

MIDDLE-EARTH™

STRATEGY BATTLE GAME



"It began with the forging of the great rings."

- Galadriel, The Lord of the Rings: The Fellowship of the Ring™

CONTENTS

INTRODUCTION.....	3	<i>Sméagol's Treachery.....</i>	<i>56</i>
HISTORY OF THE RING.....	4	<i>Shelob's Lair.....</i>	<i>58</i>
SCENARIOS.....	8	<i>Cirith Ungol.....</i>	<i>60</i>
<i>Farmer Maggot's Crop.....</i>	<i>10</i>	<i>Plateau of Gorgoroth.....</i>	<i>62</i>
<i>Short Cuts make Long Delays.....</i>	<i>12</i>	<i>The End of all Things.....</i>	<i>64</i>
<i>Buckleberry Ferry.....</i>	<i>14</i>	THE JOURNEY OF THE RINGBEARER.....	68
<i>The Old Forest.....</i>	<i>16</i>	ARMIES.....	76
<i>Fog on the Barrow-downs.....</i>	<i>18</i>	<i>The Fellowship.....</i>	<i>78</i>
<i>Nazgûl in Bree.....</i>	<i>20</i>	<i>Rangers of Ithilien.....</i>	<i>80</i>
<i>Weathertop.....</i>	<i>22</i>	<i>Wanderers in the Wild.....</i>	<i>84</i>
<i>Flight to the Ford.....</i>	<i>24</i>	<i>The Black Riders.....</i>	<i>88</i>
<i>The Pass of Caradhras.....</i>	<i>26</i>	<i>Cirith Ungol.....</i>	<i>90</i>
<i>Wargs in the Night.....</i>	<i>28</i>	LEGENDARY LEGIONS.....	92
<i>The Gates of Moria.....</i>	<i>30</i>	<i>Breaking of the Fellowship.....</i>	<i>94</i>
<i>Balin's Tomb.....</i>	<i>32</i>	<i>Rangers of Ithilien.....</i>	<i>96</i>
<i>Escape from Dwarrowdelf.....</i>	<i>34</i>	<i>Lurtz's Scouts.....</i>	<i>98</i>
<i>The Bridge of Khazad-dûm.....</i>	<i>36</i>	<i>Depths of Moria.....</i>	<i>100</i>
<i>Lothlórien.....</i>	<i>38</i>	<i>The Black Riders.....</i>	<i>102</i>
<i>Aragorn's Stand.....</i>	<i>40</i>	<i>Cirith Ungol.....</i>	<i>104</i>
<i>Boromir's Redemption.....</i>	<i>42</i>	FANTASY FELLOWSHIP.....	106
<i>Breaking of the Fellowship.....</i>	<i>44</i>	<i>Campaign.....</i>	<i>110</i>
<i>Ambush at Amon Hen.....</i>	<i>46</i>	<i>Our Fantasy Fellowships.....</i>	<i>118</i>
<i>The Taming of Sméagol.....</i>	<i>48</i>	WEATHERTOP MASTERCLASS.....	122
<i>The Dead Marshes.....</i>	<i>50</i>		
<i>Ambush at Ithilien.....</i>	<i>52</i>		
<i>Osgiliath.....</i>	<i>54</i>		

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INTRODUCTION

Welcome to *Quest of the Ringbearer*, the latest supplement for the Middle-earth Strategy Battle game. This 128-page Sourcebook follows Frodo Baggins' epic journey to destroy the Ring of Power, and the events and characters that aided, or tried to foil, the Ringbearer on his arduous quest. From the rolling hills of the Shire, to the depths of the Misty Mountains, and all the way to the very fires of Mount Doom, you will be able to recreate every step of Frodo's journey to save Middle-earth from darkness.

Within *Quest of the Ringbearer*, you will find the following:

NARRATIVE PLAY SCENARIOS

There are a total of 28 Narrative Play Scenarios in this Sourcebook, following Frodo's journey from the Shire to Rivendell where the Fellowship is formed, and then all the way to Mordor in an effort to destroy the Ring.

LINKED CAMPAIGN

There is a campaign system that links each Scenario together, forming a flowing narrative where the result of each battle will have an impact on one, or more, future games in the campaign. There are also rules for recovering the strength of the members of the Fellowship between games and what happens should any of the Fellowship fall in battle.

THE HISTORY OF THE RING

A background section detailing the history of the One Ring, from its forging by Sauron, to the events following its separation from the hand of the Dark Lord all the way to its final destruction within Mount Doom. There is also a timeline showing all of the key events and dates.

ARMY LISTS

Quest of the Ringbearer contains an in-depth look at the forces that Frodo encountered along his journey, featuring background, tactics and army lists for such factions. There are also four brand new profiles representing some of the heroes that aided Frodo in his quest for you to use in your games.

LEGENDARY LEGIONS

This Sourcebook contains six brand new Legendary Legions for your Matched Play games, each one focussing on a key army or faction from Frodo's journey to Mount Doom; either one that aided him in his quest, or sought to hunt him down and claim the Ring for the Dark Lord.

FANTASY FELLOWSHIP

The old *White Dwarf* Magazine favourite is back! Choose your own band of nine Heroes to form your own Fellowship and embark on the journey to destroy the Ring. Perhaps you wish to use Faramir instead of Boromir, or want to see what would have happened if Bilbo had taken the Ring to Mordor. The choice is yours!

WEATHERTOP MASTERCLASS

Here we show you how to paint your own version of the Ruined Watchtower of Amon Sûl with a handy step-by-step guide.





HISTORY OF THE RING

FORGING OF THE RINGS

In the year 1200 of the Second Age, the Elves of Eregion began to receive emissaries from a mysterious figure known as Annatar, the Lord of Gifts. Annatar offered the Elves his aid and knowledge to further their arts and increase their influence and power in Middle-earth. Yet even in his fair form, Annatar was not trusted by some of the Elves and was rebuffed by Gil-galad, Elrond and Galadriel. However, the jewel-smiths of Eregion were less suspicious of Annatar and their leader Celebrimbor accepted Annatar's offer of knowledge.

Annatar remained in Eregion for three centuries, giving the already skilled jewel-smiths an even greater understanding of their crafts. Eventually, under the tutelage of Annatar, the Elves began forging the Rings of Power, and in total 16 of these rings were made. With the rings complete, Annatar departed from Eregion to leave the jewel-smiths to their work. Yet the Elves secretly had their own agenda and, following Annatar's departure, over the next 90 years they forged three more Rings of Power: Narya, Nenya and Vilya, each more powerful than those previously created.

SAURON'S DECEPTION

However, the Elves had been deceived; Annatar was actually Sauron, having used magic to change his appearance. Sauron had, in secret, forged a master Ring to rule all others, and his plan had been to use this ruling Ring to dominate the Rings of Power with the Elves, having infused them with dark magics as they were forged. However, with the Elves having made the three Elven Rings in secret, Sauron was unable to take control of the Elves through them, and so in the year 1697 Sauron waged war upon Eregion; and in doing so slew Celebrimbor and reclaimed the Rings of Power, with the exception of the Elven Rings.

With the Rings of Power in his possession; Sauron gifted nine of them to Kings of Men in Middle-earth under the premise that they could be used to govern their people. However, much like the Elves, these Kings had been deceived and soon they were bent to Sauron's will and became the Ringwraiths, spectral creatures who serve the Dark Lord with no will of their own. Seven of the Rings of Power were gifted to the Dwarves for the same purpose, but with much less success as the Dwarves proved more resistant to Sauron's magic.



THE LAST ALLIANCE

Centuries later, with Middle-earth falling into darkness as Sauron's influence spread across it, the combined armies of the free peoples marched upon Mordor and waged a great war with Sauron's armies. This Last Alliance of Men and Elves was led by the great Kings of each race: Gil-galad of Eregion and Elendil of Númenor. For years the war raged on until, on the slopes of Mount Doom, the final great battle took place. With his armies being forced back, Sauron himself had little choice but to enter the fray and, in doing so, he slew both Gil-galad and Elendil. Yet, as he thought himself victorious, Sauron was undone; Isildur, son of Elendil, took up the shards of his father's sword and cut the One Ring from Sauron's hand, defeating him and scattering his armies.

With the war won, Isildur had a chance to end the evil of Sauron forever, for Sauron had bound his will to the Ring and, whilst it survived, so too did his spirit. However, the will of Men is easily corrupted, and so Isildur kept the Ring for himself rather than destroy it, declaring it as an heirloom of his kingdom and the spoils of war.

Two years later, as Isildur and his company rode through the Gladden Fields on their way northwards to Arnor, they were ambushed by an Orc raid and thrust into battle. It was here that the Ring betrayed Isildur, slipping from his finger as he tried to escape through the Anduin and revealing him to his pursuers, who swiftly shot him upon his reveal. With the King dead, the Ring was lost in the waters of the Anduin and, with it still persisting, darkness was allowed to once more slip back into Middle-earth.

FINDING OF THE RING

For over two and a half thousand years the Ring was lost beneath the waters of the Anduin, waiting until the time came for it to ensnare a new bearer. The Ring was found again in the year 2463 of the Third Age by Déagol, one of the River-folk who was fishing in the Anduin. However, the Ring's potency corrupted both Déagol and his friend Sméagol, resulting in Sméagol killing Déagol and taking the Ring for himself and becoming utterly dominated by its power.

Some seven years later, Sméagol ventured into the depths of the Misty Mountains to be alone with his Precious, as he had come to call the Ring; and there for the next 500 years the Ring consumed him. Sméagol forgot much about his past, including his own name, becoming the creature Gollum and living alone within his cave until the Ring perceived that its time had come again. It then abandoned Gollum in an attempt to return to Sauron.



AN UNLIKELY HOST

However, what happened next the Ring did not expect. It was picked up by the most unlikely of creatures – Bilbo Baggins of the Shire, who was lost in the Goblin tunnels upon the quest to reclaim Erebor. Bilbo used the Ring to escape the Misty Mountains, as well as traverse the Elvenking's dungeons and reclaim the Arkenstone from Smaug's treasure hoard within Erebor.

As it turned out, Hobbits are naturally resistant to the Ring's power, and so Bilbo did not fall to the temptation of the Ring. However, on his eleventy-first birthday in the year 3001 of the Third Age, Bilbo decided to leave the Shire and travel once more to Rivendell. Under the persuasion of Gandalf, who could see the first signs of Bilbo beginning to fall under the power of the Ring, Bilbo left the Ring to Frodo and departed the Shire.

QUEST TO MOUNT DOOM

Some 17 years after the departure of Bilbo, Gandalf returned to the Shire, having discovered the dreadful truth of the origins of the Ring, and tasked Frodo to take the Ring to Rivendell. The world outside the Shire had become a dangerous place and evil stalked the pathways that had once been friendly. Yet, upon reaching Rivendell, Frodo was thrust into an adventure beyond his wildest dreams as it was decided that the Ring must be taken to Mordor, the one place it could be destroyed. Though the quest seemed all but impossible, especially for a Hobbit, it is often the smallest things in Middle-earth that can make the biggest difference...



TALE OF YEARS

Year of the
Second Age

1200	The Elves begin to receive emissaries from Annatar, who offered them even greater knowledge of their arts.
1500	Celebrimbor begins to forge the Rings of Power.
1590	Celebrimbor completes the three Elven Rings: Narya, Narya and Vilya. These are more powerful than the other Rings of Power made by the Elves under the tutelage of Annatar.
1600	Annatar forges the One Ring in secret. He then reveals himself to be Sauron and his plan to dominate the Elves becomes known.
1693	Sauron wages war upon Eregion.
1697	Sauron reclaims the Rings of Power, with the exception of the Elven Rings, and slays Celebrimbor. Sauron begins to gift the Rings of Power to Dwarves and Men. Though the Dwarves are too hardy to fall completely under Sauron's rule, the Men are weaker minded and fall to his will, becoming the Ringwraiths.
3441	The war of the Last Alliance. Sauron is defeated when Isildur cuts the One Ring from Sauron's hand. However, instead of destroying the Ring, Isildur keeps it for himself.

Year of the
Third Age

2	Isildur is slain by Orcs at the Gladden Fields after the Ring betrays him. The Ring is lost in the Anduin.
2463	Déagol finds the Ring in the Anduin, but is then slain by Sméagol who takes the Ring for himself.
2470	Sméagol enters the Misty Mountains, where he goes to live. He forgets his own name and becomes Gollum.
2941	The Ring abandons Gollum in his cave but is picked up by Bilbo Baggins of the Shire.
3001	Bilbo celebrates his 111 th birthday and then departs the Shire. He leaves the Ring to his nephew, Frodo.
3018, April	Gandalf discovers the truth about the Ring and entrusts Frodo with taking it to Rivendell.
3018, September	Frodo leaves the Shire and sets off to Rivendell. Along his journey, Frodo encounters Tom Bombadil in the Old Forest. Tom puts the Ring on but it has no effect on him.
3018, October	Frodo reaches Rivendell. At the Council of Elrond, it is decided that the Ring must be destroyed. The Fellowship of the Ring is formed.
3018, December	The Fellowship of the Ring sets out from Rivendell.
3019, February	The Fellowship is broken at Amon Hen. Frodo and Sam head to Mordor alone. The Hobbits encounter Gollum in Eryn Mui and capture him. Gollum becomes their guide.
3019, March	Frodo is paralysed by Shelob and thought to be dead; Sam takes the Ring. Sam then uses the Ring to rescue Frodo from Cirith Ungol before returning it to Frodo. After nearly a month within Mordor, Frodo manages to destroy the Ring by casting it into Mount Doom, defeating Sauron for good.



Scenarios



FARMER MAGGOT'S CROP

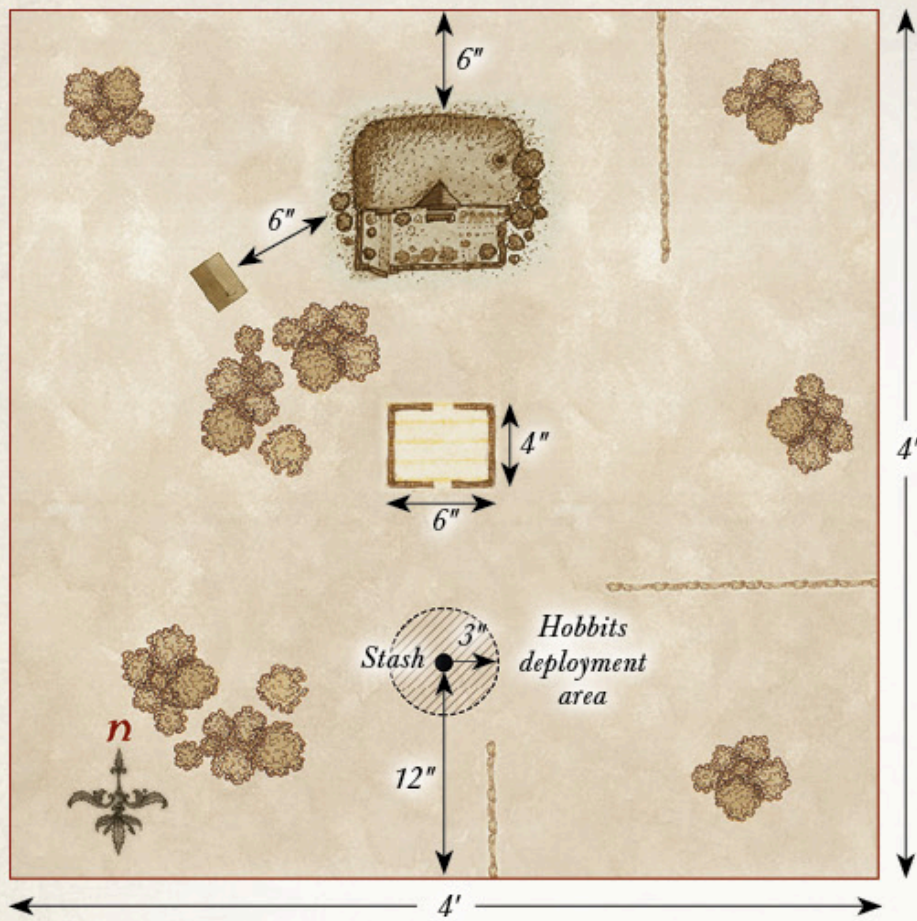
Farmer Maggot is a well-respected member of the Shire community; a stubborn and practical fellow who devotes his time to the crops that he grows rather than to the other goings-on in the Shire. It is said that Maggot's crops are the best in all the four Farthings. His carrots are without peer, his cabbages tastier than any others, but it is his mushrooms that are the pride of Maggot's crop; envied across the Shire, especially as all Hobbits are rather fond of mushrooms.

As a direct result of having the best crops, Maggot's farm is often subject to raids for his produce. Not the violent and aggressive raids that happen in other reaches of Middle-earth, but instead the mischievous antics of youthful Hobbits who see pinching the odd batch of mushrooms as a

thrilling rite of passage in the Shire. Certainly, these raids are not the kind to cause a larger skirmish or fight, but should Farmer Maggot catch those younger Hobbits in the act then he will not hesitate to administer a swift thwack with his hands or set his dogs upon the intruders. Many has been the young Hobbit who has returned home empty handed and sporting the odd bruise and dog bite.

As Frodo and Sam set out to Bree they wandered into one of Maggot's fields, and it just so happened to be the one that Merry and Pippin were intent on raiding themselves. Upon joining up together, the Hobbits decide to try to gather some extra provisions for themselves, however, should Maggot's dogs alert him to the actions of the Hobbits, then the farmer will no doubt race out to protect his crop.





LAYOUT

The board represents the area of Maggot's farm immediately surrounding his house. Farmer Maggot's house should be placed 6" from the centre of the northern board edge, with his hounds' kennel within 6" of the house as shown on the map. A fenced field 4" long and 6" wide should be in the middle of the board, with a couple of exits to the field around the edges. A Stash Marker should be placed 12" from the centre of the southern board edge. The rest of the board should be dotted with a few hedges, trees and bushes.

STARTING POSITIONS

Grip, Fang and Wolf are deployed touching the kennel. Frodo, Sam, Merry and Pippin are then deployed within 3" of the Stash Marker. Farmer Maggot will be available later.

OBJECTIVES

The Hobbits are out for quick and tasty plunder and are hoping to get it from Maggot's crop. Farmer Maggot, however, does not take kindly to those that steal from him and will do what he can to fend off any would be thieves.

The 'Evil' side wins immediately if they can gather five Plunder Tokens at the Stash Marker. The Good side wins if all the Hobbits flee before this can happen.

SPECIAL RULES

Definitely not Life or Death – Hobbits are not naturally violent, and scrumping some crops is not worth losing life or limb over. Likewise, while Maggot will guard his crop, he will never administer more than a well-deserved walloping to any Hobbit.

In this Scenario, the Hobbits are wounded in a special way. Frodo, Sam, Merry and Pippin have 3 Wounds each, but no Might, Will or Fate. If one of the Hobbits suffers 3 Wounds, the amount of dog bites and bruises they have gathered is enough to make them flee – remove them from the board. Frodo may not use the Ring in this Scenario.

Farmer Maggot – Should Maggot hear his dogs barking, he will quickly go outside to see what the commotion is all about.

If any dog suffers a Wound then Farmer Maggot has been alerted. At the end of each Good Move phase after this condition has been met, and after all other Good models have moved, roll a D6. On a 3+, Farmer Maggot is placed touching his house. Farmer Maggot may not Charge on the turn he arrives, but may otherwise act normally.

The Farmer and his Hounds – Whilst they may be stealing from him, the Hobbits do hold a high degree of respect (and fear) for Farmer Maggot and his dogs and will not seek to harm them.

No Hobbit may make Strikes against Farmer Maggot or target him with stones. The Hobbits may also not make Special Strikes. Should a dog suffer a Wound, it will not be slain; instead it is removed from the board and placed touching the kennel. A dog sent to the kennel in this way may do nothing else unless Farmer Maggot touches the kennel, at which point the dog can act as normal. Additionally, Farmer Maggot and his dogs have the Terror special rule in this Scenario.

Loot and Plunder – The Hobbits are hoping to find carrots, cabbages, mushrooms and all manner of other good food in Maggot's fields.

If, during the End phase of any turn, any of the Hobbits are within Maggot's field and did not fight or shoot that turn, they immediately gain a Plunder Token – this is a Light Object. If a Hobbit carrying a Plunder Token is charged, or charges, it will immediately drop the token within 1" of itself. Hobbits may only carry one Plunder Token at a time, and may only voluntarily drop them when in base contact with the Stash Marker.

PARTICIPANTS

Good: Farmer Maggot.

'Evil': Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.

Whilst the Hobbits definitely are not Evil, the fact they are stealing crops from Farmer Maggot means they will play the role of the Evil force in this Scenario.

Designer's notes: This Scenario can be played with five people if you wish. In this situation, one player plays as the Good force, and the other players each control one of the Hobbits. When deploying the Hobbits, players will take it in turns to deploy their Hobbit anywhere at least 12" from the crop, and 6" from each other. When deployed, a Hobbit will place their own Stash Marker that they will be trying to get Plunder Tokens to. The first Hobbit to get three Plunder Tokens to their Stash Marker wins. If all the Hobbits flee before this can happen then Farmer Maggot wins.

SHORT CUTS MAKE LONG DELAYS

Frodo and his companions have departed the Shire; unaware of the danger they are actually in. Merry has gone ahead to prepare Crickhollow and meet Frodo later on, leaving the others to make their way towards Buckleberry Ferry. As they walk the forest paths, the Hobbits encounter a rider in black and instinctively hide from it after feeling a sense of dread wash over them.

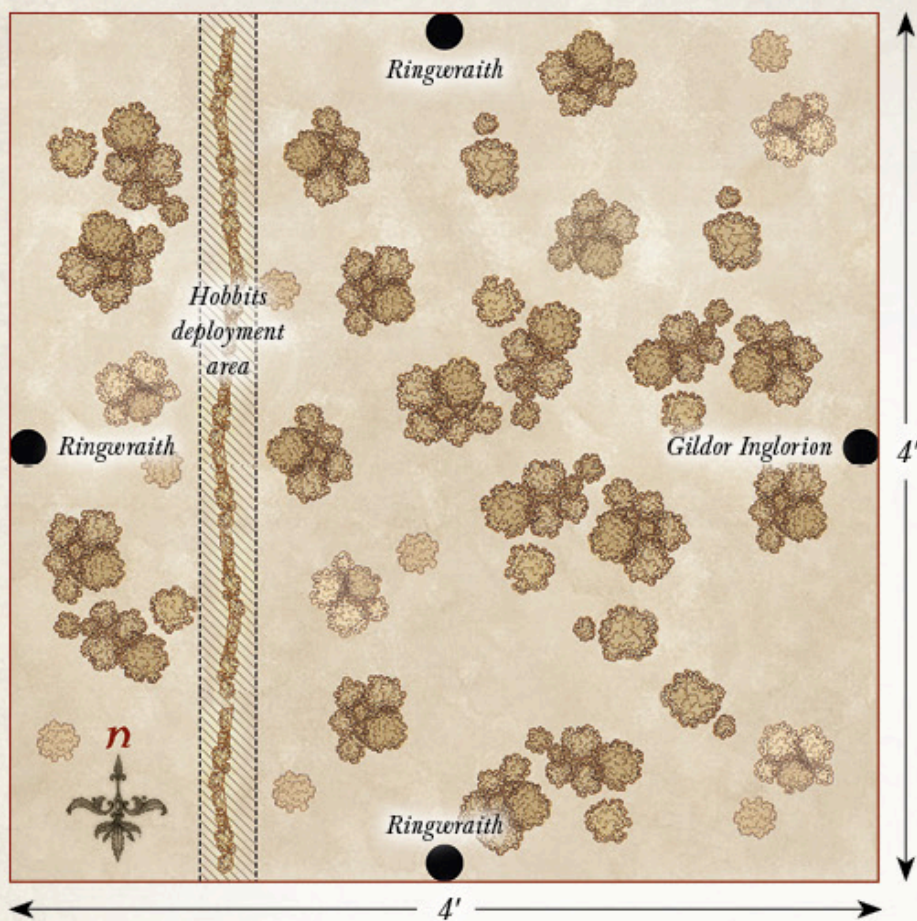
Having evaded the mysterious Black Rider, the Hobbits continue on their way through the woodlands of the Shire. Along one of the many forest paths, they encounter a group of Elves led by Gildor Inglorion. The Elves provide the Hobbits with some much-needed rest, food and advice on the Black Riders they have encountered, before Frodo and his companions continue on their way.

As the Hobbits leave the company of Gildor and the Elves and make their way through the forest, they make sure to heed Gandalf's words and stay off the roads as much as possible.

Yet even as night begins to fall, the Hobbits begin to feel fear once more seeping in. They cannot shake the feeling of dread that the mysterious riders in black are not far away and constantly a threat to them.

In truth, the riders in black are far closer than Frodo and his companions realise, constantly stalking the paths of the forest in their search for the one who carries the Ring. Should the Nazgûls' search prove fruitful and they find the Baggins that carries their master's prize, they will not hesitate to kill him and take the Ring for Sauron.





SPECIAL RULES

The Search – *The Nazgûl have not found the Ringbearer, and are relentlessly searching for the Ring.*

The Ringwraiths follow the rules for Sentries as detailed in the Middle-earth Strategy Battle Game Rules Manual. Additionally, as the Ringwraiths are not well suited to seeing in daylight, all Good models gain the Stalk Unseen special rule. If Frodo puts the Ring on, the alarm is immediately raised and each Ringwraith will move up to 6" towards Frodo if able.

Lost in the Woods – *The Hobbits are apprehensive after their run-in with the Black Riders and are now scared and lost in the woods.*

Until the alarm has been raised, at the start of each of the Hobbits' move they must take a Courage test. If they fail, the Evil player may move them instead. Once the alarm has been raised, the Hobbits are aware of the danger they are in and may act as normal.

Cry of the Nazgûl – *The piercing cry of the Nazgûl is enough to freeze the hearts of all that hear it.*

Once per game, after the alarm has been raised, the Evil player can use this special rule. After Priority has been determined, the Evil player can unleash the screech of the Nazgûl. Until the end of the turn, all Good models reduce their Courage value by 3.

LAYOUT

The board represents a section of the wooded area in the Shire's Eastfarthing. The board should have plenty of trees and bushes dotted around it so as to give the impression of a densely wooded area, as well as provide plenty of places for the Hobbits to hide from the Ringwraiths. A hedge runs across the board from north to south 12" from the western board edge.

STARTING POSITIONS

The Hobbits start in base contact with the hedge. Gildor is deployed touching the centre of the eastern board edge. One Ringwraith is then deployed touching the centre of each of the northern, southern and western board edges.

OBJECTIVES

Frodo is being hunted by the Black Riders, and must slip past them so as to escape them. The Ringwraiths are hunting Frodo, and if they find him they will not hesitate to kill him and take the Ring.

The Good player wins if Frodo escapes the board via the eastern board edge, or if all the Ringwraiths are slain. The Evil player wins if Frodo is slain.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Peregrin Took; Gildor Inglorion.

Evil: 3 Ringwraiths with no additional Might, Will or Fate.



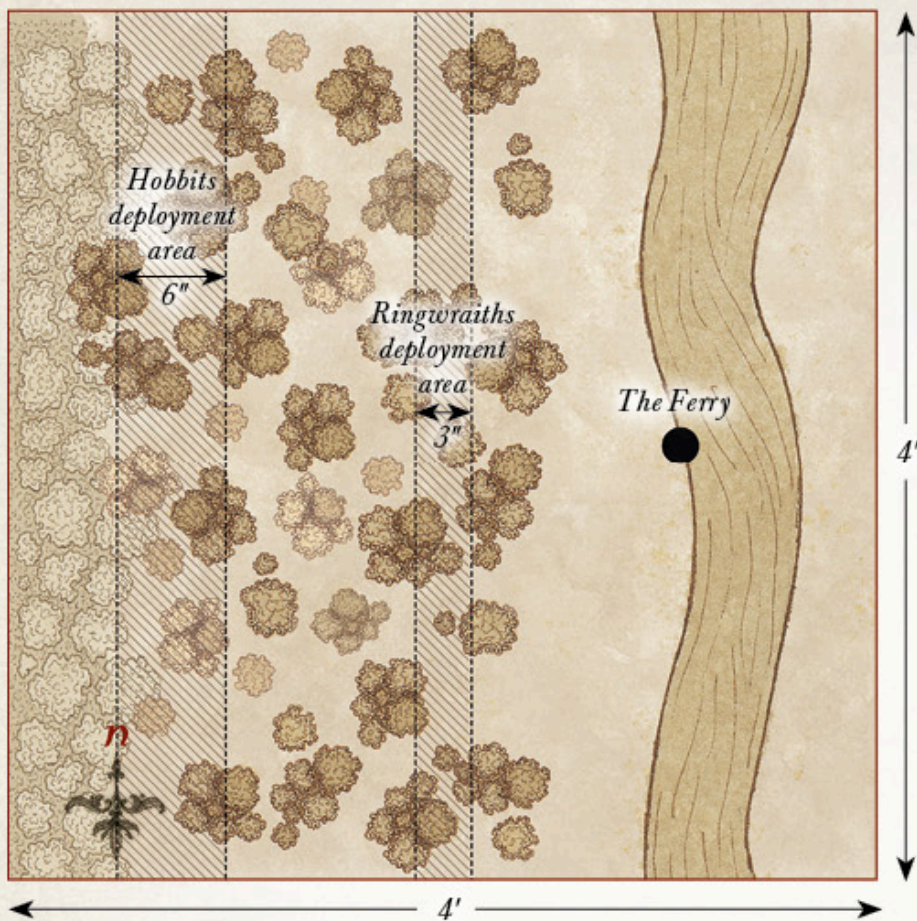
BUCKLEBERRY FERRY

Having once evaded the Black Riders, and spent some time resting with Gildor and his Elves, the Hobbits find themselves back on their journey towards Crickhollow. Once more heeding Gandalf's words to stay off the road, the Hobbits are travelling through the densely wooded areas of Buckland just in case any more of these mysterious riders in black may yet be tracking them.

As they near the Brandywine River, the Hobbits' fears are realised. Ahead they are aware of some of the Black Riders hunting for them and fear once more begins to creep into their minds. However, the Nazgûl have not yet noticed the presence of the Hobbits, and are searching the surrounding area as they seek for whoever carries the Ring of Power.

The Hobbits know they must escape the Black Riders and quickly, and the only way to put some meaningful distance between them and their pursuers is to cross the Brandywine river using the Buckleberry Ferry. However, the Nazgûl stand between them and the relative safety of the ferry, so to reach it the Hobbits will have to use every ounce of stealth, and no small amount of luck, to make it to the ferry undetected.





SPECIAL RULES

The Search – *The Nazgûl have not found the Ringbearer, and are relentlessly searching for the Ring.*

The Nazgûl follow the rules for Sentries as detailed in the Middle-earth Strategy Battle Game rules manual. If Frodo puts the Ring on, the alarm is immediately raised and each Nazgûl will move up to 6" towards Frodo if able.

The Ferry – *In order to cross the Brandywine, the Hobbits must use the ferry to row to safety.*

The Ferry can be moved at a rate of D6" per turn, and must have at least one model on it to move. Models on the Ferry whilst it moves cannot then move themselves, unless as part of a Heroic Action or Magical Power. The Ferry cannot be moved as part of a Heroic Action.

The Brandywine – *The Hobbits are naturally fearful of water, but are more scared of the Nazgûl and will brave the river if necessary.*

The Brandywine is Deep Water. Additionally, any **Hobbit** in the water must make a Courage test before rolling on the Swim chart. If the test is failed, the **Hobbit** must try to swim towards the nearest bank during that turn. The Nazgûl may not enter the water under any circumstances.

Cry of the Nazgûl – *The piercing cry of the Nazgûl is enough to freeze the hearts of all that hear it.*

Once per game, after the alarm has been raised, the Evil player can use this special rule. After Priority has been determined, the Evil player can unleash the screech of the Nazgûl. Until the end of the turn, all Good models reduce their Courage value by 3.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.

Evil: 3 Ringwraiths with no additional Might, Will or Fate.

LAYOUT

The board represents the Brandywine River and the surrounding area. The Brandywine runs from north to south 6" away from the eastern board edge and should be 6" wide. The Buckleberry Ferry should be in the centre of the western bank. The area of the board at least 18" from the eastern board edge should be densely packed with trees, hedges and bushes.

STARTING POSITIONS

The Ringwraiths are deployed within 3" of the centreline of the board that runs from north to south. The Hobbits are then deployed anywhere between 6" and 12" from the western board edge.

OBJECTIVES

Frodo must not let the Ring fall into the Ringwraiths' hands, and must escape them using the Buckleberry Ferry to cross the river.

The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if Frodo is slain.



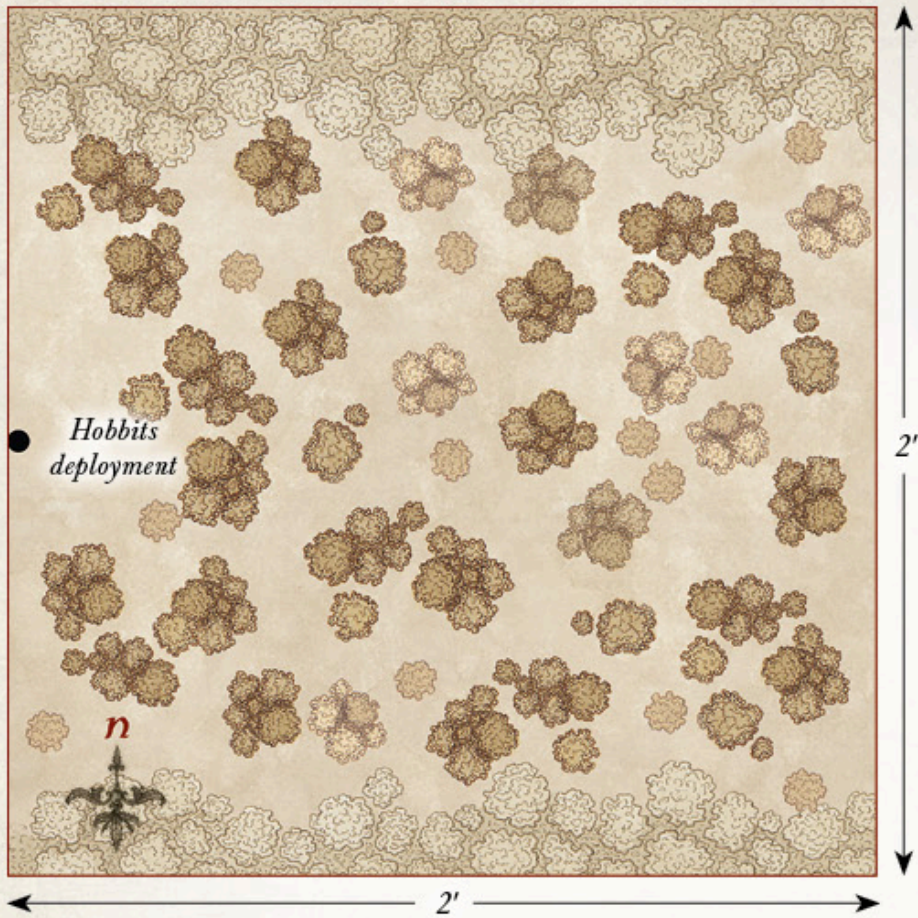
THE OLD FOREST

Having evaded the Black Riders for the time being, the Hobbits have reached Frodo's new home of Crickhollow. Stopping for the night to sleep, stock up on provisions, and above all, have a large well-earned meal, Frodo and his companions are in good spirits as they leave the comfort of Crickhollow in the hands of their friend Fredegar Bolger, and set off east once more.

Upon their journey, the Hobbits decide to venture through the Old Forest on the edge of Buckland, for the Black Riders will not be able to traverse the thick undergrowth and so the Hobbits can potentially shake them off their tail. Yet there have long been tales about the Old Forest in old Shire stories; some say that those who venture into it seldom return, whilst others say that the trees themselves are full of danger and can come alive. Regardless of what actually may be true, the Old Forest is a scary place to walk, and no Hobbit would go there if they did not have to.

Yet the Hobbits push on anyway, for surely whatever terrors the forest may hold cannot be worse than another encounter with the Black Riders. As they go deeper into the forest, the Hobbits get an uneasy feeling about their surroundings, and soon have become lost in the shrouded gloom. Unsure of the way to go, the Hobbits can hear the sounds of snapping twigs and creaking boughs, and begin to realise that some of the old stories may have more truth than they ever imagined...





LAYOUT

The board represents the Old Forest, and as such should be densely packed with trees and other woodland terrain.

STARTING POSITIONS

The Hobbits deploy touching the western board edge as close to the centre as possible.

OBJECTIVES

The trees of the Old Forest have started to awaken; the Hobbits must try to make their way through the forest safely without falling into the traps of these malicious trees.

The Good player wins if all four Hobbits can escape the board via the eastern board edge in the same turn. The Evil player wins if at the end of any turn all four of the Hobbits are unconscious.

SPECIAL RULES

The Trees are Alive! – *It has long been said that the trees of the Old Forest could come alive; something that the Hobbits are about to discover.*

At the start of each turn, the Evil player rolls a D6 to see how many of the trees are moving this turn. During the Evil player's Move phase, they may move a number of trees up to the number rolled at the start of the turn. Trees move D6" per turn, have no Control Zone, and use the following profile:

Mv	F	S	D	A	W	C
6"	2/5+	3	3	1	1	2

Trees that lose a fight can still be struck, but will not be slain if they suffer any Wounds. Instead, for each Wound a Tree suffers, it will Back Away 1" from its attackers (if able).

