

BROWN JACKET



Begin with a basecoat of Scorched Brown.



Apply a layer of Scorched Brown mixed with a little Bleached Bone.



Add more Bleached Bone to the mix for the final highlights.

DARK GREEN COAT



Apply a basecoat of Dark Angels Green, mixed with Chaos Black.



Add a little Skull White for the second layer.



Add more Skull White to the mix for the final highlights.

SHARKEY'S ROGUES

Sharkey's followers are drawn from all over the western part of Middle-earth. Some, like Bill Ferny, are Breelanders, whilst others are simply roguish types that have been cast out of more civilised society to live in the hills and forests of Eriador. A very few are Dunlendings, fled northwards from their mountainside homes in fear of Rohirric vengeance. Without exception they are all villainous and untrustworthy fellows, controlled by the promise of an easy life and plentiful rewards. Not one of them has the courage necessary to confront a foe larger than a Hobbit, and even stubborn and determined Halflings are enough to give them a moment of pause. If not for the shrewd leadership of Sharkey and the idle pacifism of the Hobbits, it is doubtful that the Ruffians would pose any real threat to the Shire.

EVIL HEROES



Sharkey, as he became known in the Shire, was once a power in Middle-earth. As the wizard Saruman the White, he betrayed the White Council to Sauron, but was humbled and his power broken. Escaping the ruin of Isengard, Saruman travelled northwards to the Shire. He had long observed his rival Gandalf's great fondness for the Hobbits, and it seems that there was strength of will in him yet for one final spiteful act. His agent in the court of Rohan, Grima son of Galmód, went with him for, though he seethed with hatred for his master, he had nowhere else to go.

SHARKEY AND WORM (WIZARD/MAN)		Points Value: 60						
		Sharkey/Worm						
		F	S	D	A	W	C	Might: 1/0
Sharkey		4/-	4	4	1	2	4	Will: 4/0
Worm		2/-	3	3	1	1	2	Fate: 1/0

You may only include Sharkey and Worm in your force if Saruman is not present.

WARGEAR

Sharkey carries a long staff (two-handed weapon) while Worm carries a dagger.

SPECIAL RULES

Broken Loyalties. If Sharkey is reduced to one Wound and has no Fate remaining, Worm becomes a Good model and must move towards and attack Sharkey if possible. If Sharkey is slain, Worm reverts to being an Evil model.

MAGICAL POWERS

Sharkey may use the following magical powers:

Terrifying Aura. Dice score to use: 2+. Once this power has been successfully cast, Sharkey counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0, the terrifying aura is extinguished.

Effortlessly Immobilise. Range 12"/28cm. Dice score to use: 2+. The victim can do nothing that turn. In combat, his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of the turn.

EVIL WARRIORS



The Ruffians under Sharkey are a violent band of brigands. Originating from the lands around Isengard, they are cruel men willingly drawn into his activities.

RUFFIANS (MAN)		Points Value: 4						
		F	S	D	A	W	C	
Ruffian		3/4+	3	3	1	1	2	

WARGEAR

Ruffians carry a hand weapon. They may have the following items at additional cost:

Bow	1 pt
Whip	1 pt

Whip. Whether a crafted lash of bound leather or simple length of rope, unless it is in skilled hands, a whip's chief power is its ability to cow frightened folk. A whip counts as a throwing weapon with a range of 2"/4cm and Strength 1.



MAGGOT'S FARM

‘There aren’t a great many Hobbits in the Shire that can claim a better reputation than Farmer Maggot and it’s not just because his crop is the most sought after in the Four Farthings either. He’s one of those good dependable sorts, the type of Hobbit you know you can rely on. That’s why when his lad rode in this morning with a tale of trespassers on his land last night, we all paid heed. Some of his corn was trampled he reckoned, and there’s few enough Hobbit folk who’d dare such a thing. Scrump a mushroom or two, certainly, but trample his crop? Not likely. He’s told me that Maggot is putting those hounds of his out tonight. Grip, Fang and Wolf. There’s not a lad in the Shire that doesn’t live in mortal fear of those beasts. Sure as sure, I’m glad it’s not me that’ll be found wandering on his land tonight. Maggot is not a Hobbit I’d be keen to cross.’

Sharkey is slowly building up his forces in Hobbiton, sending more and more of his Ruffians to empower Lotho and his plans. Most such men travel up the Greenway, but a few, travelling from Bree, cut across Buckland and across Farmer Maggot’s land on their journey. It is a rainy and windswept night, and Maggot is seeing to things elsewhere on his farm, having left Grip, Fang and Wolf to watch for intruders. When dark shapes explode out of the night and, in panic, attack his dogs, Maggot is less than inclined to let them pass, whether they claim to have business in Hobbiton or not.

PARTICIPANTS

GOOD

Farmer Maggot with Grip, Fang and Wolf

EVIL

1 Ruffian with bow
4 Ruffians with whip

LAYOUT

This scenario is played on a board 48"/112cm long and 24"/56cm wide. One half of the board (the Bree edge) is covered with a great many trees, though does not count as difficult terrain (as a rough guide you should probably have a least twenty or so trees in this part of the board). The

remainder of the board is a portion of Farmer Maggot’s farm and should represent a series of fields separated by hedgerows, interspersed with trees (see map). There is a scarecrow 12"/28cm in from the Hobbiton board edge, as shown on the map.

STARTING POSITIONS

The Good player deploys Grip, Fang and Wolf anywhere within 6"/14cm of the scarecrow – Farmer Maggot is kept to one side at the start of the game, but may be available later. The Ruffians move onto the board from the Bree table edge during the Evil player’s Move phase in the first turn.

OBJECTIVES

For the Evil side to win, at least three Ruffians must escape by exiting the board from the Hobbiton board edge (see map). The Good side wins if Farmer Maggot prevents this.

SPECIAL RULES

On the Prowl. Maggot’s dogs have been left in the field to ease the Farmer’s concerns about interlopers, but are not yet aware of the Ruffians that have trespassed. At the start of the game, the Good player does not have control of Grip, Fang and Wolf – the player with Priority may move them a number of inches equal to his Priority roll (or twice that distance in centimetres). If at any point a Ruffian is within 6"/14cm of one of the dogs – or if one of the dogs is shot at and not wounded, Grip, Fang and Wolf immediately revert to the control of the Good player for the rest of the game. The dogs do not move at all in the first turn – the Evil player effectively moves first.

A Stormy Night. The deluge, while good for Maggot’s crops, is not helpful to those trying to fire bows. Shooting attacks will only hit on the roll of a 6 in this scenario. In addition, the Ruffians are not the bravest of souls, and the rain and thunder has already eroded much of their courage. What little resolve remains to them is likely to disappear when faced with a large snarling dog. Grip, Fang and Wolf cause terror in this scenario.

Farmer Maggot. As he is elsewhere on the farm, Maggot will only arrive once the dogs have spotted an intruder and start barking (see On the Prowl above). To determine when Maggot arrives, the Good player rolls a D6 at the start of his Move phase in every turn after the one in which the Ruffians have been spotted. On the roll of a 5 or more, Maggot has arrived and may move onto the board from any point along the Hobbiton board edge. He may not charge on the turn he arrives, but may otherwise act normally.

“I don’t care who they claim to have been sent by. This is my land and no foreign ruffian sets foot here without my permission.”

– attributed to Farmer Maggot

POINTS MATCH: RAID!

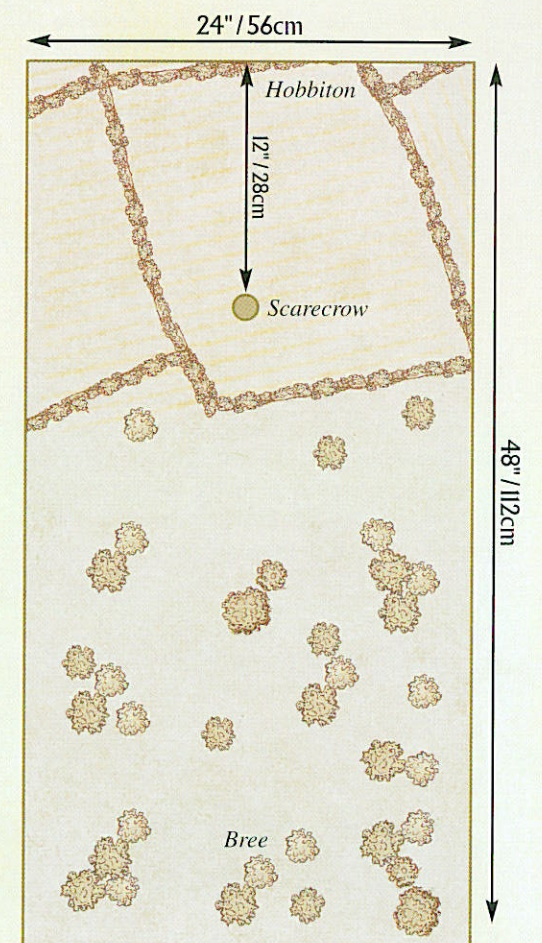
Rather than using this scenario to represent Maggot thwarting the Ruffian incursion, you can play it with different forces – such as a band of Orcs trying to sneak past some Gondor sentries. To play this scenario with alternate forces, choose two forces of roughly equal points. The most expensive model on the Good side takes the role of Maggot.

THE SCOURING OF THE SHIRE

Each scenario in the Scouring of the Shire is written as part of a linked campaign. Victory in one scenario for either side will effect future scenarios.

Good Victory – If the Good side wins at Maggot’s Farm then the Good player may use Farmer Maggot and his dogs in any one subsequent scenario, (excluding Bywater) chosen by the Good player.

Evil Victory – If the Evil side is victorious, any Ruffians that moved off from the Hobbiton board edge are available for use in addition to the listed forces in Beating the Bounds.



SNARES AND PITFALLS

Amongst all of the Hobbits living in the Shire at the time of Sharkey's dictatorship, it is the Took who provide the greatest resistance. With a combination of sure-sighted archery and simple but effective traps, the Smials of Tookland are kept sealed to Sharkey's men.

In several of the scenarios in this book, the Good player has the option of setting traps before the game begins. He does not have to do so if he does not wish, but receives no advantage for not doing so – he’s merely giving his opponent less to worry about. The number of traps that the Good player can place is always defined in the scenario special rules. Generally speaking, games of less than 250 points use between ten and fifteen traps in a scenario, while games of 500 points or larger will typically use twenty or more. Players should feel free to use these rules in other scenarios if they wish, but need to bear in mind that, as with all special rules, traps will normally give one player an advantage over the other...

PLACING TRAP COUNTERS

As already stated, the scenario special rules will tell you how many Trap counters a player receives at the start of a game; these are used to represent the location of any traps that have been set. There are three kinds of traps available to Hobbits: Snares, Pitfalls, and Tripwires – the Good player divides the number of traps in the scenario equally between different types. In addition, the Good player receives a number of ‘Blank’ counters equal to the number of Trap counters he has. These he deploys at the same time as his Trap counters (as described below) – they represent areas of disturbed ground that, from a distance, may look like traps, but are actually harmless.

After the board has been set up, but before any forces have been deployed, the Good player places all of his Trap and Blank counters face down – in this way, the Evil player will never be certain which are the traps and which are the dummies until they are triggered. Counters can be deployed anywhere on the board according to the following rules:

- No counter may be deployed within the Evil deployment zone
- No counter may be deployed within 2"/4cm of another
- In a scenario that uses objective markers, no counter may be placed within 2"/4cm of an objective marker.

TRIGGERING TRAPS

Trap and Blank counters remain face down until an Evil model moves to within 1 1/2cm (Good models are assumed to know where the traps are). Any Evil model moving to within 1 1/2cm of a counter is halted immediately and the counter is revealed. If the counter is a blank, there is no trap at that location – the counter is removed from play and the Evil model may keep on moving. If the counter is a trap, check what type it is to determine what happens to the Evil model (see below). If the Evil model survives, it may complete its move normally (unless otherwise stated). Once triggered, Trap counters are removed from the game unless otherwise stated.

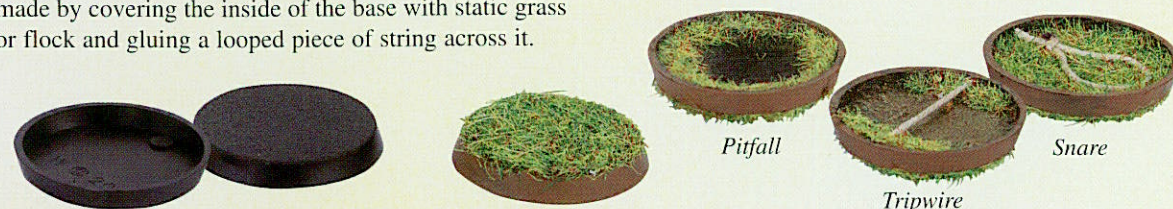
SNARE

Snares are very simple traps, normally consisting only of a loop of rope and a place to affix it to. More cunning are those snares set about the base of a tree – when the victim blunders into it, they suddenly find themselves suspended from a low lying branch.

MAKING TRAPS

Using the traps and snares of the Hobbits in your games requires counters of some sort. While you're perfectly free to use card or paper counters with the description of the trap (or lack of trap) underneath, making your own is so simple that it would be a shame not to give it a try. Blank counters are the easiest – simply take a round base without a slot and then cover it with flock or static grass, as you would with the bases on the rest of your models.

For the rest, start by covering the tops of the bases as normal, and then turn the base over. A snare can then be made by covering the inside of the base with static grass or flock and gluing a looped piece of string across it.



When a Snare counter is revealed, the Good player rolls a D6 – on the roll of 2+, the Evil model has been caught in the snare. If the Snare counter is placed in open ground, the model that triggered it is knocked to the ground and may not move further that turn.

If the Snare counter is touching a tree, the victim counts as being knocked to the ground (he's actually dangling a few feet in the air, but the effect is the same). In addition, the ensnared individual may not move in subsequent turns unless he can roll equal to or under his Strength on a D6 at the start of his move – leave the Snare counter in place to show this.

PIT

For Hobbits, simple things work best – in this case, a half hour's hard work with a shovel covered with branches and leaves. Being of small stature, Hobbits don't tend to dig very deep pits, and certainly wouldn't conceive of filling them with sharpened wooden stakes, but more than one Ruffian has found himself struggling to escape a waist deep hole in the ground that he would have sworn was not there earlier.

When a Pit counter is revealed, the Good player rolls a D6 – on the roll of 2+, the Evil model has fallen into the pit and may not move further that turn. He can attempt to climb out of the pit on subsequent turns, exactly as if he was traversing an obstacle. While in the pit, a model counts as being trapped and has no control zone. Once revealed, pits remain in play – leave the counter face up, or replace it with a suitable model. Any model attempting to cross a revealed pit must pass a Jump test or fall in.

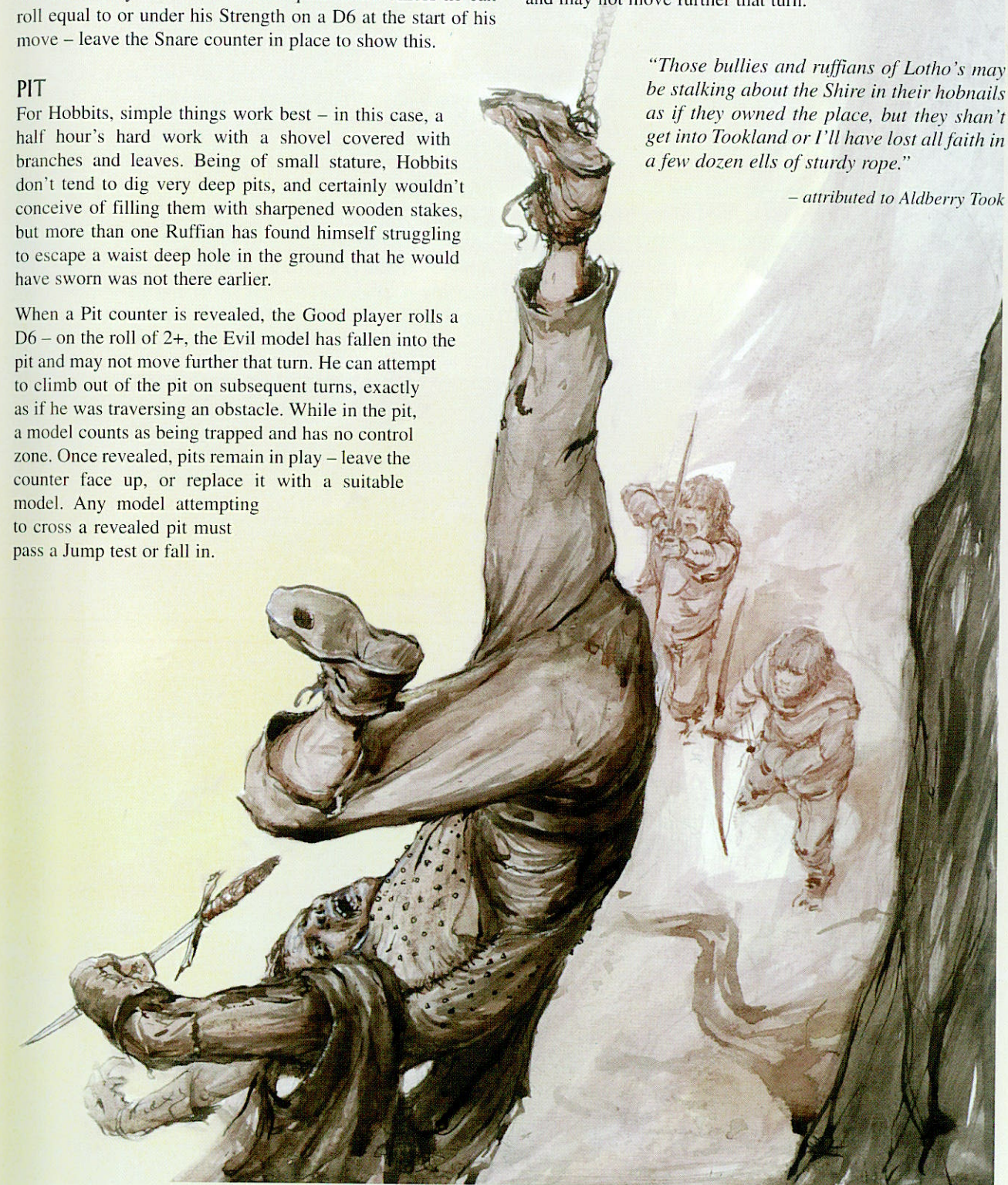
TRIPWIRE

Simple, but oft-times effective, a length of rope stretched taught across a path can bring a foe to his knees. Though not overtly dangerous, a careless tumble onto an exposed rock can lead to incapacitation.

