

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



## WAR IN ROHAN™

THE  
LORD OF THE RINGS



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*"So it Begins!"*

*- Théoden, The Lord of the Rings: The Two Towers™*



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Produced by the Middle-earth team at Games Workshop

Thanks to 'The Ringwraiths' for their playtesting endeavours, special thanks to Frank Barron, Megan Meza, Summer Wulff, and Chaz Fitzhugh from Warner Bros, Fredrica Drotos, Sam Benson and Joseph Mandragona at Middle-earth Enterprises, and Daniel Falconer from Weta Workshop.

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British cataloguing-in-Publication Data. A catalogue record for this manual is available from the British Library. Pictures are used for illustrative purposes only.

ISBN: 978 1 78826 918 6

Games Workshop website  
[www.games-workshop.com](http://www.games-workshop.com)

Forge World website  
[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

**UK**  
Games Workshop Ltd,  
Willow Rd, Lenton,  
Nottingham,  
NG7 2WS

**NORTHERN EUROPE**  
Games Workshop Ltd,  
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Nottingham,  
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**NORTH AMERICA**  
Games Workshop Retail, Inc  
6211 East Holmes Road,  
Memphis,  
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NSW 2565



# INTRODUCTION

Welcome to *War in Rohan*, the third supplement for this edition of the Middle-earth Strategy Battle Game. This 128-page sourcebook covers the events and skirmishes that were fought within the Kingdom of Rohan following Saruman's fall from grace and the subsequent invasion of Rohan, all the way up to the siege of Helm's Deep: the greatest battle in the history of Rohan where the alliance of Rohirrim and Elves of Lothlórien fought against the legions of fighting Uruk-hai sent from Isengard to destroy Rohan and its people. There is also an appendix at the back of this sourcebook covering additional important events that happened within the Kingdom of Rohan since its founding.

Within *War in Rohan*, you will find the following:

## NARRATIVE PLAY SCENARIOS

There are a total of 21 Narrative Play Scenarios in the main part of this sourcebook, representing all aspects of the war in Rohan during the time of the War of the Ring. Ranging from the raids of the Dunlendings upon the villages of Rohan, through the battles at the Fords of Isen, and all the way up to the epic siege of Helm's Deep and the march of the Ents upon Isengard.

## LINKED CAMPAIGN

There is a campaign system that links each Scenario together, forming a flowing campaign where the result of each battle will have an impact on one, or more, future games in the campaign. The result of the campaign will, of course, decide the fate of Rohan!

## THE HISTORY OF ROHAN

A background section detailing the history of Rohan, from its founding at the time of Eorl the Young, to the rule of Helm Hammerhand and the hardship Rohan faced, all the way up to the War of the Ring and Rohan's fight against the might of Isengard. Also included is a timeline showing all the key events and dates for this troubled land.

## ARMY LISTS

*War in Rohan* contains an in-depth look at the forces that fought within the Kingdom of Rohan, featuring background, tactics and army lists for Rohan, Lothlórien, Fangorn and Isengard. Some of these also contain a selection of brand new profiles representing more of the heroes and villains that fought to protect the land of Rohan, or followed Saruman's orders to destroy all that stood before them.

## LEGENDARY LEGIONS

This sourcebook contains nine brand new Legendary Legions for your Matched Play games, allowing you to recreate key scenes and battles in your games, and allowing you to use your collections in ways that you may not have thought of before.

## ROHAN HOUSES

The houses of Rohan are just as iconic as its people, and we show you how you can get the most out of plastic sets for the Rohan House, and Rohan Watchtower & Palisades.

## APPENDIX

Here we present a further three Narrative Play Scenarios that focus on some of the key events that happened in Rohan's history: the Field of Celebrant, the Assault on Edoras and the Birth of Helm's Deep.







# HISTORY OF ROHAN

## INTRO

Though it may not boast the same grandeur and depth of history as other kingdoms of Men, Rohan is still a proud realm that has ever stood against evil. Yet, the deception and treachery of Saruman has left the Kingdom of Rohan on the brink of collapse. Bands of Dunlendings and scouting Uruk-hai raid the villages and settlements of Rohan, killing its people, destroying farms and burning whatever buildings remain standing. Théoden, the king of Rohan, has had his mind poisoned by the corruption of the White Wizard and can do little to halt the constant attacks upon his lands. Yet Rohan has seen much war and turmoil in its relatively brief history and still has allies who have come to their aid; and not a moment too soon, for Rohan is ready to fall and Isengard prepares to conquer its lands.

## FOUNDING OF ROHAN

Rohan itself was a kingdom forged out of war; in the year 2510 of the Third Age, Gondor was embroiled in constant battles against the armies from the east. Armies of Easterlings and evil Men from Rhûn had marched westwards, their goal to conquer the lands of Gondor for their own gain. Gondor's list of allies had grown short; Arnor had long since fallen, the Elves were too few in number to help their former allies, and the Dwarves had all but concealed themselves in their mountain halls. Cirion, the Steward of Gondor, had sent messages requesting aid to any who might listen; for without an ally in their fight, Gondor would surely fall.

An answer to Cirion's call came from an unlikely source. As the armies of Gondor engaged their Khandish foes upon the Field of Celebrant in a battle that looked to surely be lost, a host of northmen rekindled the hope of Gondor, riding south upon their steeds. At their head was Eorl, the lord of the northmen, who led his men into battle, bringing death and defeat to the enemies of Gondor and delivering an unlikely victory to Cirion. Such was the gratitude of the Steward that he granted Eorl and his people the wide green land of Calenardhon to dwell in, which became known as the Kingdom of Rohan. From that day forward the realms of Gondor and Rohan became firm allies.

## THE FIRST LINE OF KINGS

Having settled in their new lands, Eorl and the Rohirrim began to build villages and homes for their people. The capital of Edoras was formed in the early stages of Eorl's reign, and work began on the Golden Hall of Meduseld, which was completed by Eorl's son Brego. Eorl's line would know many years of peace and prosperity, and the Kingdom of Rohan flourished. Yet peace was not to last. It was during the reign of Goldwine, the sixth king of Rohan, that the Dunlendings who had been driven out of the lands of Rohan many years ago began to appear once more on the northern marches. Though the Dunlendings did not cause any problems at first, in time their reappearance would bring trouble to the Rohirrim for many generations.

The peace that Eorl's line had carved out came to an abrupt end during the reign of Déor, the son of Goldwine. The Dunlendings that had been gathering in the north had amassed a large force and had begun to attack the lands of Rohan, raiding their villages and killing its people; for the Dunlendings believed that the land of Rohan was rightfully theirs. Thus began the constant wars between the Rohirrim and the Dunlendings, wars that would last through the reigns of Déor and his son Gram. But the worst was yet to come, as the conflict between the two enemies would continue into the reign of Helm Hammerhand and ultimately claim the lives of him and his sons, thus bringing the first line of kings of Rohan to a tragic end.



### THE LEGEND OF HELM HAMMERHAND

Arguably the greatest king in the history of Rohan, Helm Hammerhand also endured perhaps the most difficult and turbulent reign of all his ancestors. When his rule began in the year 2741 of the Third Age, the conflict between the Rohirrim and the Dunlendings had become a fierce blood feud between the two, both sides harbouring a deep hatred for the other. Helm would often hold war councils with the lords of Rohan in an effort to find some way to win the wars permanently. Upon his council was Freca, a lord of Rohan said to be the kin of Helm, but who also had Dunlendish blood running through his veins and shared more in common with the brutish wild men than that of the Rohirrim.

Freca used his position on Helm's council to try to strengthen his own power, forming a plan to marry his son Wulf to the daughter of Helm Hammerhand, thus giving power to his own family upon the death of the king. Freca brought a force of his own men to pressure the king, but instead of agreeing to the marriage Helm, angered by such an attempt on his throne, struck Freca with a deadly blow from one of his mighty fists, and declared that the followers and family of Freca were the enemies of the king. Wulf, and the rest of Freca's followers, fled to the north, all the time plotting to return.

In the north, Wulf began to stir the Dunlending forces, stoking their anger and hatred towards the Rohirrim, or Forgoil as they called them. No less than four years following the death of Freca, Wulf led an army of Dunlendings in an invasion of Rohan: driving the Rohirrim from their lands, and even conquering Edoras. Helm was forced to flee to the refuge of the Sûthburg and, in his absence, Wulf proclaimed himself the king of Rohan.

Yet, even contained within the mountain fortress, Helm would not yield the war as lost. Helm would lead bands of his people from the gates of the Sûthburg to war, blowing on his great horn as they rode so that his enemies would know of their approach. Each time he would slay his foes before him, and soon the Dunlending began to fear the sound of Helm's horn. During the waning months of the year 2758, the long winter hit Middle-earth, covering Rohan in ice and snow and claiming the lives of many Rohirrim, including Helm's sons. In his grief, Helm would use this weather to venture out into the camps of the Dunlendings, clad in white robes to conceal himself, and slay his enemies. Some Dunlendings claimed that Helm killed their kin with his bare fists, whilst others claimed that he transformed into a snow troll in order to slay and eat Dunlendings; such was the fear that Helm invoked in the Dunlendings.

Following one of his excursions into the winter night, Helm did not return. His body was found frozen solid, still standing and ready to fight in defence of his people. Though he would never reclaim his throne, the legend of Helm Hammerhand would live on, and the mountain fortress of Sûthburg became known as Helm's Deep.





## THE SECOND LINE OF KINGS

With both his sons having perished, Helm was succeeded by his nephew Fréaláf, beginning the second line of kings. It was Fréaláf who led a daring assault upon Edoras, reclaiming it from the Dunlendings and slaying Wulf. It was at Fréaláf's coronation that the Wizard Saruman made his first appearance in Rohan, pledging to be the ally of Rohan in exchange for Isengard to dwell in.

Though the Dunlendings had been defeated, peace did not grace the lands of Rohan. Bands of Dunlendings still caused trouble for generations, yet they were not the only threat that Rohan now faced. Orcs had been seen settling in the mountains and began raiding the villages of Rohan. It took many years to rid Rohan of the Orcish threat; one that claimed the life of Walda, the twelfth king of Rohan, who was avenged by his son, Folca.

During the reign of Folcwine, son of Folca, Gondor was at war with the Haradrim and Rohan answered their call for aid. In the war, Folcwine's two eldest sons were slain, so his youngest son Fengel succeeded him. Fengel proved to be a foolish and wasteful ruler, having little respect for his marshals or advisors. Eventually, he was succeeded by his son Thengel, in whose reign Saruman proclaimed himself the Lord of Isengard; the first signs of malice from the Wizard that would end up plaguing Thengel's son, Théoden.

## THE TREASON OF ISENGARD

Following his acquisition of Isengard, and the tower of Orthanc, Saruman discovered the Palantír that he believed to be sealed within and there he sealed his fate. Using the seeing stone, Saruman became corrupted by the Dark Lord and began gathering, in secret, an army of Orcs and used his knowledge to breed an army of fearsome Uruk-hai. Seeking to expand his power, Saruman turned Gríma Wormtongue to his cause and used him to poison the mind of Théoden so that the Wizard could control Rohan. With the king under the sway of Saruman, Rohan is ready to fall. It will take the arrival of one to match the powers of Saruman to finally break his hold over the Rohirrim...





## TALE OF YEARS

### Year of the Third Age

- 2510 The Battle of Calenardhon. Cirion, Steward of Gondor, gifts the land of Rohan to Eorl and his ancestors.
- 2545 Death of Eorl. He is succeeded by his son, Brego.
- 2569 The Golden Hall of Meduseld is completed. Brego's son Baldor proclaims he will enter the Paths of the Dead. He does not return.
- 2570 Brego dies from grief. He is succeeded by his second son, Aldor.
- 2645 Death of Aldor the Old. He is succeeded by his son, Fréa. During his reign, Fréa drives the Dunlendings across the Isen.
- 2659 Death of Fréa. He is succeeded by his son, Fréawine.
- 2680 Death of Fréawine. He is succeeded by his son, Goldwine. During his reign, the Dunlendings begin to reappear.
- 2699 Death of Goldwine. He is succeeded by his son, Déor. During his reign, Déor waged war upon the Dunlendings.
- 2718 Death of Déor. He is succeeded by his son, Gram.
- 2741 Death of Gram. He is succeeded by his son, Helm.
- 2754 Helm slays Freca with his fists after he tried to gain power by marrying his son, Wulf, to Helm's daughter. Helm gains the moniker 'Hammerhand'. Wulf flees from Rohan.
- 2758 Wulf returns and leads an army of Dunlendings to assault Rohan. Edoras falls to the Dunlendings and Helm and his people return to the Sûthburg. Wulf declares himself king.
- Winter 2758 The Long Winter covers Rohan in snow claiming the lives of many, including Helm's sons. Helm begins to venture out under the cover of darkness to slay Dunlendings, though one night he perishes and is later discovered frozen solid and still standing.

### Year of the Third Age

- 2759 During the Spring, Helm's nephew, Fréaláf, leads the Rohirrim against the Dunlendings, reclaiming Edoras and slaying Wulf. At Fréaláf's coronation, Saruman is given the keys to Orthanc.
- 2798 Death of Fréaláf. He is succeeded by his son, Brytta.
- 2842 Death of Brytta. He is succeeded by his son, Walda.
- 2851 Walda is slain by Orcs near Dunharrow. He is succeeded by his son, Folca, who clears his lands of Orcs in vengeance for his father's death.
- 2864 Folca is mortally wounded whilst hunting the Boar of Everholt. He is succeeded by his son, Folcwine.
- 2885 Folcwine's eldest two sons are slain in the wars with Harad.
- 2903 Death of Folcwine. He is succeeded by his son, Fengel.
- 2953 Death of Fengel. He is succeeded by his son, Thengel. Saruman proclaims himself Lord of Isengard.
- 2980 Death of Thengel. He is succeeded by his son, Théoden.
- 3014 Théoden begins to fall ill and Gríma Wormtongue begins to gain influence over the king.
- 3019 Théoden's son, Théodred, is slain. Théoden is released from Saruman's corruption by Gandalf. Rohan is at constant war with Isengard, culminating at the Battle of Helm's Deep. Rohan rides to the aid of Gondor at the Battle of the Pelennor where Théoden is slain. He is succeeded by his nephew, Éomer.





# Scenarios







# BURNING OF THE WESTFOLD

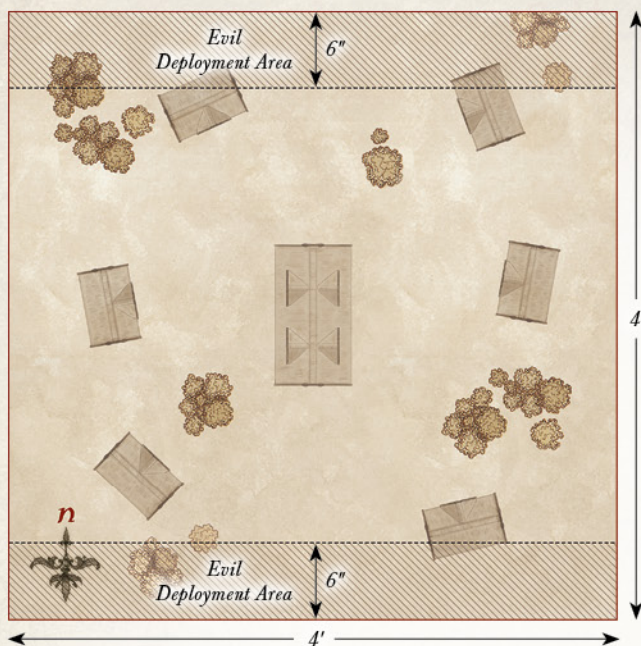
**S**aruman's allegiance to Sauron has seen his armies swell in size, the union of the towers of Orthanc and Barad-dûr dramatically increasing the Wizard's power. Within the pits of Isengard a legion of Uruk-hai are being bred for war, armed with thick plate and sharp swords. Yet they are not the only warriors to fight for Saruman against the free peoples.

Saruman's war would strike first against the Kingdom of Rohan and this would be used to gain the sworn allegiance of the Dunlendings, who harbour a deep hatred for the Rohirrim who drove them from their lands many years ago. Under the orders of the White Wizard, the Dunlendings begin their attacks upon the lands of Rohan, burning any villages and settlements they come across, and slaughtering those in their way.

*The Dunlendings believe that the lands are theirs by right and so they seek to take them back from the hated Forgoil by force, condemning the Rohirrim to the same fate they suffered years before. As the Dunlendings attack the villages of Rohan, they are met with resistance from the warriors of the Westfold who are intent on protecting their lands and people from the torches and blades of their foes. Though even as the Dunlendings burn their villages and hope seems lost, the leaders of the Rohirrim attempt to ride to Edoras to warn the king of Saruman's treachery.*







## LAYOUT

The board represents one of the many villages that make up the Westfold of Rohan and, as such, should have a selection of houses, fences and hedges dotted around the board. There should be a total of seven Rohan houses on the board, one in the centre and three in each of the eastern and western board halves.

## STARTING POSITIONS

The Good player splits their force into two equal halves, each containing one Captain. They then deploy one half anywhere within the western half of the board, and within 3" of any Rohan houses. They then deploy one half anywhere within the eastern half of the board, but within 3" of any Rohan houses. The Evil player then deploys The Wild Man Oathmaker and the Wild Men of Dunland anywhere within 6" of either the northern or southern board edge. The rest of the Evil models will become available as the game progresses.

## OBJECTIVES

The Dunlendings are determined to take revenge on the Rohirrim and plan on burning their lands one settlement at a time. The Rohirrim must fend off their attackers and protect their homes from these invaders. The game lasts for 10 turns. If at the end of 10 turns, less than half of the Rohan houses are on fire, the Good player is the winner. If at the end of 10 turns, more than half of the Rohan houses are on fire, the Evil player is the winner.

## SPECIAL RULES

**Warn the King** – *Should hope seem lost, and the village look as though it will be overrun, it is the duty of those in charge to ride to Edoras and warn Théoden of the attack.*

Once the Good side has been reduced to 50% or fewer of its starting models, any Captain of Rohan may try to escape the board to deliver news to Théoden. Should a Captain of Rohan escape the board via any table edge, the best result the Evil side can achieve is a draw.

**Torching Buildings** – *The Dunlendings plan on setting as much of the village alight to drive the Forgoil from their lands.*

Any **Dunlending** model that ends its move in base contact with a Rohan house during the Move phase can attempt to set it alight. Roll a D6, on a 5+ the building has been set alight.