Knocked Unconscious – *The trees are not actually trying to kill the Hobbits, rather they are trying to drive them from their lands.*

Any **Hobbit** that suffers its last Wound and would be slain will be knocked unconscious rather than being removed as a casualty. Treat the model as being under the effects of the Paralyse Magical Power.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.

Evil: None. No, really!



FOG ON THE BARROW-DOWNS

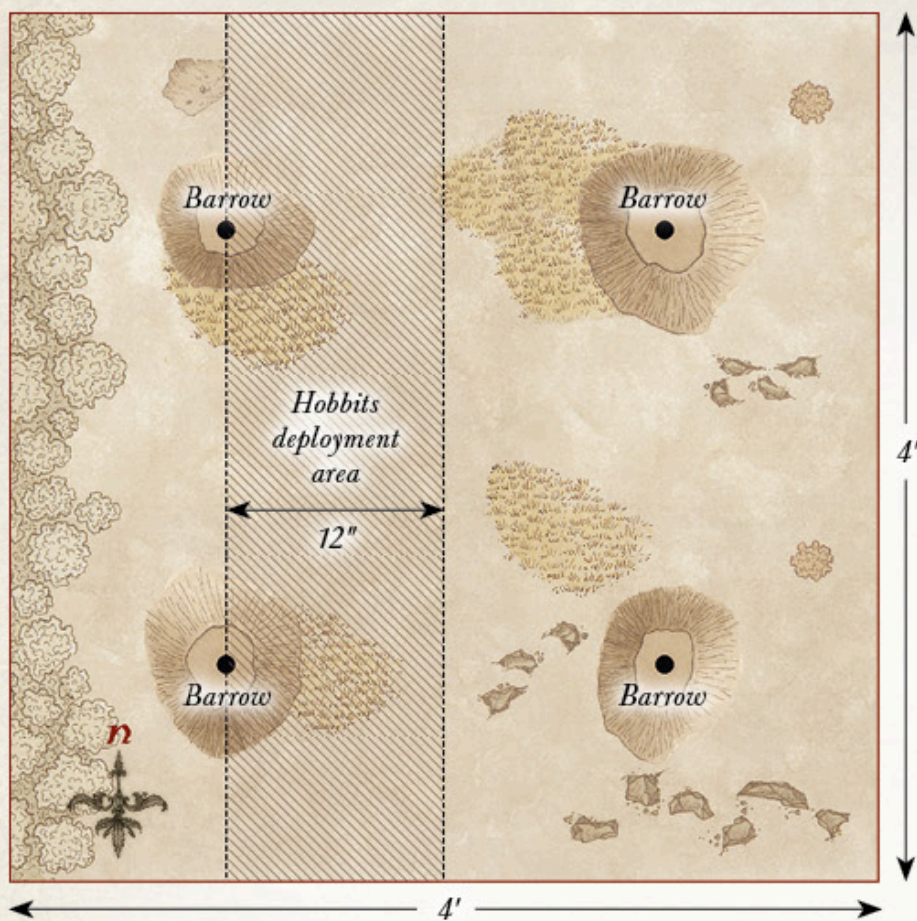
Following their ordeal within the Old Forest, the Hobbits have been rescued by the jolly Tom Bombadil. Having freed the Hobbits from the clutches of Old Man Willow, Tom has led them to his home to meet his wife, Goldberry, eat and sing merrily to raise their spirits, before sending them off to bed to get a good long rest.

Waking refreshed and in as high spirits as they have ever been, Frodo and his companions head away from the homestead of Tom Bombadil filled with good food and a merry heart, setting out once more. Continuing along the forest paths they come to a clearing, one with a series of strange looking mounds around it. As they venture forth, fog quickly descends upon the clearing reducing visibility to mere feet.

From within the barrows, long-dead beings drift into the clearing; the spirits of forgotten kings and noblemen of old. These dread Barrow-wights have come forth from their barrows to claim a sacrifice in order to perform an ancient ritual, and the Hobbits who are completely unaware of their spectral presence are seemingly easy targets.

Lost within the fog that has descended upon the Barrow-downs, the Hobbits must try to find their way through the fog for safety. If Frodo and his companions quickly realise the danger they are in, they will need to call to Tom Bombadil and Goldberry for help once more, yet should they realise too late the severity of the peril they are in, they may well soon rest with the spirits of the dead within the barrows.





Fog on the Barrow-downs – *The mists that have descended on the Barrow-downs make it hard for the Hobbits to see and they are likely to get lost.*

Hobbit models can only see up to 6". Additionally, whilst the fog remains on the board, before each **Hobbit** model moves, roll a D6. On a 2+ the Good player may move them as normal. On a 1, the Evil player will move them instead, though they cannot make them Charge an enemy model. Might may not be used to influence this roll.

Ho! Tom Bombadil! – *When the Hobbits realise the seriousness of the danger they are in, they will not hesitate to call for Tom Bombadil to assist them.*

During each **Hobbit** model's Move phase, if that **Hobbit** has seen a Barrow-wight, they may call for Tom Bombadil; even if they are in combat. Whenever a **Hobbit** calls for Tom, roll a D6. On a 5+, Tom Bombadil will enter the board from the western board edge at the start of the next Good Move phase. As soon as Tom Bombadil enters the board, the fog lifts. At the end of each turn after Tom has arrived, roll a D6. On the roll of a natural 6, Goldberry enters the board in the same manner as Tom.

Sacrifice – *The Barrow-wights are not trying to simply just kill the Hobbits, instead they are intending to use them as a sacrifice to perform some ancient ritual with.*

Any **Hobbit** that suffers its last Wound and would be slain will instead be paralysed rather than being removed as a casualty. Treat the model as being under the effects of the Paralyse Magical Power. A Barrow-wight may drag a paralysed **Hobbit** at full speed, but will immediately drop them if Charged. Should a **Hobbit** recover from paralysis whilst being dragged, the Good player may place them within 1" of where they were. Should a Barrow-wight start its move in base contact with both a Barrow and a paralysed **Hobbit**, they can attempt to sacrifice them. Roll a D6, on a 4+ the **Hobbit** has been sacrificed and removed as a casualty. The Barrow-wight may then act as normal.

LAYOUT

The board represents the Barrow-downs, and as such should have four barrows each one 12" from the corner of a different board edge. The western board edge should be dotted with trees representing the edge of the Old Forest, and the rest of the board should have the odd rock or bush dotted around.

STARTING POSITIONS

The Hobbits deploy anywhere between 12" and 24" of the western board edge. Each Barrow-wight then deploys touching a different barrow.

OBJECTIVES

Lost in the swirling mists, the Hobbits are aware that something is not right. They must try to escape the clearing before whatever evil lurks in the fog can reach them.

The game lasts until one side completes their objective.

The Good side wins if three Hobbits, including Frodo, move off the board via the eastern board edge. The Evil side wins if they can sacrifice any two Hobbits. Additionally, if Frodo is sacrificed then the Evil side wins.

SPECIAL RULES

The Barrow – *These ancient burial sites are the key to the strange powers the Barrow-wights still hold.*

Whilst within 3" of a Barrow, a Barrow-wight may spend a single point of Will each turn without reducing their store of Will.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Tom Bombadil; Goldberry.

Evil: 4 Barrow-wights.



NAZGÛL IN BREE

Having made their way out of the Old Forest, the Hobbits find themselves at the gates to the village of Bree where they are questioned by the aging gatekeeper, Harry Goatleaf. Convincing Harry to let them pass, Frodo and his companions make straight for the inn at the Prancing Pony where Gandalf has said he will be waiting for them.

However, upon entering the inn and talking to the kindly landlord, Barliman Butterbur, the Hobbits discover that Gandalf is not there and they have no idea what to do next. Deciding to rest, eat and sample some of the ales the Pony has to offer, the Hobbits enjoy the warmth and comfort of the inn; until the raucous goings-on of Pippin cause Frodo to fall and the Ring to slip onto his finger, making him disappear in front of the very eyes of the other guests.

Such an act caused much discussion among the residents of Bree, but none was more drawn to Frodo's accident than the strange hooded figure that had been sitting in the corner of the inn watching the Hobbits. Fortunately, the Ranger revealed himself to be a friend of Gandalf, something backed up by a letter left at the Prancing Pony for Frodo.

However, this mysterious Ranger, going by the name of Strider, is more than he seems at first. Strider is aware of the dread truth of what now stalks Frodo and his companions, and that the Hobbits are not nearly as frightened as perhaps they should be. If Frodo is to avoid the clutches of the Ringwraiths, he must trust in Strider who himself must get the Hobbits out of Bree before the Nazgûl can find them.





SPECIAL RULES

Move Quietly – *Aragorn and the Hobbits must move quietly without drawing attention to themselves if they are to remain hidden from the Ringwraiths.*

Good models may not declare a Heroic March in this Scenario. The Good models within the Prancing Pony exit the inn via the door during the Good player's first Move phase.

Hunting the Ringbearer – *Whilst the Nazgûl know the Ring is in Bree, they do not know its exact location.*

The Ringwraiths enter the board at the start of the Evil player's first Move phase via the gates; they may Charge on the turn they arrive. From the second turn onwards, roll a D6 for each Ringwraith before they move. On a 1-3, the Evil player moves that Ringwraith and on a 4+ the Good player moves that Ringwraith. This condition ends immediately if the Heroes have been spotted.

Spotting the Heroes – *The Nazgûl are scouring the streets of Bree in search of the Ringbearer.*

If, after both sides have moved, a Ringwraith can draw Line of Sight to a Good model within 12" (with the exception of Harry Goatleaf) then the Heroes have been spotted. If the Line of Sight is obscured, the Ringwraith must roll a D6 to determine if they can see the model. On a 5+, that model has been seen and the Heroes have been spotted.

Lure of the Ring – *The Ring wants to be found and, knowing that the Nazgûl are close, it will try to tempt Frodo to put it on.*

Before Frodo tries to move, he must make a Courage test. If he passes, everything is fine; however, if he fails, he must put the Ring on. Frodo suffers an additional -1 to this Courage test for each Ringwraith within 12" after the first. Frodo gains a bonus of +1 to this test for each friendly model in base contact. If Frodo puts the Ring on, the Heroes immediately count as being spotted and each Ringwraith may immediately move towards Frodo if able.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Barliman Butterbur; Harry Goatleaf.

Evil: 4 Ringwraiths on horse with no additional Might, Will or Fate.

LAYOUT

The board represents the village of Bree. Along the western board edge runs the walls of the village, with the gates in the centre of the western board edge and a wall 12" from the gates. In the centre of the board are the doors to the Prancing Pony facing towards the western board edge. The rest of the board should have plenty of buildings, walls and other things you may find around the village.

STARTING POSITIONS

Aragorn, the Hobbits and Barliman start the game inside the Prancing Pony, and so do not start on the board.

Harry Goatleaf is deployed 3" from the centre of the western board edge. The Ringwraiths will enter the board during the first turn.

OBJECTIVES

The Nazgûl's hunt for the Ring has brought them to Bree, and they will tear the village apart to find it. Frodo must escape Bree if he is to prevent the Ring falling into the hands of the Ringwraiths.

The Good side wins if Frodo, Aragorn and at least two other **Hobbit** models escape the board via the eastern board edge. The Evil side wins if Frodo is slain.



WEATHERTOP

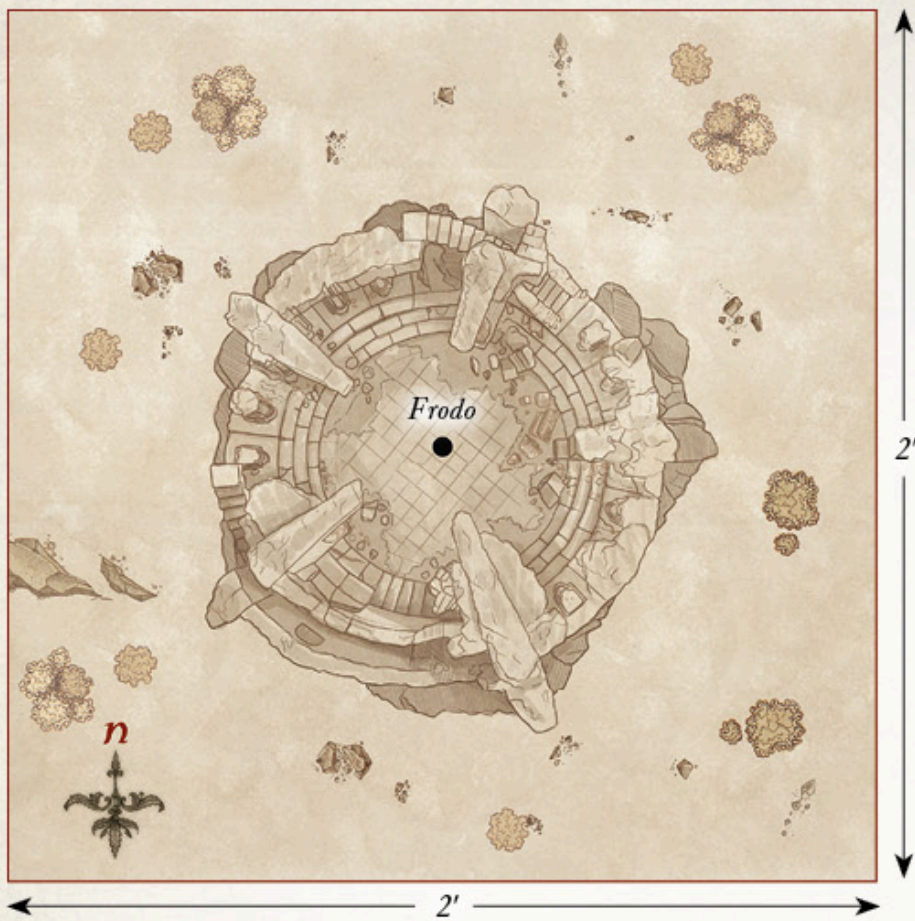
After fleeing the Black Riders in Bree, the Hobbits have had to put their faith in the mysterious traveller known as Strider who aided their escape. With Gandalf not having been at the Prancing Pony, the Hobbits must now follow Strider to Rivendell in order to keep the Ring safe and prevent the Black Riders from finding them and reclaiming the Ring for the Dark Lord.

As they continue to walk eastwards across country, Aragorn and the Hobbits stop to rest within the old ruined watchtower of Amon Sûl. This former seat of power once held one of the Palantíri in the times of Elendil, though many years of war and ruin have seen it abandoned and in disrepair. Weathertop, as it is now known, would make an ideal place to set up camp away from prying eyes, and whilst the Hobbits rest, Strider goes off to forage for food.

Yet, Strider has been away for some time scouting the lands around Weathertop, and Hobbits never were ones to go without food for too long if they can help it. In the depths of night, the Hobbits' hunger provokes them to start a small fire in the hope of cooking a quick meal of tomatoes, sausages and some nice crispy bacon as a means to fill them up and prevent their stomachs from constantly rumbling.

However, their innocent endeavour has had some dire consequences and has given away their location to the pursuing Ringwraiths, who now head straight towards the ruins of the watchtower of Amon Sûl. Huddled together within the centre of Weathertop, the terrified Hobbits are faced with the shrouded figures of the Nazgûl, and the terrible fate that awaits them if Strider cannot reach them in time...





SPECIAL RULES

Flaming Brands – *With the Nazgûl having arrived, the Hobbits have picked up flaming brands to protect themselves.*

Aragorn, Merry, Pippin and Sam have flaming brands in addition to their normal weapons. If a **Ringwraith** loses a Duel roll against a model with a flaming brand, they will retreat D6" directly away from that model. Additionally, Aragorn may choose to use his flaming brand as a throwing weapon. If it hits, do not roll To Wound; instead the model is immediately Set Ablaze. Once Aragorn has thrown his flaming brand, he may not use it for the remainder of the Scenario.

Aragorn – *Aragorn has been scouting ahead and foraging for food, only by hearing the cries of the Hobbits will he know to return to protect them.*

From the second turn onwards, roll a D6 at the end of each Good Move phase. On a 4+, Aragorn has arrived; place him in base contact with any edge of Amon Sûl. Aragorn may not Charge, but may otherwise act normally.

Cry of the Nazgûl – *The piercing cry of the Nazgûl is enough to freeze the hearts of all that hear it.*

Once per game the Evil player may use this special rule. Until the end of the turn, all Good models reduce their Courage value by 3. If this is used before Aragorn has arrived then Aragorn will automatically arrive the next turn.

LAYOUT

The board represents the ruined watchtower of Amon Sûl, which has a diameter of 12" and should occupy the centre of the board. The rest of the board can have the odd pile of rubble, trees and hedges dotted around.

STARTING POSITIONS

Frodo is deployed in the centre of Weathertop, with the other Hobbits surrounding him. The Ringwraiths are then deployed touching the edge of Amon Sûl. Aragorn is not deployed on the board at the start of the game.

OBJECTIVES

The Nazgûl have come to claim the Ring for their master; only by driving them off can Frodo and his companions hope to keep the Ring.

The Evil side wins if Frodo is slain; the Good side wins if all of the Ringwraiths are slain before this can happen.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider.

Evil: The Witch-king of Angmar with Morgul Blade; 4 Ringwraiths, each with no additional Might, Will or Fate.



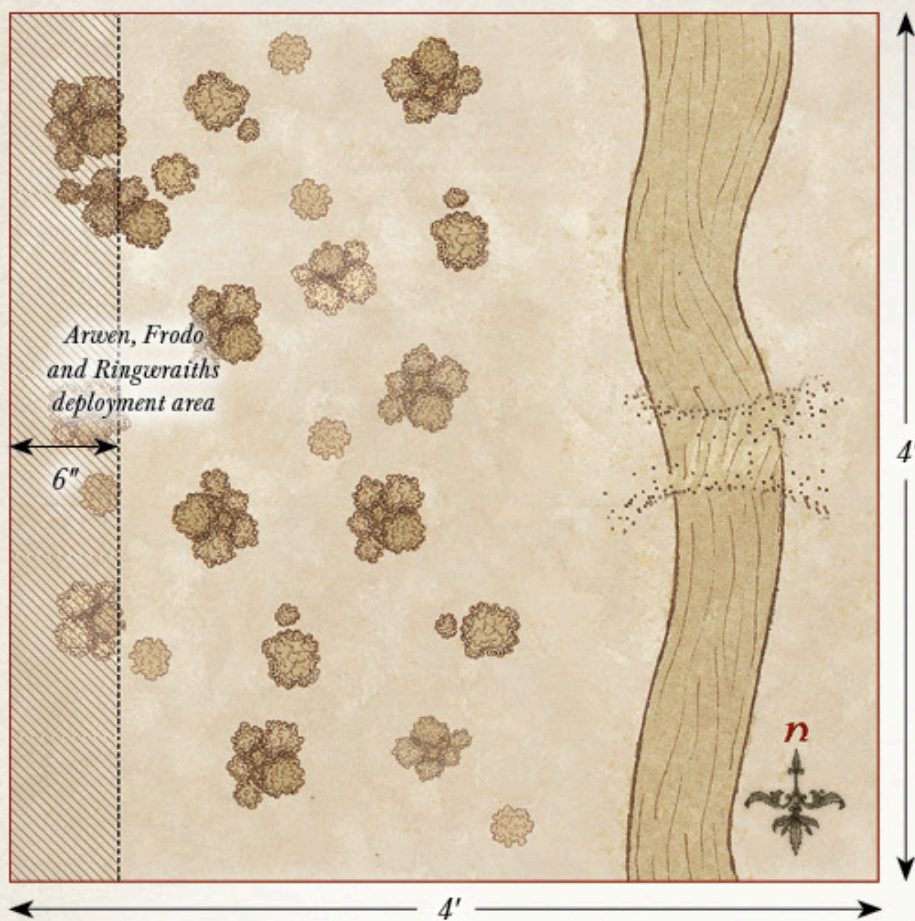
FLIGHT TO THE FORD

Having suffered a wound from a Morgul Blade at the hands of the Witch-king atop Amon Sûl, Frodo is slowly passing into the shadow world and turning into a wraith himself. In an attempt to save Frodo, Aragorn and the Hobbits search for the Athelas plant, a weed that could help slow the poison enough to get Frodo to Rivendell and the aid he needs.

As she makes for Rivendell, Arwen becomes aware of the Nazgûl closing in upon her in their attempt to claim the Ring. Arwen must ride swiftly to evade the Ringwraiths and reach the River Bruinen; for once there the powers of her father can unleash the force of the river upon their pursuers, and allow Frodo to reach Rivendell and the Elvish medicine he desperately needs.

It is as he searches for the Athelas that Aragorn encounters Arwen, the daughter of Elrond of Rivendell who had been sent to search for the Hobbits. Seeing the danger that Frodo is in, and needing to get him quickly to her father, Arwen loads Frodo onto the back of her steed, Asfaloth, and makes haste for Rivendell. However, the Black Riders are still out in the wilderness and will hunt down the Ringbearer at all costs.





Weakened by the Chase – *The encounter at Amon Sûl, and subsequent chase, has left both the Hobbits and the Ringwraiths weary and exhausted.*

Frodo, Sam and Aragorn start the game with no Might points in their store; Frodo also starts the game with no Fate due to the wounds of the Morgul Blade. The Ringwraiths start the game with only 3 Will points each, whilst the Witch-king starts with 5 Will points. Additionally, the Ringwraiths' horses are exhausted and so will move D6+4" each turn. However, if a 6 is rolled for their movement, after they have moved the horse will collapse from exhaustion and the rider must take a Thrown Rider test.

The Wrath of Bruinen – *Elrond can manipulate the Bruinen by a command, thrusting its full force at those within the river.*

At the start of the game, the river is treated as Deep Water and the ford is open ground; however, **Cavalry** models may only move at half speed over the ford. Once Asfaloth has stepped foot in the river, the Good player may roll a D6 at the start of each following turn. On a 4+ Elrond is ready to unleash the power of the Bruinen, which the Good player can release at any point in any following Good Move phase. When the Bruinen is unleashed, all models in the river (Good and Evil) are removed from the game as casualties. From that point on, the river is treated as impassible terrain and the ford is treated as difficult terrain. Arwen may not use the Wrath of Bruinen Magical Power in this Scenario.

The Ringwraiths – *Several of the Ringwraiths have split off from the main group to try to outflank their quarry.*

From the second turn onwards, roll a D6 for each **Ringwraith** that has not yet arrived. On a 4+ they may enter the board from any point on the northern or southern board edges via the rules for Reinforcements. However, they may not enter the board east of, or in, the Bruinen. If a **Ringwraith** rolls a 1 to arrive, it has suffered an accident on its journey and is instead removed as a casualty.

LAYOUT

The board represents the River Bruinen and the surrounding area. The river should be 6" wide and 6" from the eastern board edge. In the centre of the river is the ford which should be 6" wide. The rest of the board should be dotted with trees, hedges and other such undergrowth.

STARTING POSITIONS

The Good player deploys Arwen within 6" of the western board edge. Frodo starts as a Passenger on Asfaloth. The Evil player then deploys the Witch-king and any four Ringwraiths within 6" of the western board edge, but not within 1" of Arwen. The remaining Good models enter the board via the western board edge during the first turn. The remaining Ringwraiths will be available as the game goes on.

OBJECTIVES

Frodo must reach the safety of Rivendell before the wound suffered by the Morgul Blade corrupts him, but cannot do so with the Ringwraiths so near. The Ringwraiths must slay the Hobbit and reclaim the Ring.

The Good player wins if all nine Ringwraiths are slain.
The Evil player wins if Frodo is slain. If both players achieve their objective in the same turn, the game is a draw.

SPECIAL RULES

Protection of Imladris – *Once they have crossed the Bruinen, Arwen and Frodo will be under the protection of Rivendell against any unsavoury powers.*

Good models that are on the eastern side of the river count as having the Fortify Spirit Magical Power cast upon them, even if their Will points are reduced to 0.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Arwen Undómiel on Asfaloth.

Evil: The Witch-king of Angmar on horse, and 8 Ringwraiths on horse, each with no additional Might, Will or Fate.

Designer's Notes: *If you wish you can play this Scenario with Glorfindel instead of Arwen. In this situation, Frodo is mounted on Asfaloth, even though he would not normally be able to do so, and is deployed as Arwen would normally be. Glorfindel will enter the board in the same manner as Aragorn and the Hobbits.*

THE PASS OF CARADHRAS

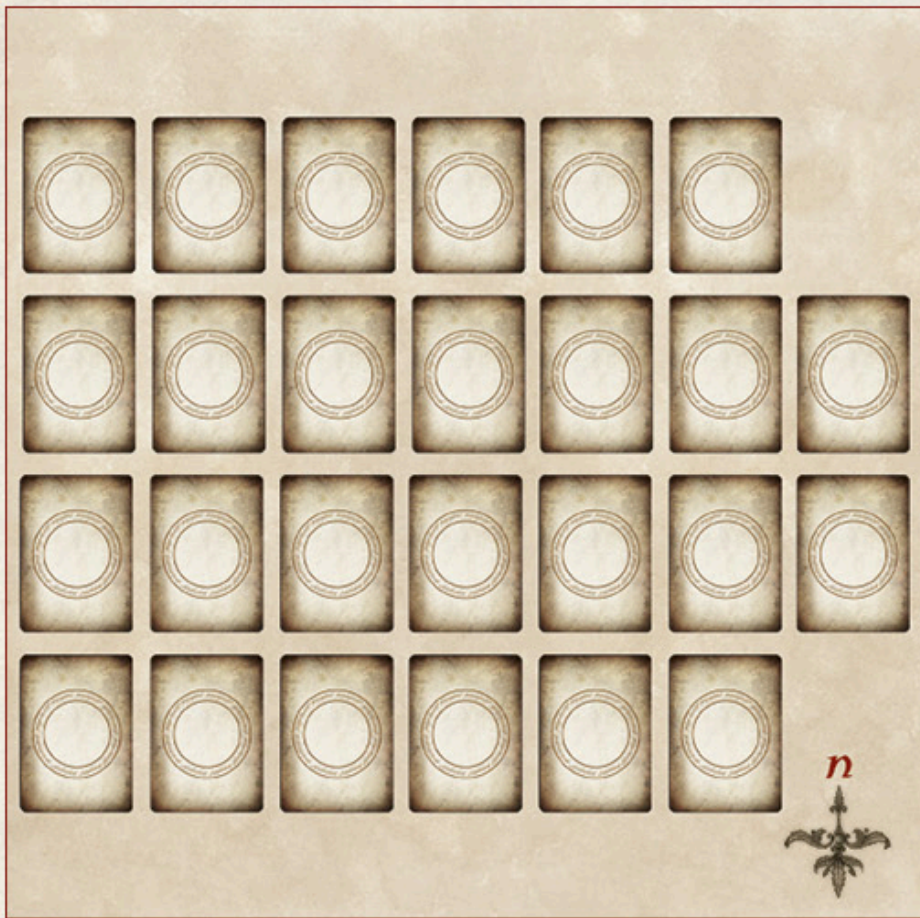


Having delivered the Ring to Rivendell, and had time to rest and recover from the wound he suffered at Weathertop, Frodo is summoned to the Council of Elrond along with representatives of all the races of the free peoples of Middle-earth. Elrond has called the Council to discuss what to do with the Ring now it is in their possession. After much deliberation, it is decided that the Ring must be destroyed by taking it to Mordor, and it is Frodo who volunteers as Ringbearer.

As the Fellowship sets out from Rivendell, they must find a way to reach the other side of the Misty Mountains. Whilst Gimli argues they should take the Mines of Moria, and Boromir says they should make for the Gap of Rohan, Gandalf decides to lead the Fellowship over the mountain pass of Caradhras. However, Saruman has become wise to the Fellowship's plans and now plots to use his powers to bring the mountain down upon them as they try to cross Caradhras.

Yet it is not just Frodo that sets out for Mordor; he is accompanied by members of all the free peoples, who have formed the Fellowship of the Ring and sworn to protect Frodo and the Ring on the journey to Mordor. Strider and Gandalf have joined Frodo, as well as Gimli, Legolas and Boromir who represent the races of Dwarves, Elves and Men. Not wanting to leave their friend behind, Sam, Merry and Pippin have also chosen to go with Frodo, though they know not the dangers that lie before them.





SET-UP

For this mini-game you will need a pack of ordinary playing cards. Separate the cards into suits; shuffle the hearts and diamonds together and deal them face-down as shown above – this is the pass of Caradhras. Give the spades and clubs to the Evil player, which makes up their hand.

STARTING POSITIONS

The Fellowship will move onto any card on the western edge on the first turn.

OBJECTIVES

The Fellowship are trying to cross the Misty Mountains on the way to Mordor. However, Saruman plans to bring down the mountain on top of them.

The Good player wins if they can move any five members of the Fellowship off the board via the eastern edge. The Evil player wins if any five members of the Fellowship are buried.

GAME TURN

At the beginning of each turn, the Evil player places one card from their hand face-down – this is where Saruman is trying to bring down the mountain. The Good player then moves each member of the Fellowship to another card in any direction. Members of the Fellowship each move one space, except Legolas who may move two.

The Evil player then reveals their card. Any member of the Fellowship on a card with the same number as the one played, including picture cards, suffers a Wound; the card is then discarded. The Hobbits have two Wounds each; all other members of the Fellowship have three Wounds. Once a model is reduced to zero Wounds, they have been buried in the snow and are removed from the game.

The turn then ends and the next turn begins.

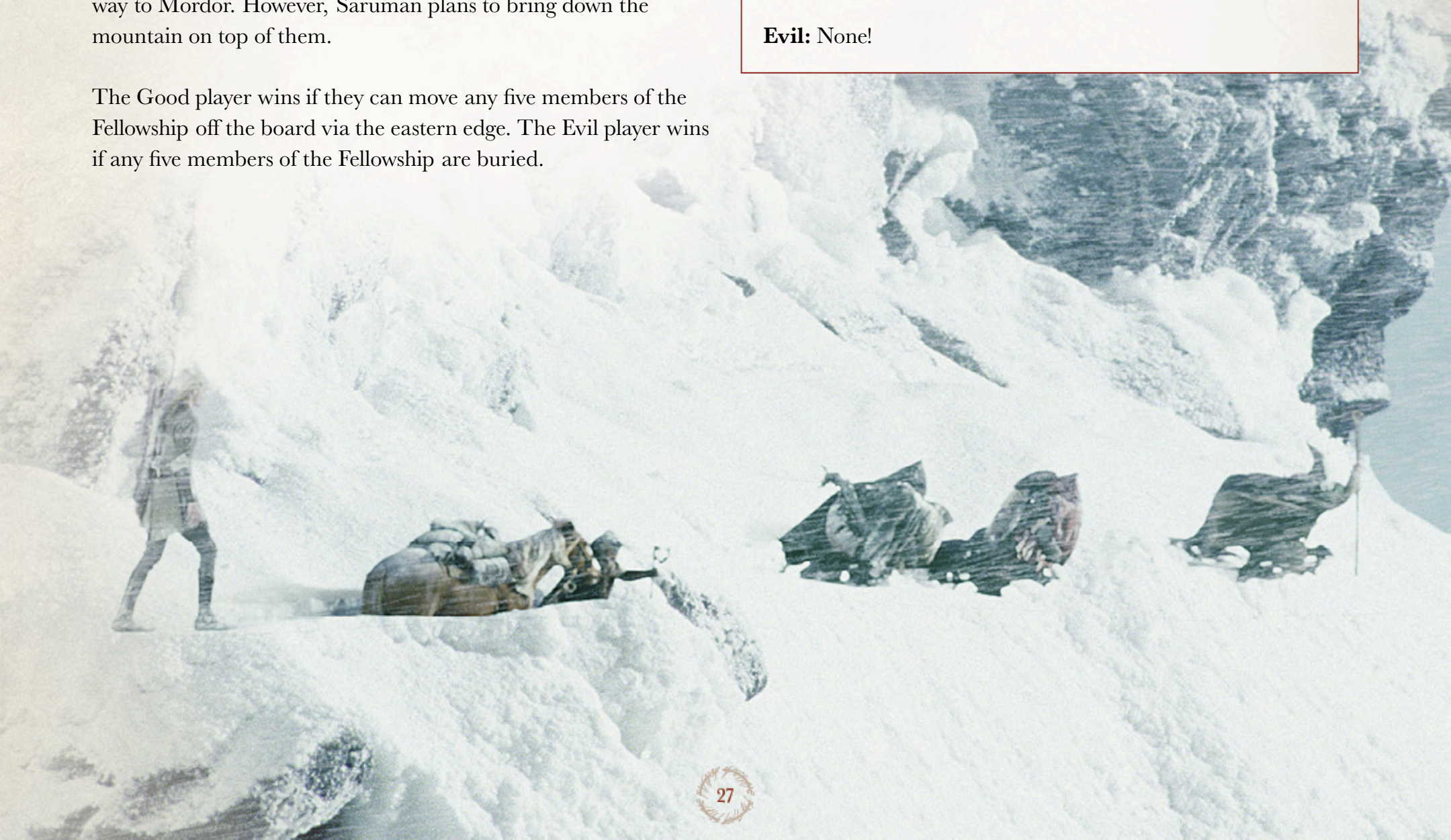
EXTRA RULES

At the end of each turn, the Evil player can play a card from their hand to bring down more of the mountain. The Evil player may choose a card in the playing area that matches the number they played, including picture cards, that has no models currently on it. That card is then buried and models cannot move over it. Cards in the eastern-most column cannot be chosen. Only one card per column may be buried in this manner.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: None!



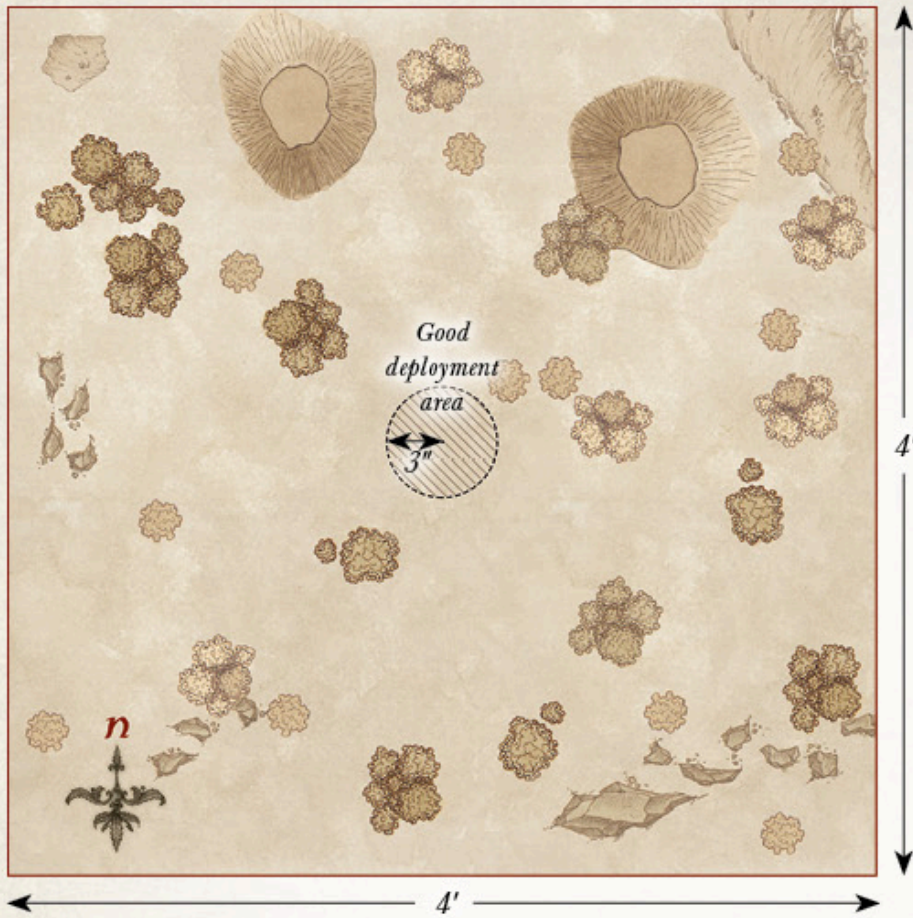
WARGS IN THE NIGHT

The pass of Caradhras has defeated the Fellowship; the biting weather having been provoked by the voice of Saruman making it all but impossible to cross the mountain without risking the lives of all the Fellowship. Forced back down the mountain, the Fellowship must decide on an alternative route that will lead them to the other side of the Misty Mountains.

As the Fellowship make camp, the sound of howls can be heard breaking the quiet that had descended as night fell. Jumping to their feet, the Fellowship are soon surrounded by ravenous Wargs who seem intent on feasting upon each of them. Whether driven to attack by hunger or a more sinister force is irrelevant as the Fellowship must fight off the oncoming Warg pack in order to survive and reach the walls of Moria.

Soon a debate breaks out amongst the Fellowship, with Boromir saying that they should make for the Gap of Rohan, whilst Gimli proposes that they should go through the Mines of Moria. With the Gap of Rohan taking them too close to Isengard it is, reluctantly, decided that they will go through the Mines of Moria, and Gandalf begins to lead the Fellowship south towards the Dwarven gates.





SPECIAL RULES

Fending off the Pack – *The Wargs are hungry, but if the Fellowship can fight enough of them off, they will turn tail and flee.*

From turn 11 onwards, if Priority is ever drawn then the game immediately ends.

Never-ending Pack – *There is a seemingly unending number of Wargs attacking the Fellowship, and more seem to keep coming.*

At the start of each turn, any Evil **Warrior** models that have previously been slain may enter the board at the end of the Evil Move phase via the rules for Reinforcements, from a board edge chosen by the player with Priority. A different board edge may be chosen for each **Warg**.

Fearless – *The Wargs are ravenous and nothing will deter them from advancing upon their prey.*

All Evil models gain the Fearless special rule.