When a Tripwire counter is revealed, the Good player rolls a D6 – on the roll of 2+, the Evil model has fallen foul of the tripwire and is knocked to the ground. It takes a Strength 1 hit and may not move further that turn.

"Those bullies and ruffians of Lotho's may be stalking about the Shire in their hobnails as if they owned the place, but they shan't get into Tookland or I'll have lost all faith in a few dozen ells of sturdy rope."

– attributed to Aldberry Took



BEATING THE BOUNDS

“The Chief’s sent us to gather the taxes.” That’s what he said. Well there ain’t no taxes here about and, clear as daylight, Lotho Sackville-Baggins ain’t no chief – so we sent that ruffian off with his tail ’tween his legs. Even then he didn’t go quietly, warned us that he’d be back and when he was, we’d be sorry.

Well, sure as sunrise, there won’t be no threatening of good Tookish Hobbits, not while we’ve got a Thain in charge at any rate. Long as the Shire has had the Law, it has had Shirriffs and Bounders to keep out dangerous creatures. These ruffian types trampling round saying they work for Lotho are the very definition of dangerous creatures. Much of the Shire is now already thick with these bullies, rogues bent on mischief and disorder. There is talk of violence in the Eastfarthing and we’ve been hearing word of Lockholes. These ruffians are a menace, plain as day! Well, not in Tuckborough. Here we keep a better type of guest, and those vagabonds ain’t welcome. We’re sending some of the lads to turn back any intruders. Trespassers will be shot.’

Encouraged by the apparent pact between Lotho and Sharkey and filled by evil intent, the ruffians have begun to enter the Shire in increasing numbers. Paladin Took, Thain and patriarchal head of the Tooks, is unwilling to see his ancestral lands meet the same fate as the rest of the Four Farthings, and so in desperation orders his archers and hastily raised militia to turn them back, whatever the cost.

PARTICIPANTS

GOOD

2 Hobbit Archers
3 Hobbit Militia

EVIL

5 Ruffians with bow
5 Ruffians with whip



LAYOUT

The scenario is played on a board 48"/112cm long and 24"/56cm wide. The board in this scenario represents the borders of Tookland. This particular area is heavily forested, and is the hunting ground of the Tookish archers. To represent this, as many trees and woodland terrain pieces as the players possess should be placed on the board.

STARTING POSITIONS

The Good player starts by deploying his models within 6"/14cm of the Took board edge. These should be positioned in areas of cover, to represent them lying in wait. The Evil player then deploys the Ruffians within 6"/14cm of the Ruffian table edge.

OBJECTIVES

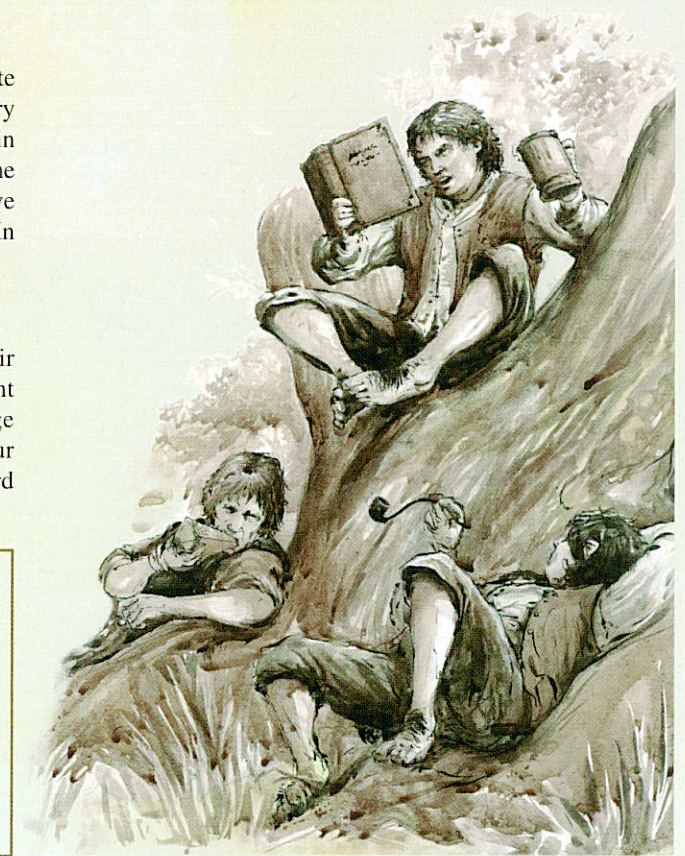
The Evil side is attempting to break through and penetrate Tuckborough, to wreak havoc on the ill-prepared Hobbitry there. Only a handful of Hobbit Militia and Archers stand in their way. If six or more Ruffians can move off of the Tookland board edge, the Evil player wins. If four or five Ruffians move off the Tookland edge, the game is a draw. In any other situation the Good side wins.

SPECIAL RULES

Traps. The Tookish archers have laced this area of their border with all manner of traps and foils to prevent intrusion. This scenario uses the trap rules detailed on page 20. The Good player may deploy four Snare, four Pit, four Tripwire and 12 Blank Trap counters anywhere on the board as detailed in Snares and Pitfalls on page 20.

POINTS MATCH

This scenario recreates the ruffians attempting to break into Tookland and spread chaos. If you wish to play this scenario using alternative forces, the Evil player should select a force three times the size of the Good player. Neither side may select Heroes or mounted models. The Evil player must move 50% of his models from the target board edge to win.



THE SCOURING OF THE SHIRE

Good Victory – If the Good side wins Beating the Bounds, in the following scenario (Brokenborings) the Good player may reposition D6 Hobbits after deployment is complete, but before the first turn.

Evil Victory – If the Evil side wins Beating the Bounds, in the Brokenborings the Evil player may make a free move with D3 Ruffians after deployment is complete, but before the first turn. (Note: these must be Ruffians and not Sharkey and Worm).

PERSONALITIES OF THE SHIRE

GANDALF

Though not a Hobbit, Gandalf is a well-known figure in the Shire. Few in Middle-earth, and none at all in the Shire, know the truth of his nature and purpose. Most see him solely as an old man clad in grey robes and wearing a blue pointed hat, constantly wreathed in clouds of pipe-weed smoke. Yet in the many lifetimes of Men that he has walked Middle-earth, the Grey Pilgrim has spent a good deal of time within the Four Farthings. Gandalf first came to the Shire during the Long Winter, a time of great misery when cold winds swept warmth from all Eriador. For many years since, Gandalf has been a constant friend to the Halflings, providing his own brand of careful wisdom throughout the trials of hunger, cold and invasion.

To ask the Shirefolk about Gandalf is to invite a barrage of differing, and often contradictory, responses. Some, particularly the children of Hobbiton, who have always been enraptured by his spectacular fireworks, love him as though he were one of their own kin, whilst others avoid him as if he were the carrier of some terrible disease. Given the aid that Gandalf has brought to the folk of the Shire over the years, it may seem a little odd that any should seem so ungrateful and distrustful of him, though it often goes no further than the simple distrust a community fosters for a stranger. The truth of the matter is likely to lie in the innate jealousy and envy that beats within the heart of even the noblest individual, for Gandalf has taken a great interest in certain families over the years at the exclusion of others. The Tookes, the Bagginses and the descendants of the Oldbucks have all piqued the interest of the Grey Wanderer in recent times, almost as though he were waiting for something, but didn't yet know the shape of it. Amongst some other families, notably the Sandymans and Sackville-Bagginses, this apparent slight, and the resentment that goes with it, has been passed down through several generations as a cause to distrust this 'disturber of the peace'.



BILBO BAGGINS

"There goes mad Baggins." More often than not, that's how the folk around Hobbiton have referred to Bilbo in recent years for, though he comes from a respectable family, his eccentricity is well known. Many strange tales are whispered about his adventures, each seemingly more outrageous than the next. Some, doubtless, are works of invention, created by the imaginations of scores of fevered Hobbits. The one about a dragon's hoard of gold that fills the spaces between the walls of Bag End is almost certainly untrue, as is the tale that claims Bag End itself has been so vastly extended that its tunnels stretch all the way to the sea. Others, however, contain at least a grain of truth. Bilbo did indeed travel far beyond the Misty Mountains in the company of Dwarves and Gandalf the Grey. Along the way, he likely fought with Goblins and reputedly battled a Troll. More importantly, in the eyes of the Shirefolk at least, he returned without a scratch just in time to prevent the auction of his beloved Bag End to his rather-less-than-beloved cousins, the Sackville-Bagginses.

Ever since that day, Bag End has received all manner of outlandish guests, from Dwarves to a variety of Big Folk such as Wizards, Elves and Men. Such visitors do nothing to reduce the aura of peculiarity that surrounds Bilbo. Even so, his neighbours speak well enough of him, in spite of his inscrutable habits, for his generosity to his friends knows no bounds. In recent times, perhaps recognising his lengthening sum of years, Bilbo took in his recently orphaned nephew, Frodo, and named him his sole heir. Tongues wagged once more about the master of Bag End, some taking it as proof that Bilbo did indeed command a great fortune that would need preserving, others that his madness would soon infect the young and impressionable Frodo. Naturally, the most vociferous of critics were the Sackville-Bagginses, who saw their chance of inheriting Bag End thwarted once more.

THE SACKVILLE-BAGGINSSES

It can only be speculated upon as to whether Longo Baggins realised quite what he had let himself in for when he married Camellia Sackville, for his new bride was irrevocably determined to live the life of a prominent society lady. In the space of a year, the domicile of the newly-wed Sackville-Bagginses had been redecorated more than half-a-dozen times at Camellia's request as she desperately tried to keep up with the current Hobbiton fashions. Notable Hobbits from all of the chief families found themselves invited to countless teas and elaborate celebrations within the Sackville-Baggins' residence. Though Camellia often felt unappreciated by the society that she aspired to, it was at the reading of the will of Mungo, Longo's father, that she felt most betrayed. It was here that the Baggins family residence, the great delving of Bag End, was bequeathed not to Longo and Camellia, but to Longo's older brother, Bungo. In truth, Camellia had no good reason to expect otherwise, for Mungo had always made plain that the family home would go to the eldest of his children, but reason often had little to do with Camellia's expectations. For his part, Longo constantly found reasons to work late in the Shirriff-house, spending the better part of his time either there or in the Green Dragon until his death in 1350.

When Camellia passed away in the summer of 1353 she had never quite realised her societal ambitions, but left behind a son, Otho, who was determined to achieve what his mother had not. He received much in the way of spousal support in this regard for, by the time of his mother's death, Otho was married to Lobelia Bracegirdle – a shrewish young Hobbit with many similarities in temperament to Camellia. Otho and Lobelia were truly well-suited for, in her late years, Camellia had succeeded in passing her obsession about Bungo's scandalous inheritance of Mungo's estate – which had now passed to Bungo's son, Bilbo – along to her daughter-in-law. So determined were Otho and Lobelia to secure Bilbo's wealth, including Bag End, for their own that when Bilbo vanished without warning, it was Lobelia who pushed for him to be 'presumed dead'. As Bilbo had no Will at this time, Shire law determined that Bag End and all therein was to be auctioned off to the highest bidder – which Lobelia intended to be. Unfortunately for her, on the very day that Messrs Chubb, Chubb and Burrowes were due to close the sale to her and Otho, Bilbo returned from his journeys and stopped the auction in its tracks. Ever since that day, relations between Bilbo and his cousins have been less than courteous – made all the worse by his adoption of Frodo, an act which cut the Sackville-Bagginses out of his inheritance forever.

Not to be undone by this, Lobelia coached her son, Lotho, to take over the family grievance. This he took to gladly and, spurred on by his own sense of injustice, he resolved to become wealthy and respected. Before long, Lotho turned his family's meagre wealth into a veritable fortune. Through his efforts, the Sackville-Bagginses soon owned much of Hobbiton and Bywater, and Lotho himself had begun to oversee the sale of pipe-weed to the lands outside the Shire – something that most Hobbits thought most peculiar at best, and downright foolish at worst. Ultimately, Lotho's acts would indeed ensure that the Sackville-Bagginses were remembered by history, but almost certainly not as they would have wished.



BROCKENBORINGS

‘They acted so fast that nobody could have stopped them. Last we heard, and that wasn’t long ago, Fredegar Bolger was gathering like-minded Hobbits to him up in the Brockenbores, laying low and looking for a way to make things easier for those around him. If what they are saying today is true, then things are going from bad to worse! Here we were thinking young Fatty was all right, avoiding trouble, and the next we heard a band of ruffians had dragged him and a few more besides kicking and screaming to the Lockholes. Seems that the ruffians are getting worse – they’ve never acted so boldly up to now.’

Lotho Sackville-Baggins is dead, murdered by the evil and utterly mad Worm. Now, with his presence revealed and all but Tookland under his sway, Sharkey begins to exercise his dominion with undisguised malice. Fredegar Bolger, loyal friend to Frodo, has been gathering dissenting Hobbits from the regions around the Brockenbores. However, spies have reported his activities to Sharkey, and now, with a band of his thugs, he strikes, keen to make an example of any dissenters. They attack one evening as the sun is fading, catching Fredegar and his friends in a candlelit hut. Only quick thinking and good fortune can save poor Fredegar and his fellows from torment in the Lockholes.

FORCES

GOOD

Fredegar Bolger
Lobelia Sackville-Baggins
8 Hobbit Militia

EVIL

Sharkey
Worm
3 Ruffians with whip
3 Ruffians with bow

LAYOUT

48"/112cm by 48"/112cm. The board represents the quiet village of the Brockenborings, a sleepy area of the Shire, quickly cowed by the Ruffians. In the centre of the board, a Hobbit-hole should be placed to represent the building where



Fatty is hosting his secret meeting (see map). Other Hobbit-holes, hedges fences and trees should be scattered around the board to provide plenty of scenery and cover.

STARTING POSITIONS

The Good player deploys Fredegar, Lobelia and the Hobbits in base contact with the meeting house. The Evil player then deploys Sharkey and his Ruffians anywhere on the board no closer than 18"/42cm to any Hobbit.

OBJECTIVES

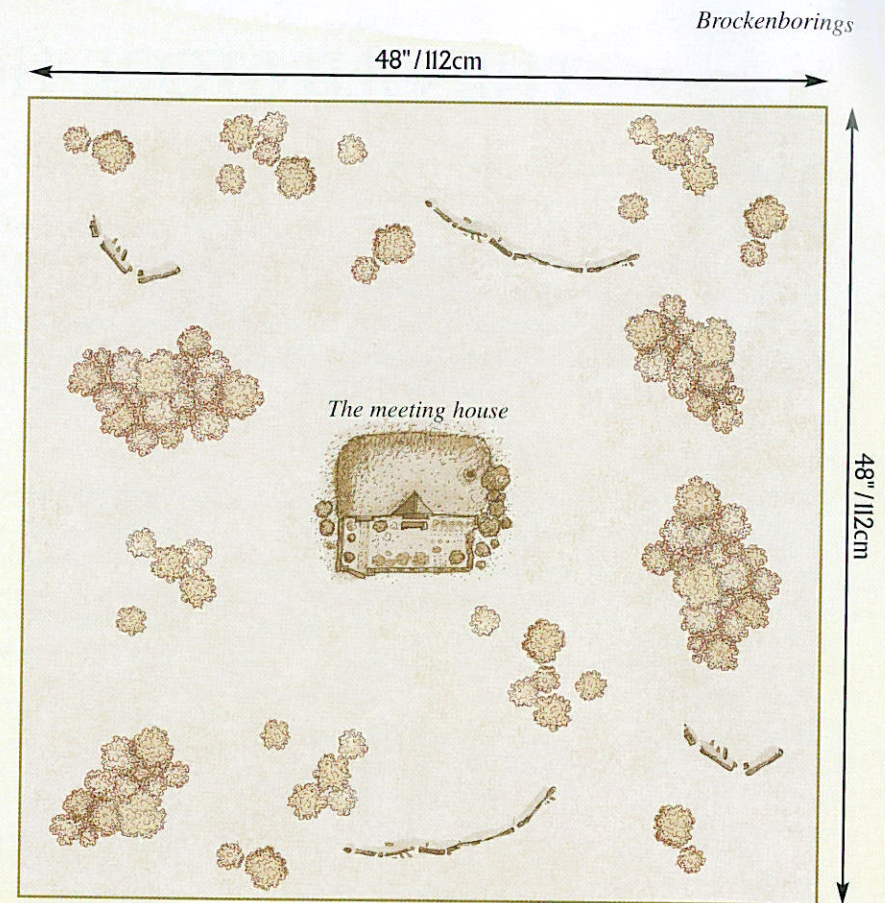
The Hobbits have been caught red-handed, and know there will be no leniency from Sharkey and his men. They must flee into the night if they are to avoid the Lockholes. The Good side win if four or more Hobbits can move off the board. In any other situation, the Evil side is the winner. If a Hobbit model is forced to exit the board as the result of a failed Courage roll, they are considered to have escaped (running away calmly, or screaming in fear is still running away).

SPECIAL RULES

Fredegar Bolger and Lobelia. These two are the catalysts behind the Hobbits clandestine meeting. If they can escape from the board, they each count as three Hobbits when calculating victory conditions. Additionally, because they are recognised as firebrands in the Hobbit community, Sharkey has warned his men from killing them, so they may not be targeted with bows. Far better to imprison them, to set an example, than slay them and cause a furore. If they are killed in combat or with a whip they are considered to have been captured by the Ruffians, and can look forward to starvation and torment.

“... Do not think that when I lost all my goods I lost all my power! Whoever strikes me shall be accursed. And if my blood stains the Shire, it shall wither and never again be healed.”

– Saruman the Wizard/Sharkey
The Return of The King



POINTS MATCH

If you wish to play this scenario using different forces, choose a force for the Good side with less than ten models and only one Hero. None of these models should be mounted. The Hero takes the place of Fredegar and should cost no more than 75 points. The Evil player should then select a force containing no more than three bows, the points value of which should be twice the points value of the Good force. The Evil force should also include a Hero.