**Put the Fires Out!** – *As the buildings become engulfed in flame, the Rohirrim attempt to subdue the fires and protect the village.*

Any Good model that ends its move in base contact with a Rohan house that is on fire may attempt to put it out. Roll a D6, on the roll of a 6 the fire has been put out. However, should the Good player roll a 1 then the house will be consumed by flames and cannot be put out for the remainder of the game.

**Dunlending Reinforcements** – *The Wildmen are just the first of the Dunlendings to attack the village, more soon swarm the battlefield.*

At the end of the Evil player's first Move phase, they may roll a D6 for each **Dunlending** model not yet in play. On a 3+ that model may enter play from any point on any board edge via the rules for Reinforcements. On a 1-2, that model may then roll again on the following turn, adding 1 to the result.

## PARTICIPANTS

**Good:** 2 Captains of Rohan with shield; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear & shield, 8 with bow.

**Evil:** Gorûlf Ironskin; Frida Tallspear; The Wild Man Oathmaker; 12 Wild Men of Dunland; 6 Dunlending Warriors with shield; 6 Dunlending Warriors with bow; 6 Dunlending Huscarls.



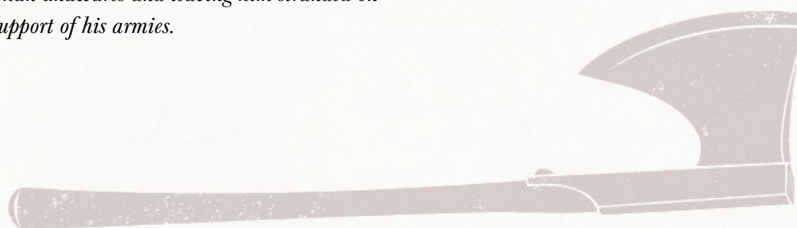


# FIRST BATTLE OF THE FORDS OF ISEN

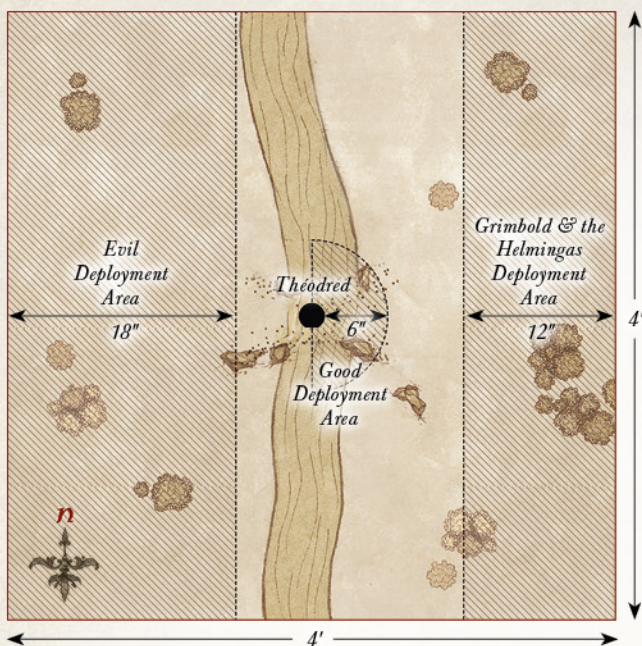
**T**he Dunlendings' attacks upon the villages of the Westfold and the mustering of Saruman's armies in Isengard have not gone completely unnoticed by those within Rohan. News of the White Wizard's armies reached the ears of the prince of Rohan via his trusted scouts, and Théodred began to gather to him a force to take Saruman's armies by surprise at the Fords of Isen.

However, Saruman had weaved a cunning ruse tricking the scouts into delivering information they believed to be true, but would instead lure Théodred into a trap. Upon arriving at the Fords of Isen, Théodred ordered some of his men to stay back and protect the flanks as he and a band of followers crossed the Isen. It was here that Saruman's forces sprung their trap, catching the prince of Rohan unawares and leaving him stranded on the fords and away from the support of his armies.

With Théodred engaged in a fight for his life against the Uruk-hai and Dunlendings, Grimbald makes haste to his prince's side, bringing his Helmings with him to the fight. Yet even as things look hopeless, news of Isengard's attack upon the fords has reached Elfhelm who now rides with his Eored to Théodred's aid. If the Rohirrim cannot prevent the Uruk-hai from crossing the Fords of Isen, then Saruman will control the path into Rohan and Théodred shall surely be slain.







## LAYOUT

The board represents the Fords of Isen. There should be a river that is 6" wide flowing down the centre of the board from north to south. In the middle of the river is the ford, a 6" wide area in the centre of the river that can be crossed as normal. The rest of the board is mainly bare fields with the odd bush, hedge or tree dotted around.

## STARTING POSITIONS

The Good player deploys Théodred on the eastern side of the river Isen as close to the centre of the board as possible. The Good player then deploys the 12 Warriors of Rohan (see Participants) on the eastern side of the river and within 6" of Théodred. The Good player then deploys Grimbold and the Helmingas within 12" of the eastern board edge. The Evil player then deploys their entire force within 18" of the western board edge. All other models are kept aside until later.

## OBJECTIVES

The forces of Saruman have been tasked with slaying the young prince and securing the fords, allowing Saruman's armies an easier route into Rohan. The game lasts for 12 turns. The Evil player wins if they can slay Théodred and get 12 or more models onto the eastern side of the board by the time the game ends. The Good player wins if they can prevent both of these from happening. If the Evil player only completes one of their objectives, the game is a draw.

## SPECIAL RULES

**The River Isen** – *The river is deep and fast-flowing, crossing it at any other point than the ford could prove to be difficult.*

The river is counted as deep water for all purposes.

**Théodred's Doom** – *Saruman has commanded that Théodred must be slain. His death will see the king fall into despair.*

Evil models must re-roll failed To Wound rolls against Théodred in the Fight phase.

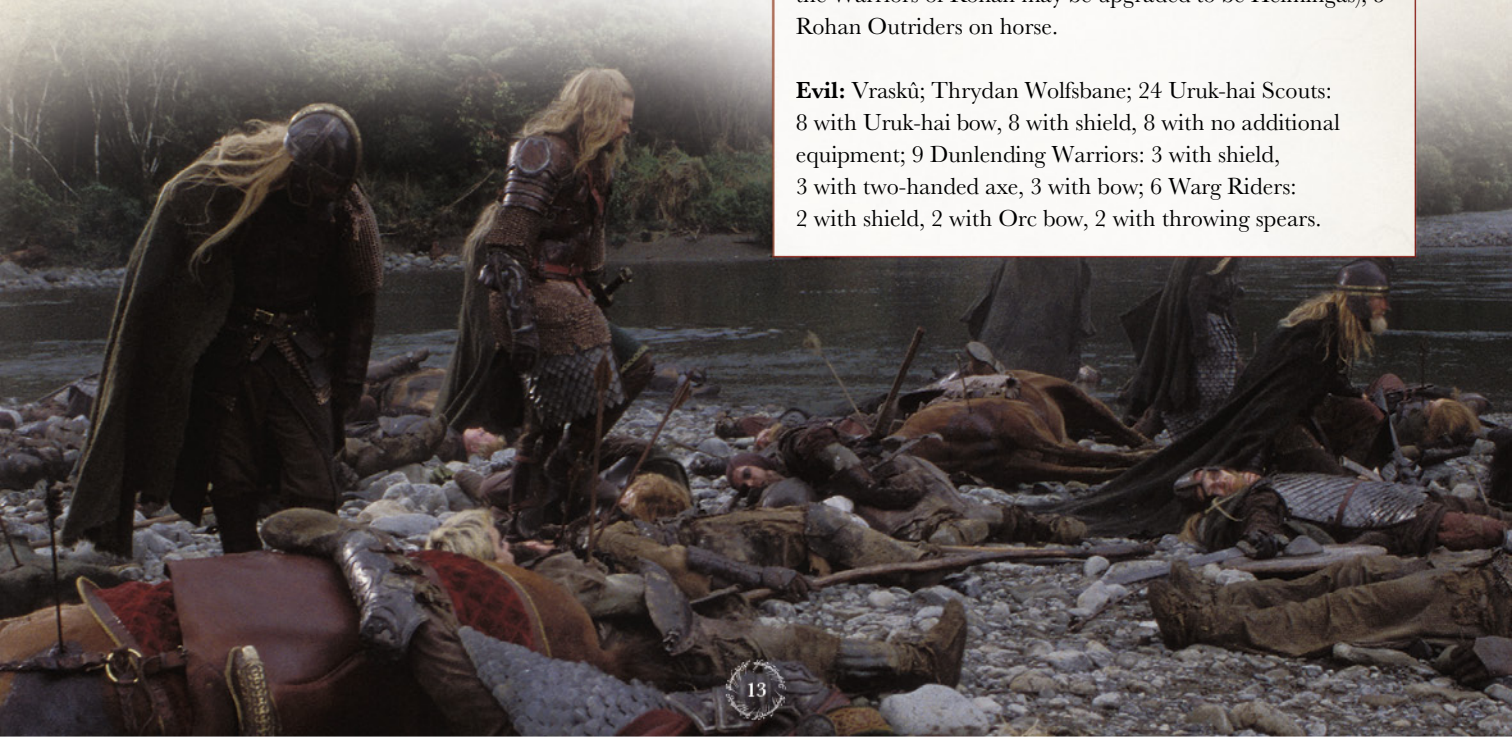
**Elfhelm** – *Upon receiving word of Théodred's predicament, Elfhelm leads his followers to his prince's aid.*

During the End phase of each turn the Good player must roll a D6 and add the turn number to the result. If the result is 8 or more, Elfhelm and the remaining Good models will arrive at the end of the Good player's next Move phase from the eastern board edge via the rules for Reinforcements.

## PARTICIPANTS

**Good:** Théodred, Heir of Rohan with horse and shield; Elfhelm, Captain of Rohan with horse; Grimbold of Grimslade; 12 Riders of Rohan: 4 with throwing spears, 8 with no additional equipment; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear and shield, 8 with bow (half of the Warriors of Rohan may be upgraded to be Helmingas); 3 Rohan Outriders on horse.

**Evil:** Vriskû; Thrydan Wolfsbane; 24 Uruk-hai Scouts: 8 with Uruk-hai bow, 8 with shield, 8 with no additional equipment; 9 Dunlending Warriors: 3 with shield, 3 with two-handed axe, 3 with bow; 6 Warg Riders: 2 with shield, 2 with Orc bow, 2 with throwing spears.





## SECOND BATTLE OF THE FORDS OF ISEN

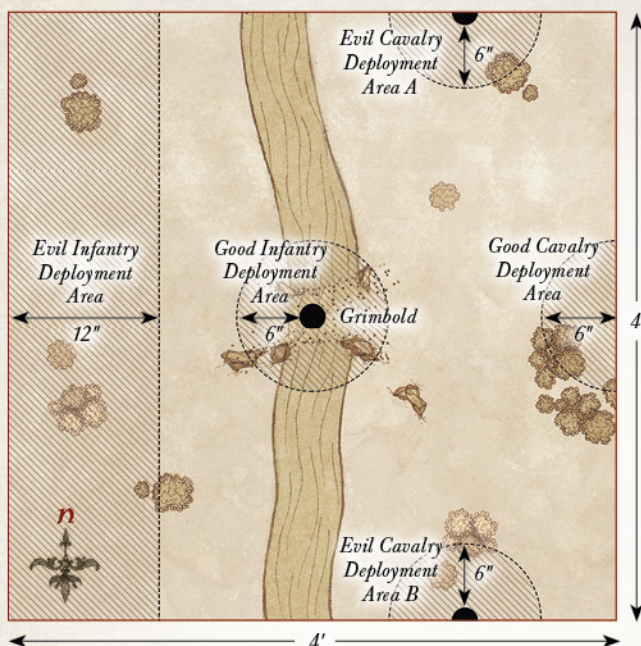
**F**ollowing the first battle over the Fords of Isen and the subsequent death of Théodred, command over the fords was given to Erkenbrand. However, it was Grimbald who was tasked with holding the fords against the forces of Isengard. Expecting the attack to come from the eastern side, Grimbald commanded Elfhelm and his riders to protect the river from the east whilst he would hold the ford itself.

However, the White Wizard is cunning and instead sent two smaller forces to divide the Rohirrim and surround those on the ford. A pack of Warg riders and Dunlending horsemen attacked the eastern side of the river, cutting off Elfhelm from those who defended the ford. With Elfhelm otherwise engaged, an army of Dunlendings and fighting Uruk-hai attacked from the west, trapping Grimbald upon the fords themselves.

Outnumbered and surrounded, Grimbald must fight alongside his men to hold the fords from falling to the might of Isengard. Yet even as Grimbald stands defiant, Elfhelm leads his riders towards the ford, though he must first cut through those that stand between him and his ally. If Elfhelm can reach the fords in time, he may just be able to help Grimbald defend the fords and prevent them from being overrun.







## OBJECTIVES

The Rohirrim are trying to hold the ford against the might of Saruman's armies and prevent them from securing an easier route into Rohan.

The game lasts for 10 turns. Whichever side has more models on the ford at the end of the game is the winner.

## SPECIAL RULES

**The River Isen** – The river is deep and fast-flowing, crossing it at any other point than the ford could prove to be difficult.

The river is counted as deep water for all purposes.

**Defend the Ford!** – Grimbold and his men have been tasked with holding the ford and will fight hard to ensure it is defended.

**Rohan** models re-roll 1s To Wound in the Fight phase whilst they are on the ford.

## LAYOUT

The board represents the Fords of Isen. There should be a river that is 6" wide flowing down the centre of the board from north to south. In the middle of the river is the ford, a 6" wide area in the centre of the river that can be crossed as normal. The rest of the board is mainly bare fields with the odd bush, hedge or tree dotted around.

## STARTING POSITIONS

The Good player deploys Grimbold in the centre of the board and then deploys their **Infantry** models within 6" of Grimbold. The Good player then deploys their **Cavalry** models within 6" of the centre of the eastern board edge. The Evil player deploys their **Infantry** models within 12" of the western side of the board. They then deploy their **Cavalry** models within 6" of either point shown on the map. These are the points 12" from the eastern board edge on the northern and southern board edges.

## PARTICIPANTS

**Good:** Elfhelm, Captain of Rohan with horse; Grimbold of Grimslade; 12 Riders of Rohan: 4 with throwing spears, 8 with no additional equipment; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear & shield, 8 with bow (half of the Warriors of Rohan may be upgraded to be Helmingas); 3 Rohan Outriders on horse.

**Evil:** Uruk-hai Captain with shield; Thrydan Wolfsbane with horse; Gorulf Ironskin; 24 Uruk-hai Warriors: 10 with pike, 10 with shield, 4 with crossbow; 9 Dunlending Warriors: 3 with shield, 3 with two-handed axe, 3 with bow; 6 Warg Riders: 2 with shield, 2 with Orc bow, 2 with throwing spears; 6 Dunlending Horsemen.





# AMBUSH AT NIGHT

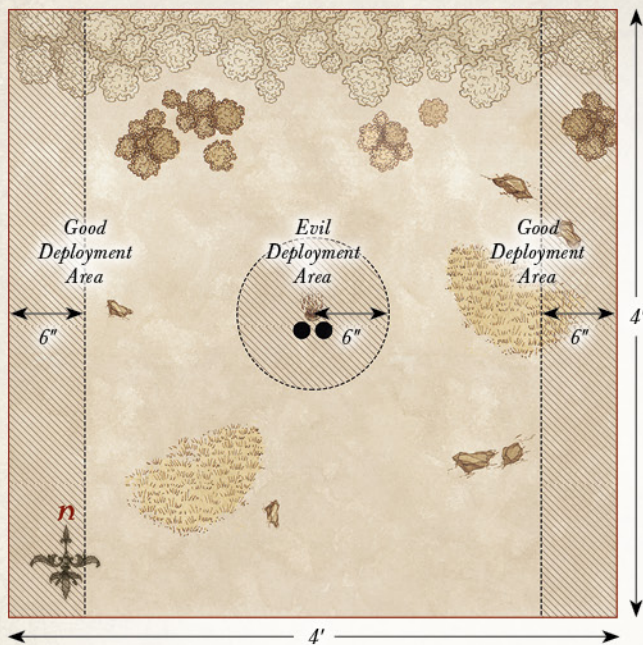
**H**aving caught the scent of the Three Hunters tracking them, the Uruk-hai that have captured Merry and Pippin quicken their pace as they make haste to Isengard with their prize. After many hours running, the Uruk-hai and Orcs stop for a breather on the edges of Fangorn Forest, and begin to prepare a fire and gather their strength before continuing onwards.

*However, the hunters are not the only ones that have been tracking the Uruk-hai across the plains of Rohan; Éomer and his riders have followed the scouts of Isengard and plan to rid their lands of Saruman's invaders. From the darkness, the riders of Rohan spring forth, catching the Orcs and Uruk-hai unawares as they bicker over whether they should eat their prisoners. The forces of Isengard now turn their attention to the men that seek to slay them, and momentarily forget about their prize.*

*It is in this moment that Merry and Pippin see the chance to escape. If they can cut their bonds and crawl to the edge of the forest, they will be safe from the Uruk-hai and the hooves of the Rohirrim's steeds. However, they will need to be quick in their escape. For although the main body of Orcs and Uruk-hai is otherwise occupied, Grishnákh is more concerned with the taste of Hobbit, and is edging his way ever closer to his prey.*







## LAYOUT

The board represents the plains by the edges of Fangorn Forest. The northern board edge is the boundary of the forest and so should be lined with trees. In the centre of the board is a campfire. The rest of the board is grassland and so is mainly bare.

## STARTING POSITIONS

The Good player deploys Merry and Pippin as close to the centre of the board as possible, as shown on the map. The Evil player then deploys Grishnákh 3" away from the Hobbits towards the southern board edge. The Evil player then deploys the rest of their force anywhere within 6" of the campfire. The Good player then splits their force into two equal parts, each including one **Hero**. One half is deployed within 6" of the eastern board edge, the other within 6" of the western board edge.

## OBJECTIVES

The Rohirrim have caught the Uruk-hai off-guard and are intent on ridding their lands of these invaders. Yet even as the Rohirrim and Uruk-hai skirmish with each other, Merry and Pippin are trying to escape, making for the safety of Fangorn.

The game lasts until one force has been reduced to 25% of its starting numbers and either the Hobbits have escaped the board via the northern board edge or been slain. The Good side wins if they have killed 75% or more of the Evil force. The Evil force wins if they kill 75% of the Good force. If either Merry or Pippin are slain, the best result the Good side can achieve is a draw.