LAYOUT

The board represents the lands at the base of the Misty Mountains. As such it should be dotted with a selection of varied terrain such as trees, rocks and hills.

STARTING POSITIONS

The Good player deploys their models within 3" of the centre of the board. The Evil player then deploys the Warg chieftain touching the centre of any board edge. They then deploy six Wild Wargs touching each of the northern, eastern and western board edges.

OBJECTIVES

The Wargs are hungry and have attacked the Fellowship in search of a fresh kill. The Fellowship must fend them off for long enough to make the pack retreat.

The Evil side wins if they can slay any five members of the Fellowship. The Good player wins if the game ends before this can happen. If Frodo dies then the best result the Good player can achieve is a draw.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat;
Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took;
Gandalf the Grey; Aragorn – Strider with bow;
Legolas Greenleaf; Gimli, son of Glóin;
Boromir of Gondor with shield; Bill the Pony.

Evil: Wild Warg Chieftain; 18 Wild Wargs.



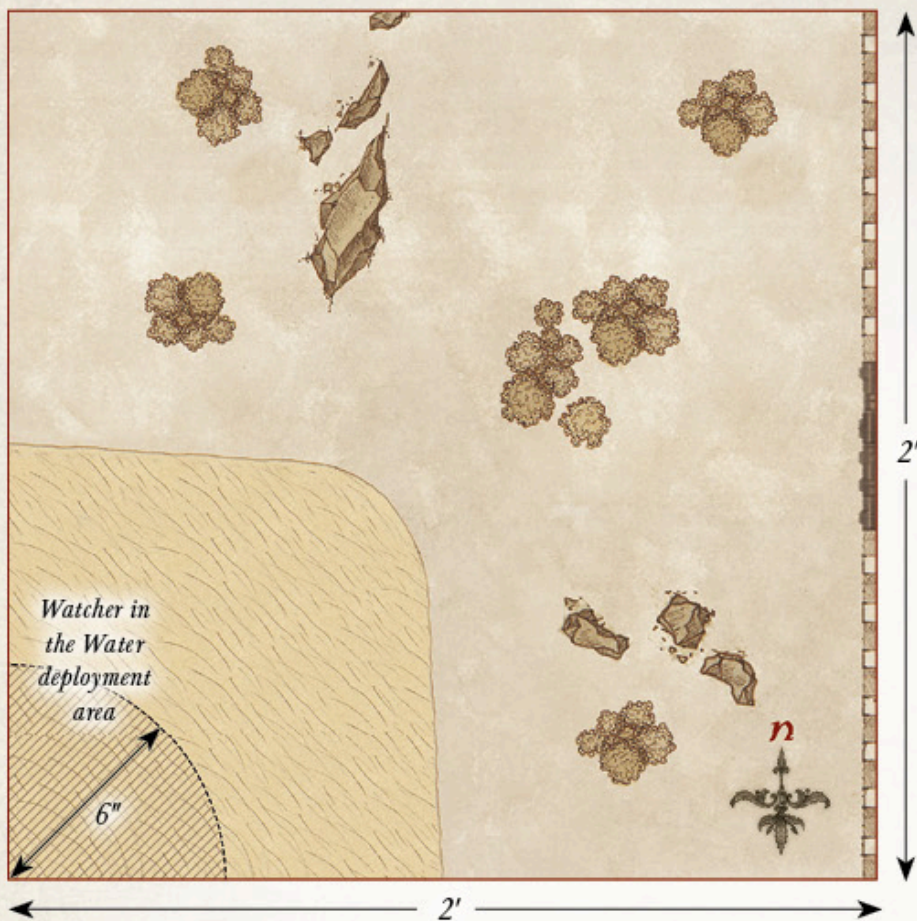
THE GATES OF MORIA

After surviving the attack from the Wargs, the Fellowship finally makes it to the walls of Moria. Upon the shores of the dark and sinister pool that is before the walls, the moon's light reveals the doors of Durin before the Fellowship. Using every spell and password he can remember, Gandalf tries to open the entrance, but to no avail. The Fellowship stands at the edge of Moria as Gandalf tries to remember the secrets to entering the mountain.

The wait is long, and soon some members of the Fellowship start to get bored. Merry and Pippin begin to see who can throw stones furthest into the pool, before being stopped by Aragorn telling them not to disturb the water. After what feels like an eternity, it is Frodo that manages to jog Gandalf's memory, realising that the text upon the doors of Durin is a riddle and solving it himself.

As Gandalf speaks the Elvish word for friend, the doors creak open revealing the truth about what happened within Moria. No more is it the grand halls of Durin's folk and a great kingdom steeped in history and grandeur, but rather a tomb for countless Dwarves who perished at the hands of Goblin hordes. Deciding to make for the Gap of Rohan instead, the Fellowship turns back outside. Yet as they do, Frodo is grasped by a long, slimy tentacle as the Watcher in the Water reveals itself.





SPECIAL RULES

Caught by Surprise – *The Watcher in the Water has caught the Fellowship off-guard as it tries to find its next meal.*

The Evil player has Priority on the first turn. Additionally, Good models cannot use Magical Powers, or declare a Heroic Move or Heroic Shoot during the first turn.

It won't Die! – *The Watcher is a huge creature determined to eat anything it can latch onto, it will keep unleashing its tentacles at the Fellowship until they can escape, though it will retreat slightly if wounded.*

Whenever the Watcher in the Water suffers a Wound, it will immediately retreat D3" away from the model that wounded it in a direction chosen by its controlling player. Wounds caused in the Shoot phase whilst the Watcher in the Water is in combat will force the Watcher in the Water to leave combat. Additionally, the Watcher in the Water cannot be slain in this Scenario; whenever it would suffer its final wound it will instead retreat D6" away from the model that wounded it in a direction chosen by its controlling player.

The Shallows – *The Watcher has attacked the Fellowship in the shallows of its pool, and its writhing and splashing makes it difficult to traverse.*

The Pool is shallow water. However, each time a Good model starts its Move within the Pool, they must roll a D6. On a 1, the model is knocked Prone and cannot move any further that turn. On a 2-5, the model counts as moving through difficult terrain. On a 6, the model may move as normal. Legolas gains a bonus of +1 to this roll. Additionally, as the water is too shallow, the Watcher in the Water may not use its Dragged to the Depths special rule.

LAYOUT

The board represents the walls outside Moria and the pool that contains the Watcher in the Water. The walls of Moria run along the eastern board edge, with the gates in the centre of the eastern board edge. The south-western corner of the board is the Watcher's pool. The rest of the board should have the odd tree and pile of rocks dotted around.

STARTING POSITIONS

The Evil player deploys the Watcher in the Water within 6" of the south-western corner of the board. The Good player then deploys Frodo anywhere touching the pool. The other Hobbits are deployed 6" away from Frodo, but not within the pool. The remaining Good models are deployed touching the gate to Moria.

OBJECTIVES

The Fellowship must escape the clutches of the Watcher in the Water by entering the Mines of Moria. The Watcher is simply after its next meal and will attempt to devour any members of the Fellowship it can get its tentacles on.

The game lasts until one force achieves their objective. The Good player wins if at least five members of the Fellowship escape the board via the gates to Moria, including Frodo. The Evil player wins if five or more Good models are slain. Additionally, if Frodo is slain, the Evil player automatically wins.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: The Watcher in the Water.



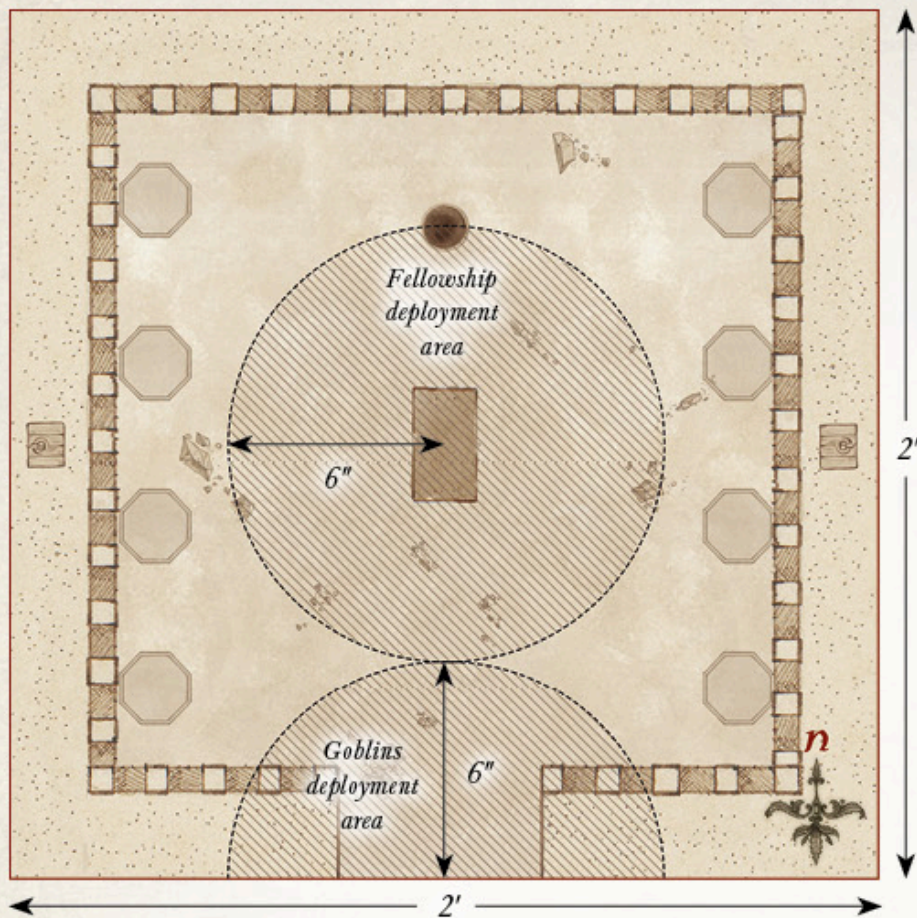
BALIN'S TOMB

Driven into the mines by their close encounter with the Watcher in the Water, the Fellowship now only have one choice in front of them; to venture forwards into the long dark of Moria in order to reach the other side of the mountains. The Fellowship must trust in Gandalf to lead them through the gloom, and all about them they can see the ruins of the once proud Dwarven realm, yet they find no signs of the expedition led by Balin that had sought to reclaim Moria many years ago.

Within the chamber, Gandalf finds the Book of Mazarbul documenting the expedition of Balin and his subsequent fall. As Gandalf reads, Pippin's inquisitiveness gets the better of him, knocking a skeleton down the well and causing a great racket. Though at first nothing seems to come of it, the Fellowship can soon hear the sounds of drums in the deep and the scuttling of Goblins. They will have to fight their way out of the tomb if they are to avoid the same fate as Balin and his kin.

After a day's travel, the Fellowship leave the mines and enter the once great Dwarven city of Dwarrowdelf. Though it is silent and cast into darkness, the former grandeur of the place is still apparent. As they cross the city, Gimli notices light coming from a small room and races to it in the hope of finding his kin. However, all that is discovered is the tomb of Balin and the remains of a battle held within the tomb long ago.





SPECIAL RULES

The Goblin Tide – *Quite how many Goblins have swarmed the tomb is unknown, and more constantly find their way to the battle.*

During the end of each of the Evil player's Move phases, any **Goblin Warrior** models that were previously slain may re-enter the board from one of the entry points on the board. Up to one **Goblin** may enter the board from each trapdoor (so long as no Good model is stood upon it), up to two **Goblin** models may enter from the well, and any others may enter via the doorway. Any **Goblin** models that cannot enter the board may try again next turn. Models that arrive in this manner may Charge on the turn they arrive.

They have a Cave Troll! – *It is not just hordes of Goblins that have attacked the Fellowship, but also a fearsome Cave Troll that has been led into battle.*

During the Evil player's fourth Move phase, the Cave Troll may enter the board from the doorway, and may Charge the turn it arrives. During the turn it enters the board, the Cave Troll may move 'through' friendly **Goblin** models. Any **Goblin** model moved through in this manner suffers a Strength 3 hit, and any **Goblin** model that the Cave Troll finishes its move on is automatically slain.

LAYOUT

The board represents Balin's Tomb. In the centre of the southern board edge is the doorway to the tomb. There is a raised edge that runs all the way around the board that is 3" wide. In the centre of the board is the tomb itself, and the well is placed 9" from the centre of the northern board edge. A selection of pillars should be placed as shown on the map, as well as two trapdoors on the raised area in the centre of the eastern and western board edges.

STARTING POSITIONS

The Good player places the Fellowship within 6" of the centre of the board. The Evil player then places the Goblins within 6" of the doorway to the tomb. The Cave Troll will be available later on.

OBJECTIVES

The Fellowship have been ambushed by Goblins, and must now fight them off to survive.

The game lasts for 10 turns. The Good player wins if at least five members of the Fellowship, including Frodo, are still alive when the game ends. The Evil player wins if five or more Good models are slain. Additionally, if Frodo is slain, the Evil player automatically wins.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: 2 Moria Goblin Captains; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow; 1 Cave Troll with two-handed hammer and Troll chain.



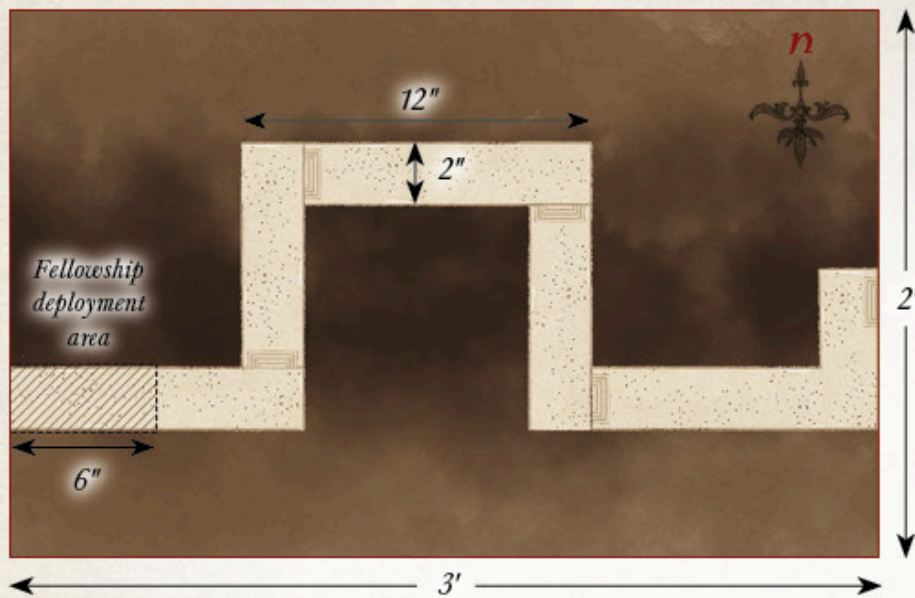
ESCAPE FROM DWARROWDELF

After a desperate battle in the Chamber of Mazarbul, the Fellowship have managed to escape somehow unscathed and made their way back into the city of Dwarrowdelf. It is here, within the ruined halls of this once great Dwarven city, that the Moria Goblins and Cave Trolls have pursued them until the Fellowship are completely surrounded and seemingly trapped.

With no way to escape, the Fellowship prepares themselves for their final stand, however, from deep inside the mountain comes a terrifying sound; one that has not been heard by any of the free-folk of Middle-earth for thousands of years. From within the bowels of Moria comes a Balrog of Morgoth, a demon of the ancient world, and with its arrival the Goblins temporarily scatter. Knowing that such a foe is beyond any of them, Gandalf instructs the Fellowship to flee and make for the Bridge of Khazad-dûm.

Yet to reach the bridge, the Fellowship must navigate the crumbling walkways of Dwarrowdelf, and must do so quickly before the Balrog can catch up to them. However, it is not just the Balrog that now pursues them, for the Goblins have once again given chase. Faced with Goblins in front of them, and the threat of the Balrog behind them, the Fellowship must fight their way across Dwarrowdelf in order to reach the bridge and the possibility of safety.





SPECIAL RULES

Goblin Pursuit – *The Fellowship are not being pursued solely by the Balrog, but also the teeming hordes of Moria Goblins.*

At the end of each Evil Move phase, the Evil player rolls a D6 to determine how many Goblins have caught up with the Fellowship: the Goblin Captains count as three Goblins each, and the Cave Troll counts as five Goblins. They then select Goblins from those not in play and roll a further D6. On a 1, the chosen models move on from the western board edge. On a 2-5 the Goblins move on from the eastern board edge. On a 6, the Evil player may select any walkway that doesn't have any Good models on it and deploys the Goblins on that walkway.

Unstable Realm – *The walkways are old and the commotion upon them may cause parts of them to give way.*

Any model that leaves the walkways for any reason (except when a Good model escapes the board) will automatically be slain as they fall into the depths of Moria. Additionally, if the roll for Priority is ever tied then the Evil player may place a Chasm Marker on one of the walkways. Chasm Markers should stretch across a walkway and be 1" wide. These can be jumped as normal, but any model that rolls a 1 will fall into the depths of Moria and be slain. Chasm Markers cannot be placed on models, or within 3" of another Chasm Marker.

LAYOUT

The board represents the raised walkways of Dwarrowdelf. The walkways should stretch from the east to west side of the board as shown on the map, and each walkway should be 12" long and 2" wide. The walkways descend from the western to the eastern board edge. The exact layout of the walkways is given on the map above.

STARTING POSITIONS

The Good player deploys their models on the walkways and within 6" of the western board edge. The Evil player doesn't deploy any models; they will be available as the game goes on.

OBJECTIVES

The Fellowship are trying to flee Moria and escape the pursuing Goblins who are trying to kill them.

The game lasts until one force achieves their objective.

The Good player wins if at least five members of the Fellowship escape the board via the eastern board edge, including Frodo.

The Evil player wins if five or more Good models are slain.

Additionally, if Frodo is slain, the Evil player automatically wins.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: 2 Moria Goblin Captains; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow; 1 Cave Troll with two-handed hammer and Troll chain.



THE BRIDGE OF KHAZAD-DÛM

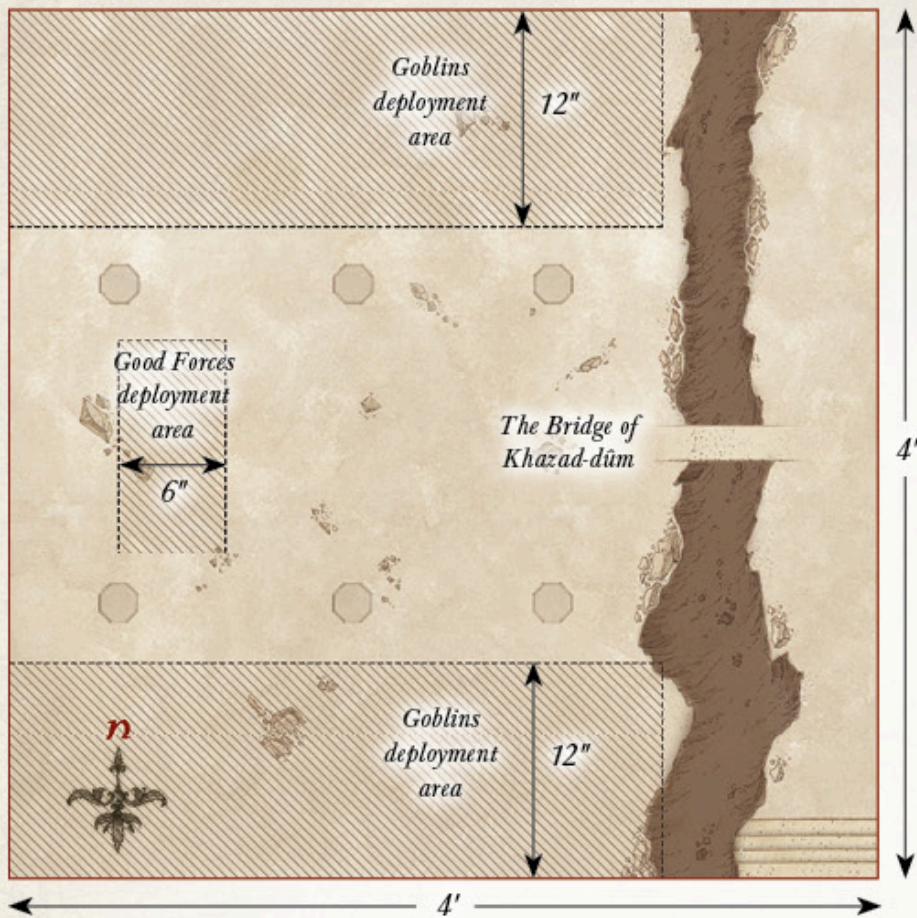


Having crossed the walkways of Dwarrowdelf, the Bridge of Khazad-dûm is now in sight. This slender bridge once served as the heart of the eastern defences of Moria, and now it looks to be the Fellowship's salvation if they can cross it. With no enemies in front of them, Gandalf urges his companions forward and towards the bridge, for crossing it will lead them out of the Misty Mountains.

With the approaching Balrog shaking the halls, Gandalf knows that the only way to save his companions is to destroy the Bridge of Khazad-dûm once they are all safely across. However, he will need to summon all of his might to be able to crack the bridge and send it crumbling into the abyss. If Gandalf can destroy the bridge before the Balrog can reach it then they may all yet escape. If not then only an act of great sacrifice can hope to save the Fellowship...

Yet as they make haste towards the Bridge of Khazad-dûm, the Fellowship can still hear the thunderous footsteps of the Balrog behind them, and the scuttling of the Moria Goblins from either side. As they near the bridge, the Fellowship can see the Goblins closing in, which may slow them down just enough to be at the mercy of the Balrog.





LAYOUT

The board represents the Bridge of Khazad-dûm and the surrounding area. There is a chasm 6" wide running from north to south 6" away from the eastern board edge; the Bridge of Khazad-dûm crosses this chasm and should be 2" wide. The stairs to the exit are in the south-eastern board edge. The rest of the board should have the odd rock pile or pillar dotted around.

STARTING POSITIONS

The Good player deploys their models between 6" and 12" from the western board edge, and at least 18" from both the northern and southern board edges. The Evil player then splits the Goblins into two equal halves and deploys one half within 12" of the northern board edge, and the other half within 12" of the southern board edge. No Goblins may be deployed east of the chasm.

OBJECTIVES

The Fellowship must escape Moria and Gandalf must destroy the Bridge of Khazad-dûm in order to prevent any of the Goblins from pursuing them.

The game lasts until one force achieves their objective. The Good player wins if at least five members of the Fellowship escape the board via the stairs, including Frodo, and the Bridge of Khazad-dûm has been destroyed. The Evil player wins if five or more Good models are slain, or if the bridge has not been destroyed. Additionally, if Frodo is slain, the Evil player automatically wins.

SPECIAL RULES

The Balrog – *The Balrog is pursuing the Fellowship, and it won't be long until it catches up to them.*

At the end of each Evil player's Move phase, the Evil player rolls a D6. If the score is equal to or less than the current turn number, then the Balrog arrives. It moves onto the board from the centre of the western board edge via the rules for Reinforcements.

The Bridge of Khazad-dûm – *The bridge is the only way out of Moria, and if it can be destroyed after being crossed then the Fellowship can escape the pursuit of the Goblins.*

Gandalf may target the Bridge of Khazad-dûm with the Sorcerous Blast Magical Power, providing he is standing on it. If successfully cast, do not follow the normal rules for the Magical Power; instead roll a D6 and consult the chart below. Might may not be used to influence this roll.

D6	Result
1	No Effect.
2-5	The bridge is damaged but still standing. You may add 1 to further rolls on this chart. These modifiers are cumulative.
6	The bridge is destroyed. Any models on the bridge are removed as a casualty.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: The Balrog; 2 Moria Goblin Captains; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow.

LOTHLÓRIEN

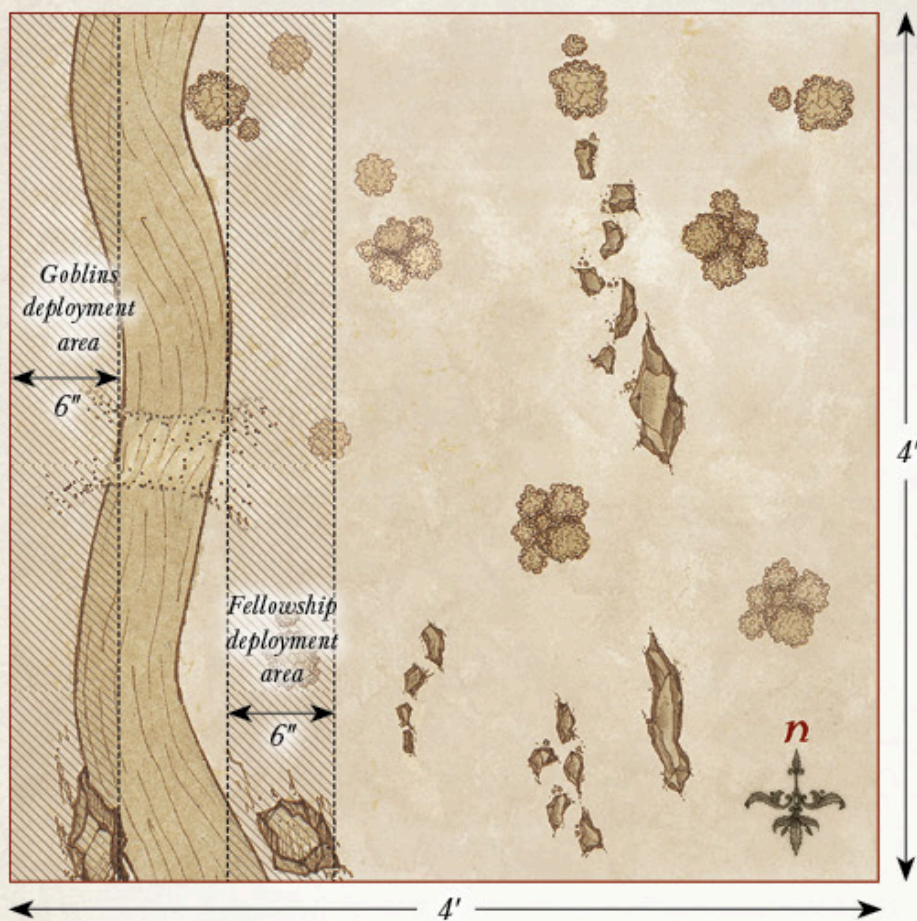
Though he has fallen into the black pit of Moria, Gandalf the Grey has felled the Balrog and bought his companions enough time to escape the fallen Dwarven kingdom. However, though they have managed to exit the Misty Mountains, the Fellowship have no time to grieve for their fallen friend for the Goblins of Moria still pursue them with relentless ferocity.

Desperate for refuge, Aragorn leads the Fellowship towards the forest of Lothlórien, the home of the Galadhrim, in the hope that they will be able to find sanctuary within the boughs of the forest. Yet the journey is difficult and the Fellowship are still being chased by the Goblins, who are intent on laying low those who ventured into their kingdom.

With the borders of Lothlórien in sight, Aragorn urges his companions forth for one last push as they cross the Silverlode. However, it is not just Moria Goblins that now pursue the Fellowship, for the Wargs of the Misty Mountains have joined their Goblin allies in the hunt and now hound the Fellowship as they run for safety.

The Fellowship are tired and weary, and it will take every ounce of strength, determination and endurance they have left to allow them to reach the safety of the borders of Lothlórien. Yet even if they can muster the strength to continue onwards, they may still require some unseen aid to fend off their pursuers, who are closing in around them.





SPECIAL RULES

Hidden in the Trees – *The Elves of Lórien are hidden in the trees, and will only reveal themselves when others come too close to their realm.*

At the start of the game the Good player places six 25mm markers numbered 1-6 in the eastern half of the board; these markers may not be placed within 6" of another. As soon as any model moves within 12" of the eastern board edge, the Good player rolls a D6 and deploys the Elves within 6" of the corresponding marker. The Elves may not Charge on a turn in which they arrive but may otherwise act normally.

Weary from the Chase – *The Fellowship have been chased relentlessly by the Goblins and are tired from battle and little rest.*

Good models may not use Heroic March in this Scenario.

The Wargs – *The Goblins have long had an alliance of sorts with the Wargs of the Misty Mountains who have joined them in their hunt.*

At the end of each Evil Move phase, D6 **Warg** models may enter the board via the rules for Reinforcements, from a board edge chosen by the player with Priority. A different board edge may be chosen for each **Warg**.

LAYOUT

The board represents the edges of Lothlórien. There should be a river running from north to south that is 6" wide and 6" from the western board edge. There is a 4" wide ford in the centre of the river forming a good place to cross. The rest of the board should be dotted with trees, rocks and bushes.

STARTING POSITIONS

The Good player deploys the Fellowship within 6" of the eastern bank of the river. The Evil player then deploys the Goblins anywhere west of the river. All other models are kept aside for later in the game.

OBJECTIVES

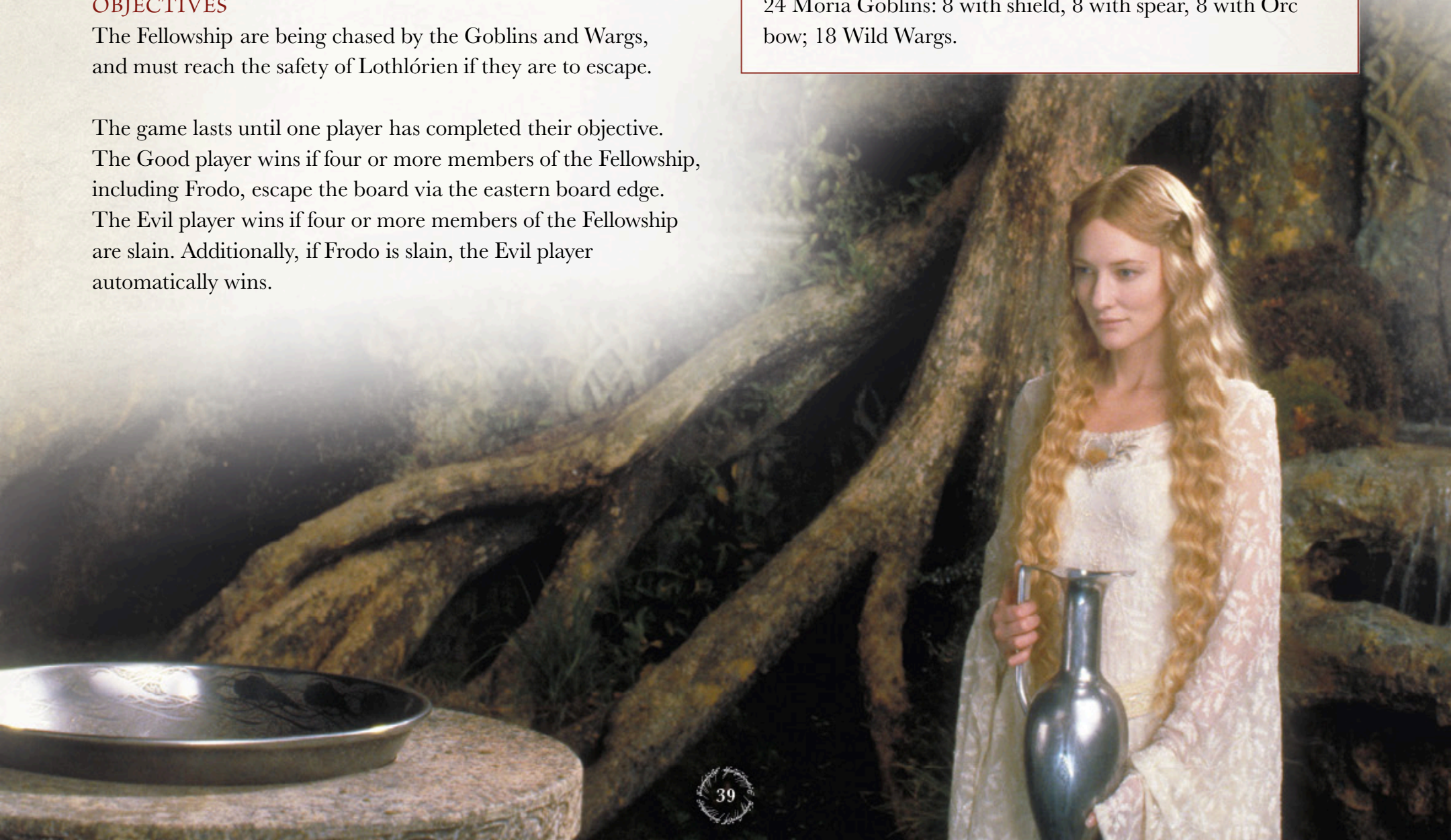
The Fellowship are being chased by the Goblins and Wargs, and must reach the safety of Lothlórien if they are to escape.

The game lasts until one player has completed their objective. The Good player wins if four or more members of the Fellowship, including Frodo, escape the board via the eastern board edge. The Evil player wins if four or more members of the Fellowship are slain. Additionally, if Frodo is slain, the Evil player automatically wins.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield; Haldir with Elf bow; 6 Wood Elf Warriors with Elf bow.

Evil: 2 Moria Goblin Captains; Wild Warg Chieftain; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow; 18 Wild Wargs.



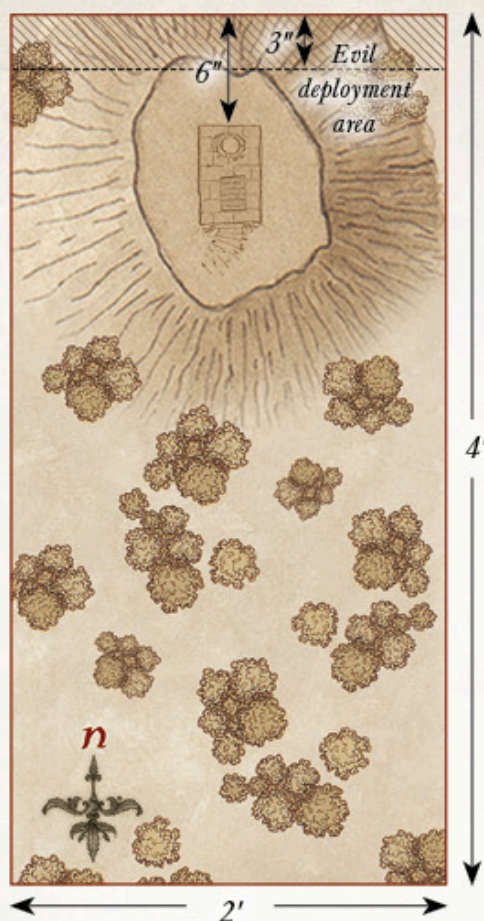
ARAGORN'S STAND

Having left the safety of the forest of Lothlórien behind, and with it the protection of the Galadhrim, the Fellowship have set off down the River Anduin to continue their long and arduous quest to Mordor. It is at Amon Hen, near the falls of Rauros, that the Fellowship must come once more to shore and continue their journey on foot, and so they make camp upon the banks of the Anduin to rest and re-gather their strength.

As Frodo wanders the woodland path, he is approached by Boromir who suggests that Frodo should lend him the Ring so that he can use it to protect his people. Sensing that the son of Gondor is not himself, Frodo declines which sends Boromir into a fit of rage – signs that the Fellowship is indeed breaking. Using the Ring to escape, Frodo makes his way to the Seeing Seat of Amon Hen, and out of Boromir's reach, before taking off the Ring.

It is here that Aragorn finds Frodo, who has now decided to go to Mordor alone so as not to have the power of the Ring destroy his friends and companions from within. As Aragorn acknowledges Frodo's decision, he notices the blue glow from Sting showing that Orcs are nearby. Before them stand a host of scouting Uruk-hai from Isengard tasked with retrieving the Halflings. All Aragorn can do now is fight them off to allow Frodo enough time to escape, and hope that help will come to him if the skirmish can be heard.





SPECIAL RULES

To the Rescue! – *Having heard the commotion from afar, Legolas and Gimli now race to rescue Aragorn and Frodo.*

At the end of each Good Move phase, the Good player rolls a D6 and adds the turn number. If the total is 10 or more then Legolas and Gimli have arrived and may move onto the board from any board edge via the rules for Reinforcements.

Scouting Uruk-hai – *The hills are crawling with Uruk-hai who are searching for the Halflings to take them back to Isengard.*

At the end of each Evil Move phase, the Evil player rolls a D6 for each **Uruk-hai** model not currently on the board. On a 4+, that model may move onto the board from a board edge chosen by the player with Priority via the rules for Reinforcements. Previously slain **Warrior** models may also return to the board in this manner.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin.

All Good models have an Elven Cloak.

Evil: Lurtz; Uruk-hai Scout Captain with two-handed weapon; 24 Uruk-hai Scouts: 8 with shield, 8 with Uruk-hai bow, 8 with no additional wargear.

LAYOUT

The board represents Amon Hen and the Seeing Seat. The Seeing Seat should be placed on a hill 6" from the centre of the northern board edge (see map). The rest of the board should be densely packed with trees, bushes and other undergrowth.

STARTING POSITIONS

The Good player deploys Aragorn and Frodo in base contact with the Seeing Seat. The Evil player then deploys Lurtz and half of the Uruk-hai Scouts within 3" of the northern board edge. The other models will be available as the game goes on.

OBJECTIVES

The Uruk-hai have come to claim the Ring for Saruman and to kill all who stand in their path. Should either Frodo or Aragorn fall, all shall be lost.

The Good player wins if Frodo can escape the board via the southern board edge whilst Aragorn is still alive. If either Frodo or Aragorn is slain, the Evil player wins.