THE SCOURING OF THE SHIRE

Good Victory – If the Good side is victorious in the Brockenborings any Hobbits (including Heroes) that escape may be used in either The Southfarthing or Bywater (Good player’s choice).

Evil Win – If the Evil player is victorious any surviving Ruffians may be used in either The Southfarthing or Bywater (Evil player choice).

THE OLD STORE HOUSE

'We stopped them at the bounds, through courage and a bit of bow skill. I don't think any of the lads enjoyed it. There's been a watch on the borders of our land now, keen to keep us penned in, out of the rest of the Shire. Still, news comes and goes just often enough for us to hear what's going on outside. It just isn't right what they're doing there, making arrests, locking away good Hobbit-folk and confiscating food whenever they please. It seems that Tuckborough is the only place where our property is still our own! The food they've been thieving has been locked in the Old Store House, hoarded up so they can be lazy throughout the winter. Well the Thain and his councillors have given the matter some hard thought and decided to do something about it – food is just too short here in the Smials. Tonight they're sending a small party out to take back what is ours. We'll not stand for thieving in the Shire.'

Under orders from Paladin, a bold group of Hobbits sneaks out in cover of darkness to raid the Old Store House a building with sides that groan with food and supplies stolen by the Ruffians. No Took is willing to kill for something as simple as good food, so the brave Hobbit raiders hatch a daring plan to steal back their food without the shedding of unnecessary blood.

FORCES

GOOD

4 Hobbit Shirriffs
8 Hobbit Militia

EVIL

8 Ruffians with whip

LAYOUT

The scenario is played on a board 48"/112cm long and 48"/112cm wide. The board in this scenario represents the area surrounding the Old Storehouse. A building to represent the Old Store House should be placed in the centre of the board (see map). Around this should be hedges, fences and other items such as carts, barrels and trees. Two ruffian huts should be placed at least 12"/28cm away from the Old Store House and each other. Lastly the Good player should divide the Hobbit trap and decoy markers equally and deploy them within 12"/28cm of the south west and north east board corners.



STARTING POSITIONS

The Good player divides his models into two equal groups and deploys one group within 12"/28cm of the south west board corner and the other within 12"/28cm of the north east board corner. The Evil player then deploys two Ruffians 3"/8cm of the Old Store House, these represent the sentries left to watch over the storehouse. The remainder of the Evil force are considered to be sleeping in the ruffian huts, three within each.

OBJECTIVES

If the Hobbits can carry four bags of supplies off the table within 6"/14cm of the southwest board edge the Good player is victorious, should they fail the Evil player wins. The Game ends if 50% of the Hobbits are unconscious at the end of any turn.

SPECIAL RULES

Traps. This scenario uses the trap rules detailed on page 20. The Good player deploys a total of three Snare, three Pit, three Tripwire and nine blank trap counters within 12"/28cm of the southwest and northeast board corners.

Knocked unconscious. The Hobbits are unwilling to kill over food, and will not strike to kill Ruffians in this scenario. The Ruffians have no such compunction, but are keen to swell the Lockholes with additional Hobbit prisoners. To reflect this each time a model is wounded in combat or with a thrown stone or whip it is not considered killed but unconscious. An unconscious model is knocked to the ground and may do nothing until it recovers. At the end of the Fight phase, the controlling player must roll a dice for each of their models that is unconscious, on the roll of a 6 the model recovers and is immediately stood up. Friendly models that spend the Fight phase in contact with an unconscious model without doing anything else can attempt to revive them. To do so they roll a dice and need a 6, as described above.

Sentries. Because of the way they inevitably wander around their patrol areas, in each Priority phase, until they are aware

of the intruders, roll for each Sentry on the Sentry Movement table to see how they move:

Raising the alarm. Hobbits have a natural talent for avoiding the attentions of big people and are utilising this to the utmost of their ability in this scenario. Unless alerted a Sentry may only charge at or shoot an enemy model that is within 4"/10cm at the beginning of its own Move or Shoot phase.

The Sentries on the board become alerted to the enemy if:

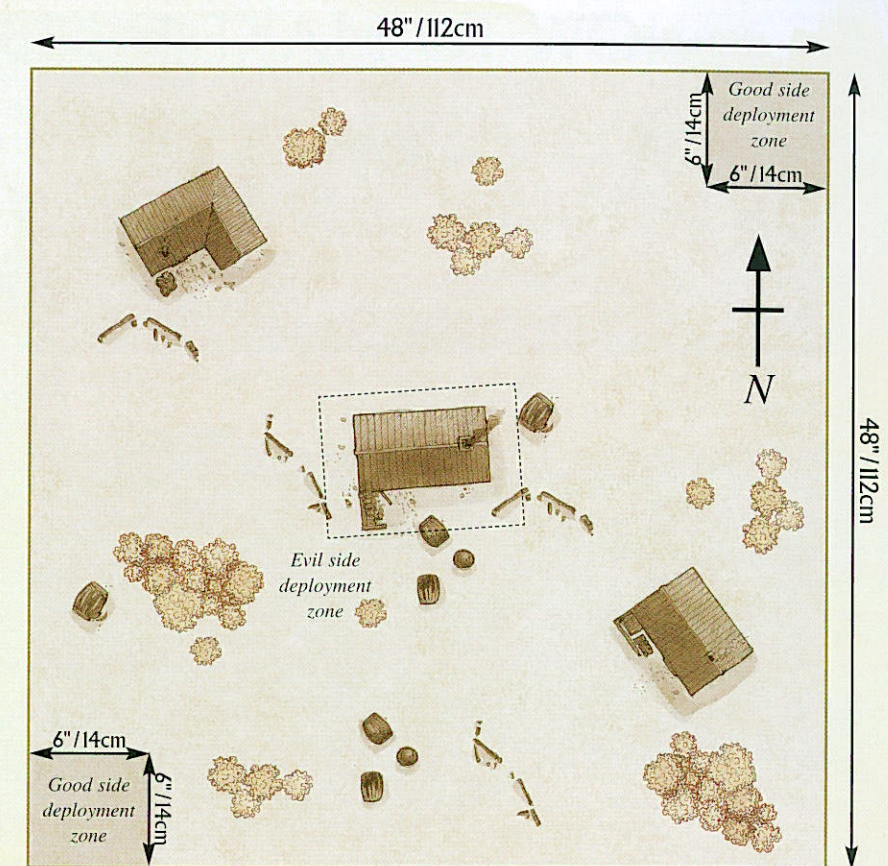
- A Sentry is hit, but not knocked unconscious by enemy shooting.
- A Sentry is conscious at the end of the turn and there is an enemy model within 4"/10cm.
- A Sentry is conscious at the end of the turn and there is an unconscious friendly model within 4"/10cm.
- A Sentry regains consciousness after having been wounded previously.

If any of the above conditions are met, the Sentries count as being alerted from the beginning of the next turn onwards.

From this point onwards they may move, shoot and fight normally.

Summoning reinforcements. At the end of the Evil player's Move phase (once Sentries are alerted) the Evil player must roll a dice for each Ruffian not on the table. Each hut contains three Ruffians. On the roll of a 4+, that model becomes available and may enter play as if it had moved out through the door of the hut. Newly arrived models may act normally, but may not charge on the turn they arrive.

Supplies. A Hobbit may claim a single supply counter by moving into base contact with the storehouse – place a counter in base contact with the Hobbit. A Hobbit can also seize an unclaimed counter by moving into base contact with



it during the Move phase. Once a Hobbit has claimed a supply counter it can complete its move normally, dragging the counter alongside. A Hobbit dragging a supply counter will automatically release it if engaged in combat – place the counter within 1"/2cm of the carrying model.

THE SCOURING OF THE SHIRE

Good Victory – If the Good side is victorious in The Old Store House, in The Southfarthing Hobbit reinforcements will arrive on the roll of a 1, 2 or 3 (see The Southfarthing special rule: The country is alive with our hunters).

Evil Victory – If the Evil side wins The Old Store House, in The Southfarthing Ruffian reinforcements will arrive on the roll of a 1, 2 or 3 (see The Southfarthing special rule: Called to arms).

POINTS MATCH

This scenario details the efforts of the Took's to recover food stolen by the Ruffians. However, you can use these rules to play another Recovery scenario. The Evil player should select a force twice the size of the Good player. For the sentries the Evil player should choose one third of his models. Neither side should include Heroes or mounted models.

SENTRY MOVEMENT TABLE

D6	Result
1	Unawares. The Sentry has seen nothing unusual and, in fact, is more concerned with keeping awake. The model may not move this turn.
2-5	Suspicion. The player with Priority may immediately move the sentry the distance rolled in inches (or twice that rolled in centimetres) in a direction of their choice. The Sentry may not move further this turn.
6	Patrol. The Evil player may move the Sentry during his Move phase as normal.

HOW TO MAKE HOBBIT-HOLES

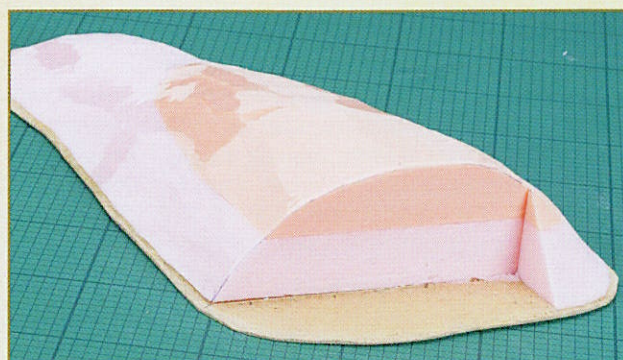
No guide to the Shire would be complete without Hobbit-holes. Over the following pages we'll be showing you how to make some of these dwellings for yourself, starting with the smallest version. After that, we'll show you how to add the extra details that will make your models unique.

APPROXIMATE DIMENSIONS

While you can build your Hobbit-hole at any size, to suit your needs, you may want it to look like the one shown on these pages. The Hobbit-hole in this example is 13" long, 7" wide at its widest point and 2" tall (excluding the height of the chimney)..

TOOLS AND MATERIALS

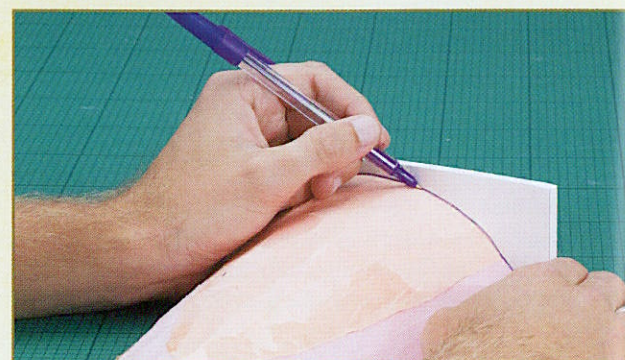
Hardboard or thick card, polystyrene, foamboard, balsa wood, stiff card, matchsticks, closed 28mm round bases, masking tape, ready mixed filler, map pin, PVA woodworking glue, steel ruler, sharp knife, flock and static grass.



• Begin by making a base from wood, foamboard or thick card, and then glue two layers of polystyrene to it. Once the glue is set, use a long bladed knife to shape the hill, and then cut away a recess at the front of the house.



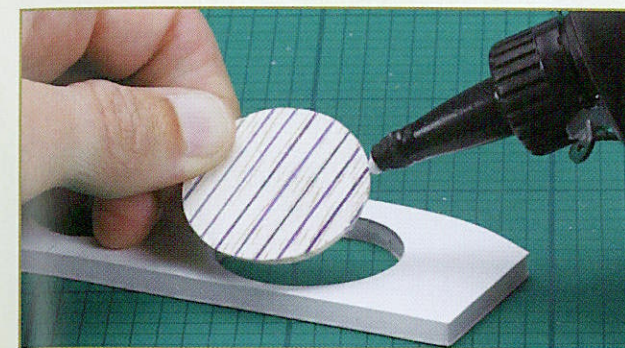
• Mark out the position of the door and window (the window should be big enough to fit a small plastic base), and then cut them out too.



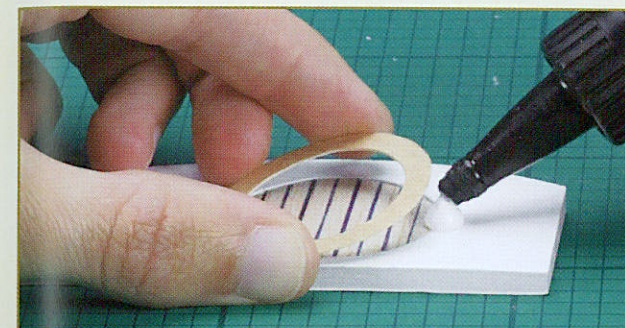
• Take a sheet of foamboard and place it in the recess. Mark the shape of the hill on the board, and then cut it out.



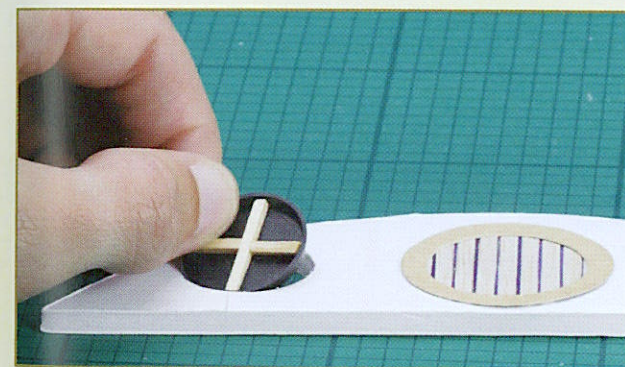
• Take a piece of balsa wood, and score lines to represent planking across it.



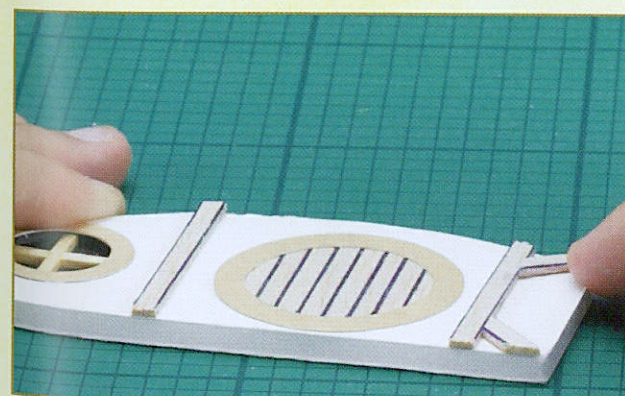
• Cut a circle from the wood to fit the hole you've already cut for the door, and then glue it in place.



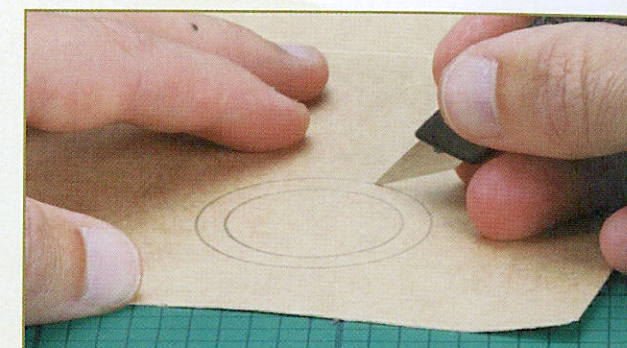
• Glue the frame in place around the door.



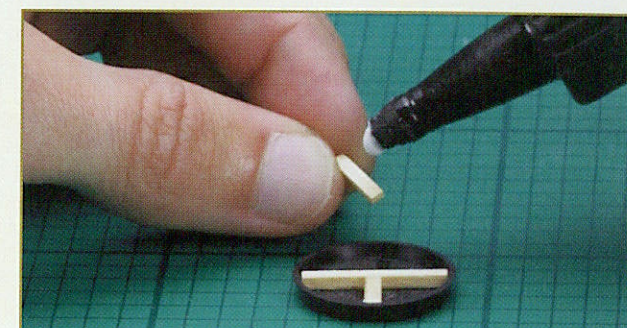
• Glue the window into the hole that you've already cut.



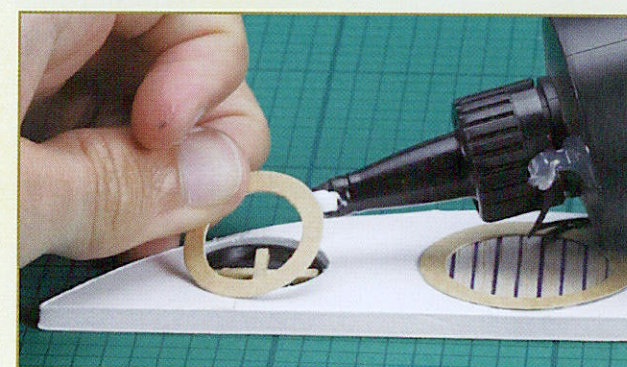
• Use some of your leftover balsa wood, cut two strips, and then glue them in place, either side of the door. Take a few more, shorter strips and glue them in place at roughly 45° to the first strips.



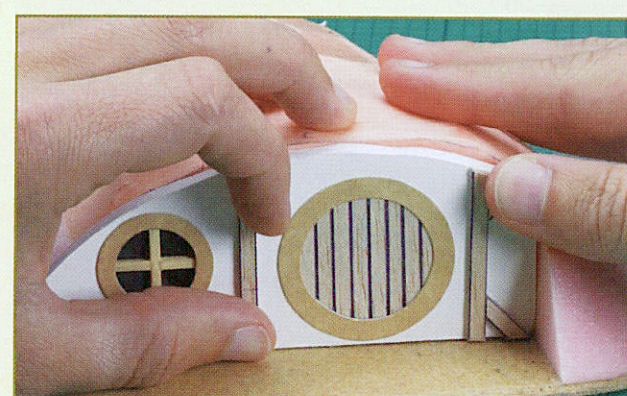
• Cut a door frame from a sheet of stiff card.