## SPECIAL RULES

**Surprise Attack** – *The Uruk-hai are caught unaware by the Rohirrim, who have ambushed them under the cover of darkness.*

Evil models may not move during the first turn of the game.

**Merry and Pippin** – *The attack of the Rohirrim has provided the Hobbits with a chance to escape; the Uruk-hai are not paying attention to two small Hobbits as they fight for their lives.*

Merry and Pippin begin the game Prone and bound. They may only move by crawling, however, they may crawl 2" per turn rather than 1". They may not Charge enemy models and may not be charged by enemy models (the Uruk-hai have other things to worry about after all!). The Hobbits do not have a Control Zone in this game and may move through an enemy model's Control Zones without penalty. The Hobbits may also move through other models as if they were not there so long as they end their move with no part of their base overlapping another model. Other models may move through the Hobbits in the same way – we assume they either walk over them or push them out of the way.

**Their Bonds were Cut** – *The Hobbits are bound by rope, but should they cut their bonds, they will be able to move more freely.*

At the end of each of Merry's and Pippin's move, they roll a D6 for each Hobbit. On a 6, they cut their bonds and are no longer Prone. They may move their full Move allowance from this point onwards.

**Grishnákh** – *Unlike the other Orcs and Uruk-hai, Grishnákh is more focused on the Hobbits than the Rohirrim; something that earns him a spear in the back.*

Grishnákh follows the same rules for movement as the Hobbits, except that he moves 3" when crawling and cannot cut his bonds, as he is not bound. Grishnákh is the only model that may charge the Hobbits, and will Fight them in the Fight phase if he does so. If Grishnákh is fighting one of the Hobbits, both models will fight as normal even though they are Prone; ignoring any rules for fighting whilst Prone. Additionally, as he is wounded, Grishnákh starts the game with only a single point of Might and only has 1 Attack.

## PARTICIPANTS

**Good:** Éomer, Marshall of the Riddermark with horse; Meriadoc Brandybuck; Peregrin Took; Captain of Rohan with horse and shield; 12 Riders of Rohan: 4 with throwing spears, 8 with no additional equipment; 3 Rohan Outriders on horse.

**Evil:** Uglúk; Mauhúr; Grishnákh, Orc Captain; Snaga, Orc Captain; 12 Uruk-hai Scouts: 4 with Uruk-hai bow, 4 with shield, 4 with no additional wargear; 12 Orc Warriors: 4 with shield, 4 with spear, 2 with Orc bow, 2 with two-handed weapon.



## GRISHNÁKH'S END

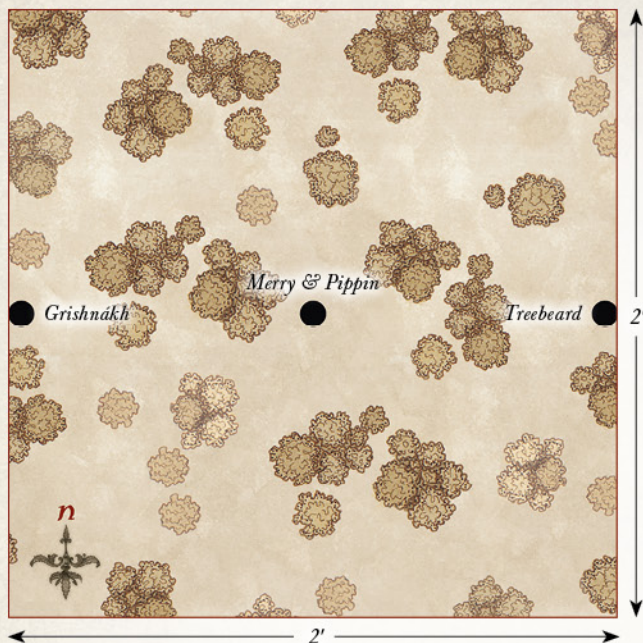
**H**aving escaped the clutches of their Uruk-hai captors thanks to the timely assault by Éomer's riders, Merry and Pippin have made their way to the gnarled forest of Fangorn in search of safety. However, the wily Grishnákh has followed the Hobbits' tracks from the Uruk camp, and is following them into the depths of the forest with the hope of some easy kills and fresh meat.

*Yet the forest of Fangorn is a mysterious place, and even the sheltered Hobbits of the Shire have heard the rumours of trees coming alive within the forests of Middle-earth. As the Hobbits continue to search for a safe place, Grishnákh begins to close in upon them. Should he catch them then the Hobbits will surely perish; unless the forest should provide them with an unlikely ally, that is...*

*Upon the realisation that they are being followed, the Hobbits pick up their pace as they search for a place to hide within the branches of Fangorn. Checking every nook and tree trunk, Merry and Pippin are becoming more and more desperate to escape Grishnákh and the Orc is closing in on them, determined not to let his prey slip through his fingers once more.*







### SET-UP

For this mini-game you will require a deck of ordinary playing cards, Merry and Pippin, Grishnákh, Treebeard and a 2'x2' playing space. The board represents the forest of Fangorn and so should have plenty of trees on it. Shuffle the cards and place them in a pile face-down next to the board.

The Good player deploys Merry and Pippin in the centre of the board and then deploys Treebeard touching the centre of the eastern board edge. The Evil player then deploys Grishnákh touching the centre of the western board edge.

### OBJECTIVE

The game lasts until either Grishnákh has been slain, or both Hobbits have been slain. If, at the end of the game, Grishnákh has managed to kill both Hobbits, the Evil player wins. If none of the Hobbits have been slain, the Good player is the winner. Any other result is a draw.



### GAME TURN

This mini-game is unusual in that it still uses some elements from the core rules as well as the extra rules presented here. All models will still use their profile as found in *Armies of The Lord of the Rings*.

At the beginning of each turn, the Good player moves the Hobbits. To move a Hobbit the Good player flips over the top card from the deck, halves the number shown (rounding up), and moves the Hobbit up to that many inches – picture cards will be covered later. Treebeard does not act yet; he is still asleep and will need to be woken up by the Hobbits before he may participate in this game.

The Evil player then moves Grishnákh in the same way as the Hobbits, with the exception that he may add 1" to the total number of inches moved when he flips a card over.

Should the move of any model take them into base contact with an enemy, they will fight them as normal during the Fight phase.

If at any point there are no cards left in the deck, shuffle the cards and start again.

### EXTRA RULES

**Picture cards** – When a picture card (King, Queen or Jack) is flipped over, the model that flipped it may perform a special action instead of moving. There is one set of special actions for the Hobbits and one for Grishnákh. If they decide not to use a special action, shuffle the card back into the deck and draw again.

**Injured** – As Grishnákh was wounded in the encounter with the Rohirrim, he starts the game with only a single Might point.

### HOBBIT™ SPECIAL ACTIONS

- **Throw Stone:** The Hobbit may throw a stone at Grishnákh using the Throw Stones (range 8", Strength 1) special rule.
- **Climb Treebeard:** If the Hobbit is in base contact with Treebeard, they may climb him. Grishnákh may not attack the Hobbit whilst they are in the tree.
- **Wake Treebeard:** If the Hobbit has climbed Treebeard, they may wake him up. If they do this, Treebeard is roused and may act as normal using the standard Strategy Battle Game rules.

### GRISHNÁKH'S SPECIAL ACTIONS

- **Sprint:** Grishnákh may move 6" this turn.
- **Grab Hobbit:** If Grishnákh is in base contact with Treebeard, and a Hobbit has climbed the Ent, Grishnákh may pull them to the floor. Grishnákh may then fight the Hobbit in the following Fight phase.

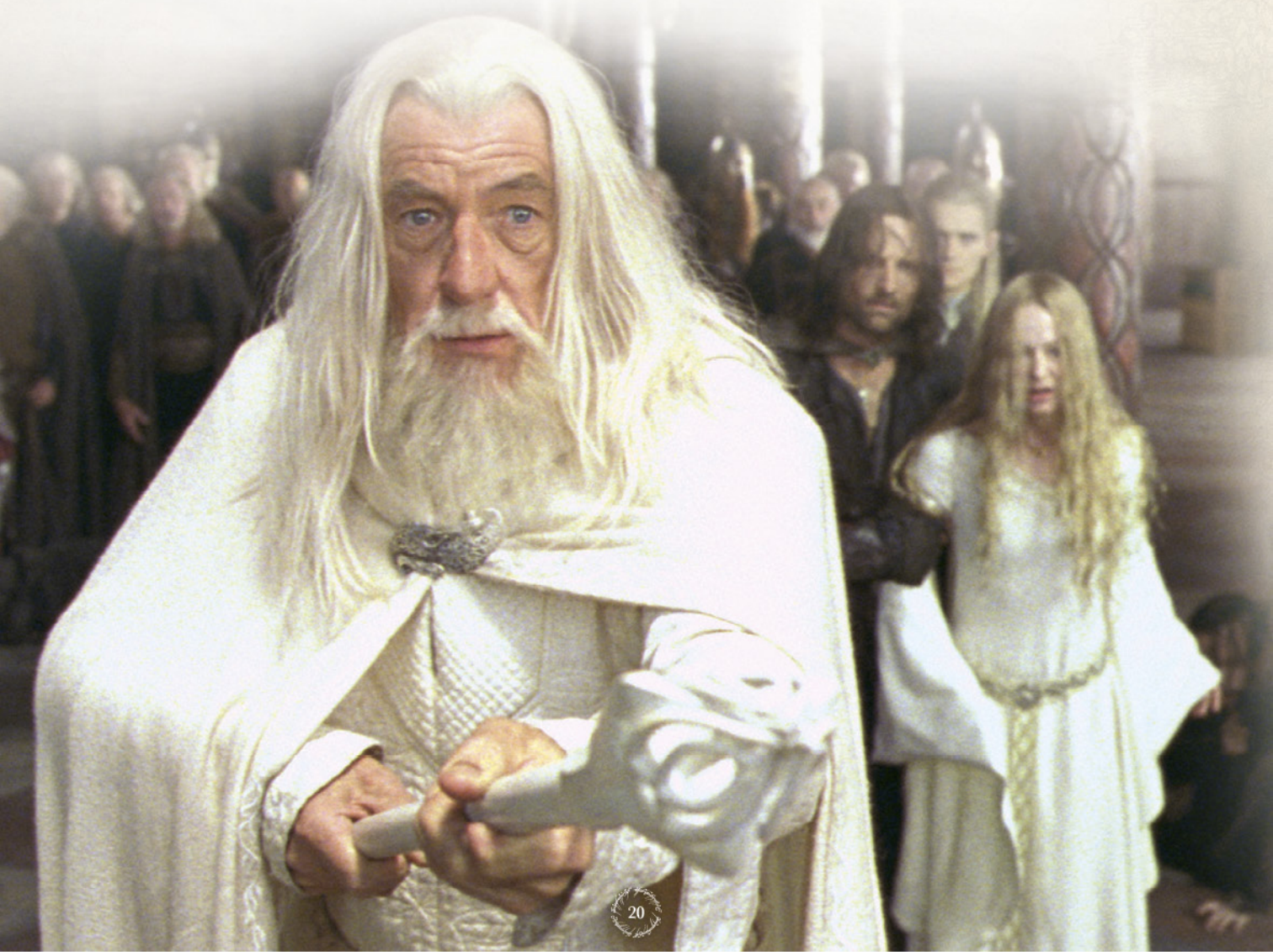


# THE WHITE WIZARD

**R**ohan is weak and ready to fall; Théoden's mind has been enslaved by Saruman, turning the king into but a puppet in his quest to conquer Rohan. Under the influence of Saruman, and his lackey Gríma Wormtongue, Théoden has banished Éomer and many of those loyal to him as he is driven further into madness and falls deeper under the control of Isengard.

Throwing aside his grey cloak, Gandalf finally reveals himself to be the White Wizard, or Saruman as he should have been. Now the two Istari are locked in a duel of wits and magics over the mind of the king of Rohan. Should Gandalf emerge victorious then Théoden shall be set free and Rohan restored. However, if Saruman retains power over the king then Rohan will surely fall to the might of Isengard.

*Yet Théoden is not lost, and there are still some that seek to relinquish his mind from Saruman's grasp. Having revealed himself as the White Wizard to Aragorn, Legolas and Gimli, Gandalf now rides with his companions to Edoras with the intent of freeing the king from Saruman's hold. Entering the Golden Hall of Meduseld under the guise of the Grey Wizard, Gandalf confronts Saruman and commands him to release Théoden from the spell; an act that is met with naught but disdain from Saruman.*







### SET-UP

For this mini-game you will require a deck of ordinary playing cards, Gandalf the White, Théoden, King of Rohan, and Saruman. Separate the cards into the four suits and then give the Diamonds to the Good player and the Spades to the Evil player. Next lay out the Hearts from Ace to Nine as shown above. The Clubs are not used in this game.

The Good player places Gandalf on the Ace of Hearts, then the Evil player places Saruman on the Nine of Hearts. Théoden is placed on the Five of Hearts.

### OBJECTIVE

The first player to move Théoden onto the same card as their Wizard is the winner.

### GAME TURN

At the beginning of each turn, players engage in a duel of wits. Both players simultaneously play one card from their hand face-down. Both players then reveal their cards and compare the types of card they have played. Each card will be one of three types of power: Offensive, Defensive, or Manipulation. Each of these types will beat one other type of power and lose to the other. Offensive powers beat Manipulation powers, Defensive Powers beat Offensive powers, and Manipulation powers beat Defensive powers.

After the cards have been revealed, compare the cards to find a winner. In the case of a draw, both cards are discarded and players start the turn again.

Whichever player wins the duel of wits may move Théoden one card closer to their Wizard and then implement the effects of their card. A list of card effects is given on the right.

Both players then discard their cards, the turn then ends and the next turn begins. If at any point a player has no cards remaining, they pick up all the cards in their discard pile and start again.

### EXTRA RULES

Here are the effects and power type of each card:

- A (Offensive)** – No further effects.
- 2 (Defensive)** – No further effects.
- 3 (Manipulation)** – No further effects.
- 4 (Offensive)** – Your opponent must show you their hand.
- 5 (Defensive)** – Take a card of your choice from your discard pile.
- 6 (Manipulation)** – Your opponent must swap one card in their hand for one in their discard pile.
- 7 (Offensive)** – Your opponent must discard a card of their choice from their hand.
- 8 (Defensive)** – In the next turn, Théoden cannot move closer to your opponent.
- 9 (Manipulation)** – Your opponent must choose their next card at random.
- 10 (Offensive)** – Your opponent must discard a card from their hand at random.
- J (Defensive)** – For the next two turns, Théoden cannot move closer to your opponent.
- Q (Manipulation)** – Move Théoden one additional space closer to your Wizard.
- K (Offensive)** – Pick a card; your opponent cannot play that card next turn.

The contents of the discard pile are common knowledge; you will need to use all of your cunning and wits in order to stay one step ahead of your opponent!





# WARG ATTACK

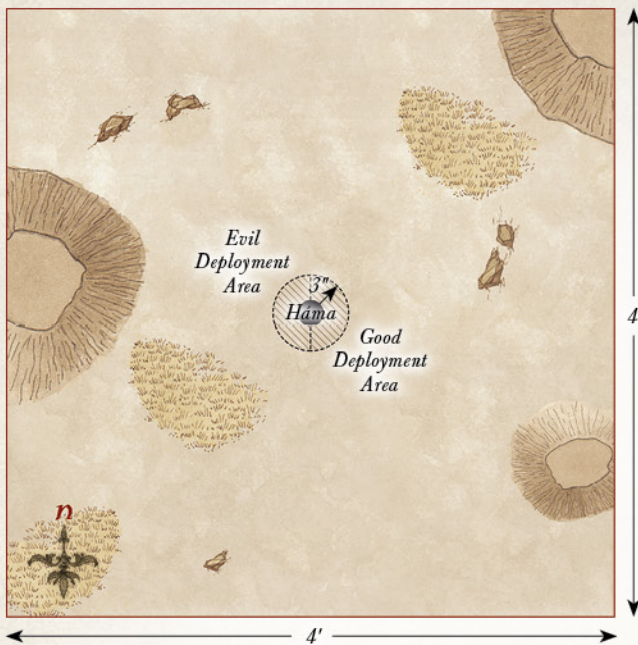
**G**andalf's revelation that Saruman is raising an army to destroy Rohan and its people forces Théoden to take drastic action. Though instead of facing the armies of Isengard head-on, as urged to by Aragorn, the king opts to leave Edoras and make for the sanctuary of Helm's Deep. Sending out orders for the city to be emptied, Théoden leads his people across Rohan and towards the mountain fortress.

Yet Saruman has anticipated the king's plans and, sensing that the Rohirrim will be more vulnerable on the road, has sent out his Warg Riders to intercept them. As the wolves of Isengard track their prey, they happen upon an opportunity to catch the king's scouts unprepared. From atop a rocky outcrop, Saruman's Warg Riders pounce upon Gamling and Háma, catching them unawares and bowling Háma to the floor.

The sudden attack heralds the arrival of Sharku and his Warg Riders, and forces the Rohirrim into a skirmish they are unprepared for. Théoden must lead those around him against the riders of Isengard and drive them off before they can reach his people. However, should the Wargs bring down Rohan's leaders, then its people will be all the easier to pick off later.







## LAYOUT

The board represents the hills and plains the Rohirrim travel across on their way to Helm's Deep and, as such, should have a few hills, rocky outcrops and hedges dotted around.

## STARTING POSITIONS

The Good player deploys Háma in the centre of the board, and then deploys Gamling within 3" of Háma in the eastern board half. The Evil player deploys the Orc Captain and two Warg Riders of their choice within 3" of Háma in the western board half. All other models are kept aside for later in the game.

## OBJECTIVES

Théoden commands his men to protect his people from the attack of the Warg Riders, who have been sent to kill as many of the Rohirrim and their leaders as they can. The game lasts for 12 turns. The Evil player wins if they can slay any three Good **Hero** models. The Good player wins if they can prevent this.

## SPECIAL RULES

**Surprise Attack** – *The Wargs have caught the Rohirrim unawares, pouncing upon them without warning.*

The Evil player automatically has Priority on the first turn of the game, and the Good player may not declare any Heroic Actions in the first turn of the game. Additionally, Evil **Cavalry** models gain a bonus of +1 to their Fight value in a turn in which they Charge.

**Háma** – *Having been knocked from his horse by the Warg Riders, Háma is floored and at the mercy of the beasts.*

Háma starts the game Prone and with only a single point of Might.