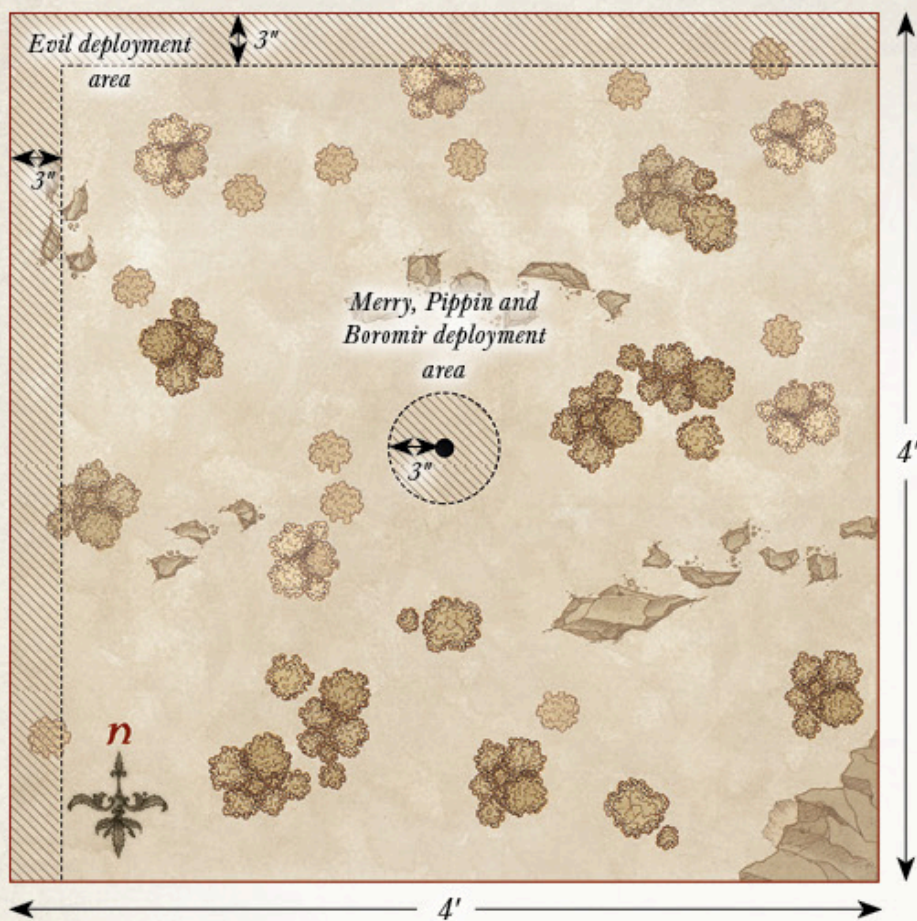
BOROMIR'S REDEMPTION

With Aragorn fighting off dozens of Uruk-hai up by the Seeing Seat, the rest of Saruman's forces are scouring the woodland in search of the Halflings they have been sent to retrieve for their master. With the hills now crawling with Uruk-hai Scouts, the Hobbits decide to hide in the thick undergrowth so as not to be discovered.

From within their hiding place, Merry and Pippin can see Frodo pressed against a tree, yet as they try to signal him they realise that Frodo intends to leave and travel to Mordor alone. With an act of great bravery, or perhaps foolishness, Merry and Pippin reveal themselves to the Uruk-hai to draw them away from Frodo and towards themselves.

With the Uruk-hai now making a beeline straight for them, Merry and Pippin try to evade their pursuers. However, the Uruk-hai are strong and fast and soon catch up to their quarry. With the Hobbits all but cornered, Boromir arrives to attempt to prevent them from being carried away to Isengard, and to make amends for the way he treated Frodo.





SPECIAL RULES

Random Game Length – *Boromir has to hold out until his allies can join him, however, exactly how long that will be is unknown.*

From the 11th turn onwards, if the roll for Priority is ever a draw then the game ends immediately. If playing this Scenario as part of the campaign, ignore this rule; instead this Scenario will last for the same number of turns as the Aragorn's Stand Scenario went on for.

Find the Halflings! – *The Uruk-hai have been instructed to bring the Halflings to Isengard unharmed and unspoiled.*

Evil models may not target a **Hobbit** with shooting attacks. Additionally, any **Hobbit** that loses its final Wound is not slain but knocked unconscious; they count as being under the effects of the Paralyse Magical Power. **Uruk-hai** models treat **Hobbit** models as Light Objects.

PARTICIPANTS

Good: Boromir of Gondor;
Meriadoc Brandybuck; Peregrin Took.

All Good models have an Elven Cloak.

Evil: Uruk-hai Scout Captain with two-handed weapon; 18 Uruk-hai Scouts: 6 with shield, 6 with Uruk-hai bow, 6 with no additional wargear.

LAYOUT

The board represents the woodland around Amon Hen, and as such should be dotted with plenty of trees, bushes and rocks.

STARTING POSITIONS

The Good player deploys Boromir in the centre of the board and then deploys Merry and Pippin within 3" of him. The Evil player then deploys their models anywhere within 3" of either the northern or western board edges.

OBJECTIVES

The Uruk-hai have been tasked with capturing the Halflings and taking them to Isengard, something that Boromir is desperately trying to prevent.

The Evil player wins if they have carried both Merry and Pippin off the board via any table edge when the game ends. If when the game ends only one **Hobbit** has been carried off the board, the game is a draw. In any other result, the Good player wins.



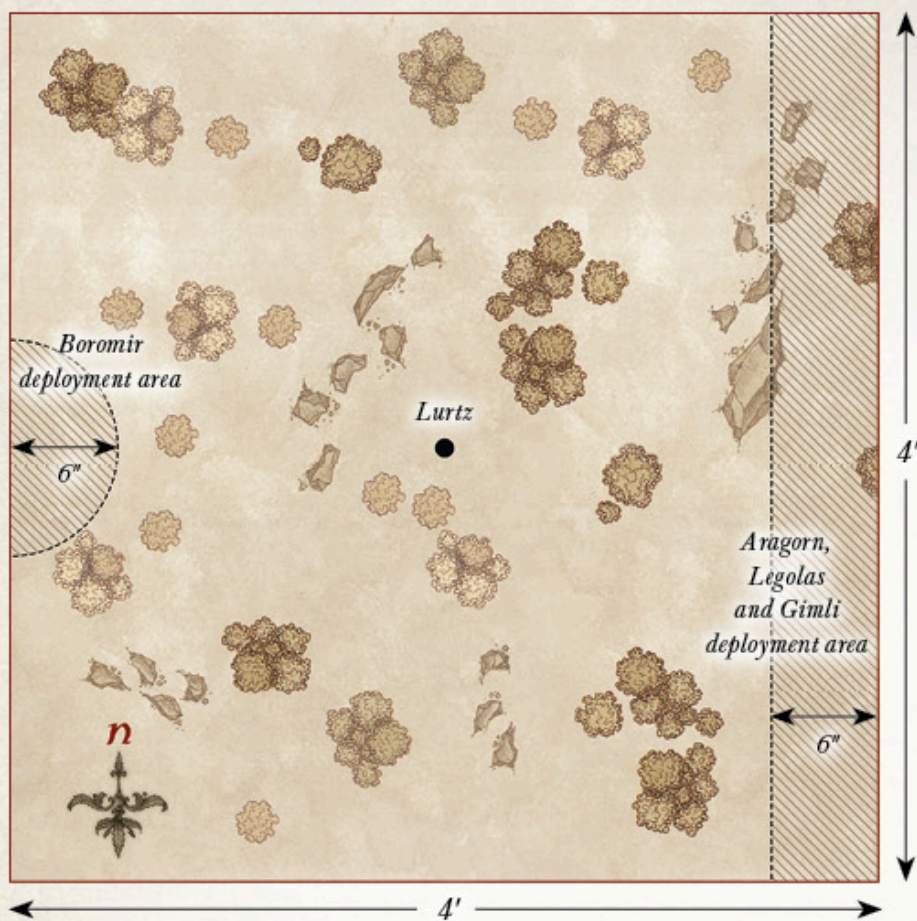
BREAKING OF THE FELLOWSHIP

The Fellowship is now all but broken; Frodo and Sam have crossed the Anduin and are making for Mordor alone, and Merry and Pippin have been captured by Uruk-hai Scouts who are now returning to Isengard with their prize. Those that set out from Rivendell in order to destroy the Ring of Power are now scattered, and there is little they can do now except to try to keep each other alive.

Yet the sound of the Horn of Gondor has been heard by Boromir's allies, and now Aragorn, Legolas and Gimli are racing to the side of Boromir. However, Lurtz, the Uruk-hai leader, is now stalking Boromir with deadly intent, and notching black-fletched arrows in his bow intended for the son of Gondor. Aragorn, Legolas and Gimli must fight through the remaining Uruk-hai Scouts if they are to reach Boromir in time.

With most of the Uruk-hai returning to Isengard, some stay behind in order to try to kill all those who are still left at Amon Hen. Boromir is badly wounded, having fought off dozens of Uruk-hai as he tried in vain to protect Merry and Pippin. Even as he is surrounded by those he has slain, more Uruk-hai keep coming to claim the life of this mighty warrior and help seems far away.





OBJECTIVES

With Frodo and Sam having gone, and Merry and Pippin captured, all that matters now is for the remaining members of the Fellowship to survive.

The game lasts until one force is wiped out. The Good player wins if at least two Good **Hero** models have survived when the Uruk-hai have been wiped out. The Evil player wins if the Good player fails to complete their objective.

SPECIAL RULES

Last Stand – *Boromir is mortally wounded. However, this will not stop him from fighting to the bitter end.*

Boromir starts the game with 3 Might points and only a single Wound. Additionally, Boromir may re-roll any dice in a Duel roll and any dice when rolling To Wound.

Shield Throw – *An expert fighter, Lurtz will use all manner of wargear as a weapon should he be required to.*

Once per game, Lurtz can choose to use his shield as a throwing weapon. This has a Strength of 4, and any Man-sized (or smaller) model hit by the shield is automatically knocked Prone. Once Lurtz has thrown his shield, he no longer carries it and cannot use it for the remainder of the battle.

LAYOUT

The board represents the woodland around Amon Hen, and as such should be dotted with plenty of trees, bushes and rocks.

STARTING POSITIONS

The Good player deploys Boromir 6" from the centre of the western board edge, and then deploys Aragorn, Legolas and Gimli within 6" of the eastern board edge. The Evil player deploys Lurtz in the centre of the board. They then deploy the Uruk-hai Scout Captain and nine Uruk-hai Scouts anywhere within 12" of Boromir. The rest of the Uruk-hai Scouts are deployed within 12" of Aragorn, Legolas and Gimli.

PARTICIPANTS

Good: Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven Cloak.

Evil: Lurtz with shield; Uruk-hai Scout Captain with two-handed weapon; 24 Uruk-hai Scouts: 8 with shield, 8 with Uruk-hai bow, 8 with no additional wargear.



AMBUSH AT AMON HEN

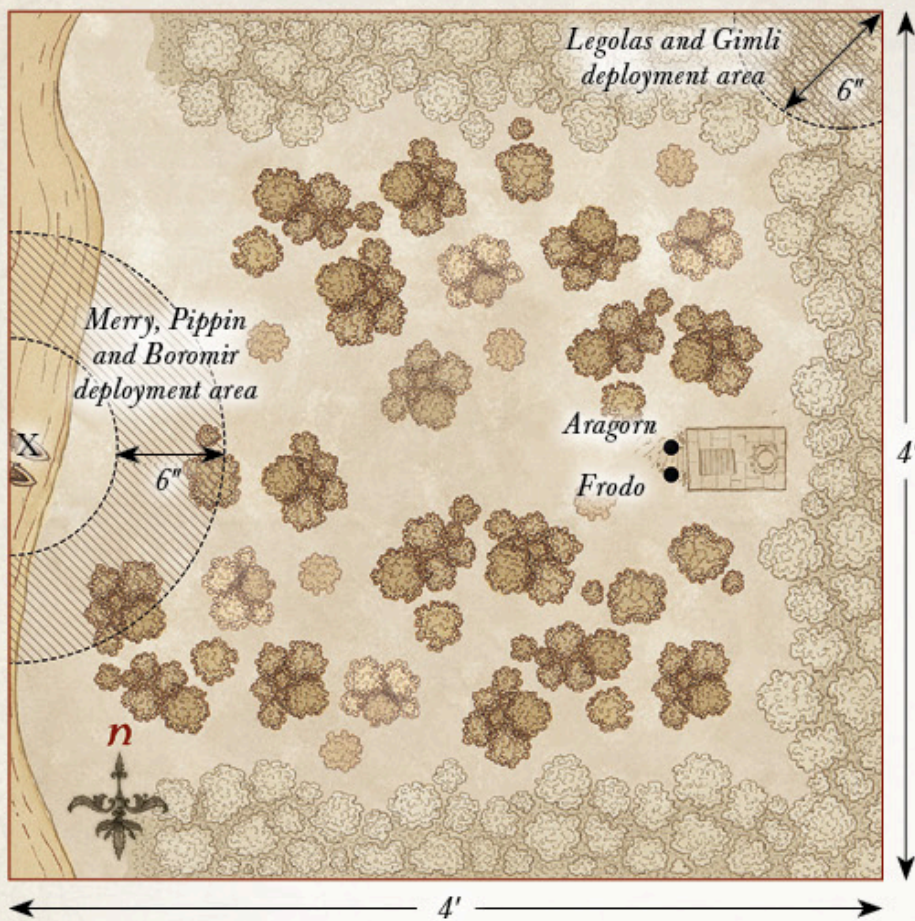
Following their departure from the safety of the forest of Lórien, the remaining members of the Fellowship have made their way down the waters of the Anduin before mooring their boats upon the shores of Amon Hen to rest. It is here that the Ring finally latches onto Boromir's desire to possess it and bring it to Minas Tirith, driving the Man of Gondor mad as he attempts to take the Ring from Frodo.

Meanwhile, Saruman has unleashed his fighting Uruk-hai from Isengard. Their mission is simple, to capture and deliver the Halflings to the White Wizard and to kill anyone who should get in their way. With great haste and the desire to taste man-flesh driving them, the scouts of Isengard soon track down the Fellowship and engage them in battle upon the banks of the Anduin.

With Aragorn, Gimli and Legolas fighting the Uruk-hai off, Merry and Pippin are in great danger of being seized and taken to Isengard. Only Boromir stands between the Hobbits and the fearsome Uruk-hai and, desperate to find redemption for the way he treated Frodo, Boromir gives his all in his attempt to deliver Merry and Pippin from harm. It is whilst he is fending off the Uruk-hai Scouts that Boromir comes face-to-face with Lurtz, the leader of the Uruk-hai forces; a meeting that would prove a fateful one for the son of Gondor.

With death and loss surrounding him, Frodo has made the decision to go to Mordor alone, in order to prevent further harm befalling his friends. Can Frodo escape in time, or will he fall foul of the scouts of Isengard?





LAYOUT

The board should be densely packed with trees and other foliage. The western board edge represents the River Anduin and should have two boats placed at the point marked X. The Seeing Seat should be placed in the eastern half of the board as per the map.

STARTING POSITIONS

Aragorn and Frodo start the game in base contact with the Seeing Seat, whilst Legolas and Gimli can be placed anywhere within 6" of the north-east corner of the board. Merry, Pippin and Boromir are placed between 6"-12" of the boats and no more than 1" away from each other.

The Evil player then places the Uruk-hai Scout Captain and 12 Uruk-hai Scouts within 6" of the Seeing Seat, and Lurtz and the other 12 Uruk-hai Scouts within 12" of Boromir, but no closer than 6".

Finally, Sam is set up anywhere on the board at least 12" away from any other member of the Fellowship.

OBJECTIVES

Frodo has made his decision; he is going to leave the Fellowship and journey to Mordor alone. The Uruk-hai are under strict orders to deliver the Hobbits to Saruman, alive and unspoiled.

The game ends as soon as Frodo leaves the board. If Frodo escapes the board by moving into base contact with the boats, the Good player is the winner. If Frodo is captured by the Uruk-hai, the Evil player is the winner.

The Evil player can claim a draw even if Frodo escapes the board, so long as they have captured any two of the remaining Hobbits.

SPECIAL RULES

Find the Halflings! – Under strict instructions from their master, Saruman, the Uruk-hai will not kill the Hobbits. Instead, they intend to incapacitate them and take them to Isengard to await their fate.

Should a **Hobbit** suffer their final Wound, instead of being slain they will recover a single Wound and be knocked out instead – treat them as being subject to the Paralyse Magical Power. Any Evil model may carry a knocked-out **Hobbit** as if he were a Heavy Object (see page 110 of the *Middle-earth Strategy Battle Game Rules Manual*). Should any Good model end its move in base contact with a knocked-out **Hobbit**, they will automatically revive them and they may act as normal, although they will start their move in the Prone position. Should any Evil model leave any table edge whilst carrying a knocked-out **Hobbit**, with the exception of the western edge, the Evil player is considered to have captured that **Hobbit**.

The Legions of Isengard – The scouts of Isengard soon flood the area around Amon Hen, providing the Fellowship with a huge task – and increasingly dire odds to overcome.

At the end of each Evil Move phase, roll a D6 for each Evil **Warrior** that has previously been slain. On a 4+, that model may enter play anywhere along the northern, eastern or southern board edges.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven Cloak.

Evil: Lurtz; Uruk-hai Scout Captain; 24 Uruk-hai Scouts: 8 with no additional equipment, 8 with shield, 8 with Uruk-hai bow.



THE TAMING OF SMÉAGOL

When he left the Fellowship on the banks of Amon Hen, it was Frodo's intent to travel to Mordor alone so as not to watch as his companions fall victim to the power of the Ring as he had seen Boromir start to do. However, seeing his friend crossing the Anduin and guessing his intent, Sam has decided to wade out and go with Frodo to Mordor, and nothing Frodo can say will deter Sam from breaking the promise he made to Gandalf back in the Shire to accompany Frodo to the very end.

Yet, although they seem lost within Eryn Muil, the Hobbits are aware that they are not alone within the hills. The creature Gollum has been following the Ringbearer since at least the Mines of Moria, if not longer, and now nears his quarry. The lure of the Ring is too much for Gollum to resist and, under the cover of darkness, he attempts to sneak up on the sleeping Hobbits and take the Ring for himself. Should Gollum kill the Hobbits and claim the Ring then all may well be lost. However, if the Hobbits can subdue Gollum, they may find themselves with an unlikely ally.

Since then Frodo and Sam have made slow progress to Mordor. The journey is difficult and has forced the two Hobbits to traverse the wilderness around Amon Hen before venturing into the labyrinth of razor-sharp rocks known as Eryn Muil. The hills of Eryn Muil are covered in fog, making navigating them difficult and the chance of getting lost ever increasing.





LAYOUT

The board represents the rocky terrain of Eryn Muil, and so should be covered with rocky outcrops, some large and some small.

STARTING POSITIONS

The Good player deploys Frodo and Sam in the centre of the board. The Evil player then deploys Sméagol (though he is very much Gollum at this point) anywhere touching the eastern board edge.

OBJECTIVES

Gollum has tracked the Hobbits since Moria, and now has the opportunity to strike and steal the Ring. If they become aware of Gollum, the Hobbits will try to subdue him.

The Good player wins if Gollum is subdued. The Evil player wins if Gollum kills Frodo and reclaims the Ring. If Gollum is subdued but Sam has been slain, the game is a draw.

SPECIAL RULES

Sleeping Hobbits – *The Hobbits are asleep and are unaware of the creature sneaking up on them as they rest.*

The Hobbits start the game Prone and may not move until they are disturbed. As Gollum approaches, there is a chance he will wake the Hobbits. Roll a D6 before Gollum moves. If the number rolled is higher than the distance between him and the Hobbits, or a 6 is rolled, he has disturbed them and the Hobbits immediately stand up and act normally from this point onwards. If Gollum attacks a sleeping Hobbit, the Hobbits have been woken and may act normally from this point onwards.

Subduing Gollum – *The Hobbits are not trying to kill their attacker, but instead intend to subdue him.*

If Gollum suffers his last Wound then he is subdued rather than slain. However, Gollum cares not for the wellbeing of the Hobbits and will try to kill them as normal.

Sting – *Gollum has encountered Sting before and rightfully fears it.*

Each time Gollum loses a Fight against Frodo, he must make a Courage test. If the test is failed, Gollum surrenders to the Hobbits and is automatically subdued.

PARTICIPANTS

Good: Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak.

Evil: Sméagol.



THE DEAD MARSHES

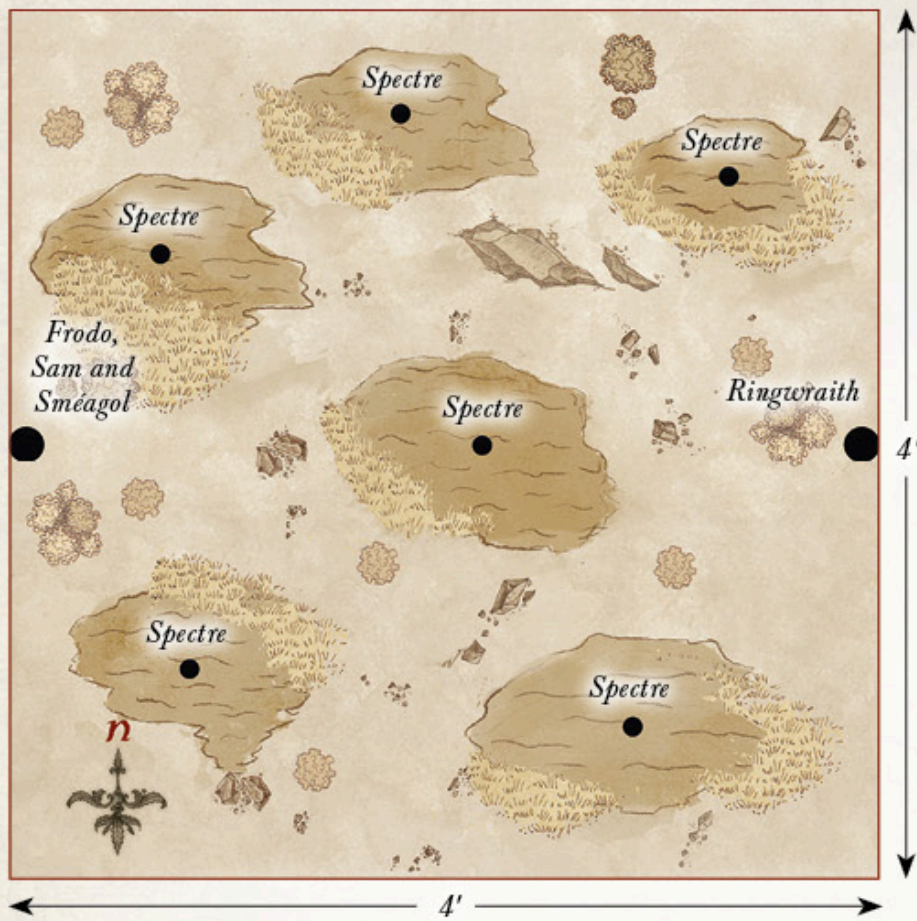
Their encounter in Eryn Muil with the creature Gollum has presented Frodo and Sam with something rather unexpected: a guide. With Sméagol pledging himself to serve Frodo as the ‘Master of the Precious’, Frodo asks him to lead them to the Black Gate of Mordor so that they may find a way into the accursed lands to try to rid Middle-earth of the Ring.

Agreeing to do so, Sméagol leaps off ahead to show the Hobbits the way to Mordor, first leading them through the labyrinth of hills that make up Eryn Muil and into more open terrain. However, they next come to what seems to be a huge bog. An ancient battlefield of long ago that has since become waterlogged and filled with the corpses of Men, Elves and Orcs – the Dead Marshes.

Sméagol knows the safe passage across the marshes, one that even the Orcs of Mordor do not know and so is relatively safe from the eyes of the enemy. Yet as they cross the foetid marshland, the dead things in the water begin to stir, trying to lure the unwitting Hobbits into the water with lights so that they may light little candles of their own.

As Frodo, Sam and Gollum cross the Dead Marshes, their hearts become filled with dread as the sound of screeching can be heard above piercing through the air. Upon the back of its Fell Beast, one of the nine Ringwraiths has tracked the Hobbits to the marshes and now circles above to try to find its quarry below and retrieve the One Ring.





SPECIAL RULES

Hunt the Ringbearer – *The exact whereabouts of the Hobbits is unknown, and they must try to sneak past the Nazgûl and Spectres if they are to escape.*

All Evil models start the game as Sentries. However, if a model would normally spot a Good model, they will not raise the alarm. Instead, only that model will have been alerted to their presence and may act normally, the others will remain as Sentries.

Don't follow the Lights – *The Spectres of the Dead Marshes are trying to lure the Hobbits into the marsh and to their doom.*

If a Good model is moved into any of the marshland as a result of a Spectre's 'A Fell Light is in Them' special rule, they must roll a D6. On a 1 or 2 the model succumbs to the powers of the Spectres and falls into the marsh; they are now Prone. A model that has succumbed to the Spectres cannot act in any way, and if they remain in the marsh during the End phase of the following turn, they are removed as a casualty. A friendly model can rescue a model that has succumbed by ending their Move in base contact with them; the rescued model may then act as normal.

Call of the Ring – *If Frodo uses the Ring then the Ringwraith shall surely find him.*

If Frodo puts the Ring on then the Ringwraith will no longer be a Sentry and will act as normal.

LAYOUT

The board represents the Dead Marshes. There should be six areas of marshland around the board, one of which is in the centre. The rest of the board should have a selection of bushes, hedges and rocky outcrops dotted around.

STARTING POSITIONS

The Good player deploys Frodo, Sam and Sméagol touching the centre of the western board edge. The Evil player deploys one Dead Marsh Spectre in the centre of each piece of marshland, and then deploys the Ringwraith touching the centre of the eastern board edge.

OBJECTIVES

With the Ringwraith overhead, Frodo and his companions must cross the Dead Marshes without being noticed if they wish to keep the Ring away from the Nazgûl.

The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if Frodo is slain.

PARTICIPANTS

Good: Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol.

Evil: Ringwraith on Fell Beast with 0 Might, 10 Will and 0 Fate; 6 Dead Marsh Spectres.



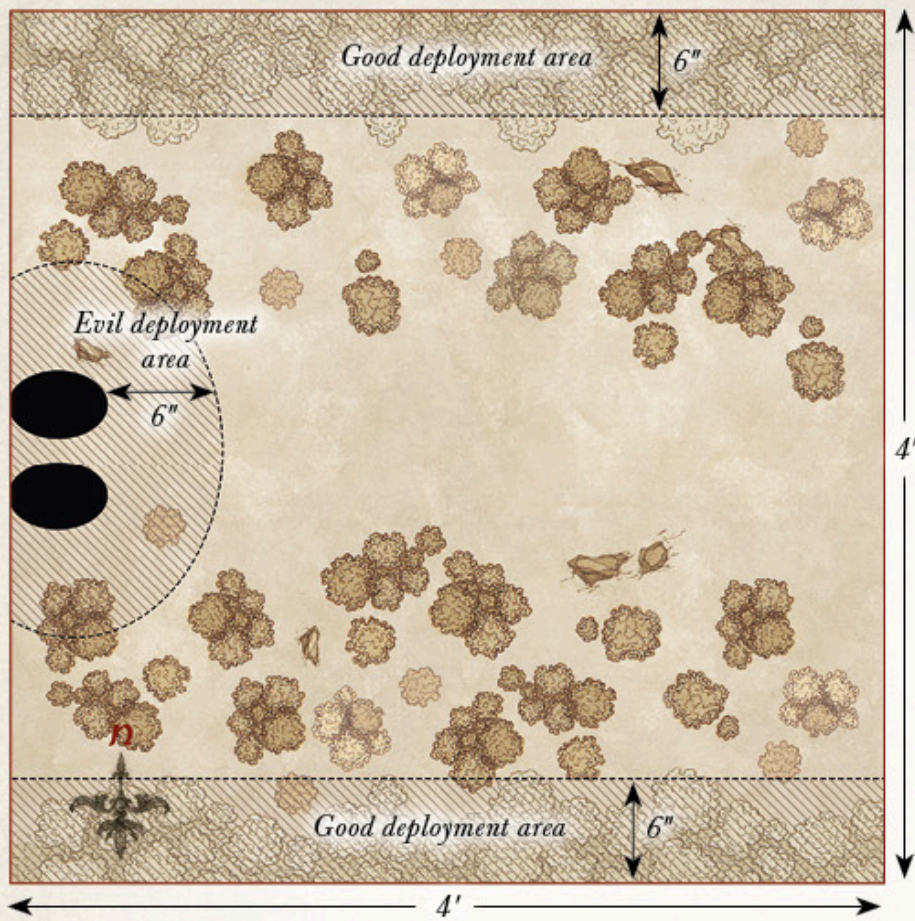
AMBUSH AT ITHILIEN

As the strength of the Dark Lord continues to rise, all manner of Evil is drawn to Mordor, pledging themselves to the service of Sauron and to fight his war. It is for just this reason that the Haradrim march north from their homes in the far south of Middle-earth, bringing with them the lumbering Mûmakil that roam their lands to destroy the free peoples of the West.

It is the sworn duty of the Rangers of Gondor to protect their lands from any and all intruders that stray into the borders of Ithilien, and it is with that purpose that they set out to halt the relentless march of the Men from the south lands, for if the Haradrim and their formidable war beasts can be prevented from reaching Mordor unscathed then Sauron's forces cannot be bolstered for the battles yet to come.

Yet to reach the Black Gate and enter Mordor, the Haradrim must first travel through the trees and thick undergrowth of Ithilien. It is here that the Haradrim are the victims of a sudden ambush at the hands of Faramir and the Rangers of Gondor. From the bushes, the Rangers of Gondor fire a hail of arrows upon their foes in an attempt to weaken the forces of the Haradrim, and in turn those of the Dark Lord.





LAYOUT

There should be lots of hedges, trees and bushes dotted around the board, although ideally not heavily impeding the movement across the centre of the board. The terrain should be denser along the northern and southern board edges.

STARTING POSITIONS

The Evil player deploys the two Mûmakil touching the western board edge as shown. They may then deploy their remaining models anywhere within 6" of either Mûmak. The Good player may then split their force in half – one half containing 12 Rangers and Faramir, and the remaining models in the other half. The Good player then deploys Faramir's half anywhere within 6" of the southern board edge then their remaining models within 6" of the northern board edge.

OBJECTIVES

The Haradrim are attempting to journey to Mordor to join with Sauron's armies before the assault on Minas Tirith. The more of them that can make it to the Black Gate, the stronger the Dark Lord will be. Faramir has noted that the lumbering Mûmakil pose the greatest threat to Gondor and has tasked his Rangers to see to their downfall.

The game lasts until there are no Mûmakil left on the board. The Evil side wins if both Mûmakil can move off of the board via the eastern board edge. The Good player wins if they can slay both of the Mûmakil. If only one Mûmak has managed to escape the board, the game is a draw.

SPECIAL RULES

Unseen Hunters – *The Haradrim have no idea that they are being watched by the Rangers of Gondor, let alone that they are walking into an ambush.*

At the start of the game, before the first Priority is rolled, each Good model may make a 'free' shooting attack as if it were the Shoot phase. Additionally, for the first three turns of the game, all Good models gain the Stalk Unseen special rule and may re-roll any 1s To Wound when making a shooting attack.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol; Anborn, Ranger of Ithilien; Mablung, Ranger of Ithilien; 24 Rangers of Gondor: 16 with no additional equipment, 8 with spear.

Evil: 2 War Mûmakil of Harad each with 12 Haradrim Warriors with bow; 24 Haradrim Warriors with spear.



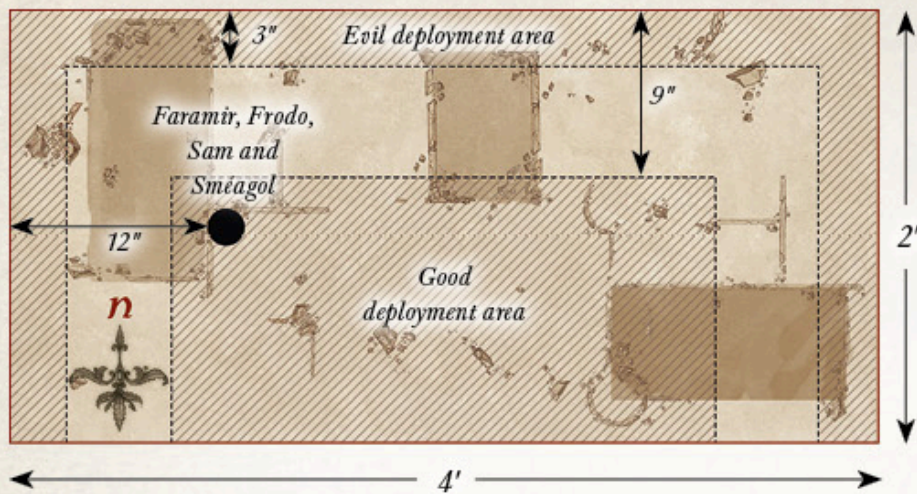
OSGILIATH

After their encounter with the Haradrim in Ithilien, Frodo and Sam are captured by the Rangers of Gondor who had been lurking in the undergrowth and had defeated the Haradrim. Their leader, Faramir of Gondor, has instructed that the two Hobbits be taken to Ithilien where they will be interrogated, for the Men of Gondor believe them to be nothing more than spies of the Dark Lord.

No sooner have Faramir and his Rangers reached the city, the next assault on Osgiliath begins. Orcs flood into the city and the Men of Gondor are thrust once more into a desperate fight for survival. As the battle rages on, the sound of a Nazgûl can be heard overhead, and Frodo knows that he cannot linger. Knowing Frodo must escape from Osgiliath, Faramir realises the importance of the situation and offers to help; though it may have come too late.

Within Ithilien, the truth of Frodo's journey, and the item of great power that he carries around his neck, comes to light. Seeing a chance to show his quality to his father, Faramir instructs that the Ring must go to Gondor, and so the Rangers begin to take the Hobbits to Minas Tirith. However, they must first pass through the ruined city of Osgiliath upon the banks of the Anduin and aid their beleaguered allies there.





LAYOUT

The board represents the ruined city of Osgiliath. There should be three ruined buildings spread evenly across the board. The rest of the board should be littered with other smaller ruins, piles of rubble and rocks.

STARTING POSITIONS

The Good player deploys Faramir, Frodo, Sam and Sméagol 12" from the centre of the western board edge. The Good player then deploys the rest of their models anywhere on the board at least 9" away from the northern, eastern or western board edges. The Evil player then deploys the Orcs anywhere within 3" of the northern, eastern or western board edges.

The Ringwraith will be available later.

OBJECTIVES

Frodo must escape Osgiliath or the Ring may well be captured. The Orcs do not know of the presence of the Ringbearer and are more concerned with capturing the city. The game lasts until Frodo is no longer on the board. The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if they control more of the ruined buildings than the Good side at the end of the game. If both players achieve their objective, the game is a draw; however, if Frodo is slain, the Evil side automatically wins.

SPECIAL RULES

Capturing Buildings – *The Orcs have come to claim Osgiliath by capturing key areas of the city.*

A building is considered to be controlled by a player if they have more models wholly within the building than their opponent. Control of a building can change multiple times over the course of the battle.

Nazgûl! – *One of the Nine has tracked Frodo to Osgiliath, and now hunts the Ringbearer from its Fell Beast.*

The Ringwraith will automatically arrive at the end of the Evil player's third Move phase from the western board edge via the rules for Reinforcements. Once per game, during the Priority phase, the Nazgûl can let out a terrifying shriek, which will reduce all Good models' Courage value by 3 until the end of the turn. Additionally, with Frodo beginning to fall more under the influence of the Ring, he cannot risk putting it on. If Frodo puts on the Ring, he is removed as a casualty.

Reinforcements – *With the battle raging on, both sides have reinforcements rushing to join the fray.*

Each time a **Warrior** model is removed as a casualty, roll a D6. On a 1-3 that model takes no further part in the game. On a 4+, that model may re-enter the board at the end of its side's next Move phase via the rules for Reinforcements. Good models enter from the southern board edge. Evil models may enter from the northern, eastern or western board edges.

Poor Sméagol – *Following the beating at the hands of the Rangers, Gollum is now fully intent on killing Frodo and Sam, but he won't risk such treachery with Faramir and his Rangers around.*

Sméagol is under the control of the Good player, however, Good models may not benefit from any Heroic Action that Sméagol declares.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Anborn, Ranger of Ithilien; Mablung, Ranger of Ithilien; Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol; 13 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow, 1 with banner; 12 Rangers of Gondor: 4 with spear, 8 with no additional wargear; 6 Osgiliath Veterans: 2 with shield, 2 with spear, 2 with bow.

Evil: 3 Orc Captains with shield; 1 Ringwraith on Fell Beast with 2 Might, 10 Will and 2 Fate; 37 Orc Warriors: 12 with shield, 12 with spear, 6 with Orc bow, 6 with two-handed weapon, 1 with banner.