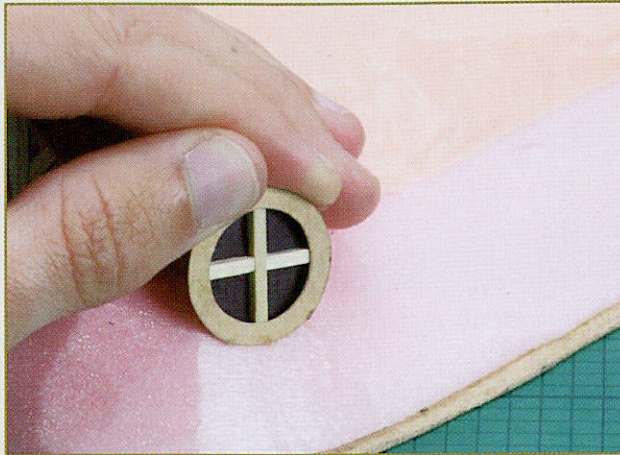
• Take a round base without a slot and glue pieces of matchstick into it to represent the window.



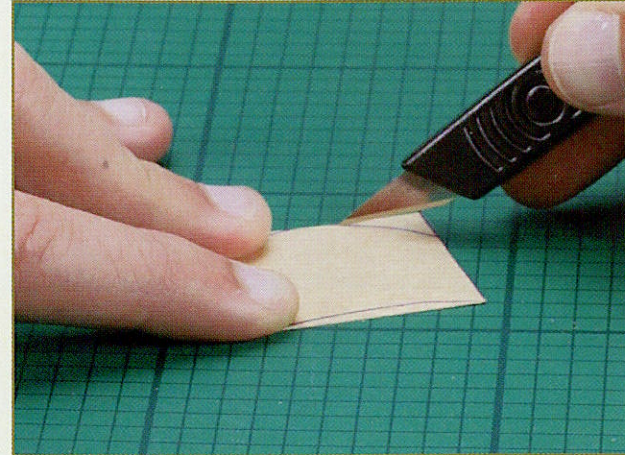
• Cut out a second frame from stiff card and then glue it in place around the window.



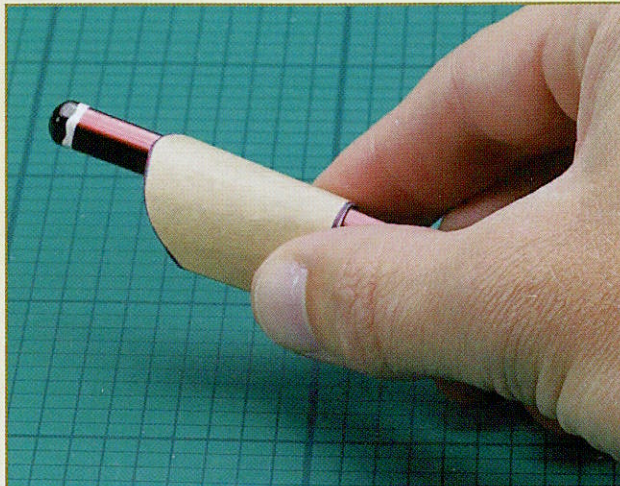
• Glue the front wall in place.



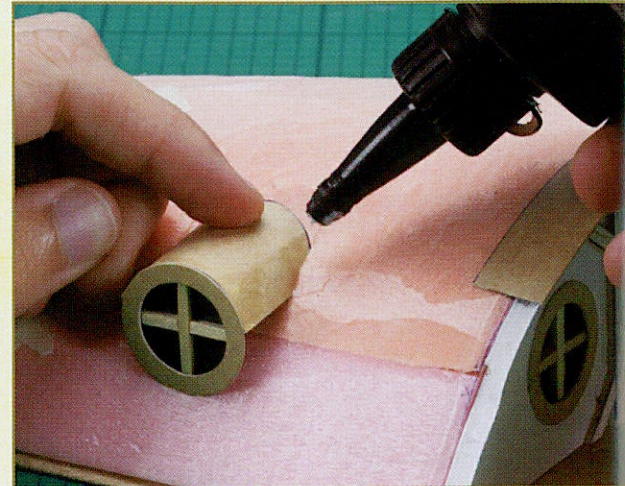
• Make three windows with frames, in the same way as you did for the window in the front wall. Cut a shallow, curved recess in the hill for each one to fit into, and then glue them in place.



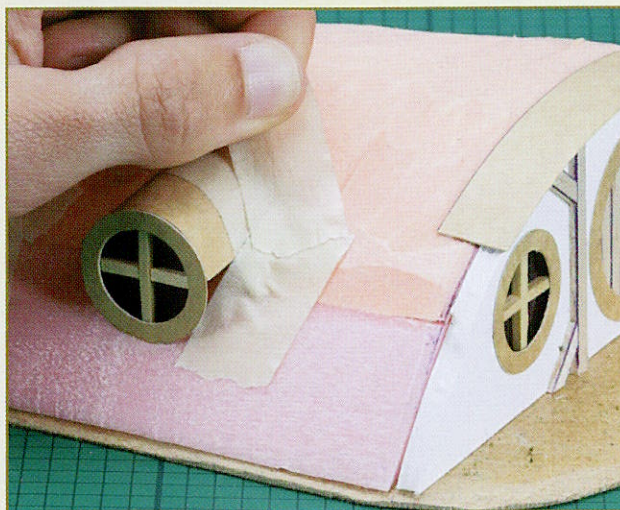
• Cut out 35mm wide strips from thin card, and then, using the hill and window as a guide, cut strips long enough to reach between the hill and window.



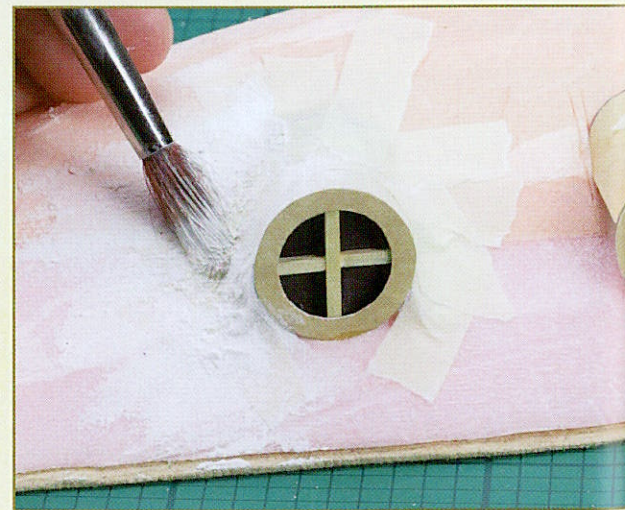
• Wrap each strip around a pencil to put a curve into it, and then glue it in place.



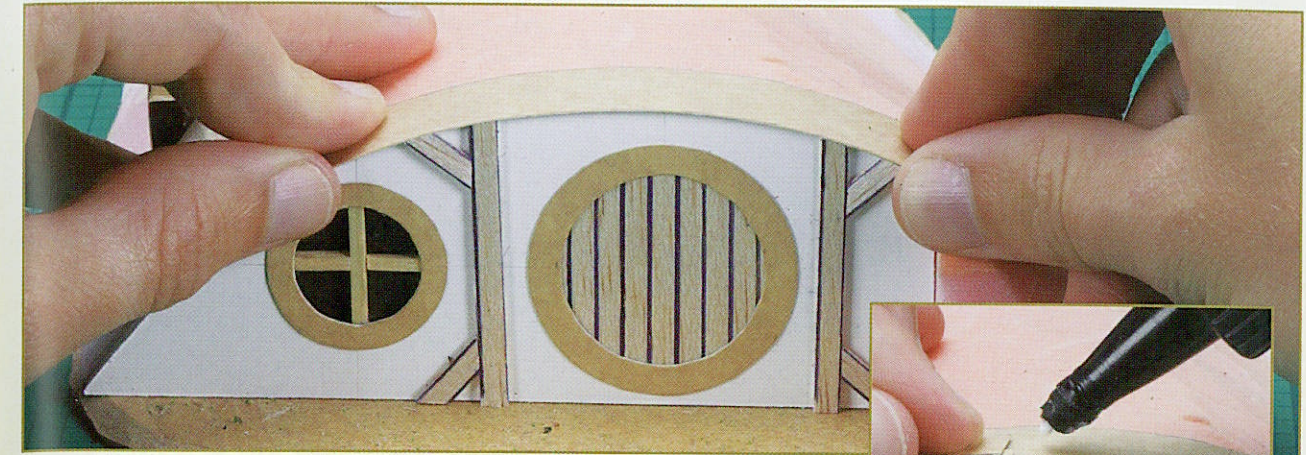
• You may find it easier to cut slots for the card to fit into, when you're trying to glue it in place.



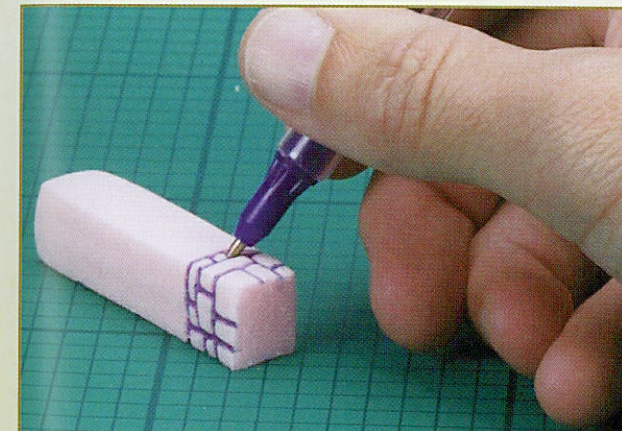
• Use thin strips of masking tape to blend the window into the hillside.



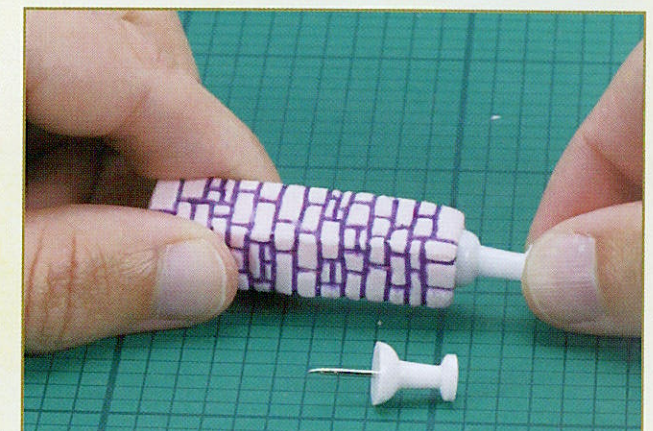
• Paint ready mixed filler over the tape to help it blend into the hill.



• Cut a strip of thin card, 15mm wide, and then glue it to the top of the front wall.
• Take two more strips, the same width and then cut them into tiles, 8mm wide. Glue the tiles along the strip in two layers.



• Take a rectangular block of polystyrene and score brickwork into the surface with a pen.



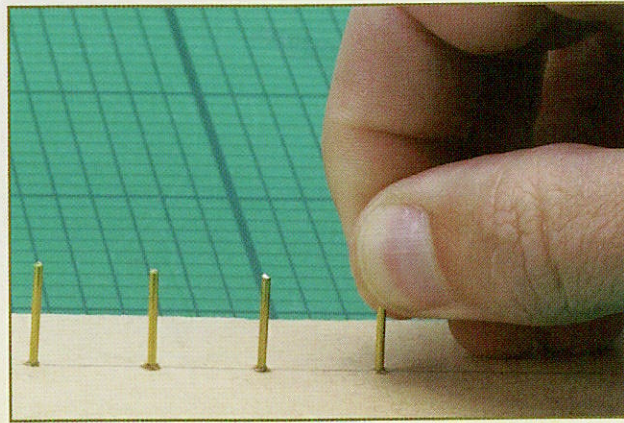
• Push a map pin into the top to represent the chimney pot, and then glue it in place on the roof.



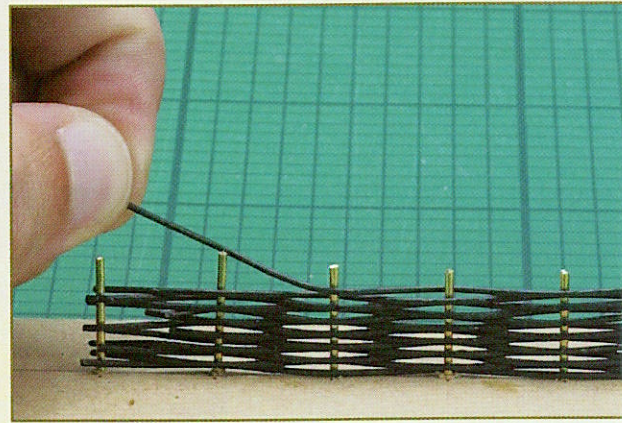
EXTRA DETAILS

The instructions on the previous pages are all that you need to build a Hobbit-hole. If you choose to build more than one, and want to give each a distinctive appearance, or simply want to add extra detail to the model that you're working on, these pages will provide you with some ideas.

FENCES

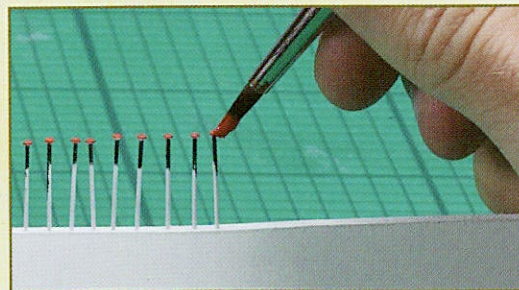
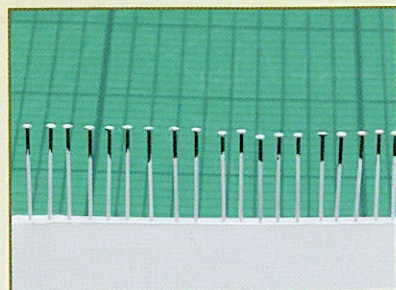


- Drill or cut a series of holes into the base, and then glue a series of bamboo skewers into the base.



- Once dry, weave thin wire between the skewers and glue them in place with watered down PVA woodworking glue.

FLOWERS



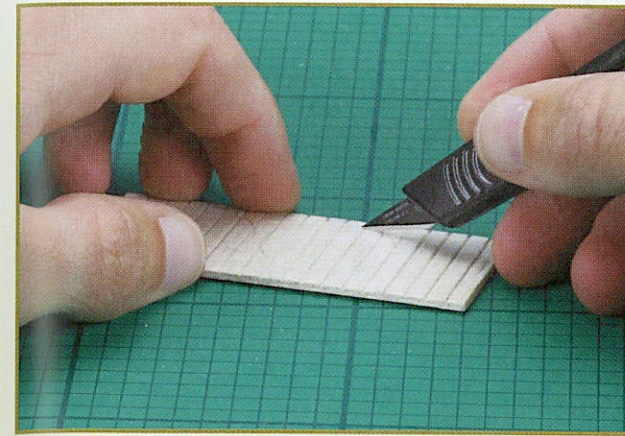
The flowers around the model are made from pins, with their heads painted in a variety of colours and finished off with a dot of black in the middle.

The grass on the hill is a mix of brown and green modelling flock, and thick modelling prairie grass.

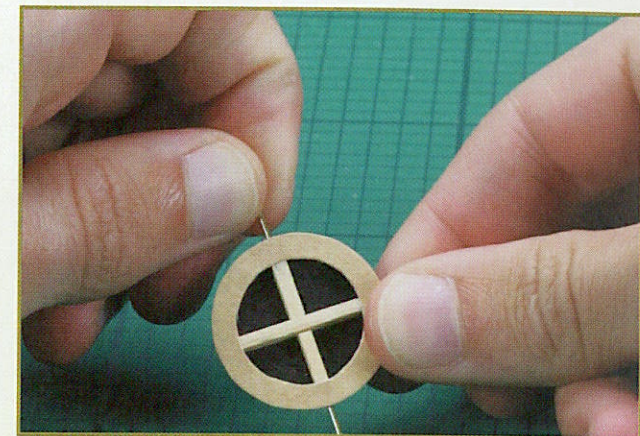


To create the appearance of brickwork, cover the front wall in textured plasticard or wallpaper.

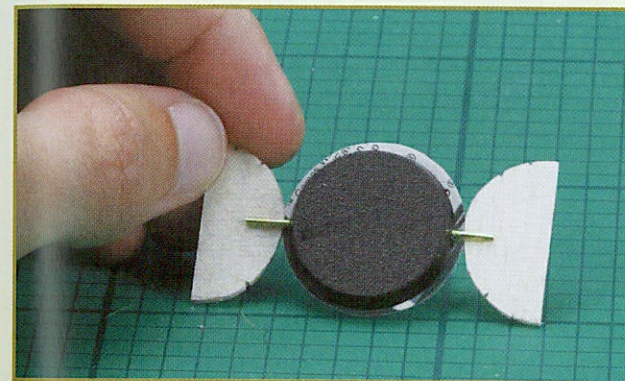
WINDOW SHUTTERS



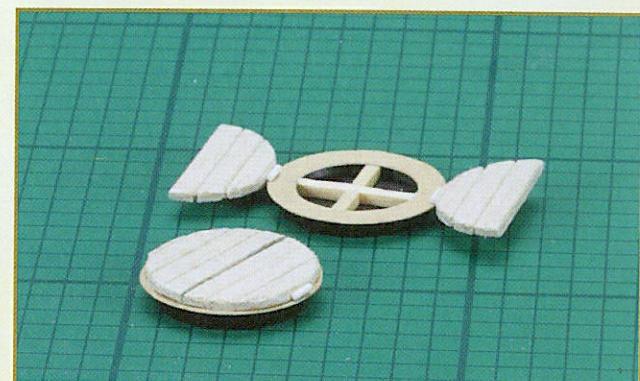
- Score a series of lines across a sheet of balsa wood to represent planking, and then cut a circle from it, the same size as the windows that you've already created.



- Drill two holes on either side of the window, push a short piece of brass rod or wire through, and then glue it in place.



- If you want your shutters open, split the shutters and glue them to the piece of rod.



- For closed windows, leave out the rod and simply glue the complete shutter over the window.



DETAILING BAG END

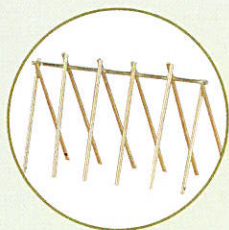
Once you've had a chance to try building a Hobbit-hole or two, you may want to have a go at building the most famous Hobbit-hole in the Shire – Bag End. You can make the bulk of the model by following the instructions on the previous pages (albeit on a larger scale). For the details that help to give Bag End its character, just follow the instructions below.