**To Battle!** – *Both sides are riding to battle with each other, making haste to the aid of their scouts and to engage the enemy.*

At the end of each player's Move phase, they roll a D6 for each model not currently on the board. On a 3+ that model may enter the board. Good models enter from any point on the eastern board edge; Evil models enter from any point on the western board edge.

**Gimli** – *Unable to ride into battle on his own, Gimli joins Legolas on his steed as they head into the fray.*

Gimli starts the game as a passenger on Legolas' horse.

## PARTICIPANTS

**Good:** Théoden, King of Rohan with horse; Aragorn – Strider with horse; Legolas Greenleaf with horse; Gimli, son of Glóin; Gamling, Captain of Rohan with horse; Háma, Captain of Rohan; 6 Riders of Rohan: 2 with shield, 2 with throwing spear, 2 with no additional equipment.

**Evil:** Sharku with Warg; Orc Captain on Warg; 18 Warg Riders: 6 with shield, 6 with Orc bow, 6 with throwing spear.



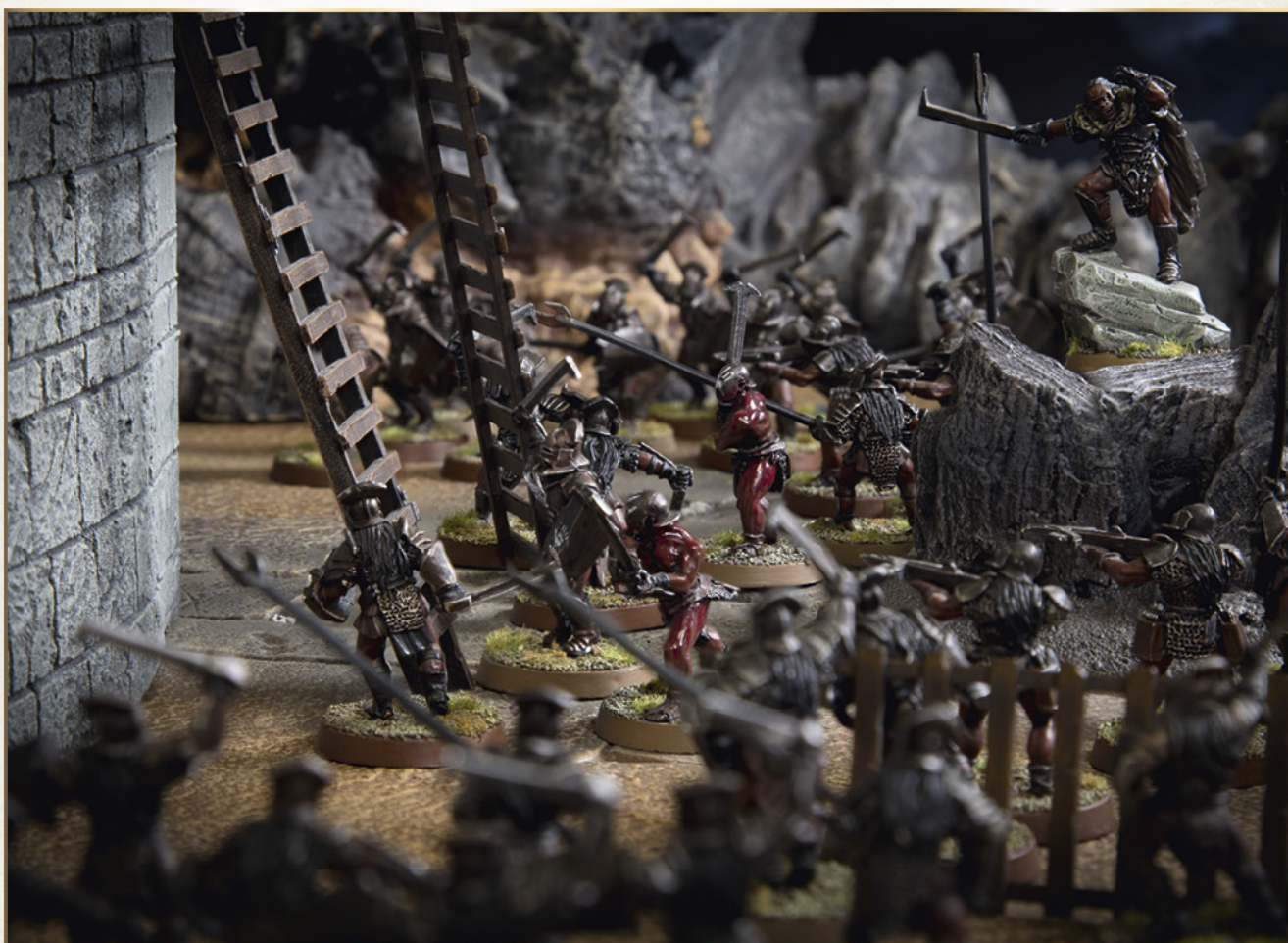


# RAISE THE LADDERS

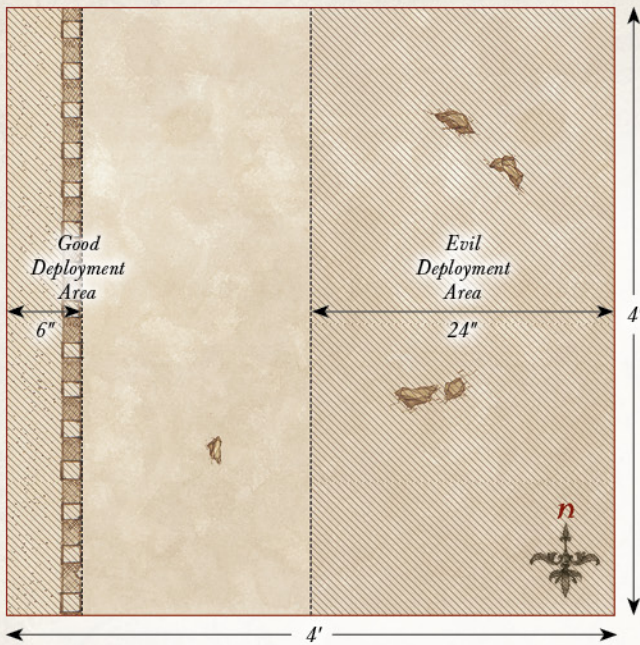
**W**ithin the walls of Helm's Deep, the people of Rohan prepare for the impending battle that is bearing down upon them. All manner of Rohirrim are being called to fight, many of whom are not natural fighters and some who have seen too many winters, or too few. Even as hope seems to be just out of reach, and victory seems impossible, a blast of an Elvish horn signals the arrival of an unlikely ally.

*From the forest of Lothlórien, Haldir leads an army of Galadhrim Elves to Helm's Deep to fight alongside Théoden and his people, and to honour the alliance that once stood between Men and Elves. Yet even their combined forces pale in comparison to the ten thousand fighting Uruk-hai that have marched from Isengard to kill all those in Helm's Deep and leave Rohan in ruins.*

*As the army of Isengard stands before the great fortress, the heavens open, drenching those below and turning the ground beneath their feet into a thick quagmire of mud. As the rains pour down, the Uruk-hai begin their assault upon Helm's Deep, racing forward through the mud and towards the walls in order to raise their ladders and assail the Deeping Wall. Those atop the battlements must attempt to stop the Uruk-hai from planting their ladders against Helm's Deep if they are to prevent their foes from claiming the walls.*







### LAYOUT

The board represents the Deeping Wall and the lands in front of it. The area within 6" of the western board edge is the Deeping Wall itself, which should be the same height as the siege ladders. The rest of the board is barren and plain, and so will be easy for the Uruk-hai to navigate.

### STARTING POSITIONS

The Good player deploys their force on top of the Deeping Wall. The Evil player then deploys their force anywhere within the eastern half of the board.

### OBJECTIVES

The Uruk-hai must raise the ladders in order to get atop the walls and begin the assault on Helm's Deep, whilst those atop the walls must try to prevent the Uruk-hai from raising the ladders, and knocking down the ones that are placed up.

The game lasts for 12 turns. The Good player wins if at the end of the 12<sup>th</sup> turn there are two or fewer ladders up against the walls. The Evil player wins if at the end of the 12<sup>th</sup> turn there are four or more ladders up against the walls. Any other result is a draw.

### SPECIAL RULES

**Ladders** – Carried into battle by the Uruk-hai, these siege ladders are used to get the forces of Isengard onto walls and into battle.

Siege Ladders are Heavy Objects that require four or more models to move them at full speed rather than two. They have no Defence characteristic and so cannot be targeted or damaged by shooting or in combat. If a Siege Ladder is moved within 3" of the Deeping Wall, it can be raised up against the walls. An Uruk-hai at the base of an upright ladder may move up it at full speed, and may even charge after climbing the ladder if able to do so.

**Berserkers** – The Uruk-hai Berserkers are the toughest fighters in the Uruk-hai army and will often be raised up atop the ladders so to get them directly into the fight.

When a Siege Ladder is raised, a single Uruk-hai Berserker within 1" of the ladder may be raised with it. Place the Berserker in base contact with the walls next to the point where the ladder was raised; it may then act as normal. If the Berserker cannot be placed on the walls then it is placed at the top of the ladder in combat with any models preventing it from being placed on the walls. The Berserker will count as defending an elevated position in this case.

**Knocking Down Ladders** – Those atop the Deeping Wall must try to knock down the ladders in order to prevent the Uruk-hai from flooding the battlements.

Ladders can be pushed down as described on page 122 of the main rules manual. Models that were on a ladder that is pushed down will suffer falling damage as normal.

### PARTICIPANTS

**Good:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Aldor; Haleth, son of Háma; Haldir with heavy armour and Elf bow;  
24 Warriors of Rohan: 8 with shield, 8 with throwing spear, 8 with bow; 12 Galadhrim Warriors:  
4 with spear & shield, 4 with Elf bow, 4 with no additional equipment.

**Evil:** 4 Uruk-hai Captains with shield; 32 Uruk-hai Warriors: 10 with shield, 10 with pike, 12 with crossbow; 16 Uruk-hai Berserkers; 5 siege ladders.





# THE WALLS OF HELM'S DEEP

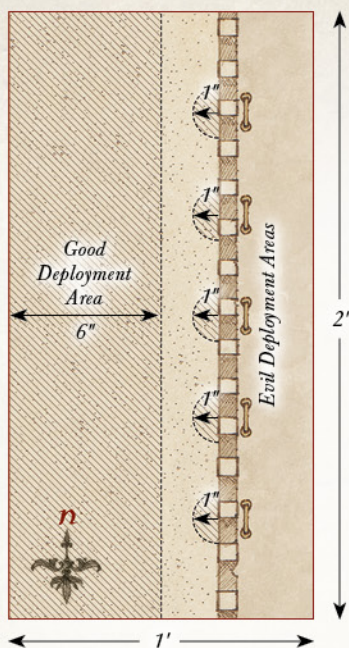
**S**aruman's armies have stormed the Deeping Wall, pouring over the battlements and onto the walls themselves. The Men and Elves that stand atop the walls have been thrust into a desperate melee against the Uruk-hai forces. Together they are fighting to drive their foe backwards and against the battlements they have so easily passed, all whilst more Uruk-hai climb the great siege ladders and into battle.

*Atop the walls, Aragorn leads the forces of Rohan against the foe, Legolas and Gimli at his side as they endeavour to protect the walls from falling. The Galadhrim are led by Haldir, and join their allies in the fight against the forces of Isengard. Together the alliance of Men and Elves stand defiant against the crushing tide of Uruk-hai, much akin to the alliance of Elendil and Gil-galad that fought against the Dark Lord centuries ago.*

*However, the combined forces of Men and Elves are vastly outnumbered and for each Uruk-hai warrior that is slain, another one takes its place without hesitation. Only by killing enough of Saruman's fighting Uruk-hai can the defenders of Helm's Deep hope to make a dent in the forces of Isengard, and earn themselves a brief respite where they can regroup and continue their defence of Helm's Deep.*







### LAYOUT

The board represents the battlements of Helm's Deep and the siege ladders propped up against the Deeping Wall. The area within 9" of the western board edge is the battlements, and so should be relatively clear. There are five siege ladders in this battle, spaced out as shown on the map. The area within 3" of the eastern board edge represents the fields outside Helm's Deep – and it is rather a long way down!

### STARTING POSITIONS

The Good player deploys all of their models within 6" of the western board edge. The Evil player then deploys their models within 1" of the Siege Ladders.

### OBJECTIVES

The Uruk-hai have made it onto the battlements of Helm's Deep, and now the Men and Elves must fight to prevent the walls being overrun. If they can stem the tide of Uruk-hai, the battle may swing in their favour.

The game lasts for 12 turns. The Good side wins if at the end of 12 turns they have managed to kill 35 or more Evil models (it's important to keep track). The Evil side wins if they can prevent this. If Aragorn dies, the best result the Good side can achieve is a draw.

### SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai have scaled the Deeping Wall, and more constantly climb the siege ladders to join the battle.*

Each time an **Uruk-hai Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the siege ladders. Models that arrive in this way may Charge in the turn in which they arrive. Any models that cannot move onto the board in this way are kept aside for the next turn.

**Battlements of Helm's Deep** – *The height of the walls of Helm's Deep means that any warrior unfortunate enough to fall from them will meet an untimely death.*

The eastern edge of the Deeping Wall is lined with battlements that can trap a model against them. Additionally, a model that is pushed from the battlements and onto the ground below is automatically slain – it's a rather steep fall!

### PARTICIPANTS

**Good:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Aldor; Haleth, son of Háma; Haldir with heavy armour & Elf bow;  
12 Warriors of Rohan: 4 with shield, 4 with throwing spear, 4 with bow; 12 Galadhrim Warriors: 4 with spear & shield, 4 with Elf bow, 4 with no additional equipment.

**Evil:** 4 Uruk-hai Captains with shield;  
20 Uruk-hai Warriors: 10 with shield, 10 with pike;  
16 Uruk-hai Berserkers.



## PLANT THE CHARGES

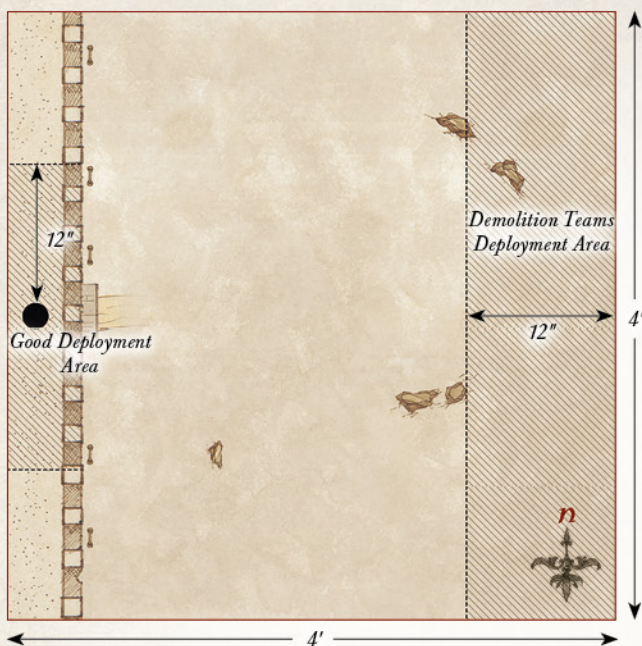
**The siege of Helm's Deep is well underway; Uruk-hai warriors have swarmed the battlements of the Deeping Wall and engaged the defenders in a close and desperate fight. The Men and Elves atop the walls must fight for their lives in an effort to force the Uruk-hai back and secure the Deeping Wall. However, it is not the Uruk-hai on the walls that pose the most immediate threat.**

*Down below, the fighting Uruk-hai are carrying Saruman's demolition charges towards the walls, devices crafted by the Wizard to obliterate the walls of Helm's Deep in a flash of fire and stone. As the Uruk-hai carry the charges towards the culvert in the side of the walls, a select few Uruk-hai Berserkers carry torches they intend to use to set off the charges beneath the walls.*

*Those upon the walls must find a way to fell those Berserkers wielding the torches in order to put them out. However, the natural resilience of these frenzied killers makes them adept at shrugging off all but fatal blows. If Legolas and his allies cannot put the Berserkers down then the Deeping Wall may yet be breached and the floodgates opened for the rest of the Uruk-hai forces to pour into the fortress.*







### LAYOUT

The board represents the Deeping Wall and the land in front of it. The area within 6" of the western board edge is the Deeping Wall itself, with the culvert in the centre of the wall. A selection of Siege Ladders are placed against the wall as shown. The rest of the board is barren and plain, and so will be easy for the Uruk-hai to navigate.

### STARTING POSITIONS

The Good player deploys their models anywhere within 12" of the centre of the Deeping Wall. The Evil player then deploys all of their models, except the Demolition Teams, anywhere on the Deeping Wall but further than 1" away from any enemy model. The Demolition Teams are placed within 12" of the eastern board edge.

### OBJECTIVES

The Uruk-hai are attempting to breach the Deeping Wall using Saruman's demolition charges, whilst the defenders of Helm's Deep are trying to bring down those Uruk-hai that carry the torches. Should the Uruk-hai plant the charges within the culvert and set them off, the Deeping Wall will be shattered.

The game lasts until one side has completed their objective. The Good side wins if they can kill all of the Uruk-hai Berserkers that are carrying torches. The Evil side wins if they can set off any Demolition Charge within 1" of the culvert.

### SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai have scaled the Deeping Wall, and more constantly climb the siege ladders to join the battle.*

Each time an **Uruk-hai Warrior** is slain (with the exception of the Uruk-hai Berserkers carrying torches), keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the Deeping Wall from the siege ladders. Models that arrive in this way may Charge in the turn in which they arrive. Any models that cannot move onto the board in this way are kept aside for the next turn.

**Detonating the Charges** – *The Uruk-hai Berserkers will go to any lengths to set off the charges, even killing themselves to ensure it will be done.*

Evil models add 1 to the result when rolling on the Detonation table.

### PARTICIPANTS

**Good:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear, 4 with bow; 12 Galadhrim Warriors: 4 with spear & shield, 4 with Elf bow, 4 with no additional equipment.

**Evil:** 4 Uruk-hai Captains with shield; 20 Uruk-hai Warriors: 10 with shield, 10 with pike; 8 Uruk-hai Berserkers; 3 Uruk-hai Demolition Teams.



# THE DEEPING WALL IS BREACHED

**I**sengard has attacked the land of Rohan, burning the Westfold and forcing the Rohirrim to flee to the safety of Helm's Deep. With the people of Théoden taking refuge within the fortress, Saruman sends his army of fighting Uruk-hai to breach its walls and slaughter the people inside. All of Isengard is emptied and an army over ten thousand strong marches to destroy the world of Men.