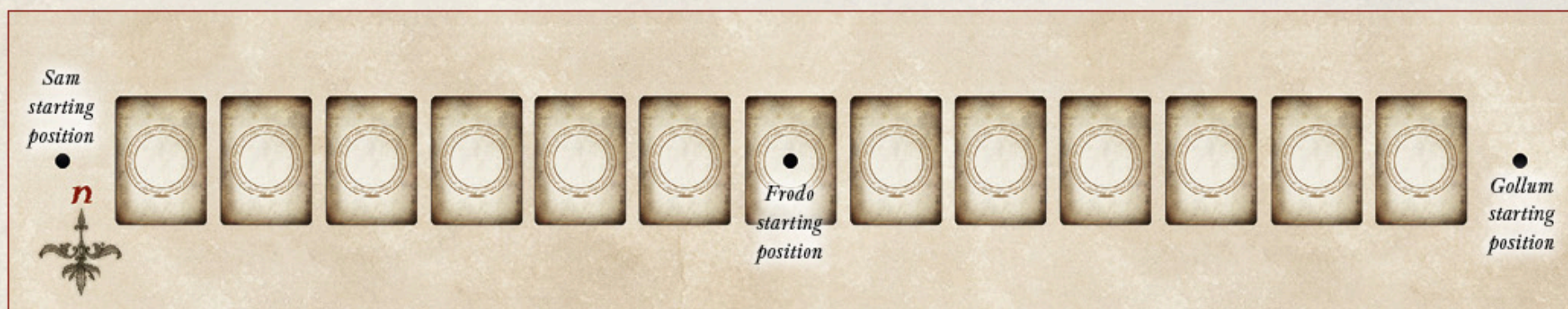
SMÉAGOL'S TREACHERY

Believing it was the Hobbits' fault he was beaten and mistreated by Faramir's Rangers in Ithilien, Sméagol is now fully intent on betraying Frodo and Sam and taking back the Precious; though he cannot hope to do it by himself. Instead, Sméagol plots to lure the Hobbits into the tunnels of Cirith Ungol where the terror that lurks within can finish them off and allow Sméagol to take the Ring once the Hobbits are dead.

Yet if Sméagol's plan to lure Frodo into his trap is to succeed, he must first find a way to remove Sam from the equation. Sam's loyalty to Frodo is unwavering, and with him watching and questioning Sméagol's every move, it will be all but impossible to trick Frodo into falling into the clutches of Shelob within the tunnels of Cirith Ungol.

In an effort to drive a wedge between the two companions, Sméagol begins to whisper in Frodo's ear that he shouldn't trust Sam, as he only wants the Ring for himself. With his mind weakened by holding the Ring for so long, and being so close to Mordor, doubt begins to creep into Frodo and soon he is questioning his loyal friend. Sam now needs to convince Frodo that it is Sméagol who is treacherous, otherwise Sméagol's and Gollum's plan to separate them will have succeeded.





SET-UP

For this mini-game you will need a pack of ordinary playing cards. Separate the hearts out from the rest of the deck and shuffle them; then lay them out face-down in a single line as shown – this is the Path.

Next, shuffle the remaining three suits together to form the playing deck, and then deal a hand of five cards to each player.

STARTING POSITIONS

Sam starts the game to the left of the western-most card, whilst Gollum starts the game to the right of the eastern-most card as shown. Frodo is placed on the central card.

OBJECTIVES

Both Sam and Gollum are trying to convince Frodo to believe them and be rid of the other. Whichever of them reaches Frodo first is the winner.

GAME TURN

To decide who goes first both players roll-off, re-rolling any ties, with whoever scored the highest going first. Players then alternate turns until there is a winner.

On a player's turn they may do one of three things:

- **Attempt to Move:** When a player attempts to move their character, they will try to move one card along the Path closer to Frodo. They play a card from their hand face-up. Then, making sure they don't see it themselves, they show their opponent the card they are trying to move to. Their opponent must then say if the card player is higher or lower than the card they are trying to move to. If the card they played is equal to or higher than the card shown, they flip it face-up and move their character onto it; they then take another go. If the card they played is lower than the card shown, they place it back face-down without looking, do not move, and their turn immediately ends. It is important to be completely honest when playing this game, for the benefit of both players.
- **Discard Hand:** If a player wishes, they can discard all of the cards in their hand and then draw a fresh hand of five cards from the playing deck. Their turn then ends.
- **Draw New Hand:** If a player has no cards in their hand, they may then draw a new hand of five cards. Their turn then ends.

TIPS

It is important to remember that as the cards each player is moving along is a single suit, there will only be one of each card on that path. So, if you have seen the King on your opponent's side of the Path, you know that there won't be one on your side.

Also, you will often know what is on your opponent's side of the Path, whilst they will often know what is on your side. This can make for a very interesting game where you are both trying to work out the best possible cards to play each turn.

PARTICIPANTS

Good: Samwise Gamgee.

Evil: Gollum.



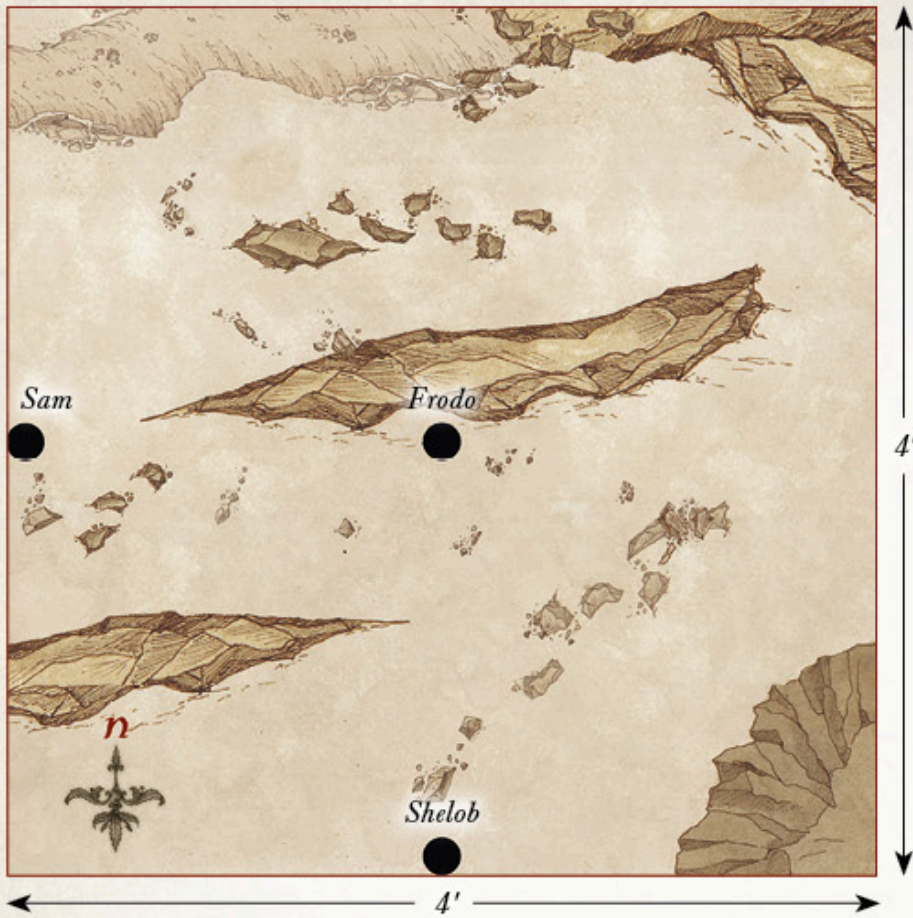
SHELOB'S LAIR

Gollum's plan to remove Sam from Frodo's side has succeeded; Frodo has believed Gollum's whispers in his ears that Sam wants the Ring for himself and has sent his friend home. With Sam gone, Frodo continues to climb the Winding Stair above Minas Morgul towards the pass of Cirith Ungol and the unknown danger that lies within its dark and cobwebbed tunnels.

As Frodo climbs upwards, Sam begins the long descent down the stairs filled with regret that he has failed his master and the promise he made to Gandalf to not leave him. However, as Sam descends, he finds the remains of the Lembas bread he was accused of stealing scattered down the mountain, and quickly realises the deception of Gollum and the ulterior motives the creature has for his friend.

With anger bubbling up inside him, and the fear that Frodo may be in great danger, Sam climbs back up the stairs and into the pass of Cirith Ungol. Yet Frodo is in more peril than either Hobbit realises, for Cirith Ungol is home to Shelob, the spawn of Ungoliant. This huge, spider-like creature stalks the tunnels ever in search of tasty morsels that have crept into her lair; and few that ever enter her domain ever leave...





SPECIAL RULES

Samwise the Brave – *With his master in mortal danger, and now wielding the Phial of Galadriel, Sam will face anything to ensure he protects Frodo.*

Sam will automatically pass all Courage tests in this Scenario. Additionally, as Sam carries the Phial of Galadriel, he causes Terror.

Not here, not so close to the Eye! – *Frodo wouldn't risk putting the Ring on so close to Sauron.*

Frodo may not put on the Ring in this Scenario.

Shadowed Hunter – *Shelob seeks defenceless and tasty morsels, not ones that fight back.*

Shelob may not spend Will points to pass Courage tests in this Scenario.

Sting – *The bitter spike of this ancient sword can cause Shelob great harm if it can be set against her flesh.*

Strikes from Sting will automatically Wound Shelob. If Frodo is slain, place a 25mm marker where he fell. If Sam moves into base contact with this marker, he may pick up and wield Sting from that point after.

LAYOUT

The board represents part of the high pass of Cirith Ungol, and as such should be covered in various rocky outcrops, rock piles and large rocks that are impassable.

STARTING POSITIONS

The Good player deploys Frodo in the centre of the board, and then deploys Sam touching the centre of the western board edge. The Evil player deploys Shelob touching the centre of the southern board edge. They then deploy Sméagol anywhere on the board at least 12" away from any other model.

OBJECTIVES

To survive, the Hobbits must somehow fend off the vile creature or they will soon find themselves as Shelob's next meal.

The game lasts until one side has completed their objective. The Good player wins if Shelob is slain or, more likely, flees the battlefield. The Evil player wins if both Hobbits are slain.

PARTICIPANTS

Good: Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak.

Evil: Shelob; Sméagol.

CIRITH UNGOL

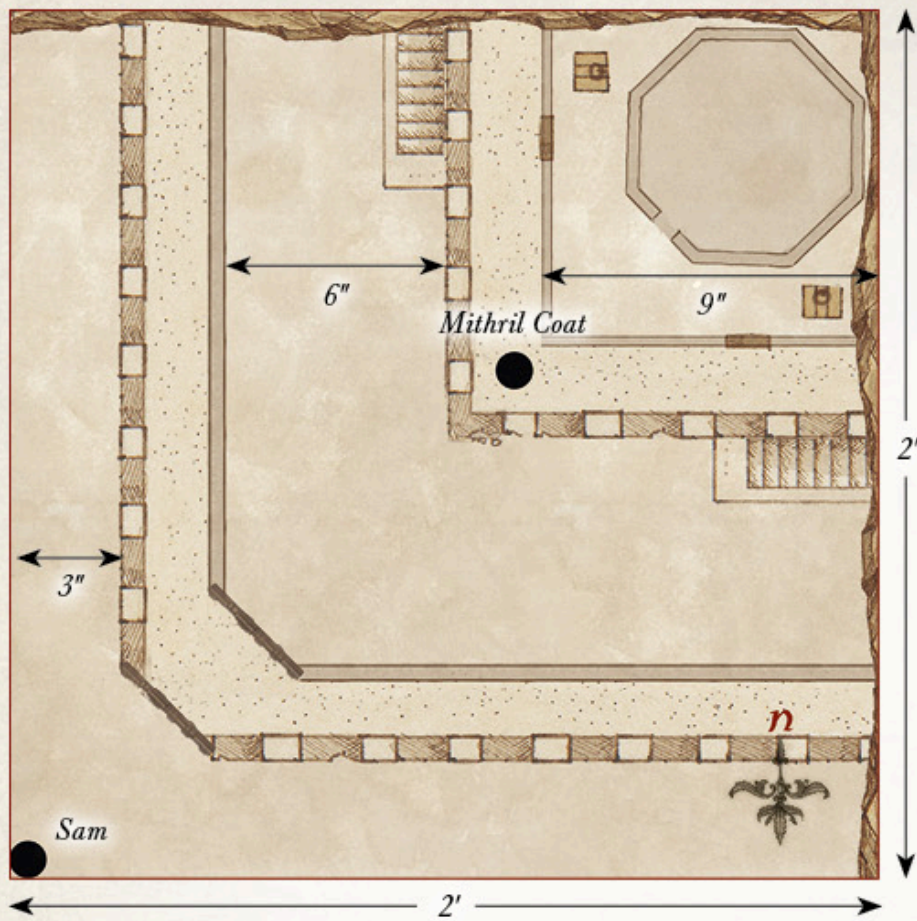
The encounter with Shelob has left Frodo limp and lifeless, and Sam believes his friend to have fallen victim to the vile creature. As Sam mourns the loss of Frodo, Sting begins to glow near him signaling the imminent arrival of a band of Orcs and Uruk-hai from the nearby Tower of Cirith Ungol. From a hiding place within the rocks, Sam overhears one Orc say that Frodo is not dead but just paralysed, and will be taken to the tower to be tortured.

Distraught that he didn't realise his friend was still alive and that he had let Frodo be taken to Cirith Ungol, Sam grips Sting, vows to rescue Frodo from the clutches of the Orcs and Uruk-hai that had captured him and makes his way down the stairs towards to the tower.

Within Cirith Ungol, the leaders of the Orcs and Uruk-hai have begun to squabble over the Mithril coat that was worn by Frodo, each wanting to claim the trinket for themselves. Tensions within the garrison are already frayed, and what started as a mere disagreement soon becomes an all-out brawl that engulfs the entire fortress. Orcs and Uruk-hai now fight against each other in a battle of bitter resentment that has been brewing for months and only needed a slight push to begin.

In order to find Frodo, Sam must fight his way through the swirling melee of Cirith Ungol, though luckily for him the Orcs and Uruk-hai are paying little attention to him and more on killing each other. This is Sam's chance to sneak through Cirith Ungol relatively unnoticed and rescue his friend.





LAYOUT

The board represents the Tower of Cirith Ungol. The board is made up of two fortress walls, one outer and one inner, and the tower itself. A rock face runs along the northern and eastern board edges. The outer wall is 3" wide and runs 3" away from the western and southern board edges and the gates to Cirith Ungol should be in the south-western corner (see map). The inner wall should be 3" high, 3" wide and 6" away from the outer wall; it should have a selection of stairs up to it from the ground. On top of this inner wall should be the main tower, the base of which should be 9" wide, and 9" long (as shown on the map) and should have two doorways in the side that are accessible from the inner wall. The top of the tower base should have two trapdoors on it that the doors will lead to. The main tower is placed atop the tower base (see map), and should have a door on it facing towards the south-western board edge.

STARTING POSITIONS

Sam is deployed touching the south-western board edge. A marker representing the Mithril Coat is placed on the inner walls as close to the centre of the board as possible. The players then alternate placing a model anywhere within the walls of Cirith Ungol, starting with the Evil player. Models may not be placed within 2" of another model, or within 1" of the Mithril Coat.

OBJECTIVES

The Orcs and Uruk-hai have descended into rioting over the Mithril Coat, both wanting to claim the shiny shirt.

The game lasts until either Sam is slain, or he reaches Frodo at the top of the tower. Whichever side is in possession of the Mithril Coat at the end of the game is the winner. If no one possesses the Mithril Coat, the game is a draw.

SPECIAL RULES

The Mithril Coat – *The Uruk-hai and Orcs are vying for control of the Mithril coat.*

The Mithril Coat is a Light Object. Models carrying the Mithril Coat cannot wear it and so do not gain any bonus from it. Sam may never carry the Mithril Coat.

Controlling Sam – *Sam is hurriedly trying to find Frodo and is not concerned by the petty squabbles of those within Cirith Ungol.*

Sam is controlled by whichever side has Priority as if he was a model in their force. He must abide by the following rules:

- Sam must always move his full Move allowance if he is not charging, and must always try to move closer to reaching Frodo.
- Sam may move through models belonging to the player that controls him, though he cannot finish his move in their Control Zone.
- Other models can never benefit from Heroic Actions declared by Sam.

That's for my old Gaffer! – *Sam is distraught by the capture of Frodo, and will do anything to save his friend.*

Sam carries Sting in this Scenario, and also increases his Attacks characteristic to 2. Sam may spend a single point of Might each turn without depleting his own store, even if he has no Might remaining. Additionally, Sam causes Terror in this Scenario.

Doorways – *The Tower of Cirith Ungol has many doorways leading to other areas of the fortress.*

Any model that starts its Move in base contact with a doorway on the inner wall, or a trapdoor on the base of the tower may spend their entire Move allowance to move through them. If moving from a trapdoor, place the model in base contact with the nearest door. If moving from a door, place the model in base contact with the nearest trapdoor. If Sam begins his move in base contact with the door on the main tower, he may move through it to reach Frodo. It will take Sam until the end of the following turn to climb the tower, at which point he will reach Frodo and the game will end.

PARTICIPANTS

'Good': Shagrat, Captain of Cirith Ungol;
15 Mordor Uruk-hai.

Evil: Gorbag, Orc Captain; 24 Orc Warriors:
8 with shield, 8 with spear, 4 with Orc bow and 4 with two-handed weapon.

Extra models: Samwise Gamgee with Elven Cloak and Sting.

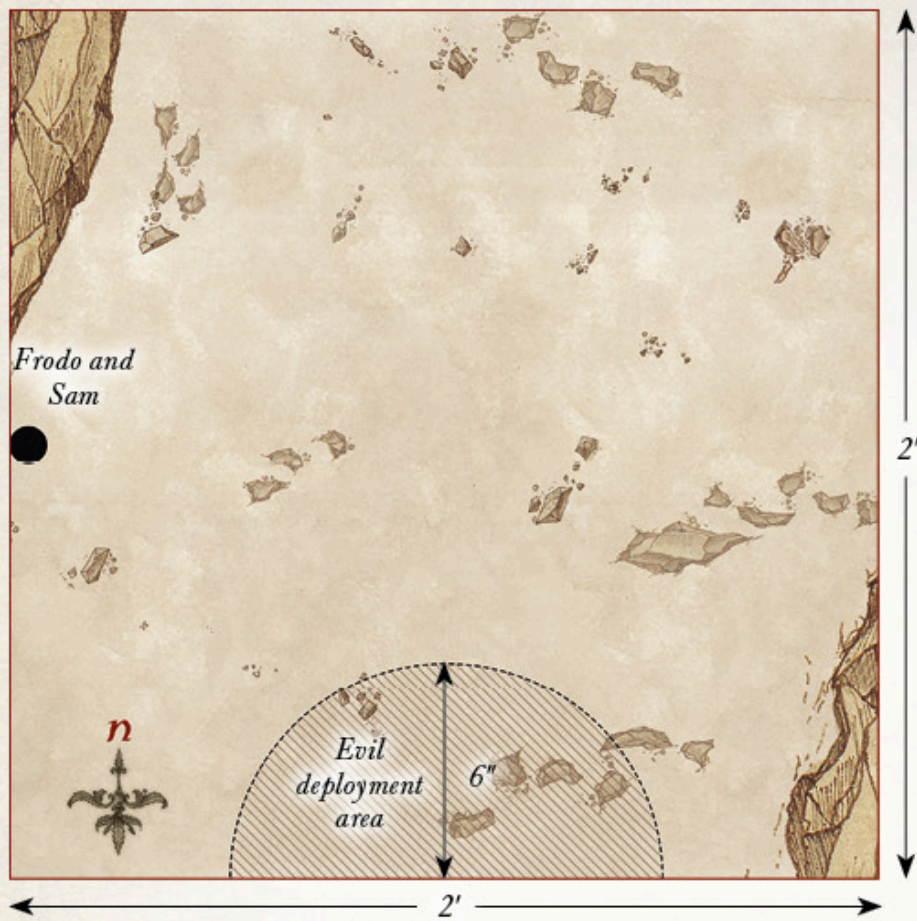
PLATEAU OF GORGOROTH

Having managed to escape the Tower of Cirith Ungol, Frodo and Sam have finally made it into Mordor, and now Mount Doom is in sight. Yet, between them and the mountain of fire are the plains of Gorgoroth that stretch out for miles before them, and the Hobbits must now traverse the barren plains if they are to reach their goal.

As they cross Gorgoroth, they notice that the plains begin to empty as the Orcish legions begin to march towards the Black Gate and the war beyond. Though this strange twist of fate has proven to be fortuitous for Frodo and Sam, the journey ahead is still full of danger and the Hobbits could be discovered at any moment if they do not keep their wits about them.

However, the Plateau of Gorgoroth is teeming with Orcs that make up the Dark Lord's armies, and crossing it unseen will be all but impossible as the two Hobbits will inevitably stick out. To hide themselves from unfriendly eyes, and to help them blend in to their surroundings, Frodo and Sam have donned some pieces of Orcish armour allowing them to cross through the plains without drawing attention to themselves.





SPECIAL RULES

Orc Armour – *To try to bypass the Orc army, Frodo and Sam have donned some Orcish armour to blend in.*

Frodo and Sam both count as wearing armour and so their Defence characteristics will be increased by 1. Additionally, until they are discovered, Frodo and Sam may move through enemy models as if they weren't there, so long as they do not finish their move in base contact with an enemy model.

Not here, not so close to the Eye! – *Frodo wouldn't risk putting on the Ring so close to Sauron.*

Frodo may not put the Ring on in this Scenario.

On the March – *The Orcs are unaware of the Hobbits nearby, and will keep marching to war if they are not discovered.*

Until the Hobbits are discovered, the Orcs must move at least 2" towards the northern board edge each turn and may not Charge. Evil models that move into base contact with the northern board edge will escape and go off to war. Once per game, after Priority has been determined, the Orc Taskmaster may halt the march in order to whip the Orcs back into line. When this happens, no Evil models will move that turn.

Discovering the Hobbits – *Though they are disguised, there is a chance that the Hobbits' scent will be picked up by the Orcs.*

During the End phase of each turn, check to see if either of the Hobbits are within 6" of any enemy models. If so, roll a D6. On a 6, the Hobbits have been discovered and are at the mercy of the Orcs. Additionally, the Hobbits will automatically be discovered if they Charge an enemy model or target an enemy model with their Throw Stones special rule.

LAYOUT

The board represents the plateau of Gorgoroth, and as such should be relatively barren with only a few rocks and dead shrubbery dotted around the board.

STARTING POSITIONS

The Good player deploys Frodo and Sam touching the centre of the western board edge. The Evil player then deploys their models within 6" of the centre of the southern board edge.

OBJECTIVES

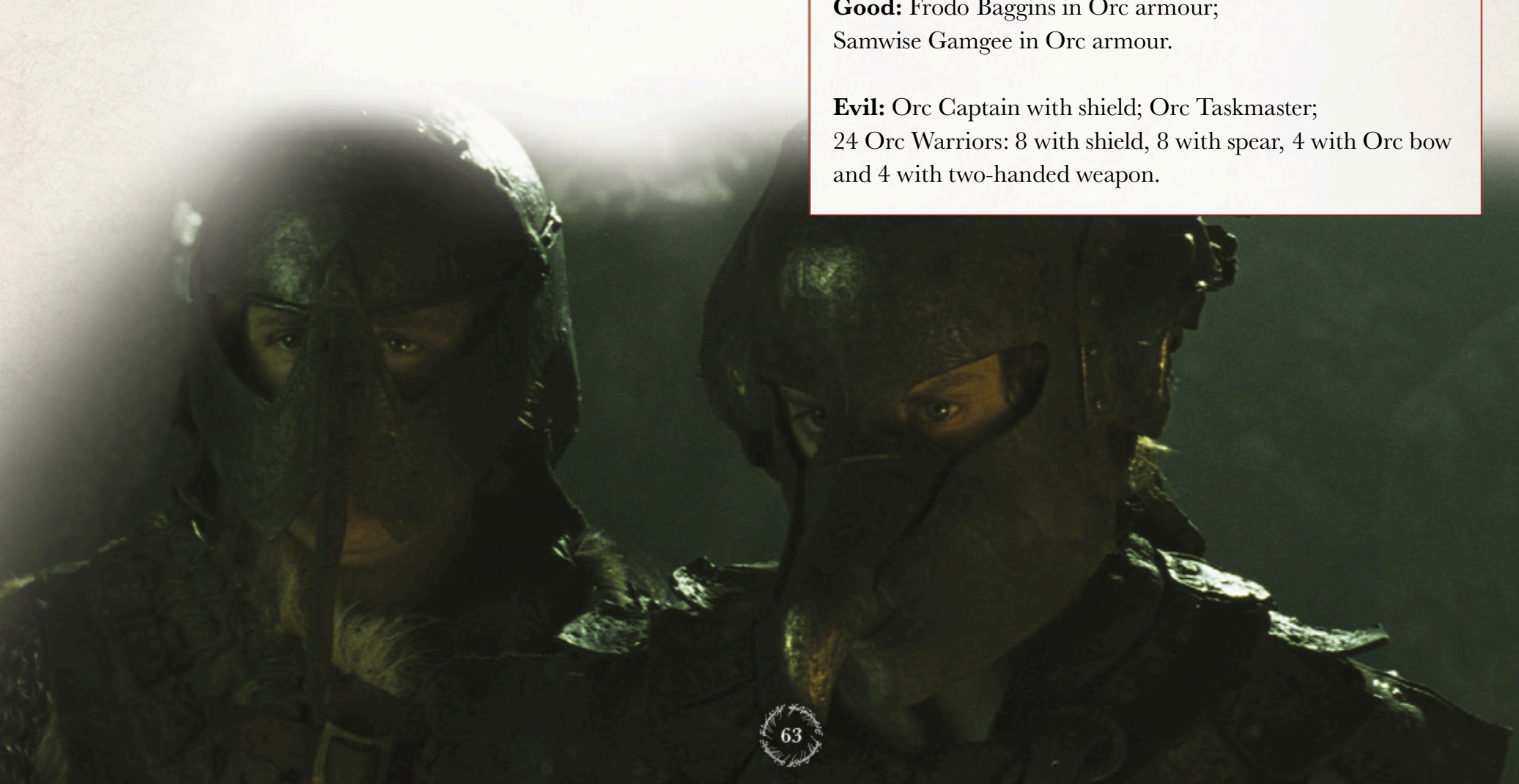
Frodo and Sam must bypass the Orcs without being found out. If the Hobbits are discovered, the Orcs will surely kill them.

The game lasts for 10 turns. The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if Frodo is slain.

PARTICIPANTS

Good: Frodo Baggins in Orc armour;
Samwise Gamgee in Orc armour.

Evil: Orc Captain with shield; Orc Taskmaster;
24 Orc Warriors: 8 with shield, 8 with spear, 4 with Orc bow and 4 with two-handed weapon.



THE END OF ALL THINGS



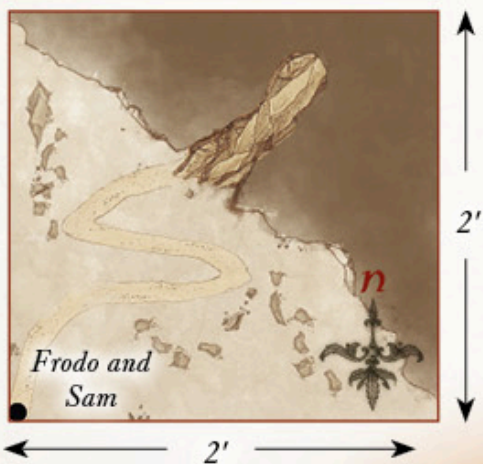
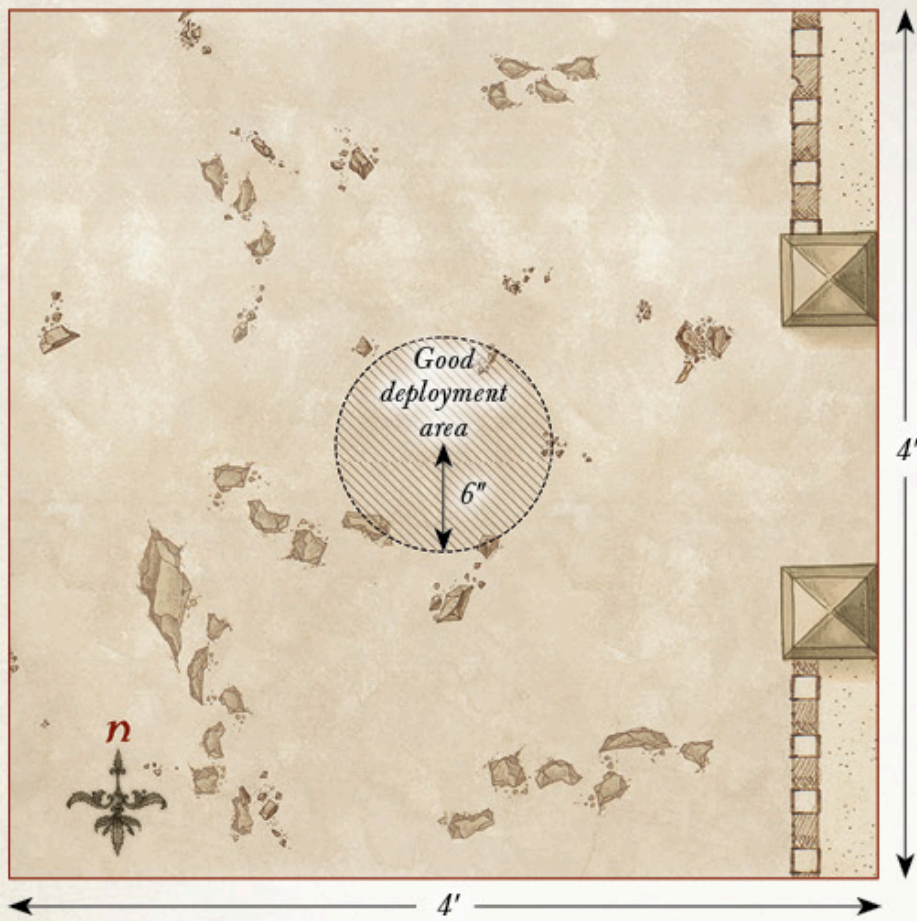
After setting out from the Shire many months ago, Frodo and Sam have finally reached the foot of Mount Doom. They have endured great peril, hardship and loss on their way, yet together they have brought the Ring all the way into Mordor and now intend to destroy it once and for all, even if in doing so they forfeit their own lives.

However, the Hobbits must still climb the mountain of fire to reach the Crack of Doom where the Ring can be destroyed. The climb is steep and the heat radiating from Mount Doom makes the climb all the more difficult. As they climb, the Ring tries to corrupt Frodo once more, sapping his will to continue and making it hard for Frodo to keep his footing. Seeing his friend struggling with such a burden, Sam helps Frodo by carrying him as far up the mountain as he can; but the two Hobbits are not alone.

Though they thought they had seen the last of Gollum in Shelob's lair, the twisted creature had survived and been drawn once more to power of the Ring; now completely consumed by his desperate need to possess it. With Frodo trying to make for the Crack of Doom, Gollum reveals himself from his hiding place and tries to take the Ring from Frodo.

As Frodo struggles against both Gollum and the will of the Ring, his allies at the Black Gate are running out of time. Surrounded by the legions of the Dark Lord, Aragorn and his companions are fighting for their lives in an effort to draw Sauron's gaze away from Mount Doom and onto themselves. With his friends risking everything to buy him one last chance, Frodo must conjure up the strength to destroy the Ring for good, or Middle-earth will be plunged into darkness...





LAYOUT

This scenario is unusual as it requires two separate playing areas; a 2'x2' one for the Crack of Doom and a 4'x4' one for the Black Gate. The Crack of Doom board should have half of the board representing the outside of Mount Doom with a pathway up to the door in the side of the mountain, which then leads to the walkway and the precipice above the lava (see map). The Black Gate board should have the Black Gate running along the eastern board edge whilst the rest of the board is relatively barren.

STARTING POSITIONS

The Good player deploys Frodo and Sam touching the south-west corner of the Crack of Doom board. They then deploy all the rest of their models within 6" of the centre of the Black Gate board. The Evil player deploys all of their models (except Gollum) on the Black Gate board at least 6" away from any Good model.

OBJECTIVES

Frodo must destroy the Ring, and must do so quickly or his friends will perish.

The game lasts until either Frodo has destroyed the Ring, is taken over by the Ring, or is slain. The Good player wins if the Ring is destroyed. The Evil player wins if Frodo is either slain or taken over by the Ring. Additionally, if all the Good Heroes at the Black Gate are slain, the best result the Good player can achieve is a draw.



SPECIAL RULES

Not here, not so close to the Eye! – *Frodo wouldn't risk putting the Ring on so close to Sauron.*

Frodo may not put on the Ring in this Scenario.

The Power of the Ring – *With its master so close by, the Ring is trying everything it can to corrupt Frodo and return to Sauron.*

At the start of each turn, before Priority is rolled, the Evil player may use one of the following powers to try to slow Frodo down and corrupt him. To use one of these powers the Evil player declares which power they wish to use and rolls a D6. If the score is equal to or higher than the score required, they may use the power:

- **Exhaustion (3+)** – During the turn that this power is in effect, Frodo must take a Courage test for each inch he wishes to move. If Frodo fails any of these Courage tests then he collapses and is immediately Prone. Sam may carry Frodo as a Heavy Object.
- **Corruption (4+)** – The Evil player rolls a D6 and compares it to Frodo's current Courage value. If the result is equal to or higher than Frodo's Courage value then Frodo's Courage is reduced by 1 for the remainder of the game. If Frodo's Courage is reduced to 0, he has been taken over by the Ring and the game ends.
- **Lure of the Ring (5+)** – The Ring provokes Gollum to attack, and he is placed in base contact with the Ringbearer. They will fight as normal during the Fight phase before Gollum disappears back into hiding. If Gollum is ever slain, this power can no longer be used.

Destroying the Ring – *The Ring's power is becoming too great and it must be destroyed.*

To destroy the Ring, Frodo must be in base contact with the edge of the precipice over the lava. Frodo will then enter a battle of wills with the Ring. Both players roll a D6 (re-rolling any ties) and compare results. If the Good player wins this roll three times in a row, the Ring is destroyed. If the Evil player wins this roll three times in a row, the Ring corrupts Frodo and the game ends. Frodo may use Might to influence these rolls.

Gandalf's Staff – *Following his encounter with the Witch-king, Gandalf no longer possesses his Wizard's staff.*

Gandalf does not have his Staff of Power, and therefore does not gain a free point of Will each turn.

Teeming Hordes – *A seemingly endless tide of Orcs is spewed forth from the Black Gate, with more constantly joining the battle.*

Each time a **Mordor Orc** model is slain, keep it to one side. At the end of each Evil Move phase, the Evil player may move any models kept aside in this manner onto the board from the Black Gate.

Stand your Ground – *The free peoples must stand as one upon the hill if they are to have any chance of survival.*

Good models may not willingly move more than 12" away from the centre of the Black Gate board.

Greatest of the Trolls – *The Troll Chieftain that duels with Aragorn is unlike the others of its race – tougher, more powerful and far more deadly.*

The Mordor Troll Chieftain gains the Fearless special rule and an additional point of Might, Will and Fate.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee with Sting; Aragorn, King Elessar; Gandalf the White; Legolas Greenleaf; Gimli, son of Glóin; Meriadoc, Knight of the Mark, with shield; Peregrin, Guard of the Citadel; Éomer, Marshal of the Riddermark; 25 Warriors of Minas Tirith: 8 with shield, 8 with spear and shield, 8 with bow and 1 with banner; 25 Warriors of Rohan: 8 with shield, 8 with throwing spear and shield, 8 with bow and 1 with banner.

Evil: Mordor Troll Chieftain; The Mouth of Sauron on armoured horse; Gollum; 3 Morannon Orc Captains with shield; 50 Morannon Orcs: 12 with shield, 12 with spear, 12 with spear and shield, 12 with no additional wargear and 2 with banner.



THE JOURNEY OF THE RINGBEARER



Here we present you with the Journey of the Ringbearer campaign, a system of linking your games together in such a way that the results of one game can impact your next game or even one much later on! This will connect together the already dynamic Narrative Play Scenarios in such a way that it will feel as if you are playing through the scenes directly from the books and the movies.

As you may have already guessed, this supplement focuses on the journey that Frodo Baggins embarked on with the Ring. The Scenarios start with Frodo's journey to get the Ring to Rivendell; beginning in the Shire and following Frodo's travels to Crickhollow, through the Old Forest and Bree, before his terrifying encounter with the Nazgûl at Weathertop and subsequent arrival at Rivendell. From there the campaign specifically follows the path of the Ringbearer; from Moria, to Amon Hen and then when Frodo and Sam separate from the Fellowship and go to Mordor alone. The Scenarios allow you to play through all aspects of Frodo's quest to destroy the Ring.

You can play this campaign with as few as two people or, if you wish, different players can take control of the forces in different Scenarios, that way you can get a whole gaming group involved. However, it is important to note that you should play the Scenarios in order as the results of one Scenario may change how a later one plays...

LINKING YOUR GAMES

Here we present rules on how to join your games together as you follow the journey to destroy the Ring. There are rules for what happens when members of the Fellowship are slain in battle, bonuses between Scenarios, and even how your Heroes regain their strength between games and recover their spent Might, Will and Fate points – if they aren't too weary of course.

SURVIVING THE JOURNEY

There is a very real likelihood that some members of the Fellowship or their allies will perish along the journey; such dangerous adventures are not without risk, after all. It is important to record when **Hero** models spend Might, Will and Fate or suffer any Wounds as they will have the chance to regain them after the game. Whenever a Good **Hero** model is slain or removed as a casualty during a game, they may not actually be dead. Instead, you will need to roll on the Campaign Injury table below for them to see what effects their injuries have. Models slain may use any remaining Might to alter the result on the table.

D6	Result
1	Dead – This Hero has been slain in battle. If Frodo is ever slain then the campaign comes to an end and Middle-earth falls into darkness.
2-3	Wounded – This Hero regains 1 Wound, but otherwise may not regain any other characteristics unless they are chosen as the Bravest Companion.
4+	Recovered – This Hero regains 1 Wound and then may recover as normal.

Additionally, if the Good player wins the Scenario then all their **Hero** models will gain a bonus of +1 to their rolls on the Campaign Injury table.