BIRD HOUSE



Make the house itself from a piece of wooden dowelling, and the post from a length of brass rod or wire. The thatch can be made from modelling putty.

TRELLIS



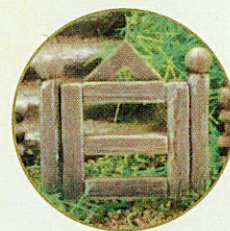
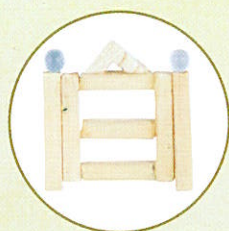
Build up the base under the trellis with polystyrene, and then make the crossed frame from lengths of brass rod. Glue the frame together with superglue and secure it in place by driving the rods into the polystyrene.

BENCH



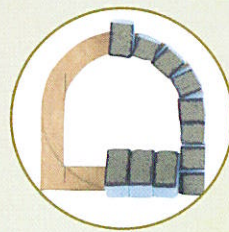
Start by making the legs from thin plasticard, and then cut the seat and backrest from balsa wood.

GARDEN GATE



Most of the gate can be made from matchsticks. The triangular decoration at the top can be made from balsa wood, while the post decorations can be made from glass beads.

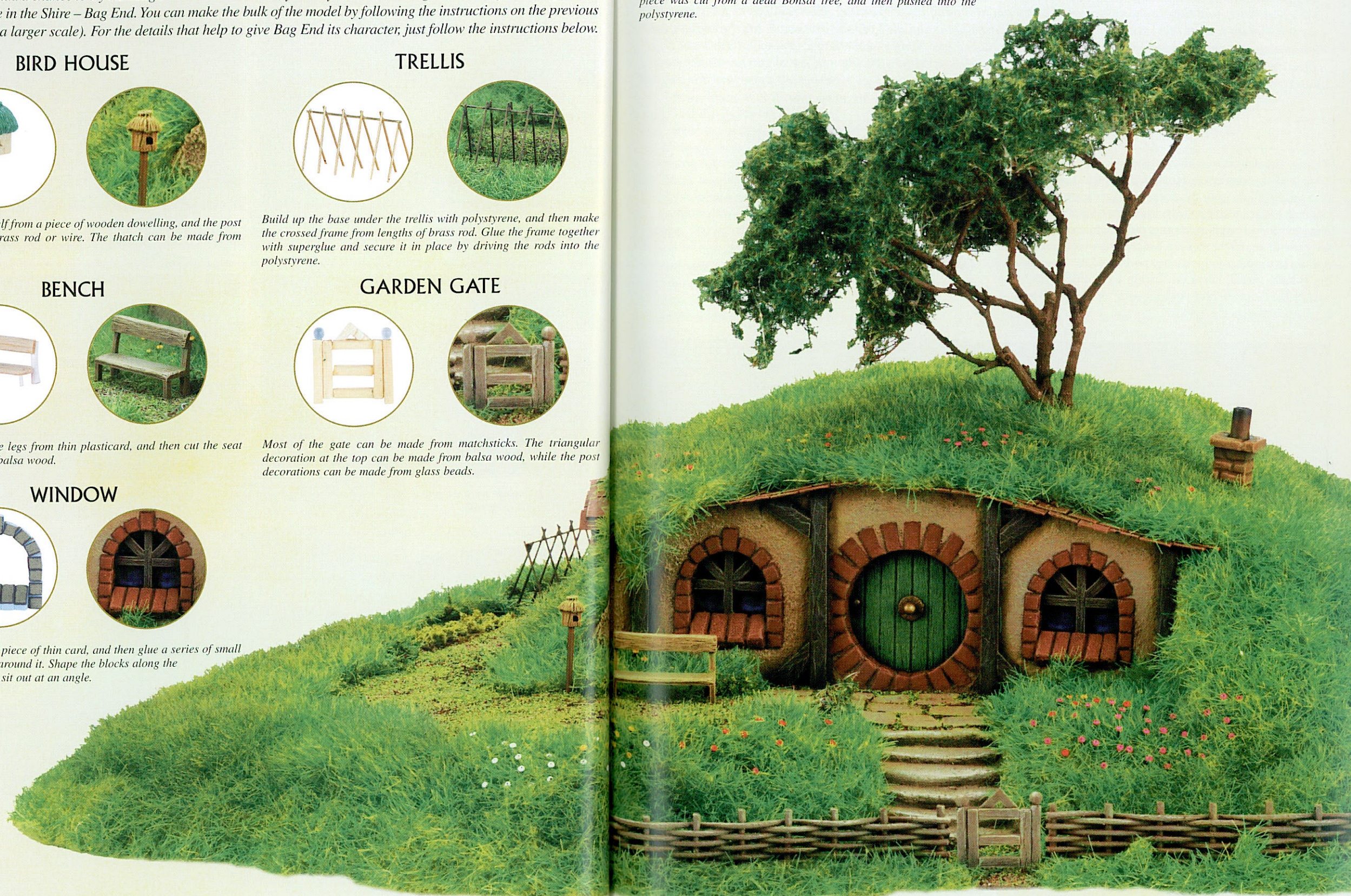
WINDOW



Cut a frame from a piece of thin card, and then glue a series of small polystyrene blocks around it. Shape the blocks along the bottom so that they sit out at an angle.

TREE

The tree on top of Bag End can be made in a variety of ways, from using bought trees to creating your own wire tree. In this case, a piece was cut from a dead Bonsai tree, and then pushed into the polystyrene.



THE SOUTHFARTHING

'Peregrin returned last night – came riding in dressed like a warrior. Merry and Frodo and Samwise were all back, and they're going to sort Sharkey out first thing in the morning. Him and Merry are gathering as many Hobbit folk as they can up near Bywater. Whilst Pippin and the lads stir up trouble for the ruffians and their boss, we're going to Longbottom. If we can give them a hiding they won't forget, it'll make 'em think twice about coming back, and they certainly won't be able to help out that lot Pippin and the others are dealing with up in Hobbiton. We're gathering up all the good Hobbits who remain, and we're marching there first thing in the morning. An attack like this is bound to be the last thing those ruffians are expecting. It just might work.'

Almost simultaneous with the Battle of Bywater, Paladin Took leads an impressive force of Hobbits to Longbottom to oust the Ruffians from the area. The Took's are launching a concerted attack to drive the Ruffians out of the Southfarthing once and for all. Well aware that the villainous Ruffians will not go without a fight they are resigned to violence to win the day. From the pleasantly wooded borders of the Southfarthing the Hobbits strike, intent on scaring the Ruffians off, while roving bands of Hobbit Archers seek out small groups of Ruffians hiding in the woods.

FORCES

GOOD

Paladin Took
4 Shirriffs
4 Hobbit Archers
8 Hobbit Militia
One Hobbit Archer may have a signal horn.

EVIL

6 Ruffians with bow
6 Ruffians with whip
3 Ruffians



LAYOUT

The scenario is played on a board 48"/112cm long and 48"/112cm wide. The board in this scenario represents the village of Longbottom, former jewel of the Southfarthing, an area that has been under the control of the Ruffians for several months. The remainder of the board should be scattered with broken fences, trampled crops, spoiled Hobbit-holes and farmhouses, showing the devastation that the Ruffians have wrought.

STARTING POSITIONS

The Hobbits are deployed within the wooded area, representing them launching their attack from the relative protection of the trees. They may be no further than 12"/28cm onto the board. The Ruffians are deployed within 12"/28cm of the southern board edge.

OBJECTIVES

Before either side deploys, and starting with the Good player, each player takes it in turns to place an objective marker on the board until there are a total of five objective markers. No objective marker can be within 12"/28cm of either the north or south board edges or each other.

Once either force has suffered eight casualties, the game might suddenly end. At the end of each turn after this condition is met, the Good player rolls a D6. On a result of a 1 or 2 the game ends (Might cannot be used to influence this dice roll).

When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of each objective marker. An objective is controlled by whichever player has the most models with their bases entirely within 3"/8cm of it. The player who controls the most objective markers wins the game. If both players control an equal number of objective markers, the game is a draw.

SPECIAL RULES

The country is alive with our hunters. Under orders from the Thain, those Hobbits who did not go with Pippin to Bywater and are not a part of the Thain's force, are to roam the countryside hunting down Ruffians wherever they can be found. At end of each Good Move phase after the first, the Good player should roll a D6. On the roll of a 1 or 2 a Hobbit that was removed earlier as a casualty may be moved onto the board from the north, east or west table edge (the controlling player may choose). Newly arrived models may act normally, but may not charge on the turn they arrive.

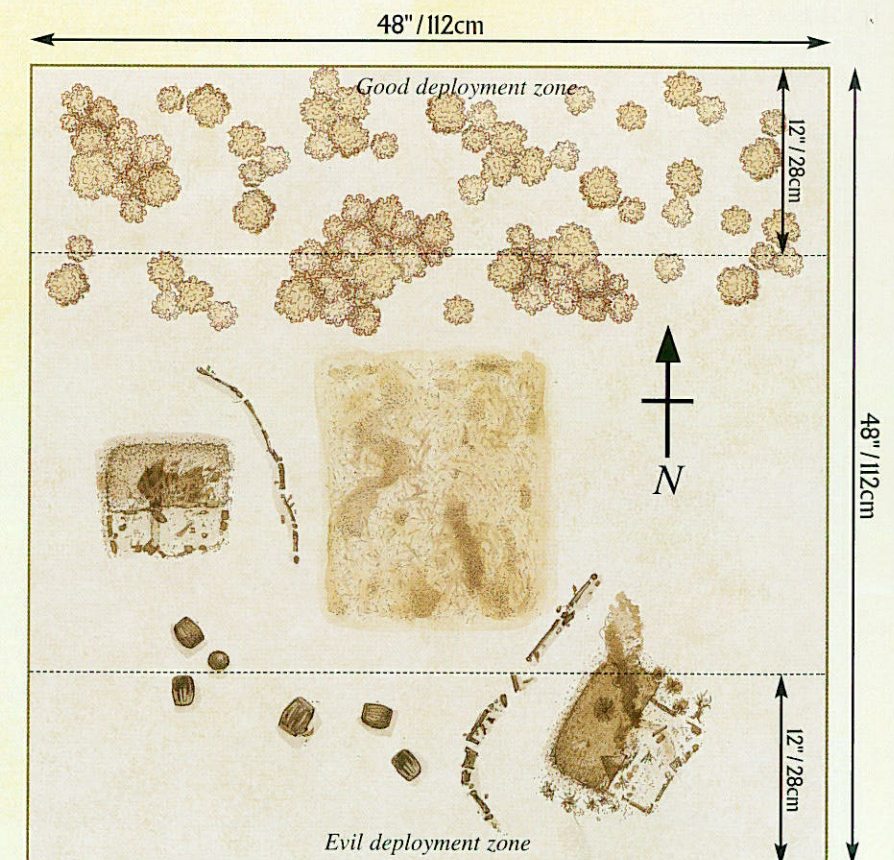
POINTS MATCH

This scenario represents Paladin leading the Took's against the Ruffians in the Southfarthing. If you wish to play it using different forces, both players should select forces of equal size. The Good player must include at least one Hero. Only Warrior models with a single wound on their profile can re-enter play during the game.

THE SCOURING OF THE SHIRE

The clearing of the Southfarthing and Battle of Bywater take place almost simultaneously. If playing these scenarios as part of the Scouring of the Shire linked campaign, the Good player may take any number of available Hobbit Archers from one scenario and use them in the other instead – he must choose how many before forces are deployed.

Called to arms. As the hunting horns of the Took's pierce the morning mist, the Ruffians add to the clamour with their own braying horns, summoning aid. At the end of each Evil Move phase after the first, the Evil player should roll a D6. On the roll of a 1 or 2 a Ruffian that was removed earlier as a casualty may be moved onto the board from the south, east or west edge (the controlling player may choose). Newly arrived models may act normally, but may not charge on the turn they arrive.



THE BATTLE OF BYWATER

'We barely held our own in the Southfarthing, and what we had there weren't really anything more than a big fight. But if we had it hard, the Hobbits up in Bywater had it far worse. Meriadoc Brandybuck and Peregrin Took seem to have rallied the Hobbits up there together, and hatched a plan to show those oafs once and for all. They caught Sharkey's men on the Bywater road, between old man Tulpenny and Jasper Chubb's hedgerows, and trapped them in like chickens in a coop. Seems young Merry gave them fair warning for he asked them to surrender themselves and put up their weapons. Sad fact of the matter is those vagabonds were hopping mad by then, and just charged the Brandybuck lad with a great shout. Well, some desperate fighting and a lot of courage saw us victorious, but not without a great many injuries and worse. All I can say is I am glad the Travellers were able to win that victory. It could have turned out so differently and no mistake'

"Awake! Awake! Fear, fire, foes! Awake!". The rallying cry of the Bucklanders and the courage of the Travellers has spurred the Hobbits of the Shire into actions against the Ruffians once and for all. Throughout the night Hobbits flock to the bonfire that the Travellers set ablaze, and in the morning Pippin leads a contingent of Tookish archers to the village, determined to end the violence in the Shire and see the ruffians off. Like an army, the Hobbits set out from Bywater straight into the greatest, most terrible battle in Shire history.

FORCES

GOOD

Frodo
Sam
Merry
Pippin
4 Hobbit Shirriffs
8 Hobbit Archers
12 Hobbit Militia

EVIL

Sharkey and Worm
9 Ruffians with whip
6 Ruffians with bow

LAYOUT

The scenario is played on a board 24"/56cm long and 36"/84cm wide. The board in this scenario represents the Bywater road. Bywater is close to the heart of Sharkey's evil scheme and the buildings, Hobbit-holes and lands around it are utterly ruined, resembling a spoiled wasteland more than the beautiful place it once was. A 6"/14cm wide road should run across the centre of the board from one edge to another. On either side of the road are hedges. These should run parallel to the road the length of the board, and be 3"/8cm from the road itself. A makeshift barricade should be constructed covering the width of the road, 6"/14cm from the Bywater board edge (see map). The remainder of the board should be scattered with trees, Hobbit-holes and other appropriate scenery.



STARTING POSITIONS.

The Evil player deploys all of the Ruffians on the road within 6"/14cm of the Hobbiton board edge. The Good player then deploys Frodo and Sam in base contact on the road behind the barricade. Merry is deployed at the centre of the north board edge, he may be up to 6"/14cm in from the edge of the board. Pippin is deployed at the centre of the south board edge, he may be up to 6"/14cm in from the edge of the board. The remaining Hobbit models are divided into three groups of eight and deployed within 6"/14cm of Frodo, Merry and Pippin (see map).

OBJECTIVES.

The Hobbits are determined to drive off the Ruffians and overthrow the 'Chief'. The Ruffians, spurred on by their master, attempt to quell the Hobbit uprising using whatever force necessary. The Good player wins if Sharkey is slain. The Evil player wins if all four of the Travellers (Frodo, Sam, Merry and Pippin) are slain.

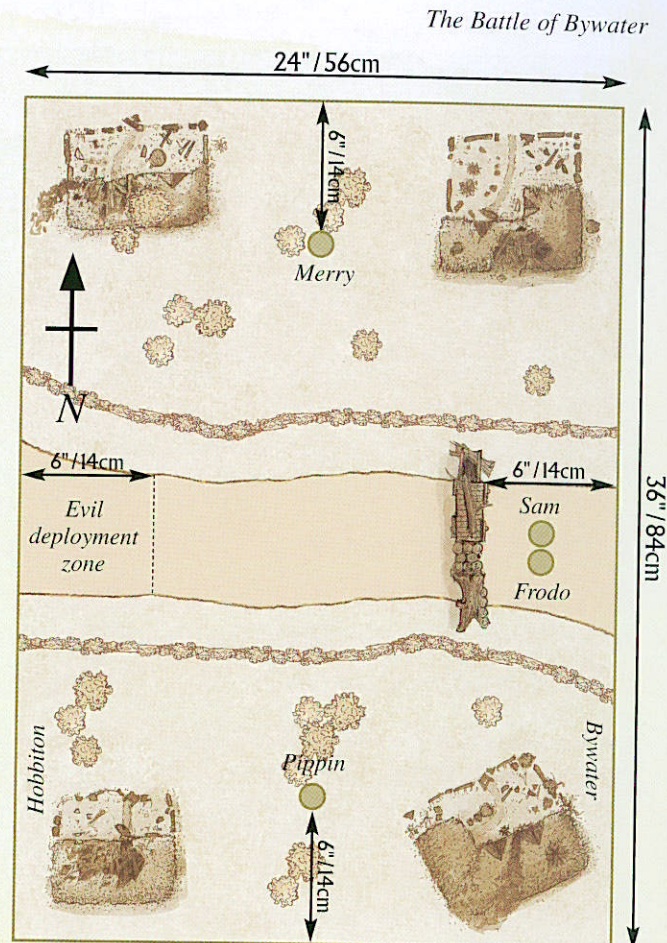
SPECIAL RULES:

Ambush. Merry has laid his trap well, and has the Ruffians surrounded. Before the first turn begins, all Hobbit Archers may shoot once.

The Travellers. Frodo, Sam, Merry and Pippin have roused the Hobbitry and brought them to arms. Now they must lead them in battle against their oppressors. When a Hobbit is slain, the Good player may put it aside to use it as reinforcements. At the end of each of the Good player's Move phases, he may roll a D6 for each of the Travellers (Frodo, Sam, Merry and Pippin) still in play. For each roll of a 6, one model from those set aside may move onto the board from any table edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

The mob. The Ruffians came trampling down the Bywater road like a great mob, and though some were cowed by the Hobbits' show of arms, the majority were undaunted and fought violently against the Shirelings. When a Ruffian is slain, the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Move phases, the Evil player may move D3 of the Ruffians put aside in this manner back onto the board on the Hobbiton table edge, along the road. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

Sharkey. Sharkey is now the master of Bag End, and there makes his last stand. However, there is a chance that, drawn by the defiance of the Shirelings, he will arrive and lend his weight to the Battle of Bywater. On turn 5, after moving new Ruffians onto the board the Evil player should roll a D6. On the score of a 4+ Sharkey has arrived – move him and Worm onto the board along the road. Sharkey and Worm may not charge in the turn that they arrive, but may otherwise act normally.