As the siege of Helm's Deep begins, the forces of Isengard throw their full force at the walls of the fortress to breach it. Battering rams, siege ladders and ballistae are all utilised in the attempt to conquer its walls. Yet it is the White Wizard's secret weapon that finally breaches the Deeping Wall, a feat never before achieved since the fortress' founding. As the collection of crude devices filled with black powder are placed within the culvert of Helm's Deep, a lone Berserker sprints towards it, flaming brand in hand, giving its life to bring about the destruction of the wall.

Fire undoes stone in an explosion of rock and flame, sending great chunks of Helm's Deep soaring into the air and many atop the walls are slain by the devastation. It is through this gaping wound in the Deeping Wall that the Uruk-hai forces pour into Helm's Deep, wading through the water that has begun to collect in the breach created by their bombs. Can Aragorn lead the alliance of Men and Elves against the onslaught of Isengard, or will Helm's Deep fall for the first time in its history?





## LAYOUT

This Scenario is played on a 2'x2' board. Along the eastern board edge should be the Deeping Wall extending out 3" from the edge. This should have some stairways coming down from it, and should also have a 4" section missing from the centre (where the bomb went off). The area within 6" of the centre of the eastern board edge is shallow water.

## STARTING POSITIONS

The Good player deploys the Galadhrim Warriors within 2" of the western board edge and then deploys Haldir, Legolas and the Warriors of Rohan anywhere on the walls in the Prone position. Aragorn is deployed in the centre of the board, also in the Prone position. Gimli is then deployed anywhere within the shallow water.

The Evil player may then deploy up to 10 Uruk-hai Warriors, 2 Berserkers and a single Uruk-hai Captain within the shallow water, at least 1" from Gimli. The rest of the Evil models will be available as the game goes on.

## OBJECTIVES

The legions of Isengard are streaming into Helm's Deep, intent on butchering all in their path. It is their sole purpose to cause as much death and destruction as possible. Aragorn must lead the defenders of Helm's Deep in defence of the fortress and fight off Saruman's armies.

The Scenario lasts for 10 turns, after which the side with the most Victory Points is declared the winner.

There are three ways to score Victory Points in this Scenario:

- 1 The Good player scores **1 Victory Point** for each of their named **Heroes** still alive at the end of the game. The Evil player scores **1 Victory Point** for each of their named **Heroes** that have been slain.
- 2 The Good player scores **1 Victory Point** if at the end of the game more than 14 Good models are left alive. The Evil player scores **1 Victory Point** if at the end of the game fewer than 14 Good models are alive.
- 3 Evil models that are not within the shallow water are considered to be within the walls of Helm's Deep. The Evil player scores **2 Victory Points** if at the end of the game there are more Evil models within the walls than Good models. The Good player scores **2 Victory Points** if they can prevent this. Models that are on top of the walls do not count towards this total.

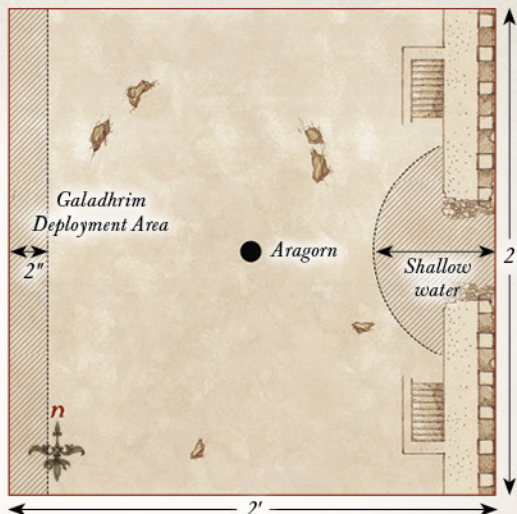
## SPECIAL RULES

**Legion of the White Hand** – *Huge numbers of Uruk-hai are streaming through the hole in the Deeping Wall, and more are constantly joining the fight.*

At the end of each Evil Move phase, the Evil player rolls a D6 and adds 2. This is the number of models that the Evil player may move onto the board from the hole in the Deeping Wall. These can be any models that haven't yet entered the board, even models that have previously been slain earlier in the battle. The Uruk-hai Captains may only enter the battlefield once.

**Explosion Aftermath** – *The tremendous detonation that blew apart the Deeping Wall has left those in command of the defence of Helm's Deep shaken and injured.*

All Good **Hero** models start the game with 0 Fate.



**The Prince of Mirkwood** – *It is at Helm's Deep that Legolas comes into his own, showcasing agility and skill that far surpasses that of most Elves.*

Once per game, if Legolas starts his Move phase in base contact with the top of a staircase, he may choose to use his Elven agility to slide down it atop an Uruk-hai shield. When he does this, Legolas may fire his Elven bow three times, as if it was the Shoot phase, as he moves down the staircase. Any model on the staircase automatically takes one Strength 3 hit and is knocked Prone. Additionally, one model within 3" of the bottom of the staircase suffers one Strength 4 hit as Legolas thrusts the Uruk-hai shield into their chest. Finally, Legolas is placed in base contact with the bottom of the staircase. He can move no further that turn and may not shoot in the following Shoot phase.

## PARTICIPANTS

**Good:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; 12 Galadhrim Warriors: 4 with no additional equipment, 4 with spear, 4 with Elf bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

**Evil:** 3 Uruk-hai Captains with heavy armour and shield; 8 Uruk-hai Berserkers; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.



# RETREAT TO THE HORNBURG

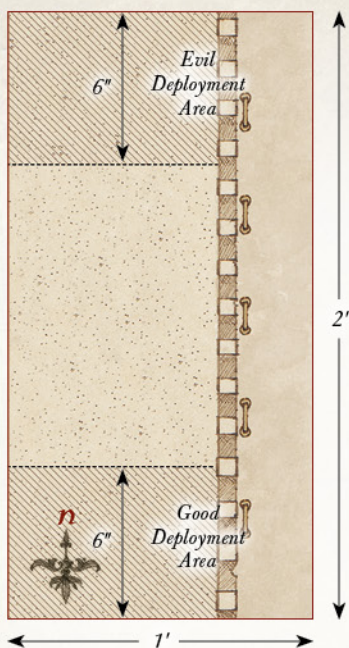
**T**he destruction of the Deeping Wall has led to a surge of Uruk-hai flooding forth through the gaping wound in the fortress, and now their sheer numbers are beginning to overwhelm the combined forces of Men and Elves. Seeing that the Deeping Wall is lost, Théoden orders those that still fight to retreat to the Hornburg so that they may concentrate on the defence of the keep and those left alive inside.

*Hearing the king's orders, Aragorn relays Théoden's commands to those around him to fall back with as much haste as they can muster. However, there are now numerous fighting Uruk-hai that have spread across the fortress walls and stand between those upon the Deeping Wall and those fighting to defend the Hornburg.*

*The only way for Aragorn and his companions to reach Théoden, and the temporary safety of the Hornburg, is to fight their way through the onslaught of Uruk-hai that stand before them. Only by fighting hard against their enemy can the defenders of Helm's Deep hope to survive, for the Uruk-hai fight with a renewed vigour in an effort to put an end to the Kingdom of Rohan.*







### LAYOUT

The board represents the battlements of Helm's Deep and the siege ladders propped up against the Deeping Wall. The area within 9" of the western board edge is the battlements, and so should be relatively clear. There are five siege ladders in this battle, spaced out as shown on the map. The area within 3" of the eastern board edge are the fields outside Helm's Deep – and it is rather a long way down!

### STARTING POSITIONS

The Good player deploys their force on the Deeping Wall within 6" of the southern board edge. The Evil player deploys their force on the Deeping Wall within 6" of the northern board edge.

### OBJECTIVES

The Deeping Wall has been breached and the Uruk-hai are flooding into the fortress. Théoden has called upon all those still alive to fall back; however, they must fight their way through the Uruk-hai in order to do so.

The game lasts until one side has completed their objective. The Good side wins if they can get 10 or more models off the northern board edge, including any two **Hero** models. The Evil player wins if they can kill enough models so that the Good player cannot achieve their objective. If Aragorn is slain the best result the Good player can achieve is a draw.

### SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai have scaled the Deeping Wall, and more constantly climb the siege ladders to join the battle.*

Each time an **Uruk-hai Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the Deeping Wall from the siege ladders. Models that arrive in this way may Charge in the turn in which they arrive. Any models that cannot move onto the board in this way are kept aside for the next turn.

**Leave None Alive** – *The Uruk-hai assault is in full flow, and the success of breaching the Deeping Wall spurs them on to slay all in their path.*

Evil models may re-roll failed To Wound rolls in the Fight phase.

### PARTICIPANTS

**Good:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear, 4 with bow; 12 Galadhrim Warriors: 4 with spear & shield, 4 with Elf bow, 4 with no additional equipment.

**Evil:** 4 Uruk-hai Captains with shield;  
20 Uruk-hai Warriors: 10 with shield, 10 with pike;  
8 Uruk-hai Berserkers.

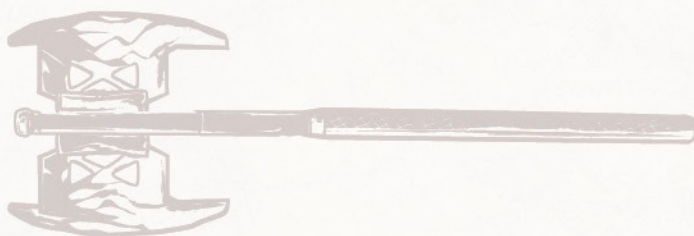


# THE CAUSEWAY

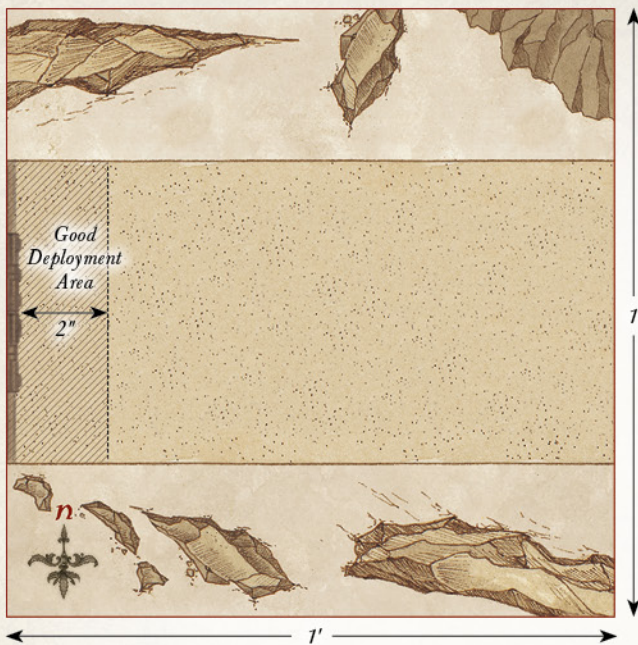
**A**ragorn and his companions have fought their way to the Hornburg and to the side of Théoden; however, they are not yet safe from the forces of Isengard. The Uruk-hai have reached the gates of Helm's Deep and are using a great battering ram to try to break through the gates and storm the fortress. Whilst Théoden and the Rohirrim attempt to barricade the remains of the gates, Aragorn and Gimli try to buy Théoden as much time as they can.

*Sneaking out of the fortress through a small side door, Aragorn and Gimli find themselves in a position to leap onto the causeway and cause havoc within the Uruk-hai ranks. Deciding between them that engaging the Uruk-hai head-on is the best way to provide the Rohirrim the time they need, Aragorn tosses Gimli onto the causeway before leaping there himself to join the fight.*

*Now Aragorn and Gimli fight alone in defence of the gates of Helm's Deep, driving back any Uruk-hai that tries to force their way through the gates. However, fighting here for too long will see them overrun and cut down. They only need to hold out until Théoden has barricaded the gates before making their escape, but it will take every ounce of skill and determination to last that long.*







## OBJECTIVES

Aragorn and Gimli must keep the Uruk-hai distracted for long enough so that Théoden and the Rohirrim can barricade the gates. The game lasts for 12 turns. The Evil player wins if they can slay both Aragorn and Gimli, or have 10 models move off the board through the gates. The Good player wins if they can prevent this. If either Aragorn or Gimli is slain then the best result the Good player can achieve is a draw.

## SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai race up the causeway towards the gates of Helm's Deep, joining the fight.*

Each time an **Uruk-hai Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the eastern board edge.

**The Gate** – *Helm's Deep has been battered and assaulted by the Uruk-hai, and the gates cannot withstand much more before being splintered.*

The Gate has a Defence of 8 and only a single Wound remaining.

## LAYOUT

The board represents the causeway of Helm's Deep. The causeway is 6" wide and runs across the centre of the board from east to west; the rest of the board is a steep drop above the rocks below. On the western side of the causeway are the gates of Helm's Deep.

## STARTING POSITIONS

The Good player deploys Aragorn and Gimli within 2" of the gates. The Evil player then deploys their force anywhere on the causeway at least 3" away from any Good model.

## PARTICIPANTS

**Good:** Aragorn – Strider with armour; Gimli, son of Glóin.

**Evil:** 20 Uruk-hai Warriors: 10 with shield, 10 with pike.





## FALL BACK TO THE KEEP

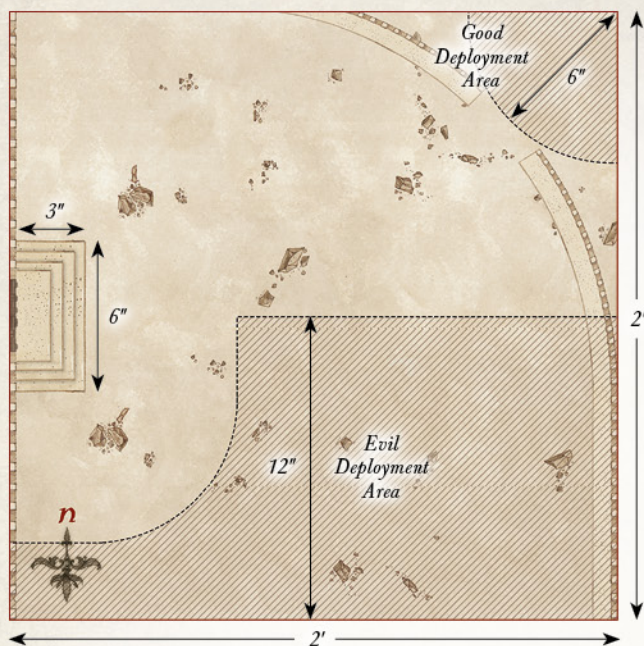
**T**he hordes of Isengard have blown apart the Deeping Wall, revealing a gaping wound in the side of the fortress which the Uruk-hai forces use to flood through and onto the walls of Helm's Deep. Those that defended the walls have been forced to fall back to the Hornburg, though the overwhelming numbers of the Isengard forces have felled many Elves and Men as they fought to hold them back.

Out on the causeway, Aragorn and Gimli have held back the Uruk-hai for as long as they can, buying Théoden enough time to barricade the gates. However, even once barricaded against their foes, the gates did not hold back the tide of Uruk-hai for long, and soon they flood through the gates and into the fortress. Saruman's plan to end the kingdom of Rohan seems to be working...

With his forces heavily outnumbered, Théoden orders all those that survive to fall back to the keep to make one final stand against the onslaught of metal and flesh that is upon them. However, the Uruk-hai have managed to divide the king's forces and now many must fight their way through to the safety of the keep. If Aragorn, Legolas and Gimli cannot carve a way through the Uruk-hai, they will be felled upon the walls of Helm's Deep.







### LAYOUT

The board represents the inside of the Hornburg, and as such will have a few walls and battlements as shown on the map. In the centre of the western board edge are the doors to the keep. Surrounding them are the stairs that lead up to them; these are the area within 3" of the western board edge and within 3" of the doors to the keep. The stairs down to the Hornburg are only 6" wide, the rest is surrounded by walls (see map).

### STARTING POSITIONS

The Good player deploys Théoden, Gamling and half of the Warriors of Rohan on the stairs to the keep. They then deploy their remaining models within 6" of the north-east corner of the board. The Evil player then deploys their models within the southern half of the board, but at least 6" away from any part of the stairs to the keep.

### OBJECTIVES

The defenders of Helm's Deep are trying to fall back to the temporary safety of the keep; however, a swarm of Uruk-hai now stands between Aragorn, Legolas and Gimli and their allies. They must fight their way through the Uruk-hai if they are to survive.

The game lasts until either the Good player achieves their objective, or the Evil player kills enough Good **Hero** models to make it impossible for the Good player to win. The Good player wins if they can get any three Good **Hero** models to escape the board via the doors to the keep. The Evil player wins if they can prevent this.

### SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai race have invaded Helm's Deep, and more continuously join the fray.*

Each time an **Uruk-hai Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the centre of the southern board edge.

**We Stand Together** – *Théoden is trying to buy his allies as much time as he can to reach the safety of the keep and will not abandon them to die.*

Théoden and Gamling may not escape the board until any one of Aragorn, Legolas or Gimli has escaped the board first.

### PARTICIPANTS

**Good:** Aragorn – Strider with armour; Gimli, son of Glóin; Legolas Greenleaf; Théoden, King of Rohan with heavy armour and shield; Gamling, Captain of Rohan; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear, 8 with bow.

**Evil:** 3 Uruk-hai Captains with shield; 30 Uruk-hai Warriors: 15 with shield, 15 with pike.





## RIDE OUT

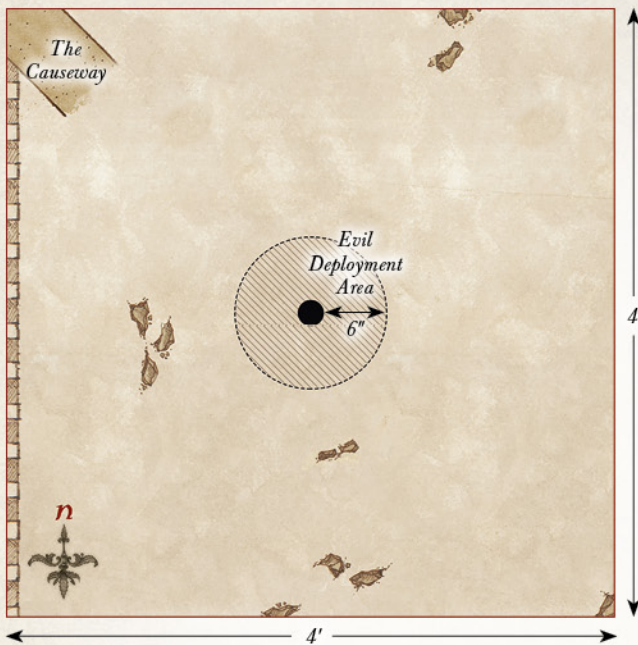
**T**he forces of Isengard have swarmed through Helm's Deep; their path of devastation has left naught but destruction and death in their wake, and those that still stand against them have been forced back into the keep. Within the walls of the throne room, Théoden begins to realise that the battle is almost lost. How can those that remain hope to fend off such reckless hate in order to survive?