RECOVERING STRENGTH

As our Heroes battle their way through Middle-earth they will become weary and tired beyond measure; their adventures taking their toll upon each member of the Fellowship, and often they will leave a battle exhausted and injured. To represent this, Good **Hero** models do not automatically regain any spent Might, Will, Fate or Wounds between games. Instead, they will regain a number of Might, Will, Fate and Wounds depending on how they performed in the previous game.

To do this, follow the steps on this page, starting with the Bravest Companion, then Fellow Adventurer and finally Fool of a Took!

Bravest Companion – After the game, both players should discuss which of the Good **Hero** models has performed above and beyond the call of duty. Perhaps they fended off many enemies, or sacrificed themselves for the good of the Ringbearer. This model may regain D6 Might, Will, Fate or Wounds of the controlling player's choice (this may be a mix of any) up to the value of the model's characteristics. If the **Hero** survived the previous battle, they may re-roll the D6 if they choose but the second result will stand even if it is worse than the first. It is important for both players to be honest when making the decision of which model is awarded the Bravest Companion as it makes for the campaign to be much more interesting.

Fellow Adventurer – All other **Hero** models may regain D3 Might, Will, Fate or Wounds of the controlling player's choice (this may be a mix of any) up to the value of the model's characteristics. If the **Hero** survived the previous battle, they may re-roll the D3 if they choose but the second result will stand even if it is worse than the first. The only exception to this is if a model is chosen as...

Fool of a Took! – After the game, both players should discuss which of the Good **Hero** models, if any, has performed poorly in the previous game. This model gains no bonus whatsoever. This doesn't have to be awarded if both players agree that all the Good **Hero** models pulled their weight fairly. It is important for both players to be honest when making the decision as to which model is awarded the Fool of a Took! as it makes for the campaign to be much more interesting.

REST POINTS

At certain points in the campaign Frodo and his companions will have the chance to rest. When this is the case following a Scenario, all surviving Good **Hero** models will replenish their Might, Will, Fate and Wounds up to their starting values before the next game. These rest points will be clearly listed in the order of Scenarios and Scenario bonuses.

SCENARIO BONUSES

After each Scenario has been completed, it is important to note down which side won that Scenario, either Good or Evil. This is important as, depending on who was victorious, there may be a bonus or penalty to a certain side in the next Scenario. For example, if the Good side is victorious in the Short Cuts make Long Delays Scenario, the Good side will receive a bonus in the Buckleberry Ferry Scenario – the next Scenario in the campaign. These bonuses reflect the advantages of success and the edge it will give either side in a future Scenario in the campaign.



1

FARMER MAGGOT'S CROP

Good: In the 'Short Cuts make Long Delays' Scenario, Gildor may start within 3" of the centre of the eastern board edge.

Evil: In the 'Short Cuts make Long Delays' Scenario, the Hobbits must start the game in base contact with the hedge on the western side of the hedge.

2

SHORT CUTS MAKE LONG DELAYS

Good: In the 'Buckleberry Ferry' Scenario, the Hobbits may deploy between 6" and 15" of the western board edge.

Evil: In the 'Buckleberry Ferry' Scenario, the Evil player has Priority during the first turn of the game.

3

BUCKLEBERRY FERRY

Good: In 'The Old Forest' Scenario, the Hobbits may deploy within 3" of the centre of the western board edge.

Evil: In 'The Old Forest' Scenario, the Hobbits may only move half of their Move allowance during the first turn.

★

CRICKHOLLOW – REST POINT

4

THE OLD FOREST

Good: In the 'Fog on the Barrow-downs' Scenario, Tom Bombadil will arrive on the roll of a 4+ rather than a 5+.

Evil: In the 'Fog on the Barrow-downs' Scenario, the Barrow-wights will successfully sacrifice a **Hobbit** on a 3+ rather than a 4+.

FOG ON THE BARROW-DOWNS

Good: In the 'Nazgûl in Bree' Scenario, Frodo may re-roll his first failed Courage test for the Lure of the Ring special rule.

Evil: In the 'Nazgûl in Bree' Scenario, Good models may only move half their normal Move allowance on the first turn.

HOUSE OF TOM BOMBADIL – REST POINT

NAZGÛL IN BREE

Good: In the 'Weathertop' Scenario, Aragorn will arrive on a 3+ rather than a 4+.

Evil: In the 'Weathertop' Scenario, Aragorn will arrive on a 5+ rather than a 4+.

WEATHERTOP

Good: In the 'Flight to the Ford' Scenario, the Witch-king starts the game with 4 Will points rather than 5.

Evil: In the 'Flight to the Ford' Scenario, the Ringwraiths may re-roll the D6 when determining how far their horses can move.

FLIGHT TO THE FORD

Good: In the 'Pass of Caradhras' Scenario, Frodo may ignore the first Wound he suffers.

Evil: In the 'Pass of Caradhras' Scenario, the Evil player may bury one card from the western-most column before the first turn of the game.

RIVENDELL – REST POINT

9

PASS OF CARADHRAS

Good: In the 'Wargs in the Night' Scenario, Good models may re-roll To Hit rolls when making shooting attacks.

Evil: In the 'Wargs in the Night' Scenario, once per game the Evil player may choose to automatically gain Priority. During this turn, no Good models may declare a Heroic Move.

10

WARGS IN THE NIGHT

Good: In 'The Gates of Moria' Scenario, the Good player may deploy the remaining Good models within 3" of the gates to Moria.

Evil: In 'The Gates of Moria' Scenario, Frodo may not move during the first turn of the game.

11

THE GATES OF MORIA

Good: In the 'Balin's Tomb' Scenario, Frodo may re-roll failed Fate rolls.

Evil: In the 'Balin's Tomb' Scenario, the Cave Troll may re-roll failed To Wound rolls.

12

BALIN'S TOMB

Good: In the 'Escape from Dwarrowdelf' Scenario, Chasm Markers cannot be placed during the first four turns of the game.

Evil: In the 'Escape from Dwarrowdelf' Scenario, before the first turn begins, the Evil player may place a single Chasm Marker on one of the walkways at least 6" away from any Good model.

13

ESCAPE FROM DWARROWDELF

Good: In 'The Bridge of Khazad-dûm' Scenario, Gandalf may re-roll a single D6 when attempting to cast the Sorcerous Blast Magical Power on the bridge.

Evil: In 'The Bridge of Khazad-dûm' Scenario, the Balrog may subtract 1 to its rolls to see if it arrives.



THE BRIDGE OF KHAZAD-DÛM

Good: In the 'Lothlórien' Scenario, the Good player may re-roll the D6 when determining which marker the Elves are located at.

Evil: In the 'Lothlórien' Scenario, the Evil player may force the Good player to re-roll the D6 when determining which marker the Elves are located at.

LOTHLÓRIEN

Good: In the 'Aragorn's Stand' Scenario, the Good player adds 1 to the roll when determining if Legolas and Gimli have arrived.

Evil: In the 'Aragorn's Stand' Scenario, the Good player subtracts 1 to the roll when determining if Legolas and Gimli have arrived.

LOTHLÓRIEN – REST POINT

ARAGORN'S STAND

Good: In the 'Boromir's Redemption' Scenario, Boromir may have a shield.

Evil: In the 'Boromir's Redemption' Scenario, Evil models may re-roll failed To Wound rolls against Boromir in combat.

BOROMIR'S REDEMPTION

Good: In 'The Breaking of the Fellowship' Scenario, Boromir starts the game with 2 Wounds rather than 1.

Evil: In 'The Breaking of the Fellowship' Scenario, Boromir starts the game with 2 Might rather than 3.

THE BREAKING OF THE FELLOWSHIP

Good: In the 'Taming of Sméagol' Scenario, the Hobbits may re-roll failed To Wound rolls against Gollum.

Evil: In the 'Taming of Sméagol' Scenario, Gollum may ignore the first natural 6 that is rolled when determining if he has woken the Hobbits.

AMBUSH AT AMON HEN

This is an alternative way to play these events. You may choose to play this Scenario rather than the three previous Scenarios.

Good: In the ‘Taming of Sméagol’ Scenario, the Hobbits may re-roll failed To Wound rolls against Gollum.

Evil: In the ‘Taming of Sméagol’ Scenario, Gollum may ignore the first natural 6 that is rolled when determining if he has woken the Hobbits.

THE TAMING OF SMÉAGOL

Good: In ‘The Dead Marshes’ Scenario, Frodo, Sam and Sméagol may deploy within 6" of the centre of the western board edge.

Evil: In ‘The Dead Marshes’ Scenario, the Ringwraith may deploy within 6" of the centre of the eastern board edge.

THE DEAD MARSHES

Good: In the ‘Ambush in Ithilien’ Scenario, Good **Hero** models may re-roll failed To Wound rolls when making shooting attacks.

Evil: In the ‘Ambush in Ithilien’ Scenario, one Mûmak may make a ‘free’ move before the first turn begins.

AMBUSH IN ITHILIEN

Good: In the ‘Osgiliath’ Scenario, Good reinforcements return to the board on a 3+ rather than a 4+.

Evil: In the ‘Osgiliath’ Scenario, Evil reinforcements return to the board on a 3+ rather than a 4+.

ITHILIEN – REST POINT



OSGILIATH

Good: In the ‘Sméagol’s Treachery’ Scenario, Sam automatically has the first turn.

Evil: In the ‘Sméagol’s Treachery’ Scenario, Gollum automatically has the first turn.

23

SMÉAGOL’S TREACHERY

Good: In the ‘Shelob’s Lair’ Scenario, Sam may deploy up to 6" from the centre of the western board edge.

Evil: In the ‘Shelob’s Lair’ Scenario, Sam may not move during the first turn of the game.

24

SHELOB’S LAIR

Good: In the ‘Cirith Ungol’ Scenario, Shagrat may re-roll 1s when rolling To Wound.

Evil: In the ‘Cirith Ungol’ Scenario, Gorbag may re-roll 1s when rolling To Wound.

25

CIRITH UNGOL

Good: In the ‘Plateau of Gorgoroth’ Scenario, Sam may re-roll all failed To Wound rolls.

Evil: In the ‘Plateau of Gorgoroth’ Scenario, the Hobbits will be discovered on a 5+ rather than a 6.

26

PLATEAU OF GORGOROTH

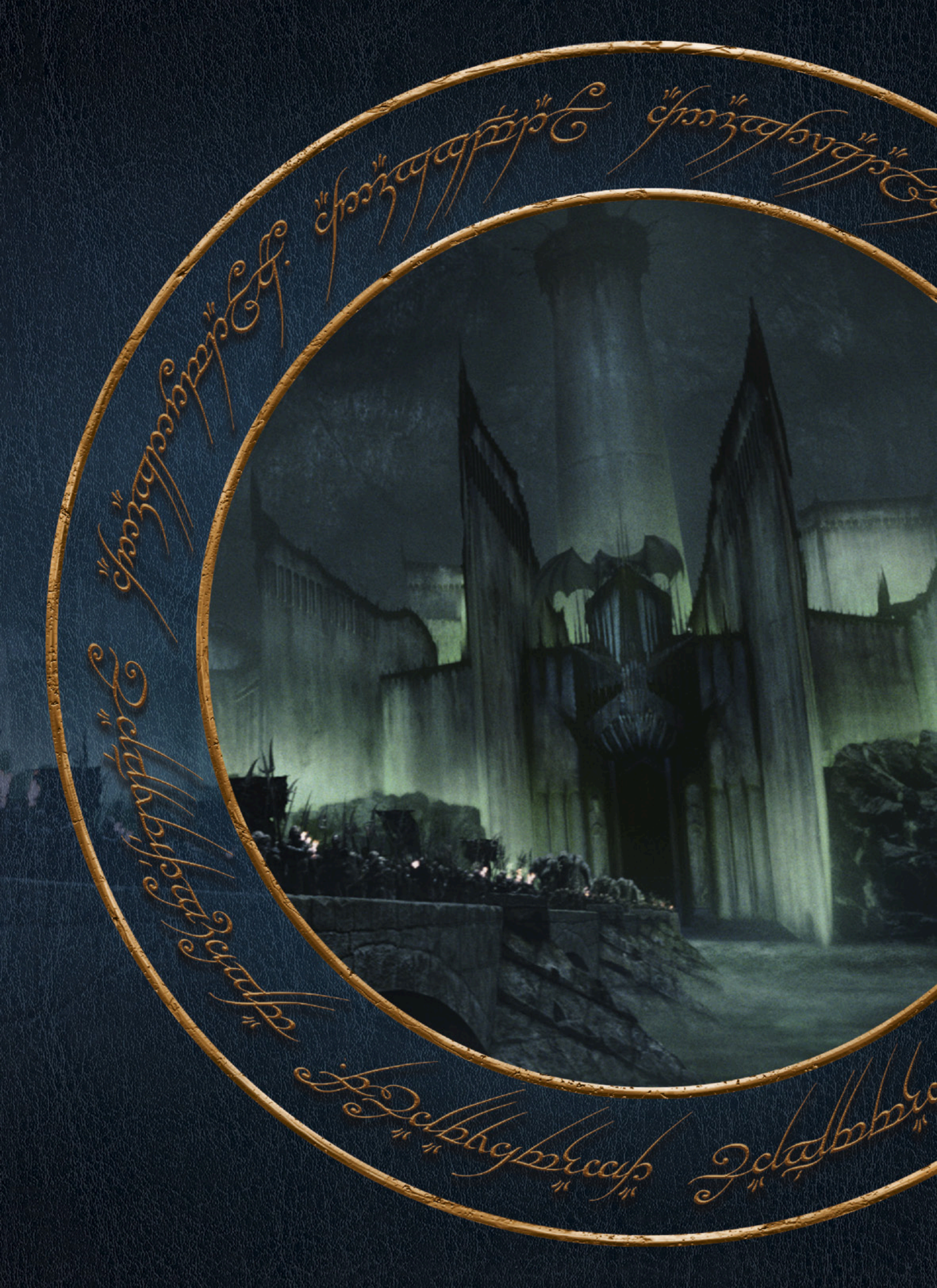
Good: In ‘The End of All Things’ Scenario, whenever Frodo suffers a Wound roll a D6. On the roll of a natural 6, the Wound is ignored.

Evil: In ‘The End of All Things’ Scenario, the Evil player may use the Exhaustion power on a 2+ rather than a 3+.

27



Armies



THE FELLOWSHIP

In all the long history of Middle-earth, there are few Heroes as celebrated and admired as The Fellowship of the Ring. Formed at the Council of Elrond during a time of increasing darkness, this unlikely band of nine companions set out to achieve the impossible – to destroy the Ring of Power and free Middle-earth from the threat of the Dark Lord, Sauron.

The Fellowship had one single driving goal tasked by Elrond of Rivendell; to protect the Ringbearer, Frodo Baggins, ensuring that he reached Mordor unscathed in order to destroy the Ring in the fires of Mount Doom and lift the ever-growing shadow that has descended across Middle-earth. Yet the journeys ahead would be tough and test every ounce of the Fellowship's resolve. The Ring has a will of its own and will seek to corrupt the minds of those it can potentially ensnare in order to return to its master. For the Fellowship to succeed they must be aware of the threats both outside, and inside, the Fellowship.

The task of carrying the One Ring has fallen to Frodo Baggins of the Shire, a Hobbit who has never before left the boundaries and comfort of his home. Though a Hobbit may not seem the natural choice for such a difficult task, Hobbits have proven themselves to be naturally resistant to the Ring's power, able to remain largely uncorrupted by its temptations. Alongside Frodo are three other Hobbits: Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. All are unwaveringly loyal to Frodo, and will go to any lengths to protect their companions from harm. Though it is likely because they are unaware of the perils that lie before them, the Hobbits join the Fellowship and are thrust into adventures beyond their wildest imaginations.

The Fellowship is led by the wandering Wizard Gandalf the Grey, who acts as their guide in their journey, and contains representatives from all the races of the free peoples of Middle-earth.

From the Elves, Legolas Greenleaf of Mirkwood pledges to serve the Ringbearer and see that the will of the Council is done. The Dwarves are represented by Gimli, son of Glóin; a stubborn and brash Dwarf who will no doubt prove his worth countless times as he fights alongside his companions. And from the race of Men there are two. First is Boromir of Gondor, the eldest son of Denethor, Steward of Gondor, who has been sent north to Rivendell to find a way to protect his people from the forces of Mordor that constantly assail their lands. The other is Aragorn, a Ranger of the North who, despite having spent the years of his life wandering the wilderness, is the descendant of Isildur and the rightful heir to the throne of Gondor.

The Fellowship will have to endure great hardship as they travel towards Mordor, and some will have to make the ultimate sacrifice if they are to protect Frodo and ensure the Ring does not fall into enemy hands. Yet, try as they might, the Fellowship is ultimately broken. With Gandalf the Grey having fallen in Moria, and Boromir slain at Amon Hen, Frodo decides to go to Mordor alone so as not to inflict any more death upon the Fellowship whom he has grown so very fond of. Determined to stay with his friend, Sam goes with Frodo and together they continue the seemingly impossible journey to Mordor to destroy the Ring – however, it is often the smallest things in Middle-earth that can make the biggest difference...

ARMY COMPOSITION

This army may include: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor; Bill the Pony and Sméagol.

ADDITIONAL RULES

Unlike normal warbands, a Fellowship warband is comprised entirely of Hero models. Additionally, a Fellowship warband that contains Samwise Gamgee may also contain Bill the Pony. If the warband only contains Frodo Baggins and Samwise Gamgee then it may also include Sméagol.

ARMY BONUS

“You have my Sword” – As long as Frodo is alive and on the table (or escapes the board in Scenarios where this applies), all models from The Fellowship army list gain the Fearless special rule. Additionally, a force that consists solely of models from The Fellowship army list will never be considered Broken if Frodo is alive and on the table (or escapes the board in Scenarios where this applies).

STRENGTHS

Excellent Heroes – The Fellowship comprised some of the greatest Heroes of the Third Age such as Aragorn, Legolas and Boromir, all of which can be a daunting task for your opponent to face.

The Ring – This powerful item can be risky, but offers some great benefits; allowing Frodo to turn invisible and, if he is involved in a fight, halving the Fight value of whatever he is facing.

Army Bonus – Whilst Frodo is alive, all members of the Fellowship are Fearless. Very handy against any army or Monster that causes terror!

WEAKNESSES

Small Numbers – As the Fellowship is a collection of Heroes, they are very small in number. Luckily, each member is capable of pulling their weight in a fight – just make sure they do not become isolated!

Some Weaker Heroes – Though the likes of Aragorn and Boromir are excellent fighters, they will have to protect the weaker members such as Merry and Pippin if they are to survive.

KEY MODELS



ARAGORN – STRIDER

The best fighter in the Fellowship, Aragorn is a formidable foe for anyone to face. With a Fight value of 6, 3 Attacks, 3 Wounds and 3 points each of Might, Will and Fate, Aragorn is going to be very difficult to bring down in-game. On top of all this, he gains a free point of Might per turn, allowing him to use whichever Heroic Action best suits the Fellowship at the time.



FRODO BAGGINS

Arguably the most important member of the Fellowship as the Ringbearer, Frodo is also key to the Fellowship's success in-game. Not only does he carry the Ring, which is great for halving the Fight value of tough enemies for Aragorn to then deal with, but whilst he is alive the Fellowship are Fearless and cannot be Broken.



GANDALF THE GREY

The wandering Wizard provides the Fellowship with some much-needed magical support in-game. Bringing a wealth of different Magical Powers, there is always something worth casting each turn. Gandalf can also deal a surprising amount of damage too; with Glamdring making him Strength 5, he can pack a hefty punch in combat, and his Collapse Rocks Magical Power is devastating for any foe in a building or cave!



SAMWISE GAMGEE

Whilst Sam may not seem to have as much to offer as some other members of the Fellowship, he can be surprisingly effective. By putting Frodo into a combat near Sam, and then having Sam and some other Fellowship members also in combat, Sam can use his Heroic Combat for free to allow Heroes such as Boromir or Gimli to move and fight again without having to spend their own Might!



RANGERS OF ITHILIEN



At the eastern-most reaches of the Kingdom of Gondor, in between the River Anduin and the black lands of Mordor, lies the region of Ithilien. It was once a prosperous and pleasant land, protected by the Gondorian defences against the threats from Mordor. However, when the Tower of Minas Ithil fell into the hands of the Nazgûl, Ithilien was no longer a safe haven against evil. Instead it became deserted and overgrown, for the Nazgûl had renamed Minas Ithil as Minas Morgul, which now served as their fortress against Gondor.

With the trees and plants in Ithilien having grown out of control, moving throughout that country has become a difficult task, and all but impossible for the warriors of Minas Tirith who are clad in thick plated armour. Nevertheless, Gondor needs eyes within Ithilien to scout the enemy and relay any movement of their forces back to Minas Tirith. It is for this purpose that the Rangers are stationed in Ithilien; men who don leather armour and cloaks to help them blend into the undergrowth rather than the usual gleaming silver of Gondor's standing army. Each of these Rangers is a skilled archer and tracker, using their skills to keep Ithilien clear of any who seem of unsavoury intent towards their lands.

The Rangers know the lands of Ithilien better than any other, and are able to traverse the dense terrain silently and with ease.

This exceptional knowledge of their lands is key to allowing the Rangers to escape any foes that may give chase to them, but also for sneaking up on any who have trespassed within Ithilien without giving away their positions. Such is the level of stealth that the Rangers of Ithilien operate under, by the time a foe is aware of their presence it is often too late for them to escape the hail of arrow fire that is swiftly loosed against them.

At the time of the War of the Ring, it is the Steward's youngest son Faramir who commands the Rangers of Ithilien. Stationed within the wilderness with his men, Faramir constantly patrols Ithilien to ensure that any spies or servants of the Dark Lord do not infiltrate their lands. It is Faramir and his men that encounter Frodo and Sam within Ithilien, at first believing them to be Orc spies sent to give away their positions to the enemy. However, Faramir later learns of the truth of the quest of the two Hobbits and, after learning the fate of his brother, sets Frodo and Sam free – an act that showed his true quality and gave the Hobbits a renewed chance to end evil for good.

ARMY COMPOSITION

Whilst the Rangers of Ithilien are not an army list in their own right, they do have their own Legendary Legion on [page 96](#) that has been purpose built to represent the Rangers of Ithilien on the battlefield. It is this Legendary Legion that we will be talking about here.

This Legendary Legion may include: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Anborn, Ranger of Ithilien; Mablung, Ranger of Ithilien; Frodo Baggins with Mithril Coat, Sting and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol; Captains of Minas Tirith; Osgiliath Veterans; Warriors of Minas Tirith and Rangers of Gondor.

ARMY BONUS

Being a Legendary Legion, this army does not have an Army Bonus as such. Turn to [page 96](#) to see the full list of special rules and additional rules for the Rangers of Ithilien.



STRENGTHS

Lots of Shooting – Every Ranger comes armed with a bow, and that means a lot of shooting attacks you can unload upon an opponent's army.

Fight 4 Rangers – Only elite archers join the ranks of the Rangers of Ithilien, making those that do rather handy in a fight.

Woodland Creature – All of the Rangers have the Woodland Creature special rule, allowing them to traverse woodland terrain with no penalty. Perfect for getting across the board quickly when needed.

WEAKNESSES

Low Defence – As they only wear leather armour, the Rangers have a low Defence value. Make sure you can cause as much damage from range as you can before the enemy gets too close.

No Fight 6 Heroes – Whilst the Heroes in this list are great for skirmishing and shooting, they lack a big hitter in combat with the skill of Aragorn, Boromir or Imrahil.

No Cavalry – Cavalry isn't suited to Ithilien, and so there is no Cavalry in this list. Make sure you use the Rangers' Woodland Creature to your advantage when moving.

KEY MODELS



FARAMIR

The leader of this Legendary Legion, Faramir is a great Hero for this force. With 3 Might points, and a slew of Heroic Actions, Faramir can constantly benefit his fellow Rangers. Also, with a Fight value of 5, Faramir can hold his own in a fight if he needs to, though, like all Rangers, he is better suited to shooting when he can.



RANGERS OF GONDOR

The main warriors of this force, Rangers of Gondor have an excellent profile. With a Fight value of 4, and a Shoot value of 3+, they are excellent both in a fight and from range. As Rangers of Gondor led by any of the Ranger Heroes don't count towards your Bow Limit, you can cram loads of them into your army and pepper your foes with arrows!



MADRIL

Faramir's right hand man, Madril is a great choice for this Legendary Legion. His Master of Ambush is what makes him so useful to this list, allowing your forces an improved chance to enter the board in a valuable location so that you can get the best out of them.



MABLUNG

Whilst not as survivable as Faramir or Madril, or as good with a bow as Anborn, Mablung has a unique special rule that benefits all Rangers of Gondor nearby. His Birdcalls rule means that Rangers within 6" gain the Stalk Unseen special rule, helping to conceal them against unfriendly eyes. It also prevents enemy models from benefiting from Stalk Unseen if they are shot at by Mablung or nearby Rangers.





ANBORN, RANGER OF ITHILIEN35 POINTS (MAN, GONDOR, INFANTRY, HERO) – MINOR HERO

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

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy

SPECIAL RULES

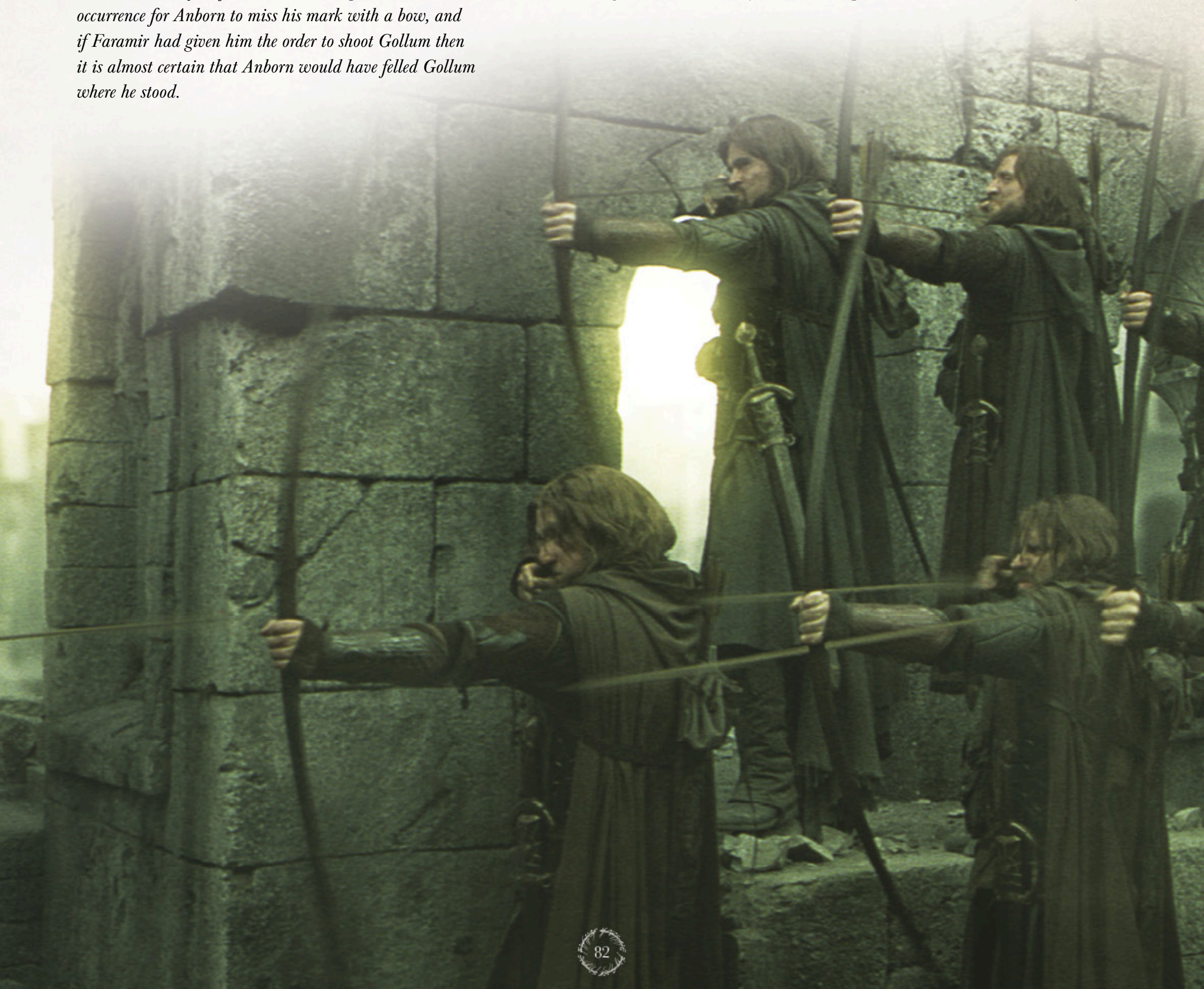
Woodland Creature

Lethal Aim ACTIVE – *An expert archer who has had years of practice, Anborn can fire an arrow with deadly accuracy.*

One of the Rangers under the command of Faramir, Anborn is both a skilled tracker and archer possessing keen eyesight. It was Anborn who first noticed the creature Gollum stalking around the Forbidden Pool when he had evaded the eyes of all the other Rangers. It is a rare occurrence for Anborn to miss his mark with a bow, and if Faramir had given him the order to shoot Gollum then it is almost certain that Anborn would have felled Gollum where he stood.

Each turn, Anborn may spend a single point of Might without reducing his store (even if he has none remaining) to modify either a To Hit roll, an In The Way roll, or a To Wound roll when shooting with his bow.

Anborn, Ranger of Ithilien, may be taken as part of the Minas Tirith army list.





MABLUNG, RANGER OF ITHILIEN.....35 POINTS
(MAN, GONDOR, INFANTRY, HERO) – MINOR HERO

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

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy

SPECIAL RULES

Woodland Creature

Birdcalls **ACTIVE** – *By mimicking certain bird noises, Mablung can alert his allies to enemies without giving away his position.*

Mablung has served under Faramir as one of his Rangers for many years, proving himself to be a loyal and skilled member of Faramir's patrols. Much like his fellow Rangers, Mablung possesses exceptional skill with a bow and the ability to traverse the woods of Ithilien with ease. Mablung's main role within Faramir's Rangers is to warn his fellow Men of incoming danger, using a variety of birdcalls to alert them to intruders to their lands.

Mablung, and any Rangers of Gondor within 6" of him (including Faramir, Madril, Damrod and Anborn), gain the Stalk Unseen special rule. Additionally, enemy models targeted by a shooting attack from Mablung, or any Rangers of Gondor within 6" of him (including Faramir, Madril, Damrod and Anborn), do not benefit from the Stalk Unseen special rule for the duration of that shooting attack.

Mablung, Ranger of Ithilien, may be taken as part of the Minas Tirith army list.



WANDERERS IN THE WILD



There are those beings in Middle-earth that play no part in kingdoms or in armies, and do not participate in the wars of others. Some of these beings are quite content to live out their lives settled in peaceful homesteads, whilst others wander the many paths and realms of Middle-earth either for enjoyment or out of their own sense of adventure.

On the borders of The Shire lies the Old Forest, and deep within its branches is the humble home of Tom Bombadil and his wife Goldberry. Though he may be unassuming, Tom Bombadil's power is greater than even the most mighty of beings – even the One Ring had no effect upon old Tom, who seems entirely unphased by its power. Although he commands a tremendous authority over the trees of the forest, as if with some mystical and ageless power, Tom is a carefree being who will often be found in his big blue coat and great yellow boots wandering around his homestead and the surrounding forest collecting water lilies for his beloved and singing a variety of merry little tunes.

Those of good heart who stumble upon the house of Tom and Goldberry are given the warmest of welcomes, for Tom is a kindly and jolly fellow who will gladly open his doors to travellers who have strayed off the paths of the forests. It is such hospitality that was extended to Frodo, Sam, Merry and Pippin when they ventured through the Old Forest and, if it wasn't for old Tom, it is likely the Hobbits would never have reached Bree.

Bree itself is a bustling village and home to many Men, and even the odd Hobbit, who will help out those in need should they require it. None in Bree epitomise this quite like Barliman Butterbur, the jolly, round-faced innkeeper of the Prancing Pony. Regardless of how busy his inn may be, Barliman will always strive to aid those he can when he is able. Through his generosity Barliman quickly became friends with Frodo and his Hobbit companions, offering them food and shelter when they came to Bree, and a stable for their ponies.

However, not all Bree-folk are as good-natured as Barliman. Others, like Harry Goatleaf, may have had good intentions at first, but the dark goings on in Middle-earth have a way of bringing out the worst in people given the right circumstances, leading them to places they would not normally stray.

Whilst some remain very much within their homelands, others roam far and wide in search of adventure and glory. There are none that embody this more than the Dwarven companions Múrin & Drár. Whilst not blood relatives, the two Dwarves are inseparable companions, their travels having forged a bond as close as any brothers. Across the years, Múrin & Drár have wandered many lands and aided those in need against the forces of Evil. Their most notable exploits, however, are undoubtedly the aid they provided to Cirion during his campaign in the east – one that forged a tight alliance between Man and Dwarf.

ARMY COMPOSITION

This army may include: Tom Bombadil; Goldberry; Múrin & Drár; Barliman Butterbur and Harry Goatleaf.

ADDITIONAL RULES

The Wanderers in the Wild represent the strange and mysterious folk who do not fit into any army, and as such are not represented as an army on the Allies Matrix. Each profile in the Wanderers in the Wild will state which armies they can ally with, and what level of alliance they will have.

ARMY BONUS

As the Wanderers in the Wild are not an army, and not even really a fighting force, there is no Army Bonus for them.



STRENGTHS

Unkillable Heroes – The likes of Tom Bombadil and Goldberry are powerful beings, and as such cannot be killed. Only when they have fulfilled their purpose in-game will they leave the table.

Lots of Allies – Most of the Wanderers in the Wild can be used in many different army lists, meaning you can often use your favourite Wanderers in many different armies.

Unique Heroes – The Heroes in the Wanderers in the Wild have some of the most unique and fun rules in the game, making them an excellent choice for all types of gaming.

WEAKNESSES

Not an Army – As the Wanderers in the Wild are not an army, they cannot be taken on their own. To take these characters, you will need to ally them into a different army to aid them in their battles.

Cannot lead Warriors – As there are no Warriors in the Wanderers in the Wild, there is no one for the Heroes to lead. Wanderers in the Wild will always end up being their own, unique, warband.

KEY MODELS



TOM BOMBADIL

Perhaps the most unusual model in the game, Tom Bombadil has an incredibly strange profile, with the only characteristics present being his Move value and Will points. This is due to the fact that Tom cannot be killed. In-game, Tom is there to aid his allies; making them pass Courage tests within 3", win any fight he is in (although they cannot then make Strikes), and casting the Refreshing Song and Banishment Magical Powers when needed.



MÚRIN

The fighter out of the two Dwarven companions, Múrin is a great Hero for any force that needs to pack an extra punch in-game. With 3 Might points, Heroic Strike, and Kalazâl giving a bonus of +1 To Wound against any Orcs, Goblins and Uruk-hai, Múrin is a Dwarf to be feared. The fact that he comes with Drár, who is a great model in his own right, just adds to the usefulness of the Dwarves.



BARLIMAN BUTTERBUR

The unassuming Barliman may not seem like a natural fighter, and you'd be right. However, Barliman's strength lies with his willingness to help others, allowing them to regain Wounds in times of need. On top of that, Barliman allows you to take Bill the Pony in his warband for only 10 points!



HARRY GOATLEAF

Another strange character at first glance, Harry is a model that can fit into a large number of army lists to make use of his special rule. However, where Harry Goatleaf really shines is as part of The Chief's Ruffians Legendary Legion, allowing him to lead Ruffians and add some more Might to the force.





The innkeeper of the Prancing Pony, Barliman Butterbur is a jolly and round-faced man who is constantly in high spirits. He goes out of his way to help Frodo and his companions when they come to Bree, ensuring they are sheltered and well fed, even when his inn is all but full. Old Barliman is an excellent judge of character and, as they say in Bree, can even see through a brick wall in time. Even when events in Bree grow dark, and Sharkey's Ruffians are commonplace in Bree and the Shire, Barliman remains loyal to his friends and other good-natured folk, though he will not hesitate to give troublemakers a swift clonk round the head with his cudgel if needs be.

BARLIMAN BUTTERBUR.....40 POINTS
(MAN, INFANTRY, HERO) – MINOR HERO

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

WARGEAR
Cudgel (Club)

HEROIC ACTIONS

- Heroic Resolve
- Heroic Defence

SPECIAL RULES
Barliman Butterbur, At Your Service **ACTIVE** – *A kind and helpful man, Barliman will always go out of his way to help those around him.*

During his Move phase, if Barliman Butterbur is in base contact with a friendly **Hero** model, he can spend a Will point to use this ability. If he does, roll a D6. On a 5+, the **Hero** regains a Wound lost earlier in the battle. If Barliman Butterbur uses this special rule on a **Hero** from the Fellowship army list, they will regain a lost Wound on a 4+ instead.

Bill the Pony **PASSIVE** – *After journeying with the Fellowship as far as he could go, Bill returned to Bree, where he was looked after by Barliman.*

You may include Bill the Pony in the same force as Barliman Butterbur as if he was part of Barliman's warband, even if your force doesn't include Sam. If Bill the Pony is taken as part of Barliman's warband then he will only cost 10 points rather than 25 points. Additionally, Barliman may benefit from Bill the Pony's Official Meals and Second Breakfast special rule.

ALLIES
Barliman Butterbur is Historical Allies with The Fellowship.