POINTS MATCH

This scenario recreates the desperate final battle fought in the Shire. If you wish to play this scenario with different forces, both players should select forces of roughly equal points.

The Good player must have four Heroes, none costing more than 70 points. These take the role of the Travellers.

The Evil player must select at least one Hero. The most expensive Hero on the Evil side takes the role of Sharkey. Note that only Warriors may return to play as reinforcements.

THE SCOURING OF THE SHIRE

The clearing of the Southfarthing and Battle of Bywater take place almost simultaneously. If playing these scenarios as part of the Scouring of the Shire linked campaign, the Good player may take any number of available Hobbit Archers from one scenario and use them in the other instead – he must choose how many before forces are deployed.



APPENDIX: THE HISTORY OF THE SHIRE

It was in the middle years of the Third Age that the tale of the Shire began. Two brothers of the Fallohide Hobbit family, Marcho and Blanco, went as supplicants before the king of Arnor, Argeleb – then the chief power in northern Eriador – and petitioned him for a land in which to dwell. Few reliable records remain of these years, but it seems that prior to this time the Fallohides dwelt in the vales of the upper Anduin, beneath the eaves of Greenwood the Great. After a shadow fell upon the forest, thereafter known as Mirkwood, the Hobbits abandoned their homes and made passage of the Misty Mountains into Eriador, seeking a safer place in which to make their new home. For many years afterwards, the Fallohides became almost nomadic, living in the lands about Bree but never truly settling anywhere. It so happened that at this time the people of Arnor were in decline, and many areas of the once-great kingdom were now but sparsely populated. Seeing this, and judging that the Fallohides were good and honest folk, Argeleb granted his consent, yielding unto them all the land between the Baranduin (or Brownwater) river in the east and the far downs in the west to be theirs in which to dwell, an area some forty by fifty leagues. All that was asked of them in return was that they should keep the roads and bridges of that region in good repair, and that they should hasten the King's messengers, should they pass through that land.

Over the next few years, the population of the newly founded Shire thrived and grew, due in no small part to the arrival of a large group of Stoors who came to settle within the borders of the Four Farthings and were welcomed by their Fallowhish cousins. Even so, it was shortly thereafter that the Shire came close to destruction for, less than forty years after the Fallowhides had claimed the land, a great plague swept across Middle-earth, a pestilence that left the

dead piled in the streets. All the great lands were brought low by its passage, but the fledgling Shire was almost eradicated by it. Only the Hobbits' natural determination saw them safely through that difficult time and into the years of plenty that followed.

For several hundred years after, the Shire knew peace, shielded by the watchful men of Arnor, but before long the great kingdom of Men found itself pressed sorely by an enemy of old: the Witch-king of Angmar. It is to the Shire-folk's credit that when they learned of the war between Arnor and Angmar, they did not hesitate to send what little help they could to the defence of their king. Though the kingdom of Arnor fell in the final battle with the Witch-king, in the Shire the names of those twenty brave Hobbits are recorded with honour, all the more so since none of them ever returned. In truth, this marked the first, last and only fighting force the Shire has ever contributed to the battles of Middle-earth, for they have since become distanced from the rest of the world and have forgotten their past hardships all too quickly. Fortunately for the folk of the Shire, their cheerful and innocent nature was seen by many of the Free Peoples to be something worth protecting. The Elves of Rivendell and Lindon, the Dwarves of the Ered Luin and Gandalf the Grey have all shielded the Shirefolk from wolves, famine, Orcs and worse throughout the passing years, unbeknownst to the Hobbits though their actions often remained. However, the chief guardians of the Shire have always been the descendants of broken Arnor, who have always proved equal to the task of defending the Halflings from that which would seek to harm them, leaving the Hobbits to pursue their simple lives in peace.



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A TALE OF YEARS (AS THESE THINGS ARE RECKONED IN THE SHIRE)

- 1 Foundation of the Shire.
- 36 The Great Plague sweeps Middle-earth, devastating the Shire.
- 74 The Battle of Fornost – several Hobbits take up arms against the forces of the Witch-king.
- 376 The Dunédain begin their vigil over the Shire.
- 504 Foundation of Hobbiton.
- 1147 Battle of Greenfields. Bandobras Took, 'the Bullroarer' defeats an Orc raid in the Northfarthing. Bullroarer later comes under criticism from the head of the Sackville family, who claims that the Orcish threat was, at the very least, misrepresented and, at best, misrepresented.
- 1158 The Long Winter. Orc raids, poor weather and a poorer harvest condemn many in the Shire to death from starvation. At this time, Gandalf the Grey first comes to the aid of the Shire.
- 1311 The Fell Winter. Many rivers in Eriador are frozen solid by the extreme cold. Driven south by hunger, the White Wargs of Forochel come south and attack the Shire. Gandalf once more intervenes to safeguard the Hobbits.
- 1312 The Lhûn and Baranduin rivers, swollen by the spring thaw, burst their banks and flood parts of both Southfarthing and Westfarthing.
- 1341 The Quest of Erebor. The Battle of Five Armies. Bilbo Baggins finds the One Ring after meeting a creature called Gollum deep within the Misty Mountains.
- 1353 Saruman notes Gandalf's interest in the Shire. The white wizard's agents begin to appear in Bree and the Southfarthing.
- 1418 Frodo and his companions set out from the Shire to Rivendell. The Fellowship of the Ring is formed and leaves Rivendell late in the year.
- 1419 The War of the Ring. Frodo reaches Orodruin, the One Ring is unmade and Sauron is overthrown. The Scouring of the Shire and the Battle of Bywater. Frodo becomes mayor of Hobbiton.
- 1420 The great year of plenty. Samwise Gamgee marries Rosie Cotton. Frodo resigns the office of mayor which passes to Samwise Gamgee.
- 1421 Frodo travels to the Grey Havens and there takes the last ship into the West alongside Gandalf and Bilbo.



Handwritten text in a stylized script, likely a form of Elvish or a decorative flourish.

THE WILDS OF ERIADOR

Hobbits may live a contented life within the Four Farthings of the Shire but, outside the boundaries they know, the wilderness of Eriador is a dangerous place for the unprepared. The northlands truly conceal a host of dangers – the inevitable aftermath of Angmar’s fall many thousands of years ago. In some areas, even the Elves do not travel singly, for many of their kind have been lost when travelling alone. When night falls, foul creatures slink from their lairs and search for prey. Ever-hungry Wargs prowl across the bleak moors, Orcs gather in shadowed valleys and, deep within the silence of long forgotten tombs, immortal remnants of another age wait to ensnare the living in their chill grasp.

Not all in Eriador are possessed of evil intent. Amongst the lonely hills and glades are ancient bastions of a different kind of power. Though the Elves dwindle, they still walk the lands, their hatred for Sauron’s creatures no less resolute, nor less deadly than in the great wars of the First Age. So too do the Rangers of the North, last descendants of fallen Arnor, stalk the glades and hills, pledged to guard the Shire with their lives and deaths. Unnoticed by the Halflings that they protect, the Rangers will never turn aside from their calling. Should even the Dark Lord himself seek entrance, they shall not yield. The greatest power in all the land west of the Misty Mountains however, lies between the Old Forest and Bree. Though much of the world has forgotten him, Iarwain Ben-adar, oldest and fatherless, often known as Tom Bombadil, does not deny those who need his aid.



Bandobras Took, the Bullroarer, is a legend in the Shire. Much of his renown was due to his great size, for Bandobras was famously tall and strong, able to take his ale in full pints, not mere half measures and to ride a full sized horse.



The Dúnedain, or Rangers of the North, are forbidding men, grim of face and worn like weathered rocks that patrol the lands of Eriador and keep them safe from all creatures of Evil. They are considered men of disreputable character by the people of the Shire and Bree, who know not that these grim men guard them unfailingly.

GOOD HEROES

BANDOBRAS TOOK

Points Value: 40

	F	S	D	A	W	C	Might:
Bandobras Took	3/3+	3	4	2	2	4	2
							Will: 1
							Fate: 1

WARGEAR

Bandobras Took carries a hand weapon and rides a horse.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3



RANGER OF THE NORTH (MAN)

Points Value: 25

	F	S	D	A	W	C	Might:
Ranger of the North	4/3+	4	5	1	1	5	1
							Will: 1
							Fate: 1

WARGEAR

The base profile for a Ranger of the North includes a sword (hand weapon), bow and armour. He can be given additional equipment at the following extra cost:

Spear
Horse

1 pt
6 pts

	F	S	D	A	W	C
Horse	0	3	4	0	1	3



Tom Bombadil is a mysterious being that lives in a small cottage past the edge of the Old Forest. He is known by many names, though be he Bombadil, Iarwain Ben-adar, Forn or Orald, his appearance is that of a plump, jolly little man, always intent on singing nonsensical songs and picking flowers for his beloved Goldberry. Tom seems interested in very little else, but he will never deny help to travellers in danger, as Frodo and his friends soon found out. Beyond Tom’s innocent look, however, is hidden a being of immense power, whom all living creatures and even inanimate matter must obey to the letter. Even the Ring has no influence upon him, and the only limit to Tom’s powers seem to be his resolution never to cross the borders of his small land, a limit that Tom has imposed upon himself.



“O slender as a willow-wand!
O clearer than clear water!
O reed by the living pool!
Fair River-daughter!”

– Tom Bombadil
The Fellowship of The Ring

A mysterious creature that lives with Tom Bombadil, Goldberry is a beautiful female spirit. She seems to personify the life-giving and soothing powers of the clearest and purest of waters.

TOM BOMBADIL (MAN?)

Points Value: 80

	F	S	D	A	W	C	Might:
Tom Bombadil	?	?	?	?	?	?	?
							Will: ?
							Fate: ?

WARGEAR

Tom wears great yellow boots, a blue coat and an old battered hat with a tall crown and a long blue feather stuck in the band. Tom is armed with a large leaf on which he carries a small pile of white water-lilies.

SPECIAL RULES

Movement. Tom has assumed the guise of a Man and therefore has a Move value of 6"/14cm.

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of 6 on the Jump and Climb charts (some say that rocks and trees reverently move aside to let him through...). Tom cannot be harmed by ranged attacks – this means that magical powers have no effect at all on him and missiles that hit Tom disappear and are discarded. No models can move into Tom’s control zone unless the Good side player allows them (this includes models moved by a *Sorcerous Blast* spell). Tom can charge enemy models normally and his side will always win any fight Tom is involved in, but neither Tom nor any other Good model involved in the same fight will strike any blows. Tom and all Good models within 6"/14cm of him always automatically pass all Courage tests.

Tom’s country ends here: he will not pass the borders. Tom cannot be used in any scenario that does not take place in the Barrow-downs or in the Old Forest.

MAGICAL POWERS

Hey! Come merry dol! Range 12"/28cm. Dice score to use: automatic. Tom can instantly heal the body and mind of his friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).

GOLDBERRY (WOMAN?)

Points Value: 70

	F	S	D	A	W	C	Might:
Goldberry	?	?	?	?	?	?	?
							Will: ?
							Fate: ?

WARGEAR

Goldberry wears a green and silver gown and golden belt. She has no weapon.

SPECIAL RULES

Movement. Goldberry has assumed the guise of a Woman and therefore has a Move value of 6"/14cm.

River-Daughter. Goldberry cannot be harmed by ranged attacks – this means that magical powers have no effect at all on her, and missiles that hit Goldberry disappear and are discarded. No Evil models can move into Goldberry’s control zone (this includes models moved by a *Sorcerous Blast* spell). Goldberry will never enter the control zone of an Evil model. Goldberry and all Good models within 6"/14cm of her always automatically pass all Courage tests.

Tom has his house to mind, and Goldberry is waiting. Goldberry cannot be used in any force that does not include Tom Bombadil as well.

MAGICAL POWERS

Refreshing Song. Range 12"/28cm. Dice score to use: automatic. Goldberry can instantly heal the body and mind of her friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).



THE FOUNDING OF THE SHIRE

‘Having obtained the permission of the high king at Fornost, the Fallohide brothers, Marcho and Blanco, gathered their folk and left their lodgings in Bree. Travelling west, they came to the land past the Old Forest and across the Brandywine river. In exchange for the king’s permission and protection, the Fallohide brothers pledged only to keep the roads open, and the bridges in repair, a price they reckoned favoured their part of the bargain. In a short time, the brothers and all that had travelled with them fell in love with their new land and, untroubled by the passing times of the outside world, built the Shire we know today.’

Taken from the Red Book of Westmarch

In the year of 1601, the king of Arnor granted permission to the Periannath to dwell in the land between the Baranduin and the Tower Hills. Few detailed records remain of this time in the Shire; indeed it was only in these the earliest years of the Shire that detailed records were not maintained, and so it is not clearly known what challenges they faced in settling the land. Some clues can be found in the archives of Ered Luin. The Dwarves there make mention of a brief skirmish fought on the western bank of the Baranduin, between the newly arrived Hobbits and a small band of Goblins fleeing Dwarven reprisals. The Dwarven annals make no note of who won, but it can be assumed that it was the Hobbits who emerged victorious, and thereafter lived in peace for many years.

PARTICIPANTS

GOOD

- 4 Shirriffs
- 8 Hobbit Archers
- 12 Hobbit Militia
- 1 Hobbit Archer may carry a signal horn

EVIL

- Ghâsh (Goblin Shaman)
- 4 Moria Goblins with Orc bow
- 4 Moria Goblins with spear
- 4 Moria Goblins with shield
- 1 Cave Troll with Troll chain

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The green and pleasant land that will one day become the Shire is as yet untamed, with fields broken by trees, rocky outcrops and areas of marsh. The western edge of the board is dominated

by the impressive forest of Woody End and should be heavily covered by trees. 6"/14cm in from the eastern edge of the board is the Baranduin (Brandywine) river. This is about 4"/10cm wide at this point and can be hazardous to cross (see below).

STARTING POSITIONS

The Good player deploys the Hobbits within 12"/28cm of the northern board edge.

When this has been done, the Evil player deploys his entire force within 12"/28cm of the southern board edge.

OBJECTIVES

The Good player wins if he manages to reduce the Evil force to 25% or less of its starting numbers.

The Evil player wins if he manages to reduce the Good force to 25% or less of its starting numbers.

If both players achieve their objectives in the same turn, the game is a draw.

SPECIAL RULES

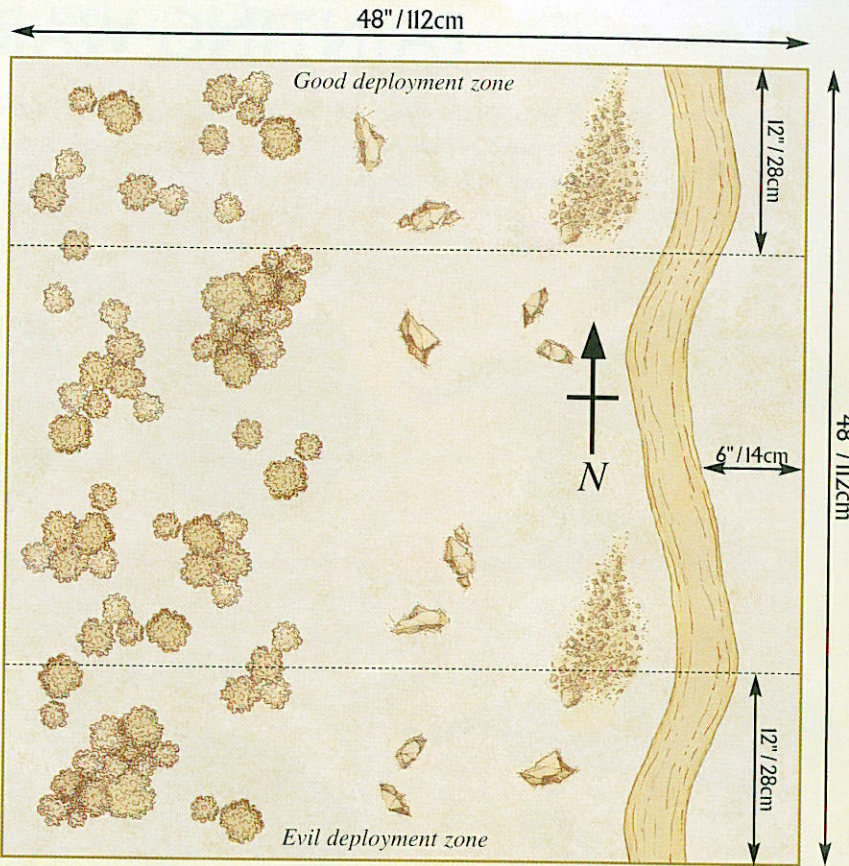
Rogue Troll. The Cave Troll accompanying the Goblins has seen battle recently and is still wounded from its last encounter. At the start of the game, the Troll has only 2 Wounds, rather than 3. In addition, to see if the Troll is made unpredictable by its suffering, it must take a Courage test at the start of each Priority phase. If it fails, the Good player may control it for the remainder of the turn, exactly as if it were one of his own models.

The Brandywine. Though not the fastest flowing river in the world, the Brandywine can be a daunting obstacle. Warriors and Heroes may attempt to swim through the Brandywine. Mounted models may not attempt to swim – though they may dismount and attempt to cross without their mount. Swimming models are moved in the Move phase as normal. Roll a D6 for each swimming model and consult the Swimming chart. Swimming models may not lie down, shoot, or carry burdens but will fight as normal.

Note that Hobbits are distrustful of large bodies of water and must pass a Courage test to enter the river. If they fail, they may not enter the water, but may move elsewhere if they wish.

POINTS MATCH

To play this scenario with alternate forces, choose a Good side and then an Evil force approximately twice as large (ie, a Good force of 50 points would play against an Evil force of 100 points). The most expensive model on the Evil side takes the role of the Cave Troll.



SWIMMING CHART

Dice	Result
1	Sink. The model is overcome by the weight of his wargear and drowns. Remove the model as a casualty.
2-5	Swim. The model may move up to half its move through the water. If it reaches the bank it may make a Climb test to pull itself out of the water onto a bank.
6	Swim strongly. The model may make its normal move through the water. If it reaches the bank it may make a Climb test to pull itself out of the water onto a bank.