*Yet all is not lost. As dawn begins to break and the morning sun begins to filter through the windows of the keep, Aragorn remembers Gandalf's words to him and reminds the king that his men have died valiantly defending the fortress. Together Aragorn and Théoden hatch a plan to ride out against the forces of Saruman in one final attempt to force the Uruk-hai backwards. They are aware that failure is not an option; it will be death or glory.*

*Théoden and his allies prepare themselves, mounting their steeds and waiting to charge. As soon as the doors to the keep are splintered, Gimli sounds the Horn of the Hammerhand and Théoden leads those that remain in a charge against the Uruk-hai. With little thought for their own safety, the remaining defenders of Helm's Deep continue their charge all the way through the fortress, and onto the causeway. Though they are few, if they can slay enough of the Uruk-hai then they may be able to rout them and win the day.*







## OBJECTIVES

This is the final gambit of Théoden and his followers; they will either kill enough Uruk-hai to rout the enemy, or die in the attempt.

The game lasts until one player's force is wiped out, at which point the other player is the winner.

## SPECIAL RULES

**For Death or Glory** – *Knowing that this may be their final stand, the defenders of Helm's Deep fight with renewed strength in order to try to claim victory.*

Friendly **Cavalry** models gain a bonus of +1 Strength on a turn in which they charged.

## PARTICIPANTS

**Good:** Aragorn – Strider with armour and horse; Legolas Greenleaf with armour and horse; Théoden, King of Rohan with armoured horse, heavy armour and shield; Gamling, Captain of Rohan, with horse and Royal Standard of Rohan; 4 Rohan Royal Guard with horse and throwing spears

**Evil:** 3 Uruk-hai Captains with shield; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.

## LAYOUT

The board represents the edge of the causeway and the land outside the fortress of Helm's Deep, as such the board should be relatively clear. The causeway should extend out 6" from the centre of the north-west corner of the board. The western board edge represents the walls of Helm's Deep.

## STARTING POSITIONS

The Good player deploys all of their models on the causeway.  
The Evil player then deploys all of their models within 6" of the centre of the board.





# ÉOMER'S RETURN

**H**aving remembered Gandalf's final words before departing Edoras, Aragorn and Théoden have rallied their allies and charged forth from the gates of Helm's Deep. As they continue to fight through ranks of Uruk-hai, dawn begins to break over the valley, and Aragorn and Théoden look to the east where their eyes are met by a welcome sight.

Atop the hills that lead down into the valley, Gandalf can be seen sat atop Shadowfax, and he has not come alone. Éomer also stands beside the White Wizard, who calls his Riders of Rohan to come forth. From the top of the hills Éomer gives a cry of 'To The King!' and leads the charge of the Rohirrim to the side of their liege.

*As the riders charge forth, and the Uruk-hai rank up to meet their foes head-on, the sun begins to crest over the hills behind them, flooding into the valley below and blinding the Uruk-hai who now stand between Éomer and his king. Yet the Uruk-hai are numerous, and Éomer, Gandalf and their riders will have to cut a path through them if they are to save the last surviving defenders of Helm's Deep from being slain.*







## LAYOUT

The board represents the southern hill that forms the valley Helm's Deep resides in, as well as some of the lands outside the fortress. The area within 3" of the eastern and western board edges, in the southern half of the board, are the impassible rock faces that create the path down to the fortress. The northern half of the board is the land outside Helm's Deep and should be relatively barren.

## STARTING POSITIONS

The Good player deploys Éomer 3" away from the centre of the southern board edge, and then deploys the rest of their models within 3" of the southern board edge. The Evil player deploys their forces within 12" of the northern board edge.

## OBJECTIVES

Éomer has rallied his followers and now rides to the aid of his king. However, a vast horde of Uruk-hai stands between him and Théoden, and so Éomer and his riders will need to kill enough to cause them to rout.

The game lasts until one side has completed their objective. The Good player wins if they can kill 75% of the Evil force. The Evil player wins if they can slay any two of the Good **Hero** models before this can happen. If both players complete their objective in the same turn, the game is a draw.

## SPECIAL RULES

**To The King!** – *With a rousing cry Éomer leads the charge of the Rohirrim as they hurtle towards their foes in defence of their king.*

Friendly **Rohan Cavalry** models within 12" of Éomer gain +1 Strength on a turn in which they Charge.

**Look to the Sun** – *The arrival of the White Wizard and the Rohirrim brings with it the morning sun, blinding their foes as they charge towards them.*

Once per battle, so long as Gandalf is alive and in your force, you can declare you are using this ability at the start of any friendly Move phase. Until the end of the turn, enemy models that are Engaged with, or supporting a model Engaged with, any friendly **Cavalry** models that made a Charge that turn, suffer a penalty of -1 to their Duel rolls.

## PARTICIPANTS

**Good:** Éomer, Marshall of the Riddermark on horse; Erkenbrand, Captain of Rohan on horse; Gandalf the White on Shadowfax; 24 Riders of Rohan: 8 with throwing spears, 16 with no additional equipment.

**Evil:** 3 Uruk-hai Captains with shield; 30 Uruk-hai Warriors: 15 with shield, 15 with pike.





# THE BATTLE OF HELM'S DEEP

**S**aruman's invasion of the Kingdom of Rohan has been ruthless and his forces have brought death and ruin to its people. Many of Rohan's villages have been torched and their people slain, and bands of Dunlendings and Uruk-hai scour the Westfold intent on bringing yet more of Rohan to its knees. With the constant war that has engulfed his realm, Théoden has made the decision to make for the refuge of Helm's Deep in an attempt to protect his people.

*It is Théoden's belief that Saruman will not be able to touch them within Helm's Deep, however, the White Wizard has amassed an army of more than ten thousand fighting Uruk-hai warriors; an army big enough to lay siege to almost any fortress in Middle-earth. Upon the news that such an army marches to Helm's Deep to bring death to the people of Rohan, Théoden begins to prepare those within the walls for the war that has been thrust upon them.*

*Every able-bodied man of Rohan able to wield a sword is called upon to fight, though many have seen too many winters, or too few, to fend off the armies of Isengard. Fear is rife within the ranks of the Rohirrim, with many believing they will not last through the night. As panic begins to set in, the sound of Elven horns can be heard signaling the arrival of some unlikely allies that have come to honour the alliance that once stood many years ago between Men and Elves.*

*A host of Galadhrim Elves, led by Haldir of Lórien, has journeyed to Helm's Deep to aid the Rohirrim against the approaching mass of Saruman's armies. Together, Men and Elves stand side-by-side once more, this time upon the Deeping Wall of Helm's Deep, as ten thousand Uruk-hai bear down upon them. The Battle of Helm's Deep will prove to be the greatest battle in the history of the Kingdom of Rohan.*





## LAYOUT

The board represents the fortress of Helm's Deep and the lands outside it. The Hornburg is situated in the 2'x2' area in the north-west corner, with the causeway extending out onto the battlefield and the Deeping Wall running from the Hornburg to the southern board edge about 24" away from the western board edge (see map). In the centre of the Deeping Wall should be a culvert, and the area of Deeping Wall surrounding it (about 6" in total) should be removable. The rest of the board should be clear to allow plenty of space for the Uruk-hai to make their way to the fortress walls.

## STARTING POSITIONS

The Good player deploys the Defenders of the Deeping Wall anywhere on the Deeping Wall. They then deploy the Defenders of the Hornburg anywhere in the Hornburg. The Relief Force is kept aside for later in the game. The Evil player then deploys their force anywhere within 12" of the eastern board edge.

## OBJECTIVES

The Battle of Helm's Deep is a huge battle fought across the entire fortress; as such this Scenario has five objectives for both sides to fight over. As this Scenario will take a long time, we suggest you gather your friends and decide amongst you how long to play for (we recommend at least five hours – possibly a whole weekend!) and whichever team has achieved the most objectives by the time the game ends is declared the winner!

1. **Théoden** – If at the end of the game Théoden is still alive, the Good player claims this objective. If Théoden has been slain then the Evil player claims this objective.
2. **The Deeping Wall** – If at the end of the game the Deeping Wall has been destroyed, the Evil player claims this objective. If the Deeping Wall remains intact then the Good player claims this objective.
3. **The Hornburg** – Whichever player has the most models within the Hornburg at the end of the game claims this objective.
4. **The Heroes of Helm's Deep** – There are eight Good **Hero** models within the fortress of Helm's Deep: Aragorn, Legolas, Gimli, Théoden, Gamling, Aldor, Haleth and Haldir. If at the end of the game there are more of these **Hero** models alive than dead, the Good player claims this objective. If more of these **Hero** models have been slain, the Evil player claims this objective.
5. **The Causeway** – Whichever player has the most models upon the causeway at the end of the game claims this objective.





## SPECIAL RULES

**Ride Out** – *With hope fading fast, Théoden decides that the only way to achieve victory is to ride out from the fortress and take the fight to the Uruk-hai.*

At the start of the 8<sup>th</sup> turn, and any turn that follows, any Good **Hero** model within 6" of the gates of the Hornburg that could be mounted on a horse may immediately gain a mount.

**The Deeping Wall** – *Unbeknownst to Théoden, Helm's Deep has a weakness which Saruman intends to exploit with the use of siege bombs.*

If a siege bomb is successfully detonated whilst within 3" of the culvert of Helm's Deep, the removable section of the Deeping Wall is removed from play. Any model on that part of the wall immediately suffers a Strength 9 hit and will then suffer falling damage as described in the main rules manual.

**Look to my Coming** – *Gandalf's words have echoed in Aragorn's mind, and now he leads a band of Rohirrim to aid those fighting at Helm's Deep.*

At the end of the Good player's 10<sup>th</sup> Move phase, they may move the Relief Force onto the board from the southern board edge on the eastern half of the board, via the rules for Reinforcements, however, models may Charge on the turn they arrive.

**Ladders** – *Carried into battle by the Uruk-hai, these siege ladders are used to get the forces of Isengard onto the walls and into battle.*

Siege Ladders are Heavy Objects that require four or more models to move them at full speed rather than two. They have no Defence characteristic and so cannot be targeted or damaged by shooting or in combat. If a Siege Ladder is moved within 3" of the Deeping Wall, it can be raised up against the walls. An Uruk-hai at the base of an upright ladder may move up it at full speed, and may even charge after climbing the ladder if able.

**Knocking Down Ladders** – *Those atop the Deeping Wall must try to knock down the ladders in order to prevent the Uruk-hai from flooding the battlements.*

Ladders can be pushed down as described on page 122 of the main rules manual. Models that were on a ladder that is pushed down will suffer falling damage as normal.





## PARTICIPANTS

### GOOD

**Defenders of the Hornburg:** Théoden, King of Rohan with heavy armour and shield; Gamling, Captain of Rohan; 25 Warriors of Rohan: 8 with shield, 8 with throwing spears and shield, 8 with bow, 1 with banner.

**Defenders of the Deeping Wall:** Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; Haleth, son of Háma; Aldor; 25 Warriors of Rohan: 8 with shield, 8 with throwing spears & shield, 8 with bow, 1 with banner; 25 Galadhrim Warriors: 8 with spear & shield, 8 with Elf bow, 8 with no additional equipment, 1 with banner.

**Relief Force:** Éomer, Marshall of the Riddermark with horse; Erkenbrand, Captain of Rohan with horse; Gandalf the White with Shadowfax; 24 Riders of Rohan: 8 with throwing spears, 16 with no additional equipment.

### EVIL

**Legions of Isengard:** 5 Uruk-hai Captains with shield; 1 Uruk-hai Siege Ballista; 5 Uruk-hai Demolition Teams; 85 Uruk-hai Warriors; 35 with shield, 35 with pike, 12 with crossbow, 3 with banner; 16 Uruk-hai Berserkers; 10 Siege Ladders.





# THE DEFENCE OF EDORAS

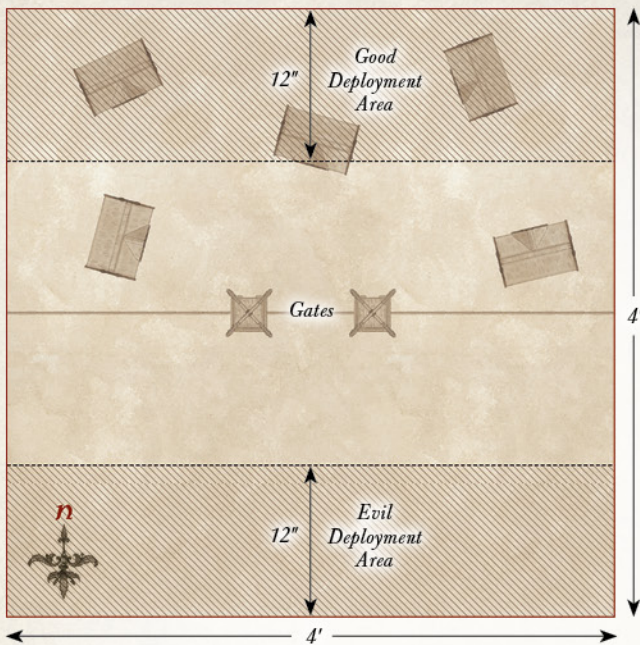
**A**s Théoden and his allies journeyed to the fortress of Helm's Deep, Gandalf rode out from Edoras in search of those still loyal to their king. In his search across the Riddermark, Gandalf manages to track down Éomer and his men and brings them news of the danger Théoden and his people now face as an army from Isengard marches upon them.

Yet as Gandalf and Éomer make plans to ride for Helm's Deep, Gandalf fears that bands of Orcs and Wild Men of Dunland may seek to pillage and overrun the now empty city of Edoras. In order to protect the capital from this potential threat, Gandalf sends Elfhelm and his Éored to the capital to ensure it stays standing, and is ready for the king's return following the Battle of Helm's Deep.

Having ridden with haste to Edoras and reaching its gates, Elfhelm becomes aware that the Wizard's fears have been realised. In the distance, a rabble of Wild Men and Warg Riders can be seen racing towards the city. It falls to Elfhelm and his men to fight to ensure that Edoras does not fall, and that those who would see it burn are fought back and the city is made safe.







### LAYOUT

The board represents the edges of the city of Edoras. Across the centre of the board from east to west are the walls of the city. In the centre of the walls is an opening representing the gates of Edoras, which should be about 6" wide. The northern half of the board should have a selection of Rohan houses dotted around, and may have a watchtower along the walls. The southern half of the board is the fields around Edoras and, as such, doesn't need any terrain.

### STARTING POSITIONS

The Good player deploys their force within 12" of the northern board edge. The Evil player deploys their force within 12" of the southern board edge.

### OBJECTIVES

Elfhelm has been sent to Edoras by Gandalf to protect it from any who may seek to pillage it whilst Théoden and the rest of his people are at Helm's Deep. The army of Dunlendings and Orcs has come to raze Edoras to the ground and claim what they can for themselves. The game lasts until the end of a turn in which one force has been reduced to 25% or less of its starting numbers. The Good player wins if the Evil force has been reduced to 25%, whilst the Evil player wins if the Good force has been reduced to 25%. If both forces are reduced to 25% in the same turn, the game is a draw.

### SPECIAL RULES

**Defend Edoras** – *The Rohirrim have been tasked with protecting Edoras, and will fight to rid their home of any invaders that make it into the city.*

Good models may re-roll To Wound rolls of a 1 against any Evil models that are fully within the walls of Edoras.

**Assail the City** – *The Dunlendings have brought a selection of ladders in order to climb the walls of Edoras should they need to.*

The Evil player may have up to four ladders in their army which they can use to climb the walls of Edoras.

### PARTICIPANTS

**Good:** Elfhelm, Captain of Rohan; 2 Captains of Rohan with shield; 37 Warriors of Rohan: 12 with shield, 12 with throwing spear & shield, 12 with bow, 1 with banner.

**Evil:** Gorulf Ironskin; Frída Tallspear; The Wild Man Oathmaker; 12 Dunlending Warriors: 4 with shield, 4 with two-handed axe, 4 with bow; 12 Wild Men of Dunland; 12 Warg Riders: 4 with shield, 4 with throwing spear, 4 with bow.





# LAST MARCH OF THE ENTS

**F**rom within the depths of Fangorn Forest, the Ents have begun the slow march to war with Isengard, the treason of Saruman finally brought to their attention by the arrival of Merry and Pippin. Much of the forest has been destroyed, ripped up and used to fuel the furnaces of Isengard as it strained to produce the vast numbers of weapons required by Saruman's army. Gone are the times when the White Wizard would wander the paths of the forest, for now his mind is only focused on darkness and metal.

*Upon the discovery that many of his friends have been cut down, Treebeard summons the Ents of Fangorn and starts the long march towards the Tower of Orthanc. With much of Isengard all but emptied, the Ents find themselves facing the Orcs that run the forges, who are armed with flaming arrows and ropes which they use to try to bring down the shepherds of the forests.*

*Can the Ents release the river and wash away the filth of Saruman, or are they marching to their doom and the extinction of their race?*







### LAYOUT

This Scenario is played on a 4'x4' board. Within the centre of the board stands the Tower of Orthanc. The board should be dotted with a variety of scaffolding and pits to represent the industrial heart of Isengard. In the centre of the western board edge should be the dam holding back the River Isen.

### STARTING POSITIONS

The Good player deploys all of their models within 6" of the eastern board edge. The Evil player may deploy their models anywhere within the western board half, or atop any piece of scaffolding on the board.

### OBJECTIVES

The Ents can only wash the filth of Saruman from Isengard by breaking the dam and releasing the River Isen. Should they fail to accomplish their task, the legions of the White Hand will become a force to be reckoned with in Middle-earth.

The Good player is the winner if they can destroy the dam. The Evil player wins if they can slay all of the Good models before this is accomplished.