He is Convenient Allies with The Shire, The Rangers, Minas Tirith, The Fiefdoms, The Dead of Dunharrow, Rohan, Wildmen of Drúadan, Rivendell, Lothlórien, Halls of Thranduil, Fangorn and The Misty Mountains.

He is Impossible Allies with all other army lists.





Harry Goatleaf is an old man of Bree, and has held the position of Gatekeeper for many years within the village. It is the job of the Gatekeeper to keep an eye on those that enter the village and to ask questions after nightfall of those he does not know in order to keep troublemakers and unsavoury-looking folk at bay. Though his role within Bree was originally for the good of the people, Harry Goatleaf was eventually turned by greed, joining Sharkey's cause in bullying the Hobbits of the Shire.

HARRY GOATLEAF40 POINTS (MAN, RUFFIAN, INFANTRY, HERO) – MINOR HERO

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

WARGEAR
Dagger and lantern

Lantern **PASSIVE** – The area within a 12" radius of Harry Goatleaf is illuminated as if it were daylight. Models within this area can be seen clearly, unless another special rule would prevent them from doing so.

SPECIAL RULES
Gatekeeper **ACTIVE** – As the Gatekeeper to Bree, it is Harry's job to allow friendly travellers through the gates whilst keeping any troublemakers out.

During the Priority phase, after Priority has been rolled, Harry Goatleaf may spend a point of Will to use this special rule. If he does so, select one enemy **Infantry** model within 6" and Line of Sight of Harry Goatleaf and roll a D6. On a 3+, the chosen model cannot move that turn, though they can still do anything else they would normally be able to do. Harry may use Might to influence this roll. **Monster** models are unaffected by this special rule.

ALLIES
Harry Goatleaf can either be taken as a Good or an Evil model.

If taken as a Good model he is:

- Historical Allies with The Fellowship.
- Convenient Allies with The Rangers, Minas Tirith, The Fiefdoms, The Dead of Dunharrow, Rohan, Wildmen of Drúadan, Rivendell, Lothlórien, Fangorn and The Misty Mountains.
- Impossible Allies with all other army lists.

If taken as an Evil model, Harry Goatleaf counts as a Hero of Fortitude. He may be taken as part of the Sharkey's Rogues army list and may also be included as part of The Chief's Ruffians Legendary Legion.



THE BLACK RIDERS

There are many names given to the black-swathed, spirit-like creatures that make up Sauron's most deadly of servants: Ringwraiths, Nazgûl, the Black Riders to name but a few. Regardless of the name used to describe them, the fact remains unchanged that they are the most potent and fearsome beings at the Dark Lord's disposal, devoid of all feeling, and fuelled by malice and their constant need to find and return the Ring of Power to their master.

Millennia ago, the Ringwraiths were Kings of Men from across Middle-earth, each ruling over their own realm. When they were each offered a Ring of Power by Sauron, going by the guise of Annatar, they were told that within these rings were the strength and power to govern their kingdoms. Readily the kings took them without question, for Men above all desire power. However, they had been deceived. In secret, Sauron had made another, master, Ring; one to control and dominate all others. Through this ruling Ring Sauron controlled the Kings of Men, binding them to his will.

Soon the former kings were no more than a shell of their former selves, all free thought and feeling stripped from them, forcing them to endure a twisted and terrible form of life bound to the will of the Dark Lord. Unable to die, yet not quite living, the Ringwraiths would serve Sauron without question for they were so utterly corrupted by his power and unable to resist his rule.

Throughout the history of Middle-earth, the Ringwraiths have ever been at the forefront of Sauron's legions, leading armies of Orcs, Men and other beings in Sauron's name against the free peoples of Middle-earth.

The Witch-king, the greatest of the Nine, waged war upon Arnor from his Kingdom of Angmar in the north, corroding and slowly decaying the once great realm to naught but ruin and a distant memory. Even as Sauron tried to regain power from Dol Guldur, the Ringwraiths were ever at his side, even against the might of the White Council.

At the time of the War of the Ring, Sauron has renewed his search for the One Ring, and has begun searching high and low in the hope of discovering the location of the Ring. Eventually, Sauron learned of the whereabouts of the Ring, managing to discover that a Baggins from the Shire last had the Ring thanks to the torturing of the creature Gollum.

To retrieve the Ring, Sauron has sent forth the Nazgûl from Minas Morgul, disguised as riders in black, to the Shire. Yet upon reaching Hobbiton they discover that Frodo has left and begun his journey to Crickhollow, and so they set out once more. They will never stop hunting the Ringbearer until the Ring is reclaimed and the Hobbit who bears it is slain.

ARMY COMPOSITION

Whilst the Black Riders are not an army list in their own right, they do have their own Legendary Legion on [page 102](#) that has been purpose built to represent the Black Riders on the battlefield. It is this Legendary Legion that we will be talking about here.

This Legendary Legion may include: The Witch-king of Angmar on horse and Ringwraiths on horse.

ARMY BONUS

Being a Legendary Legion, this army does not have an Army Bonus as such. Turn to [page 102](#) to see the full list of special rules and additional rules for the Black Riders.

STRENGTHS

Lots of Magic – Like their master, the Ringwraiths are versed in the ways of dark magics, able to cast a variety of spells in-game to aid them in their quest to find the Ring. With access to some particularly potent forms of magic, the Ringwraiths are a deadly foe.

Screech of the Nazgûl – Once per game, each Ringwraith can unleash the chilling screech of the Nazgûl, automatically casting the Transfix Magical Power; perfect for shutting down key Heroes or targets in an opponent's force.

High Movement – As every model in this force is mounted, you will be able to outmanoeuvre almost any army.

WEAKNESSES

Small Numbers – There are only ever nine Nazgûl, no more. You will be likely be outnumbered most of the time so make sure you make every model count.

Only 1 Wound – With only 1 Wound each, Ringwraiths can be extremely fragile. To ensure they survive, make sure you protect them and keep them away from monsters and hard-hitting Heroes.

Only 1 Attack – With only 1 Attack each, there is only so much a Ringwraith can kill each turn. Make sure you don't over-commit your Ringwraiths or they will likely get surrounded and brought down.

KEY MODELS



THE WITCH-KING

The leader of this Legendary Legion, the Witch-king is vital to its success. Not only is he the greatest of all the Nazgûl as he can have more Might, Will and Fate, but he also has slightly better Casting values for some of his Magical Powers. The Witch-king also has the Your Staff is Broken Magical Power, which will come in handy when fighting enemy Wizards. Finally, the Witch-king can have a Morgul Blade, allowing him to potentially kill any model in the game with a single attack!



RINGWRAITH

With a wide array of Magical Powers, it's easy to see why the Ringwraiths are a force to be reckoned with. Magical Powers such as Transfix and Instill Fear can help stop enemy models in their tracks, whilst Black Dart can kill enemies from afar. The Ringwraiths all cause Terror and have Harbinger of Evil which, when you take into account the Terror of the Night special rule, means that it is very hard for enemy models to charge these beings reliably, leaving them free to unleash their dark powers.

CIRITH UNGOL

Within the mountains of shadow to the west of Mordor, there is a pass that runs through the mountain range between Gondor and Mordor. This path is Cirith Ungol and was guarded by Minas Ithil to the west and the Tower of Cirith Ungol to the east. However, both fortifications ultimately fell to darkness. Minas Ithil becoming known as Minas Morgul and the home of the Nazgûl, and the Tower of Cirith Ungol becoming garrisoned with Orcs and Uruk-hai to defend Mordor against whatever should come through the high pass.

However, it is unlikely that anything would dare risk the journey through the high pass of Cirith Ungol for, should they make it past the fortress of Minas Morgul, it is said that a nameless terror stalks the caves that make up the high pass and that those who enter are seldom heard of again. This terror is Shelob, a huge and bloated spider that is the spawn of Ungoliant. Quite how long she has dwelt within Cirith Ungol is unknown, but in all the years she has been there she has never left. Although Sauron is content to leave Shelob to her own devices, it is quite likely that the Tower of Cirith Ungol is garrisoned to protect Mordor from her as much as it is from invaders.

The forces within the Tower of Cirith Ungol itself are made up of a mixture of Orcs and Mordor Uruk-hai. Whilst the Uruk-hai are clearly the stronger and more battle-hardened of the warriors within Cirith Ungol, the Orcs that are garrisoned there are more wily than those that make up much of Sauron's other armies. The leaders of each force epitomise the qualities that their races possess. Shagrat, a hulking brute, is by far the strongest of all his Uruk-hai; whilst the Orc Gorbag has a cunning but ruthless mind, able to use his sharp wits to gain the upper hand in almost any situation.

Yet, the Orcs and Uruk-hai that man the tower do not trust the other at all, and the tension between the two races is palpable. There is a constant sense that only a small tip of the balance of power in Cirith Ungol could cause the entire stronghold to fall into anarchy and chaos as Orcs and Mordor Uruk-hai fight against each other for control of the tower. However, if forced to go to war and fight together, it is more than likely that both Orcs and Uruk-hai would spend much of the battle trying to outdo the other on the battlefield in order to prove themselves as the superior race; and this would have a serious impact on the flow of battle, for better or worse.

ARMY COMPOSITION

Whilst Cirith Ungol is not an army list in its own right, it does have its own Legendary Legion on [page 104](#) that has been purpose built to represent Cirith Ungol on the battlefield. It is this Legendary Legion that we will be talking about here.

This Legendary Legion may include: Shagrat, Captain of Cirith Ungol; Gorbag, Orc Captain; Shelob; Orc Captains; Mordor Uruk-hai Captains; Orc Shamans; Orc Warriors and Mordor Uruk-hai.

ARMY BONUS

Being a Legendary Legion, this army does not have an Army Bonus as such. Turn to [page 104](#) to see the full list of special rules and additional rules for Cirith Ungol.



STRENGTHS

High Strength – Mordor Uruk-hai are a strong breed, with even their basic warriors being Strength 4 and their Heroes a hefty Strength 5!

Large Number of Models – With very few monsters and big Heroes to have to pay points for, you can get a large number of models in a Cirith Ungol force to outnumber your foe.

Reliable Leader – Shagrat is arguably the most survivable Orc Hero in the game, able to be Defence 7 with 3 Wounds and 3 Fate.

WEAKNESSES

No Cavalry – The garrison of Cirith Ungol is a foot-based army, and so they have no fast moving Cavalry models. Make sure you plan how to move across the board if you need to.

Low Courage – Neither Orcs nor Uruk-hai are particularly brave once the army starts to falter; make sure you have Heroes who can provide a Stand Fast! nearby.

KEY MODELS



SHAGRAT

Shagrat makes for an excellent leader. Not only is he incredibly survivable with Defence 7, 3 Wounds and 3 Fate, but his Strength 5 and 3 Attacks means he hits really hard in a fight. Shagrat also has the Shield of Cirith Ungol, which allows him to knock Infantry models Prone if he charged them as though he was Cavalry. On top of this, his Blood and Glory special rule means that if Shagrat kills an enemy Hero, he gains a Might point back!



GORBAG

The leader of the Orcs in Cirith Ungol, Gorbag shows his cunning rather well in-game allowing him to increase his Fight value and Attacks by 1 each when outnumbered in a fight. This is great for throwing him into multiple Fight 4 models, as he will now be beating them on Fight value and most likely killing as well with his increased Attacks.



MORDOR URUK-HAI

The ideal front-line troops for this force, Mordor Uruk-hai work best when they can get stuck into the fray. To get the most out of them, consider backing them up with an Orc spearman, and even try to get an Orc into the same fight to make use of the Animosity special rule.



SHELOB

The huge spider of Cirith Ungol is an iconic creature in both the books and films, and is even more deadly in this Legendary Legion. Now when fighting against something more tasty than an Orc, she gains an additional Attack, putting her up to 2 normally, or 3 on the Charge! She can also choose to kill a friendly model nearby to improve her odds of winning a Fight, so make sure she has a few Orcs to munch on throughout the game.

LEGENDARY LEGIONS

Over the vast history of Middle-earth, there have been countless wars, battles and skirmishes that have shaped the future of its races and peoples, and all have been fought by heroes and warriors that have given their all for their cause. These individuals have not always been from the same armies, kingdoms, or even races, but nonetheless they fought and died together on the battlefield, weaving their names into the great tapestry of Middle-earth's ever-growing story.

A Legendary Legion is a different way of selecting your army for a battle. Each represents those fighting forces that were present at a specific battle or point in time within the history of Middle-earth, either from the books or the movies, by providing a bespoke army list with all of the relevant Heroes as well as a series of special rules to faithfully encapsulate the feel of the moment you are representing on the tabletop.

HOW DO THEY WORK?

A Legendary Legion is a standalone army list that is separate from all of the others presented elsewhere. It will list all of the profiles that can be used when fielding it, as well as any wargear that can be taken by the units and Heroes included. This may mean that a profile that could normally take a certain piece of wargear may not be able to take that piece of wargear in a Legendary Legion if it does not fit the specific theme of the list. Alternatively, some profiles may come with certain wargear already built into their points cost, ensuring that the relevant wargear is always taken. When this is the case, the wargear will be stated in the profile's entry and its points value will have been adjusted accordingly.

A Legendary Legion will often be made up of profiles that would normally not be in the same army list. This is intentional as it allows players to create a force that is thematic and fits the specific snapshot or moment from the books or movies that the Legendary Legion represents.

When a Legendary Legion lists a profile that can be used in the army list, the profile can be found either in this supplement or in *Armies of The Lord of the Rings*. Additionally, **Hero** models will keep the same Heroic Tier that they are presented with in their specific profile, unless otherwise stated.

All Legendary Legions will have a series of special rules that will help set them apart from the other army lists available. Each special rule will help to add to the character of the army and really add to the feel that you are playing with the force directly out of the books or movies.

Additionally, Legendary Legions will often have a list of restrictions that players must abide by in order to use that army list. This could be anything from making sure that all models are mounted, or having a certain **Hero** lead the army – anything that gives the army a better feel for the scene it is representing.

As Legendary Legions are meant to represent a specific point in time, there are a few differences between them and the normal army lists found in *Armies of The Lord of the Rings* and *Armies of The Hobbit*.

1) THEY CANNOT ALLY

Legendary Legions focus on key moments from the books and movies, and as such they will already contain all of the relevant profiles that can be used within the army list. Because of this, they cannot ally with any other army lists under any circumstances.

2) THEY DON'T HAVE AN ARMY BONUS

Whilst other army lists have an Army Bonus to reward players for taking a pure force, Legendary Legions go one step further. Whilst they don't have an Army Bonus as such (mainly because they must always be pure forces by their very nature), they will have a series of additional special rules instead; all of which are listed on the relevant Legendary Legion's page.

3) HERO MODELS CAN LEAD WARRIOR MODELS THEY COULD NOT NORMALLY LEAD

Often, a Legendary Legion will encompass various profiles from multiple different army lists. When building your force using a Legendary Legion, **Hero** models from the list may lead any of the **Warrior** models from the same list – even if they would not normally be able to do so. This allows players to fully build an army that mirrors the scene that the Legendary Legion is trying to replicate.

This supplement includes a number of new Legendary Legions that we are introducing to the game, with each one representing a force that was encountered by Frodo Baggins in his journey to destroy the One Ring.

Over the next few pages, we will introduce you to these Legendary Legions; providing you with the full list of profiles available to them, as well as all of the additional rules and special rules that govern how to create forces that accurately and faithfully recreate the scenes that they are derived from.



BREAKING OF THE FELLOWSHIP

The forest of Lothlórien lies to the east of the Misty Mountains, nestled in the vales of the Anduin, and is home to the Galadhrim Elves, the Lord Celeborn, and Galadriel, the Lady of Light. Ever since the coming of Galadriel, she has kept the Golden Wood a safe haven from all manner of Evil beings that may try to invade its borders.

It is here that the Fellowship came for refuge following their ordeals in Moria, for the loss of Gandalf in the chasms of the fallen Dwarven kingdom had left the Fellowship devoid of direction and in need of guidance in their quest. Upon reaching the borders of Lothlórien, the Fellowship is halted by Haldir who has to be convinced by Aragorn to take them to Caras Galadhon and before the Lady Galadriel.

Upon their arrival, Galadriel and Celeborn greet the members of the Fellowship, offering them the chance to rest and re-gather their strength for the journeys ahead; and before the Fellowship set out again they are clad in the garb of Lothlórien, which is usually reserved for the Galadhrim and no others, and each presented with a gift from Galadriel.

The gifts bestowed unto the Fellowship are individual, and each will come in useful to the Fellowship as they continue on their quest to save Middle-earth. Some gain weaponry to help them fight off the perils that lie ahead, whilst others are given other items that at first glance may seem less useful, but in fact will be integral to the success of the Fellowship. Yet even such generous gifts may not be enough to prevent the Fellowship from breaking...



ARMY COMPOSITION

ARAGORN – STRIDER	160 points	FRODO BAGGINS WITH MITHRIL COAT AND STING	80 points
LEGOLAS GREENLEAF.....	100 points	SAMWISE GAMGEE	40 points
GIMLI, SON OF GLÓIN	100 points	MERIADOC BRANDYBUCK.....	10 points
BOROMIR OF GONDOR.....	95 points	PEREGRIN TOOK	10 points
• Shield	5 points		

ADDITIONAL RULES

- A Breaking of the Fellowship force must always include Aragorn – Strider, who is always the army’s leader.
- A Breaking of the Fellowship force is always deployed as a single warband with Aragorn as the warband’s captain.
- All models in this force gain an Elven Cloak for free.

SPECIAL RULES

Gifts of Galadriel – *Upon leaving Lothlórien, the Fellowship are presented with a series of gifts to aid them in their quest.*

Each member of the Fellowship will gain the item listed below, which will have the effects detailed:

- **Frodo – Light of Eärendil** **ACTIVE** – Each turn Frodo may use a single ‘free’ Will point to attempt to cast the Blinding Light Magical Power. This is cast on a 3+ and cannot be Channeled. Frodo cannot use this if he is wearing the Ring.
- **Sam – Elven Rope** **ACTIVE** – Sam always counts as rolling a 6 for any Climb, Jump or Leap tests that he has to make.
- **Merry & Pippin – Daggers of the Noldorin** **ACTIVE** – Merry & Pippin may re-roll any failed To Wound rolls in combat.
- **Aragorn – Elven Dagger** **ACTIVE** – This is an Elven-made dagger with the **Uruk-hai**bane special rule.
- **Legolas – Bow of the Galadhrim** **ACTIVE** – Whilst within 3" of a friendly model, Legolas may re-roll any failed To Hit rolls when shooting.
- **Gimli – Galadriel’s Locks** **ACTIVE** – Gimli may re-roll all dice in a Duel roll. Gimli may only use this ability three times per game.
- **Boromir – Golden Belt** **ACTIVE** – Boromir gains the Woodland Creature special rule.

Blessing of Galadriel – *Whilst they remain close to Lothlórien, the Fellowship remain under Galadriel’s protection.*

Friendly models always count as having had the Fortify Spirit Magical Power cast upon them. This is always in effect, even if their Will points have been reduced to 0.

The Bond of Fellowship – *When forced to fight, the Fellowship will give their all to ensure the protection of their friends.*

Models from this Legendary Legion count as in range of a banner if there is another friendly model within 3".

“You have my Sword” – *The Fellowship have pledged themselves to protect Frodo, no matter the cost.*

As long as Frodo is alive and on the table (or escapes the board in Scenarios where this applies), all models from this Legendary Legion gain the Fearless special rule. Additionally, this force will never be considered Broken whilst Frodo is alive and on the table (or escapes the board in Scenarios where this applies).

Designer’s Notes: *This is an unusual Legendary Legion as it is essentially a 600 point force. It allows players to use the Fellowship with added rules for the gifts they receive from Galadriel in Lothlórien, and as Gandalf has already fallen in Moria he does not feature here. Upon leaving the sanctity of Caras Galadhon, each member of the Fellowship is clad in an Elven cloak to conceal them from unfriendly eyes, and given an individual gift from Galadriel herself.*

In-game every model gains an Elven Cloak (very handy for keeping your models away from harm), and each gains a unique special rule depending on the gift they received. Frodo gains the Light of Eärendil which allows him to cast the Blinding Light Magical Power each turn with a free Will point; perfect for ensuring that the Fellowship can cross the board safely when they need to!

RANGERS OF ITHILIEN

At the eastern edges of the realm of Gondor, and next to the land of Mordor, lies Ithilien. This once prosperous land has become deserted and overgrown since the fall of Minas Ithil into the hands of the dreaded Nazgûl. Yet these lands still belong to the Kingdom of Gondor, and patrols of warriors are stationed there still to keep an ever-watchful eye upon their borders, ensuring no evil may cross into Gondor.

At the time of the War of The Ring, it is the Steward's own son Faramir that commands the forces of Ithilien; his followers garrisoning the ruins of Osgiliath as a last line of defence against the armies of Mordor. Stout warriors from Minas Tirith, skilled Rangers who have spent years in the wilderness, and hardy Men who have seen many battles within the city of Osgiliath are all under the command of Lord Faramir, and will fight alongside the Steward's son in defence of Gondor to the very last man.

Along with his trusted advisors, Madril and Damrod, Faramir leads bands of Rangers into the wild lands of Ithilien, scouting ahead and ever on watch for intruders that have made their way into Gondor against the orders of Lord Denethor. Those that do seldom make it far, for Faramir and his Rangers will lay in wait hiding within the bushes and trees waiting to strike. The first thing intruders will know of the trap they have sprung is the hail of arrows that rains down upon them, causing them to scatter before being picked off by unseen hunters.

Yet even as the Third Age draws to a close, the forces of Ithilien and Osgiliath remain under constant threat. The armies of Mordor have grown considerably and have crossed into their lands in tremendous numbers, assaulting the ruined city of Osgiliath with all the might they can muster so as to conquer Gondor's last great defence before Minas Tirith.



ARMY COMPOSITION

FARAMIR, CAPTAIN OF GONDOR WITH BOW85 points
• Horse.....10 points

MADRIL, CAPTAIN OF ITHILIEN55 points

DAMROD, RANGER OF ITHILIEN25 points

ANBORN, RANGER OF ITHILIEN35 points

MABLUNG, RANGER OF ITHILIEN35 points

FRODO BAGGINS WITH MITHRIL COAT,
STING AND ELVEN CLOAK85 points

SAMWISE GAMGEE WITH ELVEN CLOAK45 points

SMÉAGOL.....30 points

CAPTAINS OF MINAS TIRITH.....50 points

- Horse.....10 points
- Bow5 points
- Lance.....5 points
- Shield5 points

OSGILIATH VETERANS8 points

- Bow1 point
- Shield1 point
- Spear1 point

WARRIORS OF MINAS TIRITH7 points

- War horn.....30 points
- Banner.....25 points
- Bow1 point
- Shield1 point
- Spear1 point

RANGERS OF GONDOR8 points

- Spear1 point

ADDITIONAL RULES

- A Rangers of Ithilien force must always include Faramir, Captain of Gondor, who is always the army's leader.
- Samwise Gamgee can only be included in your force if Frodo Baggins is also included. Sméagol may only be included in your force if both Frodo and Sam are included.
- Frodo, Sam and Sméagol may not lead **Warrior** models in this force.

SPECIAL RULES

Faramir's Rangers – *Faramir leads groups of Rangers to patrol the borders of their realm and protect it against intruders.*

Rangers of Gondor in warbands led by Faramir, Madril, Damrod, Anborn and Mablung do not count towards this force's Bow Limit.

Captured by Gondor – *Although originally prisoners, Frodo and Sam will fight alongside Faramir if the need arises.*

Frodo, Sam and Sméagol must either be deployed together as one warband, or included as part of Faramir's warband.

Experienced Trackers – *The Rangers under Faramir's command have become experts in traversing the thick undergrowth and forests that surround Ithilien as they track the servants of the Dark Lord that enter Gondor.*

Rangers of Gondor from this army list gain the Woodland Creature special rule.

Designer's Notes: *This Legendary Legion represents the warriors under the command of Faramir both in Ithilien and in Osgiliath. You'll notice that you may take a force consisting entirely of Rangers of Gondor, but only up to a certain point. This is because there were only so many Rangers that patrolled the dense terrain with Faramir, and so there is a limit on the amount you may take before you will have to revert to taking warbands from Faramir's garrison in Osgiliath.*

In the films, Frodo, Sam and Sméagol are captured by Faramir and his Rangers before being taken to Osgiliath. We have included them in this Legendary Legion so that you may take them alongside your army and faithfully recreate the scenes from the films if you wish. As they are captured together, Frodo, Sam and Sméagol may be deployed as a single warband with Frodo as the warband's captain – however, as they are essentially prisoners, at least for a time, they may not lead warriors in their warband.

LURTZ'S SCOUTS

Within the foul pits of Isengard, the fallen Wizard Saruman has set about breeding his own army; one that consists of a new breed of Orc. These new Orcs are stronger and more dangerous than their brethren that reside in Mordor, and the improved durability and endurance allows them to travel at great speeds, even in sunlight that would impede lesser Orcs. These new Orcs are known as the Uruk-hai.

At the head of the scouting Uruk-hai is Lurtz, the largest, strongest and most fearsome of all the warriors under the control of Saruman. Unwaveringly loyal to the Wizard he serves, Lurtz will stop at nothing to claim the Elvish weapon that his master desires. Lurtz will readily take on any who stand between him and his goal, and it would take a warrior of exceptional skill and determination to be able to stop the head of the Uruk-hai.

It is these relentless warriors that Saruman has sent to track down the Fellowship and retrieve the Ring that is carried by one of the Halflings. Making great haste to locate their quarry, the scouting Uruk-hai relentlessly march as quick as they are able from Isengard, stopping only for enough rest to allow them to continue before eventually locating the Fellowship upon the hill of Amon Hen.

Bred for the purpose of hunting and tracking down those that the Wizard Saruman wants dead or captured, the Uruk-hai are a foe that cannot be underestimated; one that is able to move swiftly and at great speeds through woods, rocks, and all manner of terrain. The scouts of Isengard are a relentless and determined force, and those who have to stand against them will be hard pushed to stop their advance.



ARMY COMPOSITION

LURTZ WITH SHIELD	90 points	URUK-HAI DRUMMER	35 points
UGLÚK	65 points	URUK-HAI SCOUT	8 points
MAUHÚR	60 points	• Banner.....	25 points
URUK-HAI SCOUT CAPTAIN	55 points	• Uruk-hai bow	1 point
• Uruk-hai bow	5 points	• Shield	point
• Shield	5 points		
• Two-handed weapon.....	5 points		

ADDITIONAL RULES

- A Lurtz's Scouts force must always include Lurtz who is always the army's leader.

SPECIAL RULES

Relentless March – *Having been sent to find the Halflings and return them to Orthanc, the Uruk-hai will stop at nothing to reach their quarry.*

If your army includes Mauhúr then any Uruk-hai Scouts in your force may be upgraded to Mauhúr's Marauders rather than just the ones in Mauhúr's warband – this upgrade is free rather than costing 1 point per model. Additionally, Lurtz, Uglúk, Uruk-hai Scout Captains and Uruk-hai Drummers increase their Move value to 8". Additionally, friendly models gain the Woodland Creature special rule.

A Worthy Foe – *The greatest of Saruman's scouting Uruk-hai, Lurtz will take on all who stand in his path.*

Lurtz may declare a Heroic Challenge against any **Hero** model regardless of Heroic Tier. Additionally, if Lurtz declares a Heroic Challenge, and the targeted **Hero** declines then Lurtz regains the Might point spent in declaring the Heroic Challenge.

Shield Throw – *An expert fighter, Lurtz will use all manner of wargear as a weapon should he be required to.*

Once per game, Lurtz can choose to use his shield as a throwing weapon. This has a Strength of 4, and any Man-sized (or smaller) model hit by the shield is automatically knocked Prone. Once Lurtz has thrown his shield, he no longer carries it and cannot use it for the remainder of the battle. Note that even though he no longer has a shield, Lurtz's Defence will not be reduced.

Designer's Notes: *This Legendary Legion is designed to represent the scouting Uruk-hai sent by Saruman to reclaim the Ring from Frodo. At this point in time, Lurtz is still alive and so is the natural leader for this force. The army also contains the Uruk-hai Heroes that were under Lurtz's command as part of the scouting force, and would eventually take over from Lurtz after his duel with Aragorn.*

The Legendary Legion focuses on two key aspects of what we see in the films: the endurance of the Uruk-hai and Lurtz's exceptional martial prowess. All Uruk-hai in this force can move 8", and all gain Woodland Creature allowing them to chase down almost any foe even through densely wooded terrain. Lurtz can also declare a Heroic Challenge against any foe, and regain the Might if the challenge is declined. This is great for potentially shutting down a Hero's Stand Fast! or for attempting to regain more Might. Finally, Lurtz can throw his shield, allowing you to recreate the iconic moment from the films.

DEPTHS OF MORIA

The Dwarven realm of Khazad-dûm was once a great mountain city steeped in grandeur and history. The Dwarves that lived there were a mighty and important people, who were the envy of many other kingdoms in Middle-earth. However, the once proud kingdom now stands in darkness and is now known as Moria. The Dwarves have been either driven out or killed, and its halls now teem with Goblins and other fouler beings that lurk in the darkness.

At the time of the War of The Ring, Moria is thought to have been reclaimed and restored to a small amount of its former glory by Balin, son of Fundin. It is because of this that the Fellowship of the Ring decides to travel through the Mines of Moria rather than attempt to cross the peak of Caradhras. However, when they enter into the mountains, they discover it is more reminiscent of a tomb than a Dwarven kingdom.

Moria still plays host to the teeming hordes of Moria Goblins that now call the mountain home. Gone are the history and famous hospitality of the Dwarves, replaced by darkness, death and the cackles of the Moria Goblins in the depths. When they go to war, the Goblins of Moria bang great drums that echo throughout the empty halls and caverns under the Misty Mountains, the sound of which brings fear, dread and a seemingly endless army of Goblins and Cave Trolls into battle.

Yet it is more than just mere Goblins that lurk within Moria. For in the deepest reaches of the mountain stirs a Balrog of Morgoth, a demon of the ancient world wreathed in both shadow and flame. There are few in the whole of Middle-earth who could hope to stand against such a creature and live, and when roused to wrath a Balrog is perhaps the deadliest foe that any would have the misfortune to have to confront.



ARMY COMPOSITION

THE BALROG350 points	MORIA GOBLIN WARRIOR4 points
MORIA GOBLIN CAPTAIN35 points	• Orc bow1 point
• Orc bow5 points	• Shield1 point
• Shield5 points	• Spear1 point
MORIA GOBLIN SHAMAN45 points	MORIA BLACKSHIELD8 points
	• Spear1 point
MORIA BLACKSHIELD CAPTAIN45 points	MORIA BLACKSHIELD DRUMMERS75 points
MORIA BLACKSHIELD SHAMAN50 points	MORIA GOBLIN PROWLERS7 points
MORIA GOBLIN DRUM75 points	CAVE TROLL75 points
	• Troll Chain5 points
	• Swap spear for hand-and-a-half hammer5 points

ADDITIONAL RULES

- A Depths of Moria force must always include the Balrog who is always the army's leader.

SPECIAL RULES

Shadow... – *The Balrog is cloaked in shadows, making it hard to see where the shadows end and where the monster within begins.*

Shooting attacks that target the Balrog will only ever hit on a 5 or more.

Dominion of the Balrog – *Fighting alongside the Balrog makes the Moria Goblins feel as though they cannot be defeated; so long as it shows no signs of weakness.*

Friendly **Goblin** models within 6" of the Balrog gain a bonus of +1 to their Fight value. Additionally, this army will never be considered Broken so long as the Balrog has 6 or more Wounds remaining. Should the Balrog have 5 or fewer Wounds remaining, then the army will Break as normal. If the Balrog is slain, the army will immediately count as Broken.

...and Flame – *By wreathing itself in fire, the Balrog is capable of unleashing it upon those that stand before it.*

Once per game, at the start of any Shoot phase, the Balrog may select a single enemy model within 3" of it and roll a D6. On a 2+, that model is immediately Set Ablaze. This is an Active ability. After the Balrog has used this ability, it no longer benefits from the 'Shadow...' ability provided by this Legendary Legion.

Drums in the Deep – *The sound of the Goblin drums can be heard reverberating throughout the dark halls of Moria.*

The effects of a Moria Goblin or Moria Blackshield Drum are increased from 18" to battlefield wide. Additionally, so long as the Drum and at least one Drummer are alive, then the Drum will count as a banner for the purpose of Victory Points in Scenarios that award Victory Points for having a banner left alive.

Designer's Notes: *The Depths of Moria Legendary Legion represents the forces of Moria that we see encounter the Fellowship in the films. As such it contains the Moria Goblins, Cave Trolls and the Balrog, who is the leader of the force, rather than models such as Durbûrz or Grôblog who are not present in the films. In the films, the Goblin drums have a big impact and can be heard from the very depths of Moria, and so in this force the effect of a Goblin Drum will affect the entire battlefield. They will also count as a banner for the purpose of Victory Points.*

The Balrog is the most iconic feature of Moria in the films, and so it is also very important to this Legendary Legion. When taken as part of this Legendary Legion, the Balrog gains two additional rules. The first prevents shooting attacks hitting it on anything other than a 5+, and the other allows it to unleash searing flames upon those that oppose it.

THE BLACK RIDERS

The Dark Lord Sauron created a series of rings containing enough power to govern the free peoples of Middle-earth. Nine of these were given to Kings of Men as a gift so that they could rule justly over their people. However, they were deceived. Sauron had forged in secret a master Ring to control all others, and soon the once great kings of Men fell to the power of the rings they had taken.

Now helpless slaves to the power of Sauron and the One Ring, these Men no longer resemble the noble kings they had once been. Instead they have become the Ringwraiths; shadowed, spirit-like beings that serve the Dark Lord unwaveringly, their free will having been stripped away millennia ago. They are sustained by the power of the Ring, and while it exists they cannot be killed.

Upon learning from the creature Gollum the words 'Shire' and 'Baggins', Sauron dispatches the Black Riders to travel to the Shire, find this Baggins and retrieve the One Ring. At all times they sense the presence of the Ring, and will never stop hunting the one who carries it. Their hunt for the Ring drives them onwards, sustained by its power.

The Black Riders are the deadliest and most devoted servants of the Dark Lord, bound to his will for all time. Cloaked in black robes and seeming to possess no physical form, the Ringwraiths are a terrifying foe that will relentlessly track the Ringbearer to return the Ring to their master. The shriek of the Nazgûl is a chilling sound unlike any other, able to invoke untold terror in any who hear it.



ARMY COMPOSITION

THE WITCH-KING OF ANGMAR ON HORSE...80-160 points

- Morgul Blade 5 points

RINGWRAITH ON HORSE.....65-120 points

ADDITIONAL RULES

- A The Black Riders force must always include the Witch-king of Angmar who is always the army's leader.
- The Witch-king of Angmar counts as a Hero of Legend in this Legendary Legion.
- Only a maximum of nine models can be included in this Legendary Legion.

SPECIAL RULES

Terror in the Night – *The sight of the Black Riders is enough to chill even the bravest hearts, even more so the more of them are nearby.*

A model in range of between four and six models from this force with the Harbinger of Evil special rule suffers an additional -1 to their Courage value. A model in range of between seven and nine models from this force with the Harbinger of Evil special rule suffers an additional -2 to their Courage value.

Screech of the Nazgûl – *The piercing shriek of the Nazgûl is unlike anything else in Middle-earth; even the bravest can be stopped by it in their tracks.*

Each **Ringwraith** can, once per game, cast the Channelled version of the Transfix Magical Power without declaring a Heroic Channelling. This Magical Power is automatically cast, counting the result as a 6, and no Will points are expended. Target models can make a Resist test as normal. Make sure to note which of the **Ringwraith** models have used this ability as each **Ringwraith** can only use this ability once per game.

The Will of Sauron – *Having sent the Black Riders to locate the Ring, Sauron has focused all of his energy into sustaining them.*

Friendly **Ringwraith** models do not lose a Will point for being in combat as per their Will of Evil special rule.

Hunt the Ringbearer – *The Nazgûl constantly sense the presence of the Ring, and when it is near they will strive to retrieve to it.*

At the start of the Fight phase, before other Heroic Actions are declared, if it would be possible for a friendly **Ringwraith** model to Charge an enemy model with the One Ring following a successful Heroic Combat, that **Ringwraith** model may declare a Heroic Combat without spending Might. Only one **Ringwraith** can declare a 'free' Heroic Combat in this way per turn.

If successful, the **Ringwraith** that declared the Heroic Combat must Charge the enemy model with the One Ring, though any other models that move as part of the Heroic Combat may act as normal.

The player who declared this 'free' Heroic Combat automatically wins the roll-off to see which Heroic Combat goes first (if applicable), though they must select this 'free' Heroic Combat before any others.

Designer's Notes: *This Legendary Legion represents the Ringwraiths sent by Sauron to hunt down the Ring in the Shire. Naturally, this force can only include the nine Ringwraiths themselves as they appear on horses, and must be led by their feared leader – the Witch-king of Angmar. However, as you are free to purchase Might, Will and Fate for your Ringwraiths they can fit into almost any points value with relative ease.*

When the Hobbits encounter the Nazgûl, the presence of multiple of these terrifying beings increases the sense of fear the Hobbits feel, and the Terror in the Night special rule represents this by reducing the Courage value of enemy models by different amounts depending on the number of the Black Riders that are near. Each Ringwraith can also unleash their chilling screech once per game to Transfix a nearby foe; perfect for trying to bring down a troublesome enemy model.

CIRITH UNGOL

Within the western mountains of Mordor near to the fortress of Minas Morgul lies the high pass of Cirith Ungol, a path into Mordor that is said to contain a nameless terror that will feast upon all who attempt to pass. Upon the other side of the pass is the Tower of Cirith Ungol, a fortification garrisoned by Orcs and Mordor Uruk-hai ever in watch of the high pass should any enemies of the Dark Lord, or even something fouler, try to enter Mordor by that route.