The amount of armour that a model is wearing can adversely affect its ability to swim – this chart represents the ability of a model wearing armour. To represent this, apply the following modifiers to the Swimming chart:

- Model is wearing no armour/Mithril armour: +1
- Model is wearing heavy armour/Dwarf heavy armour: -1
- Model is carrying a shield: -1

These modifiers are cumulative.

PAINTING WARGS

Wargs appear at several points through the histories recounted in these pages, sometimes ridden by Orcs, at other times arriving by their own volition. On these pages, you'll find a step-by-step guide to painting both kinds, as well as an example of a converted Warg Chieftain to lead your forces.

WARGS



Drybrush the model with Scorched Brown.



Drybrush the fur with Bestial Brown.



Begin to lighten the raised areas on the fur by drybrushing it with Snakebite Leather.



Add the first highlight to the skin with a mix of Scorched Brown, Chaos Black and Fortress Grey. Drybrush the mane with Graveyard Earth, and then with Kommando Khaki.



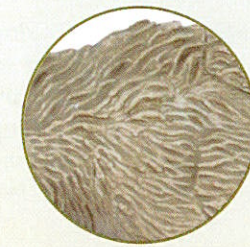
Paint the teeth and claws with Bestial Brown, and then add a second highlight to the skin – this time adding more Fortress Grey to the mix.



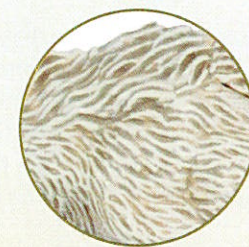
Apply a final highlight of Fortress Grey and Bleached Bone to the skin, and then paint the teeth, claws and eyes with Skull White.



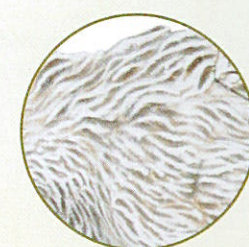
WHITE WARGS



Paint the model with a mix of Graveyard Earth and Fortress Grey over a white undercoat.



Drybrush the fur with Bleached Bone, and then paint the legs with the same colour.



Drybrush the fur and legs with Skull White.



Paint the teeth with Scorched Brown, and then paint the face with a mix of Graveyard Earth, Fortress Grey and Elf Flesh.



Add Skull White to the mix to give a final highlight to the face, and then shade the fur with a mix of Graveyard Earth and Brown Ink. Apply a layer of Graveyard Earth to the teeth and claws, and then paint the tongue with Scab Red.



Highlight the tongue with a mix of Scab Red and Fortress Grey, and then highlight the teeth and claws with Fortress Grey. Finally, add the spots with a mix of Bestial Brown and Snakebite Leather.



WHITE WARG CHIEFTAIN

The slightly darker skin and the scar around the eye of this model make it stand out from other Wargs. Adding these kinds of small details is an effective way to distinguish leaders from the rest of the models in your force.



Many volumes exist on the early history of Hobbit-folk and their stories. Be they tales of joy or sadness, famine or plenty, everything that is remembered is recorded and saved for those that follow. We Hobbits pride ourselves on knowing our past as well as any, but even amongst our exceptionally fine records there are gaps we are unable to fill, save with hearsay. One such tale is that of Halfast Bracegirdle, a Hobbit of some wealth and fine repute, who in the year of 303 (as these things are reckoned in the Shire) led a small party of young Shirefolk into the northern hills, never to be seen again.'

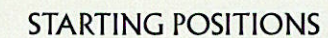
Taken from the Red Book of Westmarch

PARTICIPANTS

Halfast Bracegirdle (Shirriff)
4 Hobbit Archers
8 Hobbit Militia

4 Barrow-wights
4 White Wargs

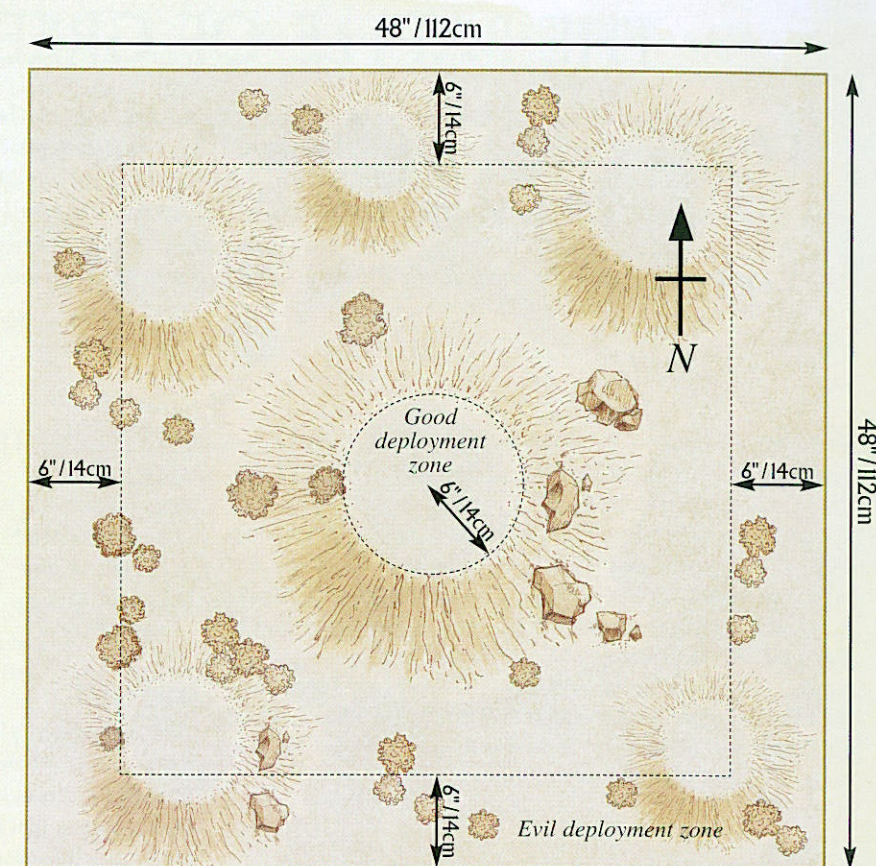
The scenario is played on a board 48"/112cm by 48"/112cm. One hill is placed in the exact centre of the board – as the highest in the immediate area this hill should rise about 5"/12cm from the board. Set about it, and covering the rest of the board, should be several additional hills, each rising at least 3"/8cm from the surface of the board. Each of the hills is sparsely covered with scrub and occasional trees.



When this has been done, the Evil player deploys one Warg in each corner. He then places one Barrow-wight along each table edge, no further than 6"/14cm in.

The Good player wins by moving at least 3 Hobbits off the board from any edge (of course, if the Hobbits manage to slay all of the Evil models, this will become a certainty!). Models that leave the board as the result of failed Courage tests do not count towards the total of escaped Hobbits.

If the Good player does not meet his objectives, but all four Barrow-wights are slain, the game is a draw.



Surprise Attack. The Hobbits have been taken completely unaware by the evil presence in their midst. For this scenario the Evil player has Priority in the first turn.

Swirling Mists. An eldritch fog has fallen upon the hills, covering the land with a deathly white blanket. Models may not charge, shoot at, or target other models with magical powers unless they are within 6"/14cm of their target. As the game goes on, there is a chance that the mist will rise. If the Priority roll is ever drawn on the roll of 5 or 6, the fog rises and visibility returns to normal.

The Hunt. The Wargs are not acting in concert with the Barrow-wights, rather they are attempting to ensnare something edible to stave off their hunger. The Wargs are always controlled by the player with Priority and may move, charge and fight according to the wishes of the player with Priority (though they won't find good eating on the Barrow-wights, they'll give it a good go...). Wargs do not take Courage tests in this scenario.

The Sacrifice. The Barrow-wights are a-prowling for suitable victims to sacrifice in the name of their dark master. If a Barrow-wight spends a Fight phase in base contact with a Paralysed Hobbit without doing anything else, it sacrifices the Hobbit. Remove the Hobbit from play as a casualty – the Barrow-wight gains one point of Will. Barrow-wights do not take Courage tests in this scenario.

To play this scenario with alternate forces, choose about 250 points for the Evil side and 50 points for the Good side. The four most expensive models on the Evil side take the roles of the Barrow-wights. Note that all models other than Ringwraiths will be bound by the reduced visibility caused by the 'Swirling Mists' special rule.

*Don't stray into the mists on the hills,
When the wind has withered and died,
For the dead shall enfold you in silent embrace;
In their barrows forever to lie.*

—from a nursery rhyme told in Arthedain



THE BATTLE OF GREENFIELDS

‘Upon hearing the news that Orcs were riding upon the land about Greenfields, the Bullroarer gave a great and rousing speech to the assembled Hobbitry. With an eloquent yet fiery oratory, he strove to rouse his fellows and have them confront the brutish and ill-mannered creatures who had come to burn their homes and steal their possessions. The gathered Took, Proudfoots, Brandybucks, Bolgers, Grubbs, Chubbs and Bracegirdles cheered him until they could cheer no more. They cheered three times for his bravery, three times for the courage he had given them, and three times for the promise of a fabulous meal once the Orcs had been repelled.’

from the Mathom house journals, author unknown.

Preceding the Battle of Bywater only one conflict of any scale is recorded in the Shire, that of Greenfields. The bold and overconfident Orc chieftain Golfimbul led a large party of Warg Riders through the patrolling Rangers and into the green lands beyond. Though he lost many of his followers to the deadly skill of the Dúnedain, Golfimbul was poised to pillage and plunder much of the northern counties of the Shire. It was on the edge of the small village of Greenfields where he was to be stopped. An unusually large and strong Hobbit named Bandobras Took roused the Hobbitry and led them against the Orcs. When Bandobras and Golfimbul met in battle, the latter was roundly defeated, his head struck clean off by Bullroarer!

“Come on lads! There’s only a few of the little dunghill maggots. How can we possibly lose?”

– attributed to Golfimbul

PARTICIPANTS

GOOD	EVIL
Bandobras Took	Golfimbul
3 Rangers of the North (on foot)	6 Warg Riders with shield and throwing spears
8 Hobbit Militia	6 Warg Riders with Orc bow
4 Hobbit Archers	
4 Shirriffs	

LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm. One quarter of the board is heavily wooded and should be treated as difficult terrain (see map) with ideally twelve or more trees in that part of the board. At the opposite end of the board are three Hobbit-holes, representing the outlying edge of Greenfields. The intervening terrain is farmers’ fields dotted with the occasional tree and rocky outcrops.



STARTING POSITIONS

The Good player deploys Bandobras and the Hobbits within 12"/28cm of the Greenfields board edge. The Evil player then deploys Golfimbul and 8 Warg Riders (of his choice) between 12"/28cm and 24"/56cm away from the Eriador board edge. After this has been done, he deploys his remaining Warg Riders within 3"/8cm of the Eriador board edge. Finally, the Good player deploys the Rangers of the North within 12"/28cm of the Eriador board edge, provided that they are not within 6"/14cm of an Evil model.

OBJECTIVES

The Good player wins when the Evil force is reduced to less than 25% of its starting numbers (3 or less models using the normal participants).

The Evil player wins when the Good force has been reduced to less than 25% of its starting numbers (4 or less models using the normal participants).

If both sides meet their objectives in the same turn, the first side to kill the most expensive participating enemy Hero in the opposing starting force (or make him flee the battlefield) wins the game.

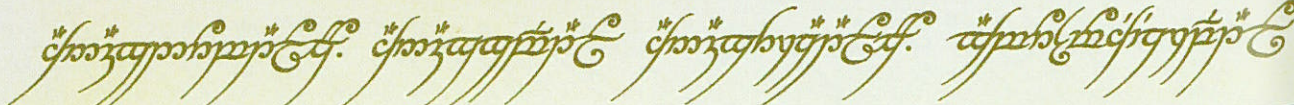
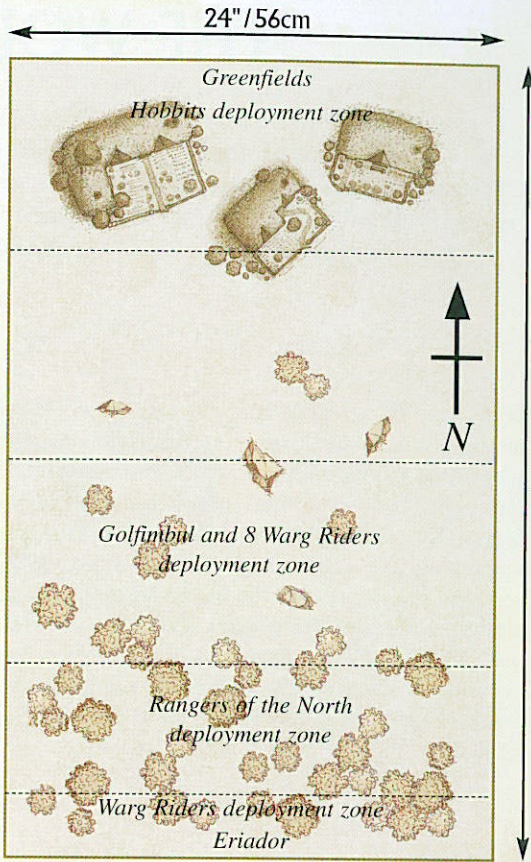
SPECIAL RULES

Surprise Volley. Using their stealthy woodsman’s skills, the Rangers of the North manage to sneak up close to Golfimbul’s Orcs, silently ambushing several before the game even begins and, more importantly, before the Orcs are even aware of them. After both sides have deployed, but before the game begins, each Ranger of the North may take a free shot, resolved as per the normal shooting rules.

We Shall Not Be Seen. Though the Rangers are dedicated to defending the Shire and its boundaries, they do not wish its inhabitants to know of their guardianship – to do so would be to cause the Hobbits to doubt their idyllic view of the Shire. The Rangers may never voluntarily move beyond the tree line (ie, more than 12"/28cm from the Eriador board edge). If they find themselves beyond this limit they must move back to the tree line as swiftly as possible.

POINTS MATCH

Rather than using this scenario to play the Battle of Greenfields, you can play it with different forces – such as a Rohirrim war-party raiding a Dunlending settlement. To play this scenario with alternate forces, choose about 175 points for each side. The most expensive models on each side take the roles of Bandobras and Golfimbul, while the next three most expensive models on the defending (Good) side take the role of the Rangers of the North.



THE WOLVES OF WINTER

'It might seem strange or suspicious to one who did not know him that Gandalf so often arrived when his aid was most needed. To me, though, it just seemed to be another kind of his magic. How often he'd admonish "A wizard is never late, nor is he early. He arrives precisely when he means to." I think it was here that his true power lay. Having foretold events that had not yet occurred, he would then judge where it was that he was most needed. Never once was he late.'

from the Mathom house journals, author unknown.

In the year 2911, a great cold descended upon Eriador. It was not only streams that froze in the chill embrace of the winter winds, but also the mighty rivers that bordered the Shire to the north and west. Even the Baranduin (or Brandywine as the Shirefolk would have it) was locked solid. In this window of vulnerability, a great many packs of White Wargs, driven south by hunger, crossed the frozen barrier. They savaged the patrolling Rangers of the North and began to wreak havoc in the Shire. Though the Boulders did what they could to stay the fearsome beasts, they were too few and already half dead from the cold. Fortunately for the Shirefolk, Gandalf, the Grey Pilgrim, came to their aid once again...

PARTICIPANTS

GOOD

Gandalf the Grey
8 Hobbit Militia
4 Hobbit Archers
4 Shirriffs

EVIL

1 White Warg Chieftain
8 White Wargs

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The board should have four Hobbit holes scattered across it, as well as several trees. Four large fires (about the size of a 40mm base) have been lit in the centre of the board (see map) – the Hobbit-holes should be organised around these, but no closer than 6"/14cm to them.



STARTING POSITIONS

The Good player deploys the Hobbits so that there are four Hobbits within 3"/8cm of each fire. He then deploys Gandalf within 3"/8cm of any of the fires.

When this has been done, two Wargs start on each table edge. One of each pair must be in base contact with the edge, and the other must be 6"/14cm in from the table edge. The Warg Chieftain may be set up on any table edge, up to 6"/14cm in from the edge.

OBJECTIVES

For the Good player to win, the Warg Chieftain must be slain and all other Wargs must have been killed or have fled the board.

The Evil player wins if the Good player does not achieve his objectives before being slaughtered to the last Man and Hobbit.

If the Wargs are driven off or slain, but all the Hobbits have died, the game is a draw.

SPECIAL RULES

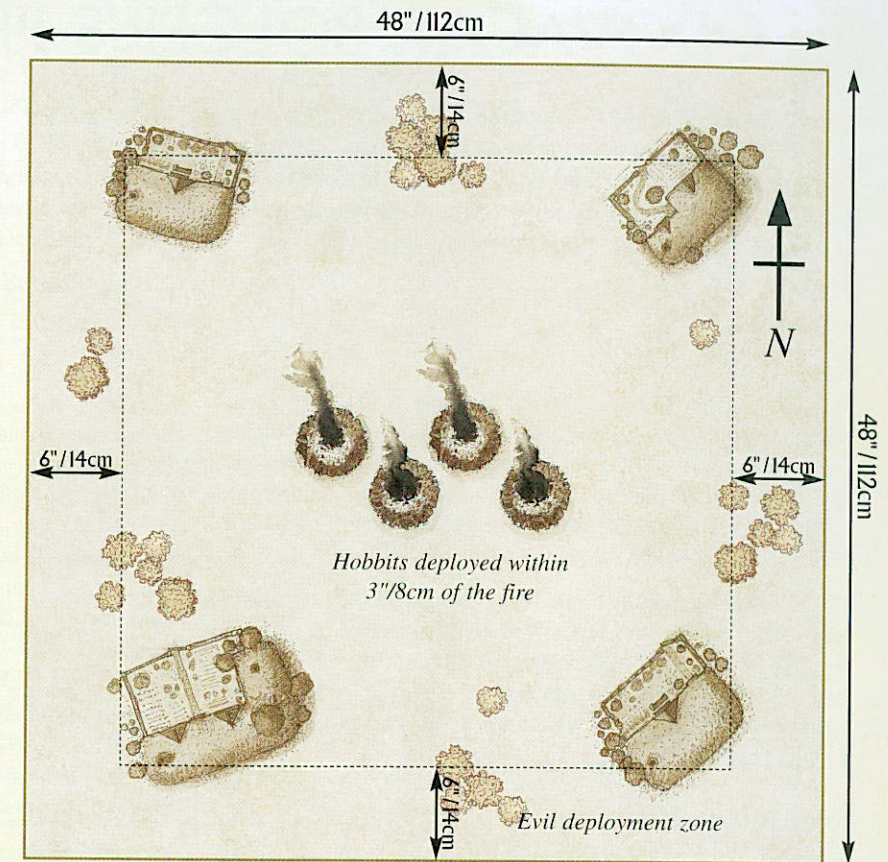
Surprise Attack. The Evil player has Priority in the first turn.