### SPECIAL RULES

**Flaming Arrows** – *The Ents of Fangorn are highly susceptible to fire, a fact that the Orcs of Isengard will use to their advantage by setting their arrows alight before unleashing them upon their foe.*

Any **Orc** that hits an **Ent** with a shooting attack on the roll of a 6, and then subsequently Wounds their target, will cause 2 Wounds rather than 1. These Wounds are multiplied before Fate rolls are taken.

**Bring them down!** – *By utilising ropes and their weight of numbers, the Orcs can topple the Ents, allowing for their comrades to set upon them from ground level.*

If an **Ent** loses a Fight, all **Orc** models involved in the Fight may choose to try to fell the **Ent** rather than Strike it as normal. Instead of making Strikes, each **Orc** in base contact with the **Ent** rolls a D6. If any 6s are scored, then the **Ent** has been successfully brought down and is knocked Prone.

**Release the River** – *Only by breaking the dam can the Ents flood the factories of Isengard, inflicting defeat upon the White Wizard.*

The dam has a Defence of 10 and 5 Wounds, and can only be harmed in combat.

### PARTICIPANTS

**Good:** Treebeard with Merry & Pippin; Quickbeam; Beechbone; 3 Ents.

**Evil:** 4 Orc Captains with shield; 48 Orcs Warriors: 16 with shield, 16 with spear, 8 with two-handed weapon, 8 with Orc bow.





# THE URUK-HAI™ RETREAT

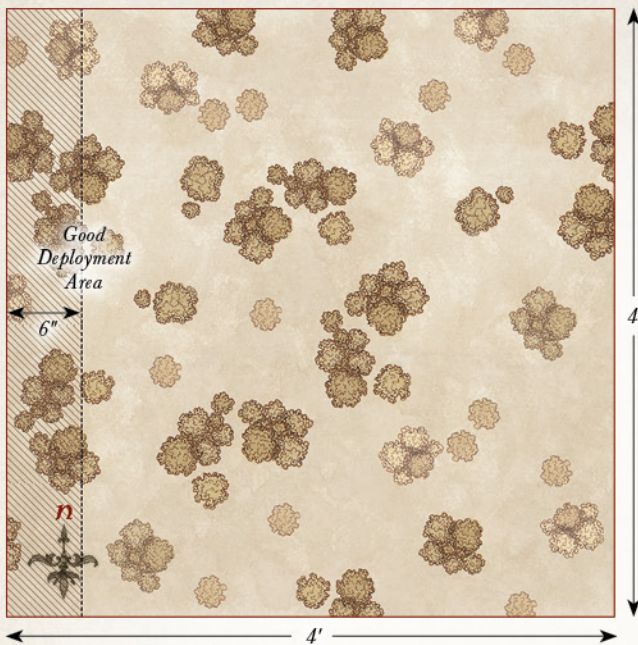
**T**he arrival of Gandalf and the Riders of Rohan that he brought with him has given victory to Rohan, routing the Isengard forces in the process. Knowing that the battle is now lost, the Uruk-hai have the choice to turn and flee or to be cut down where they stand. Whilst some fight to the last, many are forced to turn tail and flee towards Isengard.

*With as much haste as they can muster, the Uruk-hai begin to run. However, instead of making their way back to Isengard from the path they marched some days ago, the remaining Uruk-hai are instead forced northwards by the Rohirrim and into the dense undergrowth of the forest, where they are not welcome guests.*

*The treachery of Isengard has not been forgotten, and the trees that were cut down to fuel the fires deep within the pits of Isengard are remembered by the Ents that remain within the forest. As the Uruk-hai race between trees and branches, the sound of creaking bark and snapping twigs alerts them to the danger they are really in. Fangorn has sought vengeance upon Isengard, and it will deal it swiftly to those Uruk-hai who have fled into their lands.*







### OBJECTIVES

With the Battle of Helm's Deep lost, the Uruk-hai are trying to flee back to Isengard to regroup. However, to do so they must go through Fangorn where the Ents are waiting for them. The game lasts for 10 turns. The Evil player wins if eight or more **Uruk-hai** models can escape the board via the eastern board edge. The Good player wins if they can prevent this from happening.

### SPECIAL RULES

**Restless Trees** – *Fangorn Forest has gone to war with Isengard, and the trees will lash out at the Uruk-hai as they attempt to flee.*

During the End phase of each turn, each **Uruk-hai** model within 2" of a tree suffers a Strength 4 hit. As there are a lot of trees in this Scenario, this will be happening quite a lot!

### PARTICIPANTS

**Good:** 3 Ents.

**Evil:** 2 Uruk-hai Captains with shield; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.

### LAYOUT

The board represents the edges of Fangorn Forest. As such, it should be densely populated with trees across the entire board. There should be enough room for the Ents to move between the trees but other than that, the more trees you have on the board the better!

### STARTING POSITIONS

The Good player deploys their models within 6" of the western board edge. The Evil player does not deploy any models; instead they will automatically enter the board from the western board edge at the end of the Evil player's first Move phase via the rules for Reinforcements.





# PATHS OF THE DRÚADAN™

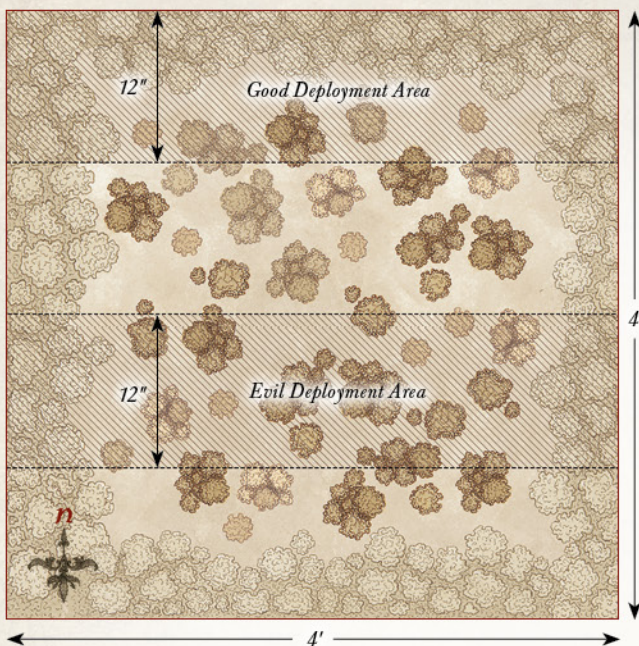
**A**s Théoden leads the Rohirrim to war, his scouts bring news that the path to Minas Tirith has been blocked by an army of Orcs, preventing them from reaching the Pelennor unscathed. Théoden is faced with a choice; either to face this threat head-on yet risk arriving at the battle too late, or to venture into the depths of the Drúadan Forest and hope to pass by unseen.

Within the forest of Drúadan, the newly-formed alliance of Rohirrim and Woses happen upon a rabble of Orcs hacking their way through the thick undergrowth in search of their enemies. Once more, Ghân-buri-Ghân offers Théoden his aid, this time in the slaying of the Orcs that now block their path to war – for the Woses harbour a deep and burning hatred for Orcs and all their kind, and so the opportunity to slay more of these foul creatures greatly excites them.

Fortune, however, smiles upon Théoden as he is approached by Ghân-buri-Ghân, the tribal leader of the Woses that dwell in the forest. These strange Men are thick-set and smaller than most, yet have lived within the boughs of the forest for many years, learning all of its secrets and hidden paths. Ghân-buri-Ghân swiftly offers Théoden help in passing through the forest unhindered, aid which the king of Rohan readily accepts.







### LAYOUT

This Scenario is played on a 4'x4' board. The entire board should be covered with trees and various other wooded areas.

### STARTING POSITIONS

The Evil player deploys their force anywhere between 12" and 24" of the southern board edge. The Good player then deploys all of their models anywhere within 12" of the northern board edge.

### OBJECTIVES

The Rohirrim must reach the Pelennor before the battle is lost, time is of the essence and they cannot risk being delayed in the forest.

The Good player wins if half (or more) of the **Rohan** models exit the board via the southern board edge. The Evil player wins if they can prevent this from happening. If half (or more) **Rohan** models exit the board, but Théoden has been slain, the game is a draw.

### SPECIAL RULES

**Wild Men Know all Paths** – The Woses know all of the secrets of the forest and often use hidden pathways to journey through the trees – pathways that they shared with the riders of Théoden.

All Good models gain the Fleetfoot and Woodland Creature special rules whilst they remain mounted.

**Ambush!** – The Orcs are completely unaware of the Rohirrim in the woods until they are already on top of them.

Evil models may not move at all on the first turn of the game.

### PARTICIPANTS

**Good:** Théoden, King of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Gamling, Captain of Rohan; 12 Riders of Rohan (including 4 with throwing spear); Ghân-buri-Ghân; 9 Woses.

All Rohan models must be mounted and may have armour and shields if they are able to.

**Evil:** 3 Morannon Orc Captains with shield;  
36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.



# WAR IN ROHAN CAMPAIGN

Here we present you with the War in Rohan 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 join 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 battles and events that happened within the kingdom of Rohan, from the treachery of Saruman and the burning of the Westfold, all the way to the Siege of Helm's Deep. The Scenarios start with Saruman siding with the Dark Lord and forging an army of Orcs, Uruk-hai and Wild Men; the Dunlending's attack on Rohan's villages and the burning of the Westfold, through the battles at the Fords of Isen and the troubles that surround Rohan, before reaching the epic battle at the fortress of Helm's Deep – one of the most iconic battles to take place during the War of The Ring.

You can play this campaign with as few as two people, though if you wish different players can take control of 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.

## 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 a future Scenario. For example, if the Good side is victorious in the Grishnákh's End Scenario then the Good side will receive a bonus in the Last March of the Ents Scenario – a much later Scenario in the campaign. These bonuses reflect the advantages of success and the edge it will give either side in the future.







## BURNING OF THE WESTFOLD

**Good:** In the First Battle of the Fords of Isen Scenario, the Good player may add an additional +1 when rolling for when Elfhelm arrives.

**Evil:** In the First Battle of the Fords of Isen Scenario, the Good player suffers a -1 penalty when rolling for when Elfhelm arrives.

## FIRST BATTLE OF THE FORDS OF ISEN

**Good:** In the Second Battle of the Fords of Isen Scenario, the Good player may deploy their **Cavalry** models after the Evil player has finished deploying.

**Evil:** In the Second Battle of the Fords of Isen Scenario, the Evil player has Priority on the first turn.

## SECOND BATTLE OF THE FORDS OF ISEN

**Good:** In the Warg Attack Scenario, Good models may enter the board on a 2+ rather than a 3+.

**Evil:** In the Warg Attack Scenario, Théoden starts the game with only a single point of Might.

## AMBUSH AT NIGHT

**Good:** In the Grishnákh's End Scenario, Merry and Pippin can, once per game each, choose to discard any card they draw and draw another card.

**Evil:** In the Grishnákh's End Scenario, Grishnákh can, once per game, choose to discard any card he draws and draw another card.

## GRISHNÁKH'S END

**Good:** In the Last March of the Ents Scenario, the Ents may deploy within 9" of the eastern board edge.

**Evil:** In the Last March of the Ents Scenario, Treebeard starts the game with only a single point of Might.

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## THE WHITE WIZARD

**Good:** In the Éomer's Return Scenario, Gandalf may re-roll a single D6 when making Casting tests.

**Evil:** In the Éomer's Return Scenario, Gandalf suffers a -1 penalty when making Casting tests.

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## WARG ATTACK

**Good:** In the Raise the Ladders Scenario, Aragorn, Legolas and Gimli may re-roll a D6 when attempting to knock down a ladder.

**Evil:** In the Raise the Ladders Scenario, Aragorn starts the game with only a single point of Might.

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## RAISE THE LADDERS

**Good:** In The Walls of Helm's Deep Scenario, the Good side instead needs to kill 30 models in order to win.

**Evil:** In The Walls of Helm's Deep Scenario, the Good side instead needs to kill 40 models in order to win.

9

## THE WALLS OF HELM'S DEEP

**Good:** In the Plant the Charges Scenario, the Uruk-hai Demolition Teams are instead deployed within 6" of the eastern board edge.

**Evil:** In the Plant the Charges Scenario, Legolas starts the game with only a single point of Might.

10

## PLANT THE CHARGES

**Good:** In The Deeping Wall is Breached Scenario, each Good **Hero** will instead start the game with a single point of Fate.

**Evil:** In The Deeping Wall is Breached Scenario, Good models that start the game Prone may only stand up in the first turn of the game; they may not move further that turn.

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## THE DEEPING WALL IS BREACHED

**Good:** In the Retreat to the Hornburg Scenario, the Good side instead needs to have 8 models escape the board in order to win.

**Evil:** In the Retreat to the Hornburg Scenario, the Good side instead needs to have 12 models escape the board in order to win.





## RETREAT TO THE HORNBURG

**Good:** In The Causeway Scenario, the gate instead has two wounds remaining.

**Evil:** In The Causeway Scenario, the Evil player may re-roll failed To Wound rolls of a 1.

12

## THE CAUSEWAY

**Good:** In the Fall Back to the Keep Scenario, the Good player may re-roll To Wound rolls of a 1 for Aragorn and Gimli.

**Evil:** In the Fall Back to the Keep Scenario, Aragorn and Gimli start the game with only a single point of Might.

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## FALL BACK TO THE KEEP

**Good:** In the Ride Out Scenario, once per game Théoden may declare a Heroic Combat without spending Might.

**Evil:** In the Ride Out Scenario, once per game the Evil player may choose to automatically gain Priority instead of rolling for it.

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## RIDE OUT

**Good:** In the Éomer's Return Scenario, once per game the Good player may choose to automatically gain Priority instead of rolling for it.

**Evil:** In the Éomer's Return Scenario, once per game the Evil player may choose to automatically gain Priority instead of rolling for it.

15

## ÉOMER'S RETURN

**Good:** In the Uruk-hai Retreat Scenario, the Evil player instead needs 10 Uruk-hai models to escape the board in order to win the game.

**Evil:** In the Uruk-hai Retreat Scenario, the Evil player may instead deploy their models within 3" of the western board edge.

16

## LAST MARCH OF THE ENTS

**Good:** In the Uruk-hai Retreat Scenario, whenever an Uruk-hai model suffers a hit from a restless tree, this will instead be resolved at Strength 5.

**Evil:** In the Uruk-hai Retreat Scenario, each **Ent** will start the game with only two Wounds remaining.

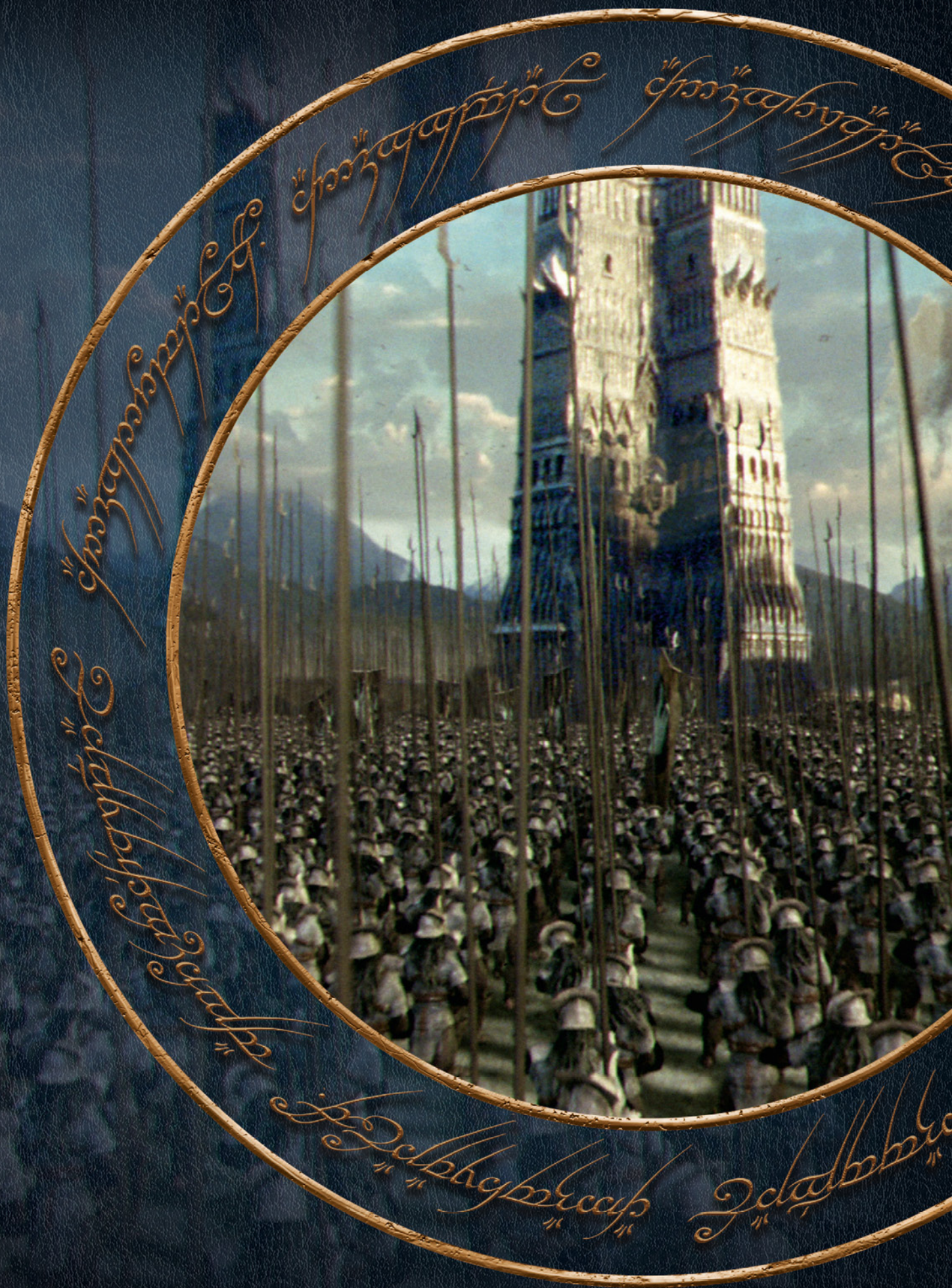
17





# Armies







# ROHAN

**Ever since its founding in the year 2510 of the Third Age, the kingdom of Rohan has often been embroiled in turmoil and war; peace ever seeming to be just out of reach for the horse-lords. Battles with Men from the east, Orcs, and their ancestral enemy, the Dunlendings, have shaped Rohan into a kingdom that can defend itself when called upon; for there were few before the War of the Ring that could stand against the full might of the horse-lords.**

*In truth, it could be argued that the Rohirrim shouldn't be surprised that war has been a constant companion of their land since the kingdom of Rohan was itself born out of conflict. In the year of Rohan's founding, the kingdom of Gondor was under attack by the armies of Khand from the east. The Variags of Khand had driven the Gondor forces back and Cirion, the Steward of Gondor, was in desperate need of aid. Help came from an unlikely source as Eorl the Young, the leader of the northmen, led his people to the field of Celebrant where they fought alongside Cirion's armies to defeat the Khandish forces. In thanks for the aid given, Cirion gifted the lands of Calenardhon to Eorl and his people; lands that hence became known as Rohan.*

*Though there were many skirmishes in Rohan in the decades following Eorl's triumph, there were none that had a greater impact upon Rohan than the invasion of the Dunlendings during the time of Helm*

*Hammerhand. The leader of the Dunlendings had tried to organise a marriage between his son and the daughter of Helm in an attempt to deliver the throne to his bloodline. Upon the discovery of this, and the argument that ensued, Helm slew the Dunlending leader with a single swing of his mighty fist, and declared the Dunlendings the enemy of the king. In the years that followed, Dunlending raids were common, and soon Helm and his people were forced to flee to the fortress of Sûthburg, allowing Edoras to briefly fall under Dunlending rule. It was from the Sûthburg that Helm Hammerhand would set out to take the fight to the Dunlendings, and the great stories about him grew into legends. Though Helm would never again set foot in Edoras, Rohan was soon reclaimed by the Rohirrim who once more entered an era of relative peace.*

*At the time of the War of the Ring, Rohan had been made weak. The Wizard Saruman had overthrown the mind of King Théoden, and Rohan itself was ready to fall into the hands of Isengard. However, the coming of Gandalf the White and his companions to Edoras would free the mind of the king and set in motion the mobilisation of Isengard as Saruman could now only conquer Rohan by force. The Rohirrim would retreat to the Sûthburg, which had been renamed Helm's Deep decades before, and there the greatest battle in Rohan's brief history was fought as a legion of ten thousand fighting Uruk-hai waged war upon the people of Rohan.*

## ARMY COMPOSITION

This army may include: Théoden, King of Rohan; Théodred, Heir of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Meriadoc Brandybuck, Knight of the Mark; Dernhelm; Déorwine, Chief of the King's Knights; Erkenbrand, Captain of Rohan; Gamling, Captain of Rohan; Háma, Captain of Rohan; Elfhelm, Captain of Rohan; Grimbald of Grimslade; Aldor, Rohan Archer; Haleth, Son of Háma; Eorl the Young; Helm Hammerhand; Captains of Rohan; King's Huntsmen; Warriors of Rohan; Riders of Rohan; Rohan Royal Guard; Rohan Outriders and Sons of Eorl.