Within the Tower of Cirith Ungol are stationed both Orcs and Uruk-hai, both led by cruel and intelligent leaders. Gorbag commands the Orcs within Cirith Ungol; an intelligent and savage Orc, Gorbag is not afraid to stand up to the stronger Uruk-hai if needed, and will often use his mind to get the Uruk-hai to benefit him should he need it.

The Mordor Uruk-hai are led by Shagrat, the strongest Uruk within the garrison. While he may not possess the same intellect as his Orc counterpart, Shagrat will crush any resistance to his command with utter cruelty. Though the Orcs and Uruk-hai are stationed to work together, both hold great disdain for the other, constantly seeking to undermine the other. With the tension on a knife-edge, it wouldn't take much for the Orcs and Uruk-hai to turn against each other; and if they should have to fight together, each will seek to outdo the other.

The high pass itself is home to Shelob, the vile spawn of Ungoliant. This giant, spider-like creature is a ravenous monster that will eagerly feast upon any unfortunate beings that she would come across, whether they be Orcs, Uruk-hai, or perhaps something more appetising.



ARMY COMPOSITION

SHAGRAT, CAPTAIN OF CIRITH UNGOL100 points

- Shield of Cirith Ungol.....10 points
- Heavy armour.....5 points

GORBAG, ORC CAPTAIN55 points

- Shield5 points

SHELOB.....90 points

MORDOR URUK-HAI CAPTAIN.....55 points

- Orc bow5 points
- Shield5 points
- Two-handed weapon.....5 points

ORC SHAMAN.....50 points

ORC CAPTAIN40 points

- Orc bow5 points
- Shield5 points

ORC WARRIOR5 points

- Banner.....25 points
- Orc bow1 point
- Shield1 point
- Spear1 point
- Two-handed weapon.....1 point

MORDOR URUK-HAI8 points

- Banner.....25 points
- Orc bow1 point
- Shield1 point
- Two-handed mace.....1 point

ADDITIONAL RULES

- A Cirith Ungol force must always include Shagrat, Captain of Cirith Ungol, and Gorbag, Orc Captain.
- Shagrat is always the army's leader.
- Only **Orc Hero** models may lead **Orc Warrior** models.
- Only **Uruk-hai Hero** models may lead **Uruk-hai Warrior** models.

SPECIAL RULES

Animosity – *The Orcs and Uruk-hai loathe each other, and will seize any chance to avoid showing weakness to the other.*

Friendly **Orc** models gain a bonus of +1 To Wound in the Fight phase if they are involved in the same fight as a friendly **Uruk-hai** model. Friendly **Uruk-hai** models gain a bonus of +1 To Wound in the Fight phase if they are involved in the same fight as a friendly **Orc** model.

Rivals for Power – *Both Gorbag and Shagrat believe that they alone should command Cirith Ungol, and will fight all the harder to prove their dominance.*

Keep track of how many models Gorbag and Shagrat have each killed. If at any point one of them has fewer kills than the other, that model may re-roll a single D6 when making a Duel roll.

She Hungers for Sweeter Meats – *Shelob is used to only being able to feed on Orcs and Goblins, so if the chance of a tastier meal arises she will do everything to try to seize it.*

Shelob adds 1 to her Attack characteristic when involved in a fight with an enemy **Man**, **Elf**, **Dwarf** or **Hobbit** model.

She is Always Hungry – *Shelob has an insatiable appetite, and constantly looks to feed when she can.*

At the start of her Move phase, so long as she is not Engaged in a Fight, Shelob can choose to kill and remove a friendly model within 1" of her from the board. If she does so, Shelob can re-roll any number of dice when making a Duel roll.

Designer's Notes: *The Cirith Ungol Legendary Legion is designed to represent the forces that garrisoned the Tower of Cirith Ungol, as well as the high pass that they guard. The force mainly contains a mixture of Orcs and Mordor Uruk-hai, and must contain both Gorbag and Shagrat. The hatred both races feel for each other is demonstrated by the fact that each race can only be led by a Hero of the same type, and the Animosity special rule reflects both Orcs and Uruk-hai trying to establish their dominance.*

As Cirith Ungol is also home to Shelob, it makes sense to include her in this Legendary Legion. Though Shelob will still eat Orcs, she would much prefer to feast upon something sweeter if she can, and this is shown in her rules where Shelob gains an extra Attack when fighting a 'tastier' race. This makes Shelob a real threat if you are playing Men, Dwarves, Elves or Hobbits!

FANTASY FELLOWSHIP



*“Nine Companions. So be it.
You shall be, the Fellowship of the Ring.”*

– Elrond, The Lord of the Rings: The Fellowship of the Ring™

INTRODUCTION

One of the great things about the Middle-earth Strategy Battle Game is that it allows you to explore what could have happened in various different situations. This is exactly what 'Fantasy Fellowship' is all about, allowing you to create your own Fellowship of the Ring and play out the various Scenarios throughout the War of the Ring to see if your own Fellowship could save Middle-earth.

There are loads of 'what if' Scenarios that you could explore to change up your Fellowship before they embark on their long and arduous quest to Mount Doom. For instance, imagine if Denethor had sent Faramir to Rivendell instead of Boromir, or if Saruman had never been corrupted by the Palantír and aided the Ringbearer in his quest. What if Rohan had been present at the Council of Elrond and it was Éomer or even Théodred that journeyed instead of Boromir and Aragorn.

You can even explore what would have happened if Bilbo had taken the Ring himself. Perhaps he would have been accompanied by one of the Dwarves of Thorin's Company, or maybe Heroes such as Bard the Bowman, Radagast the Brown, or even Beorn may have joined Bilbo in his quest to destroy The One Ring.

This is the major concept behind Fantasy Fellowship. It allows you, the gamer, to form your own Fellowship using the rules presented here and see how far along the quest to Mount Doom they can get. You can also take the original Fellowship and see if they can survive longer than in the story.



SELECTING YOUR FELLOWSHIP

STEP 1: THE RINGBEARER

Naturally, your Fellowship must have a Ringbearer to carry the Ring to Mount Doom. This can be any one of the four following profiles:

- Frodo Baggins (from The Fellowship army list)
- Bilbo Baggins (from the Thorin's Company army list)
- Bilbo Baggins (from The Shire army list)
- Sméagol (from The Fellowship army list)

If your chosen Ringbearer is Sméagol then he gains The Ring. Additionally, he ignores his 'Serve the Master of the Precious' special rule.

STEP 2: COMPANION

The second most important member of your Fellowship, every Ringbearer will need a loyal friend to aid them on their journey. This is the character that will keep your Ringbearer on track, regardless of whatever hardships and perils lie in front of them.

Your Ringbearer's Companion can be any **Hobbit Hero** that has not already been chosen as your Ringbearer, with the exception of the four Travellers: Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire, and Peregrin, Captain of the Shire.

If Bilbo Baggins from the Thorin's Company army list is chosen then his Companion may instead be any other member of Thorin's Company under 60 points if you wish.



STEP 3: THE REST OF YOUR FELLOWSHIP

With your Ringbearer and Companion now selected, it is time to choose the remaining members of your Fellowship to join them in their journey. Each chosen member will have to replace a certain character from the original Fellowship, and will replace that character in all the Scenarios that would have featured them along the way – so decide which of your chosen members replaces which original members wisely!

Merry and Pippin may be replaced by any named **Hero** models in the game, however, neither may cost more than 50 points each, including any wargear purchased for them.

Gandalf the Grey must be replaced by a **Hero** model from the following list, all of which can utilise a variety of different Magical Powers to their advantage: Gandalf the Grey; Saruman the White; Radagast the Brown; Galadriel; Elrond, Master of Rivendell; Celeborn; Círdan; Arwen Undómiel; Gildor Inglorion; Thranduil, King of the Woodland Realm.

If Saruman the White is selected as your Wizard then you may select Gríma Wormtongue as a member of your Fellowship.

The remaining members of your Fellowship (Aragorn, Legolas, Gimli and Boromir) can be replaced by any other named **Hero** models you choose. Remember that whoever you choose to replace certain characters will take on their role. So, if you choose Prince Imrahil as your replacement for Aragorn, it will be Prince Imrahil that fights at Helm’s Deep. It is also important to remember that Boromir is doomed to die, so whoever you choose to replace Boromir will also be doomed to die!

There are a few additional rules to take into account when selecting your Fantasy Fellowship, which are detailed below:

- Naturally, all of your **Hero** models must be from the Good side – no Evil models here!
- The total cost of your Fellowship may not exceed 750 points – so choose carefully!
- If you choose another character who can take The Ring, they do not get it in this campaign – you have already selected your Ringbearer after all!
- Models may purchase additional wargear from their profile.
- Heroes that are bought as a pair, such as Elladan & Elrohir or Múrin & Drár, will take up two slots in your Fellowship.
- All models must have the **Infantry** Keyword, as such no models can be purchased a mount of any kind.
- The Rule of One applies here, so multiples of the same named **Hero** or wargear cannot be taken.
- Whilst players are free to select their own members, we find that Fantasy Fellowship works better, and feels more thematic, if the selected members all co-existed and were alive at the same time.
- The following models cannot be included in your Fellowship under any circumstances: Tom Bombadil; Goldberry; Gandalf the White; Galadriel, Lady of Light.

Below is an example of a Fantasy Fellowship. You will notice that Bilbo hasn't been given Sting or the Mithril Coat; this is because he will receive them when he reaches Rivendell and it is better to save precious points rather than spend them now.

NUMBER	ORIGINAL MEMBER	REPLACEMENT	WARGEAR	POINTS	MIGHT/WILL/FATE WOUNDS
1	FRODO BAGGINS	Bilbo Baggins	-	40	1 3 3 WOUNDS 2
2	SAMWISE GAMGEE	Hamfast 'Gaffer' Gamgee	-	30	1 1 1 WOUNDS 2
3	MERIADOC BRANDYBUCK	Barliman Butterbur	-	40	1 3 2 WOUNDS 2
4	PEREGRIN TOOK	Paladin Took	-	25	1 1 2 WOUNDS 2
5	GANDALF THE GREY	Gandalf the Grey	-	170	3 6* 3 WOUNDS 3
6	ARAGORN – STRIDER	Aragorn – Strider	Bow	165	3* 3 3 WOUNDS 3
7	LEGOLAS GREENLEAF	Elladan	Elf Bow	170 for both	3 2 2 WOUNDS 2
8	GIMLI, SON OF GLÓIN	Elrohir	Elf Bow	"	3 2 2 WOUNDS 2
9	BOROMIR OF GONDOR	Halbarad	Banner of Arwen Evenstar	110	3 2 1 WOUNDS 2

CAMPAIGN

Whilst it will be tempting to select additional wargear for the members of your Fellowship, one of the most rewarding parts of playing through Fantasy Fellowship is seeing how your heroes develop and grow. In this campaign, when your Fellowship reaches certain points, they will receive wargear or upgrades that correspond to the actual items received in the books or films.

For example, when Frodo reaches Rivendell he is gifted Sting and the Mithril Coat; and when the Fellowship reach Lothlórien they are given Elven Cloaks.

You should keep this in mind when selecting your Fellowship; you don't want to spend precious points on wargear that you may end up getting for free during the campaign!

THE CAMPAIGN

The Fantasy Fellowship campaign consists of a total of 23 different Scenarios following the journey of the Fellowship from the Shire all the way to the fires of Mount Doom. You should play these Scenarios in the order given so as to faithfully recreate the epic adventure that the Fellowship of the Ring undertook. Each Scenario will also list the original members of the Fellowship that would normally take part in that Scenario; all you need to do is swap them for the relevant Heroes from your own Fantasy Fellowship. It will also tell you where to find the Scenario in question; some can be found in this supplement, whilst others appear in other publications.

Additionally, there are some extra rules for linking your games together such as if members of your Fellowship fall along the way, or how much of their strength they recover between games.

SURVIVING THE JOURNEY

There is a very real likelihood that some members of your Fellowship will perish on the journey; such dangerous adventures are not without risk after all. It is important to record when **Hero** models spend Might, Will and Fate or suffer any Wounds as they will have the chance to regain them after the game. Whenever a member of your Fellowship is slain or removed as a casualty during a game, they may not actually be dead. Instead, you will need to roll on the Campaign Injury table below for them to see what effects their injuries have. Models slain may use any remaining Might to alter the result on the table.

D6	Result
1	Dead – This Hero has been slain in battle. If your Ringbearer is ever slain then the campaign comes to an end and Middle-earth falls to darkness.
2-3	Wounded – This Hero regains 1 Wound, but otherwise may not regain any other characteristics unless they are chosen as the Bravest Companion.
4+	Recovered – This Hero regains 1 Wound and then may recover as normal.

Additionally, if the Good player wins the Scenario then all their **Hero** models will gain a bonus of +1 to their rolls on the Campaign Injury table.



RECOVERING STRENGTH

As your Fellowship battles its way through Middle-earth, they will become weary and tired beyond measure; their adventures taking their toil upon each member of your Fellowship, and often they will leave a battle exhausted and injured. To represent this, members of your Fellowship do not automatically regain any spent Might, Will, Fate or Wounds between games. Instead, they will regain a number of Might, Will, Fate and Wounds depending on how they performed in the previous game.

Bravest Companion – After the game, both players should discuss which member of your Fellowship has performed above and beyond the call of duty. Perhaps they fended off many enemies or sacrificed themselves for the good of the Ringbearer. This model may regain D6 Might, Will, Fate or Wounds of the controlling player's choice (this may be a mix of any) up to the value of the model's characteristics. If the **Hero** survived the previous battle, they may re-roll the D6 if they choose, but the second result will stand even if it is worse than the first. It is important for both players to be honest when making the decision as to which model is awarded the Bravest Companion as it makes the campaign much more interesting.

Fellow Adventurer – All other members of your Fellowship may regain D3 Might, Will, Fate or Wounds of the controlling player's choice (this may be a mix of any) up to the value of the model's characteristics. If the **Hero** survived the previous battle, they may re-roll the D3 if they choose but the second result will stand even if it is worse than the first. The only exception to this is if a model is chosen as...

Fool of a Took! – After the game, both players should discuss which member of your Fellowship, if any, has performed poorly in the previous game. This model gains no bonus whatsoever. This doesn't have to be awarded if both players agree that all members of your Fellowship pulled their weight fairly. It is important for both players to be honest when making the decision as to which model is awarded the Fool of a Took! as it makes the campaign much more interesting.

REST POINTS

At certain points in the campaign your Fellowship will have the chance to rest. When this is the case following a Scenario, all surviving members will replenish their Might, Will, Fate and Wounds up to their starting values before the next game. These will be clearly listed in the order of Scenarios. Some rest points may only apply to certain **Hero** models; where this is the case it will be clearly stated.



SCENARIOS

Here we present the Scenarios that should be played as part of a Fantasy Fellowship campaign, along with the Heroes that would normally play that Scenario for you to replace with members of your own Fellowship, and where you can find that Scenario. If you wish, you can add more Scenarios to this list if you want to play through every single aspect of the story.

If a Scenario lists a Hero in its Participants that you have in your Fellowship, other than the ones that are replaced by your Fantasy Fellowship then replace that model with a suitable Captain to represent them in that Scenario.

For example, if you have chosen Éomer as part of your Fantasy Fellowship, then in the Éomer's Return Scenario he will be replaced by a Captain of Rohan with appropriate wargear. Similarly, if you have selected Faramir as part of your Fantasy Fellowship then in the Osgiliath Scenario he will be replaced by a Captain of Minas Tirith with appropriate wargear.



BUCKLEBERRY FERRY (PAGE 14)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.



HOUSE OF TOM BOMBADIL – REST POINT



FOG ON THE BARROW-DOWNS (PAGE 18)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took.



WEATHERTOP (PAGE 22)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider.



RIVENDELL – REST POINT



WARGS IN THE NIGHT (PAGE 28)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Gandalf the Grey; Boromir of Gondor.

BALIN'S TOMB (PAGE 32)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Gandalf the Grey; Boromir of Gondor.

ESCAPE FROM DWARROWDELF (PAGE 34)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Gandalf the Grey; Boromir of Gondor.

THE BRIDGE OF KHAZAD-DÛM (PAGE 36)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Gandalf the Grey; Boromir of Gondor.

In this Scenario, whichever Hero replaced Gandalf may cast the Sorcerous Blast Magical Power on the bridge for the purposes of the Scenario.

LOTHLÓRIEN – REST POINT

AMBUSH AT AMON HEN (PAGE 46)

Fellowship Members: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

**AMBUSH AT NIGHT
(PAGE 16 OF WAR IN ROHAN)**

Fellowship Members: Meriadoc Brandybuck; Peregrin Took.

WARG ATTACK (PAGE 22 OF WAR IN ROHAN)

Fellowship Members: Aragorn – Strider; Legolas Greenleaf; Gimli, son of Glóin.



HELM'S DEEP – REST POINT FOR ARAGORN,
LEGOLAS AND GIMLI



THE DEEPING WALL IS BREACHED
(PAGE 30 OF WAR IN ROHAN)

Fellowship Members: Aragorn – Strider;
Legolas Greenleaf; Gimli, son of Glóin.



RIDE OUT (PAGE 38 OF WAR IN ROHAN)

Fellowship Members: Aragorn – Strider;
Legolas Greenleaf; Gimli, son of Glóin.



ÉOMER'S RETURN
(PAGE 40 OF WAR IN ROHAN)

Fellowship Members: Gandalf the White.

In this Scenario, whichever Hero replaced Gandalf
may be mounted upon a horse even if they couldn't
normally do so.



THE DEAD MARSHES (PAGE 50)

Fellowship Members: Frodo Baggins;
Samwise Gamgee.



ITHILIEN – REST POINT FOR FRODO AND SAM



OSGILIATH (PAGE 54)

Fellowship Members: Frodo Baggins;
Samwise Gamgee.



SHELOB'S LAIR (PAGE 58)

Fellowship Members: Frodo Baggins;
Samwise Gamgee.



CIRITH UNGOL (PAGE 60)

Fellowship Members: Frodo Baggins;
Samwise Gamgee.

MINAS TIRITH – REST POINT FOR
GANDALF AND PIPPIN

ATOP THE WALLS
(PAGE 24 OF GONDOR AT WAR)

Fellowship Members: Peregrin Took, Guard of the
Citadel; Gandalf the Grey.

EDORAS – REST POINT FOR MERRY

CHARGE OF THE ROHIRRIM
(PAGE 32 OF GONDOR AT WAR)

Fellowship Members: Meriadoc Brandybuck,
Knight of the Mark.

In this Scenario, whichever **Hero** replaced Merry
starts the game as a passenger on Éowyn's horse.

DENETHOR'S MADNESS
(PAGE 34 OF GONDOR AT WAR)

Fellowship Members: Peregrin Took, Guard of the
Citadel; Gandalf the Grey.

THE DOCKS OF HARLOND
(PAGE 50 OF GONDOR AT WAR)

Fellowship Members: Aragorn – Strider;
Legolas Greenleaf; Gimli, son of Glóin.

MINAS TIRITH – REST POINT FOR
ARAGORN, LEGOLAS, GIMLI, GANDALF,

MERRY AND PIPPIN
PLATEAU OF GORGOROTH (PAGE 62)

Fellowship Members: Frodo Baggins;
Samwise Gamgee.

THE END OF ALL THINGS (PAGE 64)

Fellowship Members: Frodo Baggins; Samwise
Gamgee; Meriadoc Brandybuck, Knight of the Mark;
Peregrin Took, Guard of the Citadel; Gandalf the
White; Aragorn, King Elessar;
Legolas Greenleaf; Gimli, son of Glóin.

CAMPAIGN BONUSES

During your Fellowship's journey to Mordor, they will gain benefits along the way. These could be new pieces of wargear or improved characteristics. The full list of these campaign bonuses, who gains them, and when they will get them is listed below.

THE WHITE WIZARD

Following The Bridge of Khazad-dûm Scenario, Gandalf the Grey falls into the depths of Moria and no longer participates in the campaign. However, Gandalf is reborn as Gandalf the White for the Éomer's Return Scenario, and will be restored to his starting values of Might, Will, Fate and Wounds.

If you replaced Gandalf then whoever represents him in your Fellowship will fall at The Bridge of Khazad-dûm and come back for Éomer's Return in the same manner. To represent them coming back more powerful, your member of the Fellowship will improve all their Casting values by 1 (to a maximum of 2+) and may increase their Attacks characteristic by 1 (to a maximum of 2).

If you replaced Gandalf with Galadriel then instead of following the rules above, she will be replaced by the Galadriel, Lady of Light profile.

BOROMIR

Boromir is slain at the hands of Lurtz at Amon Hen. Following this Scenario, whoever you chose to represent Boromir will also be slain at this point and will take no further part in the campaign.

RIVENDELL

Upon reaching Elrond's household, Frodo is reunited with Bilbo who gifts him both Sting and the Mithril Coat.

Your Ringbearer gains both Sting and the Mithril Coat, unless your chosen Ringbearer is Sméagol. If Sméagol is your Ringbearer then he will instead gain an additional point of Might and Fate.

LOTHLÓRIEN

When the Fellowship reaches the woodland realm of Lothlórien, they are presented with a series of gifts by the Galadhrim. All surviving members of your Fellowship (except Gandalf) are given Elven Cloaks. Additionally, each member is given a specific gift depending on the character they are representing as listed here:

Frodo – Light of Eärendil **ACTIVE** – Each turn Frodo may use a single 'free' Will point to attempt to cast the Blinding Light Magical Power. This is cast on a 3+ and cannot be Channelled. Frodo cannot use this if he is wearing the Ring.

Sam – Elven Rope **ACTIVE** – The bearer always counts as rolling a 6 for any Climb, Jump or Leap tests that he has to make.

Merry & Pippin – Daggers of the Noldorin **ACTIVE** – The bearer may re-roll any failed To Wound rolls in combat.

Aragorn – Elven Dagger **ACTIVE** – This is an Elven-made dagger with the **Uruk-haibane** special rule.

Legolas – Bow of the Galadhrim **ACTIVE** – Whilst within 3" of a friendly model, the bearer may re-roll any failed To Hit rolls when shooting.

Gimli – Galadriel's Locks **ACTIVE** – Gimli may re-roll all dice in a Duel roll. Gimli may only use this ability three times per game.

Boromir – Golden Belt **ACTIVE** – The bearer gains the Woodland Creature special rule.

HELM'S DEEP

For The Battle of Helm's Deep Scenario, the Three Hunters don armour to help protect them against the Uruk-hai. The **Hero** models representing Aragorn, Legolas and Gimli all gain armour if they don't already have some form of armour.

MERRY AND PIPPIN

For the Battle of the Pelennor Fields, the Hobbits wear armour when they go to war. From Scenario 18 onwards, the **Hero** models representing Merry and Pippin gain armour for all Scenarios if they don't already wear some form of armour.

CIRITH UNGOL

By the time he has awoken in Cirith Ungol, Frodo no longer has Sting or the Mithril Coat. From the Tower of Cirith Ungol Scenario onwards, Frodo no longer wears the Mithril Coat or carries the Phial of Galadriel. Additionally, Sam now bears Sting.

THE BLACK GATE

Before setting out for the Black Gate, Aragorn dons the armour and robes of the King of Gondor. If you are using Aragorn then he is replaced by the Aragorn, King Elessar profile. Alternatively, the **Hero** replacing Aragorn gains Andúril for the 'End of All Things' Scenario.

FANTASY FELLOWSHIP ROSTER

Here we present you with a roster for your Fantasy Fellowship. This includes space for you to write down each of your members, what wargear they have, and their current Might, Will, Fate and Wounds.

NUMBER	ORIGINAL MEMBER	REPLACEMENT	WARGEAR	POINTS	MIGHT/WILL/FATE WOUNDS
1	FRODO BAGGINS				WOUNDS
2	SAMWISE GAMGEE				WOUNDS
3	MERIADOC BRANDYBUCK				WOUNDS
4	PEREGRIN TOOK				WOUNDS
5	GANDALF THE GREY				WOUNDS
6	ARAGORN – STRIDER				WOUNDS
7	LEGOLAS GREENLEAF				WOUNDS
8	GIMLI, SON OF GLÓIN				WOUNDS
9	BOROMIR OF GONDOR				WOUNDS

OUR FANTASY FELLOWSHIPS

Over the next few pages, you'll find a number of Fantasy Fellowships collected and painted by members of the Studio. Some of these have been put together to suit a particular narrative, such as what if Bilbo had taken the Ring, whilst others are simply a collection of a person's favourite characters or models. It just goes to show that there is no correct way to build your own Fantasy Fellowship. Hopefully, these will provide some form of inspiration when putting together your own.

ROB ALDERMAN



Rob has based his Fantasy Fellowship around what could have happened if Bilbo had taken the Ring to Mordor in his youth. Bilbo is accompanied on his journey by Balin, whilst The Master of Lake-town and Alfrid replace Merry and Pippin.

Radagast has been chosen as the Wizard, so Rob felt it made sense that Beorn would join him on the quest too. Glóin has been chosen in place of his son, Gimli, whilst Tauriel replaces Legolas and Kili replaces Boromir.

LUKE BLICK



Luke decided that for his Fantasy Fellowship, he would select the characters he was most excited to paint. Starting with Bilbo, Luke has then added the Gamgee family of Gaffer, Sam and Rosie to accompany him on his journey.

The rest of Luke's Fellowship is a rather eclectic mix of characters! Radagast has replaced Gandalf, the combination of Éomer, Arwen and the King of the Dead replace the Three Hunters, whilst Théoden has replaced Boromir.

CHRIS PEACH



Chris wanted his Fantasy Fellowship to contain as many of his favourite characters and models as he could cram in. He chose Sméagol as his Ringbearer and has paired him up with Peregrin Took, Guard of the Citadel to undertake the perilous journey to Mordor. Éowyn and Beregonnd have replaced Merry and Pippin in Chris' Fellowship.

Chris wanted to explore what might have happened if Saruman had stayed true to his calling and not strayed to the side of the Dark Lord, so Chris has selected Saruman as his Wizard. He then packed out the remaining spots with a selection of Elves, and has chosen Glorfindel, Erebor, Arwen and Tauriel to join his Fellowship on their quest.

GAVIN NEWTON



Gavin has taken a slightly different approach, building his Fantasy Fellowship using some of the more 'misguided' heroes in Middle-earth. With this in mind, Gavin has selected Sméagol as his Ringbearer, the sneering Lotho Sackville-Baggins as his companion, and then chosen Lobelia and Gríma Wormtongue to replace Merry and Pippin.

With his theme in mind, Saruman was the obvious choice for the Wizard. The rest of Gavin's Fellowship is composed of characters that showed flashes of a darker side, either through their own arrogance or their mind being broken: Thorin Oakenshield, Thranduil, Denethor and Thrain the Broken.

DAVID MORLEY



David also wanted to base his Fantasy Fellowship around what would have happened if Bilbo had taken the Ring to Mordor when he was younger. He started with Bilbo Baggins and has chosen Sam as his companion to represent a much younger Gaffer Gamgee. The two Hobbits are accompanied by Kili and Fili, who have replaced Merry and Pippin.

To lead his Fellowship in place of Gandalf, David has selected Elrond as he felt that the Elves of Rivendell would want to ensure that the Ring reached Mount Doom. He then finished his Fellowship with some of his favourite heroes from the era that he believed would have aided Bilbo in his quest: Dwalin, Bombur, Thranduil and Bard the Bowman.

ANKA SEP



Anka has gone for an all-female Fantasy Fellowship, with the exception of her Ringbearer who is Frodo Baggins. Frodo is accompanied by Rosie Cotton as his companion, and Sigrd & Tilda who have taken the place of Merry and Pippin. Anka has chosen Galadriel as her Wizard; after all, she is one of the most powerful beings in Middle-earth!

For the rest of her Fellowship, Anka has selected some of her favourite characters from across the films. Arwen Undómiel, Éowyn and Tauriel have been chosen in place of Aragorn, Legolas and Gimli, whilst Hilda-Bianca has replaced Boromir. With her selections made, Anka is confident that her heroine-based Fellowship can successfully destroy the One Ring!

LEWIS COLLINS



Lewis has put together a Fellowship based around some of his favourite models, and some lesser-seen characters that he is fond of. He selected Bilbo as his Ringbearer, and has chosen Balin to accompany him on his journey. Bain and Farmer Maggot have replaced Merry and Pippin, as Lewis liked the idea of having the dogs atop the walls of Minas Tirith!

Radagast has been selected as the Wizard as Lewis really wanted to paint the model. He then rounded off his Fellowship with a mix of Elves and Dwarves. Glorfindel and Erebor were chosen to represent the Elves as two of Elrond's most trusted advisors, and the wandering Dwarves, Múrin and Drár, have joined the Fellowship to represent their race.

JAY CLARE



For his Fantasy Fellowship, Jay wanted to explore what might have happened had Bilbo taken the Ring to Mordor himself following his 111th birthday. Naturally, this meant that Bilbo was going to be the Ringbearer, and Jay decided that he would use Hamfast 'Gaffer' Gamgee as Bilbo's companion to mirror the relationship between Frodo and Sam.

Paladin Took has replaced Pippin, Barliman Butterbur has replaced Merry, and it made sense as a close friend of Bilbo Gandalf the Grey would accompany him on his journey. Finally, Jay imagined that Aragorn would still have been tasked to aid the Ringbearer, but in Jay's Fellowship Aragorn is accompanied by his kinsmen: Halbarad, Elladan and Elrohir.

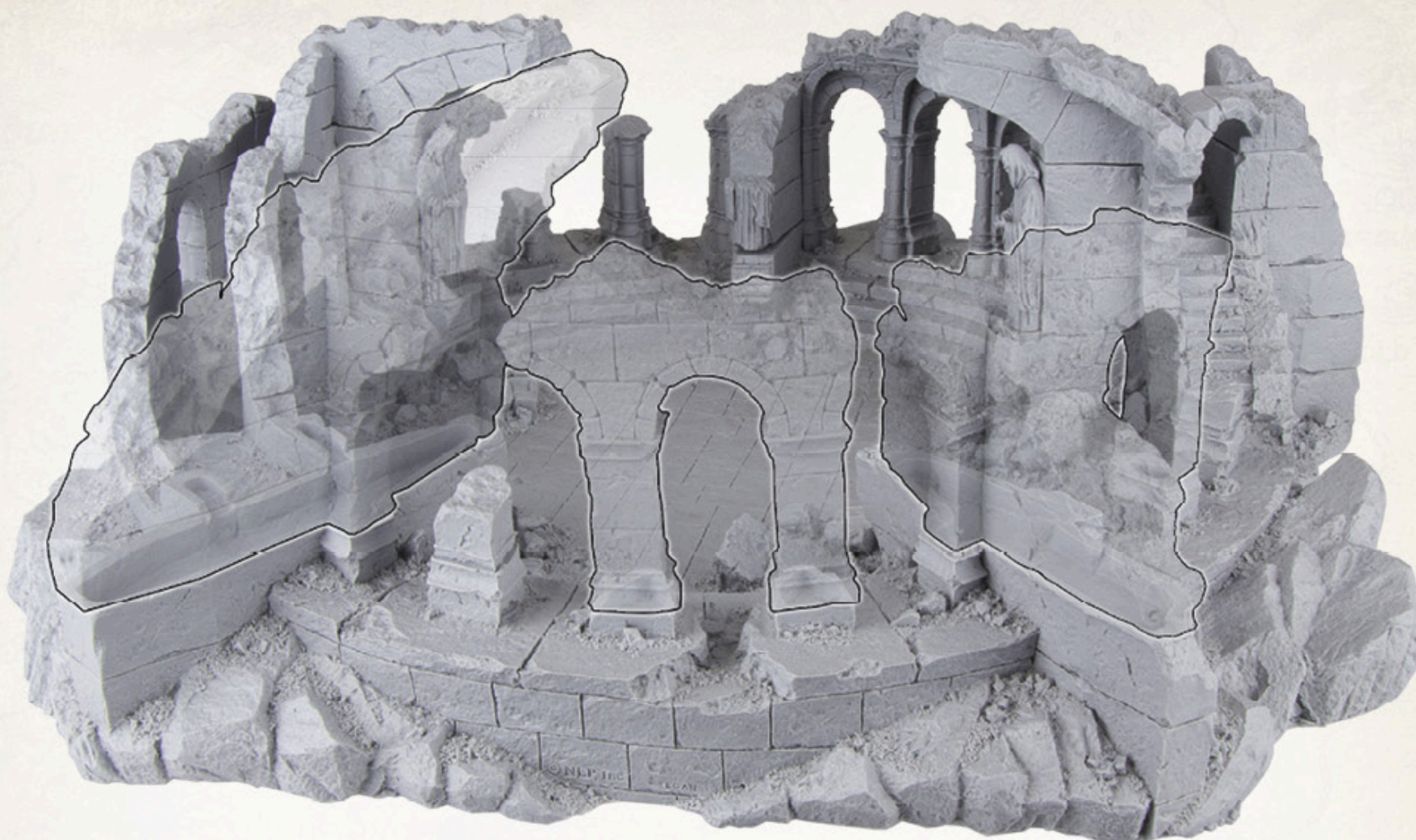
WEATHERTOP MASTERCLASS

At the height of Arnor's power, the watchtower of Amon Sûl stood upon the southern peaks of the Weather Hills, and marked the point where the three splintered kingdoms of Arnor met. However, in the wars with Angmar, Amon Sûl was overrun and destroyed. Since then, the ruined watchtower has become known as Weathertop, and it was here that Frodo came face-to-face with the Witch-king of Angmar and was pierced with his Morgul Blade.

Over the next few pages, we have provided you with a handy guide on how to paint your own version of the Ruined Watchtower of Amon Sûl so that you can get it on your battlefield. This step-by-step guide will show you how to paint Weathertop, as well as providing you with ways to add some of the extra details and finishing touches, such as dead trees and undergrowth, that we see on Weathertop in the films.



1



1. SUB-ASSEMBLY

When putting together your Weathertop, it is a good idea to not assemble the entire model, otherwise it will be very difficult to paint the interior of the terrain piece. We would recommend leaving off the Statue Pillar, Single Archway, Archway Pillar, Rubble, Stairway A and Stairway B until after you have completed step 9. Alternatively, you may wish to leave them unglued entirely to make it easier to access when playing your games.

2



2. BASECOAT

To start basecoating Weathertop, spray the entire terrain kit with Chaos Black spray to give an even finish to paint over. Next, basecoat all of the brickwork and rubble with Dryad Bark, leaving some of the black undercoat showing through in the deepest recesses. Finally, basecoat the rock base areas with Skavenblight Dingo.

3. FIRST DRYBRUSH

Next, drybrush all of the brickwork heavily with Mournfang Brown, leaving only a small amount of the previous stage showing through. The rock base is then drybrushed with Rakarth Flesh.



4. SECOND DRYBRUSH

For the brickwork, the next step is to drybrush it with Zandri Dust, making sure that the stonework has been evenly drybrushed and leaving some of the previous stage showing through.

5. FINAL DRYBRUSH

To get the final colour of the Ruined Watchtower of Amon Sûl before any weathering is applied to it, you will need to do two final layers of drybrushing to give the desired tone. Firstly, drybrush all of the brickwork, rubble and masonry with an even coat of Rakarth Flesh.

Next, lightly drybrush the same areas with a coat of Pallid Wych Flesh, making sure not to apply the colour too heavily otherwise it may look too light. This will create an overall dusty look to the brickwork as if it has been crumbling for many years.



6. ROCK WASH

To provide weathering to the rock base, the first thing to do is to thinly coat the rocks with water. Whilst the rocks are still wet, sporadically dab patches of Nuln Oil, Agrax Earthshade and Athonian Camoshade into the recesses. The water will make the colour of the washes flow easily into areas that would naturally become more weathered over time. If you use too much of a wash, simply use a clean, dry brush to remove any excess.

Finally, once this is completely dry, do one last drybrush of Rakarth Flesh over the rock base.



7. SHRUBS AND FOLIAGE

The foliage is first basecoated with Castellan Green, and then evenly drybrush it with Straken Green. Finally, wash the foliage with a 50:50 mix of Biel-Tan Green and Athonian Camoshade.

8. AREAS OF DIRT

For the areas of dirt within the watchtower and around the rock base, simply drybrush them heavily with Steel Legion Drab to the desired shade. This will contrast well with the lighter tones of the brickwork.



9. WEATHERING

To weather the brickwork of Amon Sûl, we have used the same method as detailed earlier in step 6 for the Rock Wash. You can use any of the washes available at this stage to give the weathering tones that you are looking for.

In our example we have used Seraphim Sepia and Athonian Camoshade, however, washes such as Agrax Earthshade, Nuln Oil, Reikland Fleshshade, Biel-Tan Green and even Druchii Violet can provide a variety of different tones.



10. FINAL DETAILS

To finish off your Ruined Watchtower of Amon Sûl, you can add a variety of extra details to provide more texture to the terrain piece. Here we have added clump foliage to areas of the rock base – these were then sealed by painting watered-down PVA glue onto them to set them in place. For the rest of the grassy areas around the model, static grass was applied across the areas of dirt using PVA glue.

Middenland Tufts were then applied sporadically, mainly focussing on the grassy areas on the outside of the model. However, some of the smaller tufts have been used inside Amon Sûl as if they were weeds growing through the cracks. The trees have been made by using a combination of dead roots, rubberised horsehair and seafoam branches, and have been dotted around the model.





*"There and Back Again, A Hobbit's Tale by Bilbo Baggins;
and the Lord of the Rings by Frodo Baggins. You've finished it."*

– Samwise Gamgee, The Lord of the Rings: The Return of the King™



BÄY OF
BELFÄLÄS