The Leader of the Pack. The Wargs are almost without number, having swept down from the icy coasts of Forochel. The only chance the defenders have against this horde is to slay its leader.

The Wargs must always move at full rate directly towards an enemy model. The only exception is if they end their move in base contact with an enemy model (ie, have charged an enemy) in which case they may move how they wish. In addition, whenever a White Warg is removed as a casualty it is kept to one side. Whilst the Warg Chieftain is still in play, the Evil player moves up to two White Wargs (slain earlier in the game) onto the board from any edge at the end of his Move phase. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

While the Warg Chieftain is still alive and on the table, the White Wargs do not take Courage tests of any kind (although the Chieftain will). Once the Warg Chieftain has been slain, the White Wargs return to the normal rules for Courage and so will start taking tests when five Evil models have been slain.

Dead of Night. It is a moonless night and there is no light save for that given out by the fires that burn in the centre of Whitfurrows. Gandalf and the Hobbits may not charge, shoot at, or target Wargs with magical powers unless they are within 6"/14cm of their target. In addition, any models within 6"/14cm of a fire (or 12"/28cm of Gandalf if he is using the Cast Light magical power) can be seen clearly from any distance.



POINTS MATCH

To play this scenario with alternate forces, choose about 200 points for each side. The most expensive model on the Evil side takes the role of the Warg Chieftain, while the most expensive model on the Good side takes the role of Gandalf (or vice versa if you want the Evil side to defend instead). Note that Elves, Dwarves, Trolls, Orcs and Moria Goblins can always see up to 12"/28cm in the dark, rather than the 6"/14cm that the Hobbits are limited to in the Dead of Night special rule.

"Gandalf the Wizard, whose fame in the Shire was due mainly to his skill with fires, smokes, and lights. His real business was far more difficult and dangerous."

– The Fellowship of The Ring



ODOVACAR BOLGER'S PROMENADE

'I couldn't stand to go under the eaves of that dreadful forest again. I've heard tales told of that place that'd freeze the very blood in your veins – stories of wolves and suchlike, you understand? The truth of it is though that there's naught can hold a candle to the wickedness of those trees, be it the wildest wolf or the meanest Goblin. To this day I don't recall how we managed to escape with our lives, though I have a peculiar memory of musical laughter. It was the most beautiful I have ever heard – quite out of place in that frightful hollow'.

from the Mathom house journals, author unknown.

It is on a bright spring day that Odovacar Bolger and some friends make the ill-advised decision to take a picnic under the branches of the Old Forest. All of Odovacar's companions are Brandybucks and, though they have heard tell of the dangers of the forest, are scornful of the dark and sinister tales with which they were raised.

Once in the the shadow of the Old Forest, with the face of the sun lost above the leafy canopy, their joyful picnic turns into a night of terror. Without warning, the path on which they entered the forest is swallowed up as the trees wake from their slumber. It would seem that only a miracle can save the Hobbits now.

PARTICIPANTS

GOOD

Tom Bombadil
Goldberry
8 Hobbit Militia
(one of which is Odovacar)

EVIL

None (no, really!).

LAYOUT

The scenario is played on a board 36"/84cm by 36"/84cm. As this scenario is set in the heart of the Old Forest, the board should be a tangle of undergrowth that covers several hills and rocky outcrops. About half of the board should be difficult terrain, but there should be several clear 'paths' that run from one board edge to another. Do not place any trees at this point – they will be placed by the Evil player later.

STARTING POSITIONS

The Evil player divides the board into 12"/28cm x 12"/28cm sections and places 3 trees (ideally mounted on a base between 25mm and 40mm in size) in each section. No tree may be placed within 3"/8cm of another tree.

When this has been done, the Good player places Odovacar Bolger and the Hobbit Militia within 6"/14cm of the centre of the board (see map). Tom and Goldberry are kept in reserve, but may become available later in the game.



OBJECTIVES

For the Good player to win, at least one Hobbit must escape the board by exiting via the west board edge.

The Evil player wins if the Good player does not achieve his objective.

SPECIAL RULES

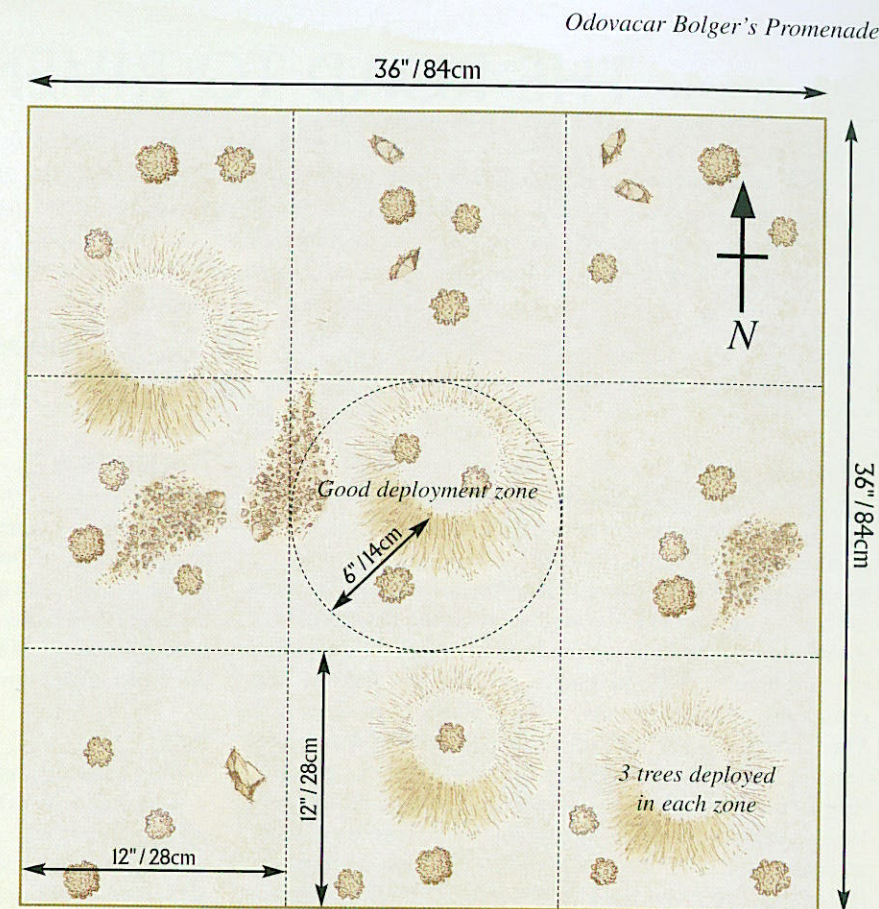
Ho Tom Bombadil! Though Tom Bombadil does not often concern himself with the world outside his door, he is often drawn to the plight of innocents. From the fourth turn onwards, the Good player may roll a D6 at the start of each turn, before Priority is established. On the roll of a 4+ or greater, Tom has heard the pleas of the frantic Hobbits and may move onto the board from the eastern edge. Once Tom has arrived, the Good player can continue to roll in subsequent turns – if a second 4+ is rolled, Goldberry moves onto the board from the eastern edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

Desperate Panic. The Hobbits are far outside the safe world they are used to and have all but lost their wits in terror. The Hobbits must always test their Courage at the start of their Move, exactly as if their force was reduced below 50%. If a Hobbit fails, the Evil player may move him instead, exactly as if he had been Compelled rather than using the normal rules for retreating.

The Trees are Moving! The ancient and malicious trees of the Old Forest have roused themselves from slumber and are intent on causing harm to the Hobbits. At the start of each of his Move phases, the Evil player rolls a D6 to determine how many trees are moving that turn. The Evil player can nominate to move as many trees as the number rolled. Each tree moves D6"/2D6cm, but is not slowed by terrain or obstacles. Restless Trees have the following profile:

	F	S	D	A	W	C
Restless Tree	1/-	2	5	1	-	8

The trees have control zones, and so can charge and be charged as if they were normal models. Should a Restless Tree win a combat, it will not strike. Rather, it will envelop a single defeated model. If there are multiple trees engaged in a single fight, the Evil player may choose which one captures the loser. Represent which tree has enveloped which model by placing the victim on its side in base contact with the tree. Enveloped models may do nothing until they are released and suffer a single Strength 4 hit at the end of each Fight phase. Trees may only envelop a single model at once.



If a Restless Tree is charged while it is enveloping a model, that model is instantly released and placed within 1"/2cm. If a Restless Tree is wounded, defeated in combat, or is targeted by either the Hey! Come Merry Dol! or Refreshing Song magical powers, it releases any enveloped model and instantly retreats D3"/D6cm directly away from the source of the attack.

Restless Trees that have enveloped a model may be targeted with shooting attacks without that model (or in fact any model except other trees) being considered to be 'in the way'. *Sorcerous Blasts* or other damaging spells aimed at Restless Trees with an enveloped model will not cause any damage to the enveloped model. Trees are never knocked to the ground and cannot be affected by Immobilise, Transfix, Command or Compel magical powers.

POINTS MATCH

You can play this scenario with almost any force (Good or Evil) simply choose about 175 points of Heroes and Warriors for the side that is trying to escape the Old Forest. The two most expensive models on the escaping side take the roles of Tom Bombadil and Goldberry. If you want to play the scenario with Evil models instead, simply have the Good player take control of the Restless Trees.

THE ROAD TO RIVENDELL

‘Despite what some of the more opinionated stop-at-home-Hobbits might say, the lands between the Shire and Rivendell (recorded elsewhere as the Last Homely House east of the sea) are perfect for a few days’ gentle walk in good company, providing that the journeyman is well provisioned with food and drink. The roads are clear, the passers-by are well-mannered and well-spoken and, of course, it cannot be denied by forward-thinking Hobbits that travel broadens the mind. I really don’t understand it when people say that such a trip is too dangerous for sensible folk.’

from the Mathom house journals, author unknown.

Bilbo Baggins, Hobbiton’s best-known eccentric (no mean feat in Hobbit society) has disappeared in the midst of his eleventy-first birthday party – right before the eyes of one hundred and forty-five Hobbits, no less. Leaving both the Ring and Bag End to his nephew, Frodo, Bilbo has resolved to travel to the Last Homely House east of the sea and west of the mountains, the Elven safehold of Rivendell. His appraisal of the difficulty of the journey is perhaps less than realistic, coloured by his comparatively easy passages of days past. Though Bilbo is still hale of body and hearty of spirit, there are more perils on the road than the mere exertions of travel. Sauron’s shadow has grown of late, and many foul creatures lurk between Bilbo and his goal – not that he is aware of them, of course, for he thinks the journey quite safe. Fortunately, though the Elves and Rangers are present in fewer numbers than even ten years earlier there are still those who have made it their task to keep the old Hobbit safe from harm...

PARTICIPANTS

GOOD

- Bilbo (does not carry the Ring)
- Aragorn (does not wear armour or carry Anduril)
- 3 Wood Elves with armour and Elven blade
- 3 Wood Elves with armour and Elven bow
- 3 Rangers of the North
- All Good models are on foot.

EVIL

- 4 Warg Riders with Orc bow
- 4 Warg Riders with throwing spears and shield
- 4 Warg Riders with shield
- 4 Moria Goblins with shield
- 4 Moria Goblins with Orc bow
- 4 Moria Goblins with spear



LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm. This country is fairly hilly, so as many areas of elevated terrain as possible should be placed on the board. The entire playing area should be covered with trees, bushes and other suitable areas of vegetation.

STARTING POSITIONS

The Good player deploys Bilbo within 12"/28cm of the Bree table edge (see map). He may then also deploy the Elves anywhere on the board, but no closer than 12"/28cm to Bilbo. The Evil player then deploys the Moria Goblins anywhere on the board but no closer than 12"/28cm to Bilbo, nor within 6"/14cm of an Elf. The remaining Good and Evil models are kept to one side and may be available later in the game.

OBJECTIVES

The Good player wins if Bilbo exits the board from the Rivendell board edge. If Bilbo is slain, the Evil player wins.

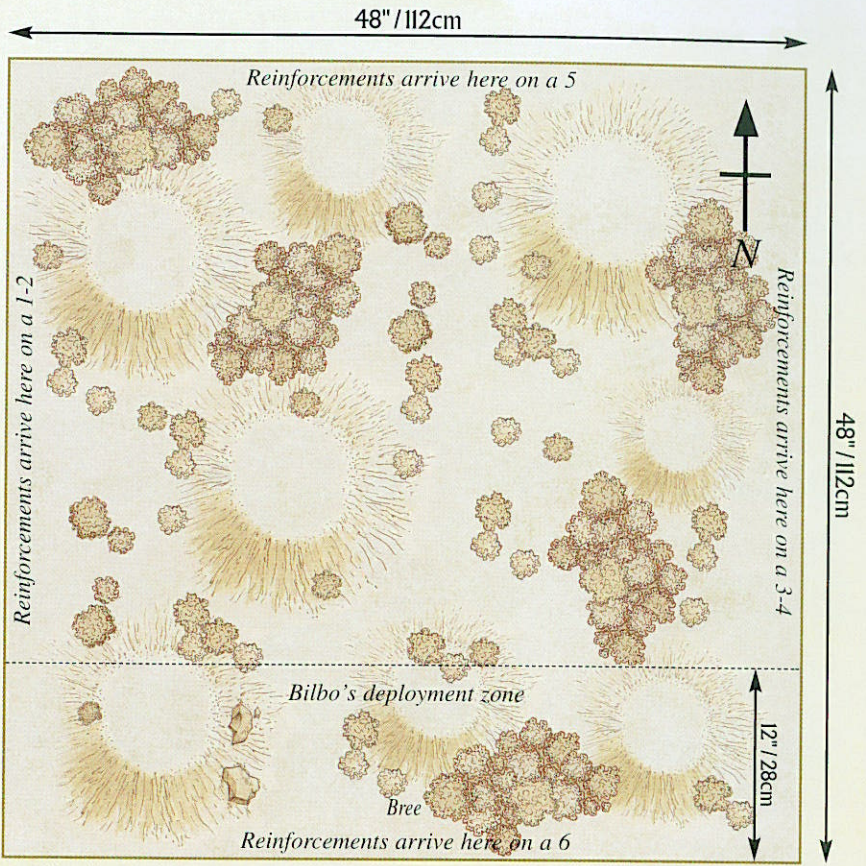
SPECIAL RULES

Wanderers of the Wild. From the second turn onwards, the Good player may roll a D6 at the end of each of his Move phases. On the roll of a 2+, one of the Rangers of the North has arrived and may move on from the board edge indicated by the roll (see map). Once all of the Rangers have arrived in this way, a further roll of a 2+ indicates that Aragorn has arrived in exactly the same way. Newly arrived models may not charge in the turn they arrive, but may otherwise act as normal.

In the same way, from the second turn onwards, the Evil player may roll two D6 at the end of each of his Move phases. On each roll of a 2+, one of the Warg Riders has arrived and may move on from the board edge indicated by the roll (see map). Newly arrived models may not charge in the turn they arrive, but may otherwise act as normal.

POINTS MATCH

If you want to play this game with other forces, choose two Heroes for the Good side – the most expensive Hero takes the role of Aragorn, with the remaining Hero takes the role of Bilbo. The Good player also chooses an additional 150 points of models which may be any mix of Warriors and Heroes. The Evil force should have approximately half the points value of the Good side and should include no Heroes.



SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules
Frodo	3/3+	2	6	1	2	6	1/3/1	It will never really heal, Home is the Hero
Pony	0	2	3	0	1	2	-	
Sam	3/3+2(3)	3		1	2	5	2/2/3	
Peregrin Took	3/3+	2	4	1	1	4	1/1/2	Guard of the Citadel
Meriadoc Brandybuck	3/3+	2	4	1	1	4	1/1/2	Defender of the Mark, Horn of the Riddermark
Paladin Took	2/3+	2	3	1	1	5	1/2/1	To me Shirefolk!
Farmer Maggot	3/3+	2	3	1	2	5	1/2/2	Grip, Fang and Wolf
Grip, Fang and Wolf	3/-	3	3	1	1	2	-	
Lobelia	2/3+	1	2	1	1	6	0/3/1	Furious Tirade, The Umbrella is not Mightier than the Sword
Fredegar Bolger	2/3+	2	3	1	1	3	0/0/1	
Hobbit Militia	1/3+	2	3	1	1	3	-	
Hobbit Archer	2/3+	2	3	1	1	3	-	Awake! Fear! Fire! Foes!
Shirriff	3/3+	2	3	1	1	3	-	
Sharkey	4/-	4	4	1	2	4	1/4/1	Broken Loyalties
Worm	2/-	3	3	1	1	2	0/0/0	Broken Loyalties
Ruffian	3/4+	3	3	1	1	2		Whip
Bandobras Took	3/3+	3	4	2	2	4	2/1/1	
Horse	0	3	4	0	1	3	-	
Ranger of the North	4/3+	4	5	1	1	5	1/1/1	
Tom Bombadil	?	?	?	?	?	?	?/?/?	Movement, Tom is Master, Tom's country ends here, he will not pass the borders
Goldberry	?	?	?	?	?	?	?/?/?	Movement, River-Daughter, Tom has his house to mind, and Goldberry is waiting
Barrow-wight	3/-	2	7	1	1	6	0/5/0	Movement. Terror
Goblin Shaman	2/-	3	4	1	2	3	1/3/1	
Golfimbul	3/-	4	5	2	2	4	2/2/0	
White Warg Chieftain	5/-	6	5	2	3	3	1/3/1	Packlord, Terror
White Warg	3/-	4	4	1	1	2	-	



"Be off! There are no Bagginses here!"



The true identity of Sharkey is revealed at Bag End.

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

"Hobbits really are amazing creatures! You can learn all that there is to know about their ways in a month, and yet after a hundred years, they can still surprise you."

Gandalf to Frodo, The Fellowship of The Ring

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