## ADDITIONAL RULES

Riders of Rohan within this army list do not count towards your force's Bow Limit.

### ARMY BONUS

**"Ride for Ruin and the World's Ending!"** – Friendly **Rohan Cavalry** models gain +1 Strength on a turn in which they Charge.



## STRENGTHS

**Excellent Choice of Heroes** – Rohan is blessed with an excellent array of Heroes, meaning there will almost always be one to suit whatever needs you may have.

**Hard-hitting Cavalry** – With the extra Strength bonus on the charge, and being relatively cheap compared to other Cavalry, the Rohan Cavalry pack a serious punch when they charge.

**Almost Every Model can Shoot** – Riders of Rohan come with bows as standard, and Warriors of Rohan can have throwing spears. This means that, in theory, every model in your army can shoot – a huge advantage!

## WEAKNESSES

**No Fight 6 Heroes** – Whilst the heroes of Rohan are impressive, none are quite at the same level as the greatest heroes of Men such as Aragorn, Isildur or Prince Imrahil, which means they have no Fight value 6 or higher heroes.

**Small Numbers if Cavalry Taken** – Cavalry models are far more expensive than infantry, and so a Rohan Cavalry army is likely to be outnumbered in most fights. You will need to keep them charging to achieve victory.

**No Spear Support** – Warriors of Rohan use their spears as throwing weapons rather than supporting weapons. Whilst extra shooting is a positive, on the other hand you won't be able to support those already in combat; unless you take some of the specific Legendary Legions of course.

## KEY MODELS



### THÉODEN™, KING OF ROHAN

If you plan on having plenty of Riders of Rohan then Théoden is a must! Not only does he have plenty of Might to keep your Riders charging but he also has a 12" Stand Fast! If that wasn't enough, when Riders of Rohan, Rohan Royal Guard and Captains of Rohan charge within 12" of Théoden, they receive +1 to their Fight value – couple that with the Rohan Army Bonus and Théoden turns your normal Cavalry into incredible, hard-hitting units!



### ROHAN ROYAL GUARD

The elite warriors in a Rohan force, the Royal Guard are a fantastic addition to any Rohan army. With a higher Fight value and Defence than the standard Riders of Rohan, the Royal Guard are able to take on all but the most elite enemies. Add in their Bodyguard special rule, and the fact they can be mounted, and you have some exceptional warriors; ideal to protect whichever king of Rohan leads your force.



### ÉOMER™, MARSHAL OF THE RIDDERMARK

The nephew of Théoden, Éomer is a force to be reckoned with on the battlefield. With a hefty 3 Attacks and 3 Wounds, Éomer can charge into battle knowing he will likely be able to win most fights and slay whatever is in his path. On top of that, if either Théoden or Éowyn is slain then Éomer will be driven into an unbridled fury, allowing him to kill those that slew his family even quicker.



### HELM HAMMERHAND

One of the greatest kings in the history of Rohan, Helm Hammerhand is a profile truly worthy of the legends he carved for himself during his reign. Arguably the single best profile in the Rohan army list, Helm can stand toe-to-toe with even the mightiest of foes. His Burly and Mighty Hero special rules allow him to pack a serious punch, and he even inspires those around him to great deeds of their own.





## ALDOR, ROHAN ARCHER.....20 POINTS

(MAN, ROHAN, INFANTRY, HERO) – INDEPENDENT HERO

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

### WARGEAR

Armour, sword and bow.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

**Unsteady nerves** **ACTIVE** – Aldor is an old man and he cannot hold a bow drawn for too long. This often results in him loosing an arrow before he means to.

Aldor must always shoot first in the Shoot phase, even before Heroic Shoots are resolved.

**Lucky Shot** **ACTIVE** – Though more likely through luck than skill, Aldor will often find his mark when unleashing an arrow from his bow.

Aldor must re-roll failed To Hit and To Wound rolls when firing his bow.

An aged man of Rohan, Aldor has lived within the safety of Edoras since before the crowning of Théoden as king. When the fires of Isengard began to spread and threatened those within Edoras, Aldor had no choice but to join his people and journey to the sanctuary of Helm's Deep. However, as the armies of Isengard bear down upon the Hornburg, Aldor must take up a bow in defence of his people. His aging frame cannot hold a bow steady for long, and it often means he will end up loosing his bow before called upon – whether intentionally or not.







## HALETH, SON OF HÁMA.....30 POINTS

(MAN, ROHAN, INFANTRY, HERO) – INDEPENDENT HERO

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

### WARGEAR

Armour, sword and bow.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

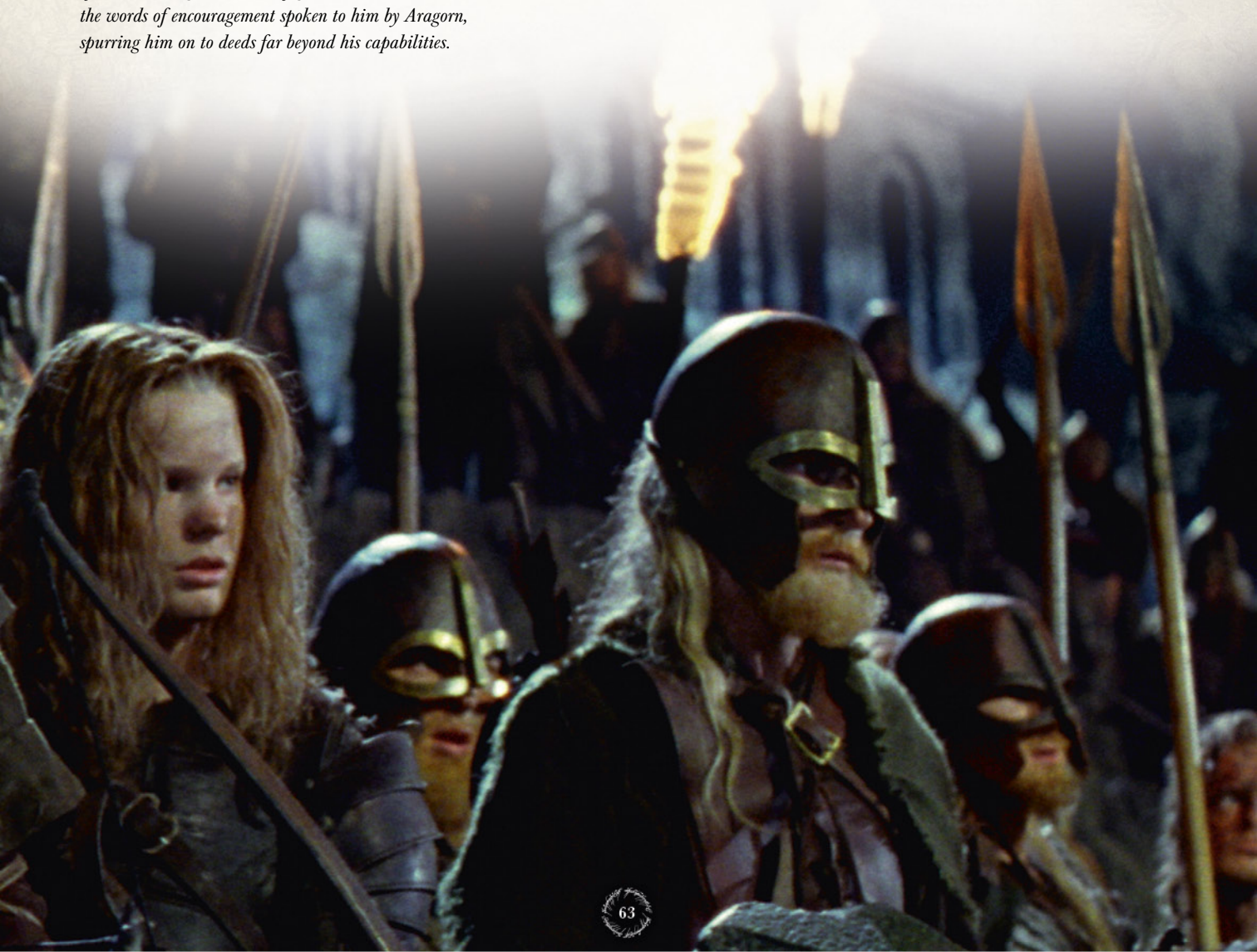
**There is Always Hope** **ACTIVE** – Inspired by the words spoken to him by Aragorn, Haleth fights to ensure that the Hornburg shall not fall.

Whilst within 6" of Aragorn, Haleth increases his Attacks to 2.

**Fight to the Last** **PASSIVE** – The sight of such a young warrior fighting for the defence of Helm's Deep inspires those nearby to keep fighting to the bitter end.

If at the start of the Fight phase, Haleth is engaged in combat, for the duration of the turn Aragorn and other friendly **Rohan Infantry** models within 6" of Haleth add 1 to their Fight value. This benefit ends immediately if Haleth is slain.

*As the armies of Isengard bear down upon Helm's Deep, all those who can wield a sword within its walls are called to its defence; even those that would normally be deemed too young to fight. Amongst these is Haleth, the young son of Háma. Haleth has never seen combat, yet he possesses the makings of a true warrior, one that could rise through the ranks of the Rohirrim should he survive the battle of the Hornburg. Even as he fights, Haleth remembers the words of encouragement spoken to him by Aragorn, spurring him on to deeds far beyond his capabilities.*





# LOTHLÓRIEN™

**T**o the east of the Misty Mountains is the woodland realm of Lothlórien. Within its boughs and branches reside the Galadhrim Elves who have kept it a safe haven from Evil beings that would seek to gain a foothold in their lands. The Lady Galadriel rules Lothlórien, with the Lord Celeborn at her side. They came to live within Lothlórien during the Third Age following the loss of its previous lord, and have kept it safe ever since.

The Elves of the Galadhrim are every bit as skilled as their kin that live in Rivendell and Mirkwood, possessing great skill with both blade and bow when they fight in defence of the Lady of Lórien. Never once has the Golden Wood fallen whilst the Galadhrim defend it, for their skill is greater than any who have dared to assault Lothlórien, and the Lady Galadriel harbours a great power with the Elven Ring Nenya that she uses to protect her home.

Yet even as the War of the Ring rages on, the Elves of Lothlórien know that they cannot simply sit back and wait for the war to pass. Should the Dark Lord emerge victorious against the world of Men, the ever-diminishing power of the Elves will not be enough to keep his evil at bay. The time for the Elves to act is upon them, and Galadriel raises an army of Galadhrim Elves to send aid to the Men of Rohan, who have been driven back to Helm's Deep by the threat of Isengard.

As the legions of Uruk-hai bear down upon the fortress of Helm's Deep, an army of Galadhrim Elves led by Haldir have come to give aid to Théoden and his people, honouring the alliance that once stood between Men and Elves over 3,000 years ago in the face of the same evil that has now returned. Haldir and his Elves stand side-by-side with the Men of Rohan, in what would be the greatest battle that their people would have seen in an age...

## ARMY COMPOSITION

This army may include: Galadriel; Celeborn; Haldir; Rúmil; Galadhrim Captains; Wood Elf Captains; Galadhrim Stormcallers; Galadhrim Warriors; Galadhrim Knights; Guards of the Galadhrim Court; Wood Elf Warriors and Wood Elf Sentinels.

## ARMY BONUS

**"They say a great Sorceress lives in these woods..."**

– Friendly **Lórien** models gain the Resistant to Magic special rule.





## STRENGTHS

**Reliable Heroes** – The Heroes available to Lothlórien each have their own place in an army, giving you plenty of options to overcome almost any challenge thrown at you.

**High Fight Value** – Elves are perhaps the greatest warriors in Middle-earth, having lived for thousands of years honing their skills. This is represented by their Fight value, which is never below 5.

**Exceptional Shooting** – With their Elf bows having a Strength of 3, and with each Elf possessing a Shoot value of 3+, Elves are amongst the greatest archers in Middle-earth.

## WEAKNESSES

**Expensive Models** – Whilst the Galadhrim are exceptional with both blade and bow, they cost a lot of points for the privilege. Prepare to be outnumbered in many fights; though with their high Fight value, the Galadhrim should be able to weather the storm.

**No Mounted Heroes** – Whilst the Heroes from other Elven kingdoms are often mounted, those from Lothlórien keep their feet firmly on the ground. Whilst this means they may lack raw hitting power, they are usually designed to support those around them anyway.

## KEY MODELS



### GALADRIEL™

The Lady of Lothlórien herself is the ideal Hero for this army. Being a Hero of Legend she can lead a total of 18 warriors in her warband, and her combination of Heroic Defence, NENYA and the Terror special rule means that she will not be an easy model to take down in a fight. However, Galadriel is most useful when casting any one of her array of Magical Powers. From Blinding Light to protect her troops from missile weapons, to Immobilise to stop enemy Heroes in their tracks, to Blessing of the Valar to restore Fate, Galadriel is an excellent support Hero.



### CELEBORN™

Celeborn provides the Lothlórien army list with its best combat Hero. Not only does he have 3 Attacks and 3 Wounds, but his Lord of the West special rule makes him the most reliable fighter in the army. Give him heavy armour, a shield, and his Elven-made hand-and-a-half sword, then have him cast Enchanted Blades upon himself, and Celeborn will cut through just about anything in his path.



### GUARDS OF THE GALADHRIM™ COURT

These guardians are tasked with protecting Caras Galadhon and the Lady and Lord of Lothlórien in battle. With a Fight value of 6, these warriors are on par with some of the greatest Heroes that other races have to offer. Add in the fact they have pikes, which allows them to use the Shielding rule, and the Guards of the Galadhrim Court become a truly formidable force on the battlefield.



### WOOD ELF SENTINELS

A slightly more unusual type of warrior, Wood Elf Sentinels are the most expensive available to Lothlórien. Though they have two Attacks, and are armed with an Elf bow, it is not fighting or shooting that is what makes these warriors great. Instead, their Enchanting Song special rule allows them to play one of three songs during the Move phase, each with their own effect. They can allow a friendly model to pass all Courage tests for that turn, make themselves cause Terror, or even make an enemy move against their will!





# FANGORN™

**To the north of Isengard, on its very doorstep, lies the ancient forest of Fangorn; a realm that has been steeped in mystery since the dawn of Middle-earth. Within Fangorn resides the ancient race known as the Ents; shepherds of the forests of Middle-earth that once roamed throughout its many woods, but now reside solely within Fangorn Forest.**

*Quite where the Ents came from is unknown and, if any in Middle-earth did know, it has long since been forgotten; for the Ents have been around for an impossibly long time, and it is said they are immortal beings. The Ents themselves often resemble the very trees they live amongst, a fact that has often left them to be confused for trees themselves. However, as the years of the Third Age dwindle in number, so too do the Ents left within Middle-earth.*

*The Ents care little for the world beyond their boundaries, not bothering themselves with the affairs of other races in Middle-earth and growing sleepy with the weight of millennia. The forest itself has become unruly, the Ents are too few to manage all of the trees under their protection and so some become wild and will lash out at those that wander the forest's many paths. For there have been no new Entings for a terrible long age, ever since the Entwives were lost. In fact the Entwives were lost so long ago that the Ents cannot even remember what they looked like.*

*Initially refusing to join in the cause for good during the War of the Ring, the treachery of Saruman ran too deep for the Ents to ignore. Huge swathes of the forest have been cut down to fuel the forges of Isengard, Saruman's army caring neither for the great history of those that live in the forest nor the lives of those that still dwell there. This heinous act was enough to spur the Ents into action. Rousing the slumbering tree-shepherds from their sleep, Treebeard, greatest of the Ents, leads the Onodrim from the depths of Fangorn Forest and heads towards battle with the forces of Isengard. In search of revenge for those he had known since nut and acorn, Treebeard and the Ents march to what could potentially be their doom, in an attempt to release the River Isen and wash away the filth of Saruman.*



## ARMY COMPOSITION

This army may include: Treebeard; Quickbeam; Beechbone and Ents.

## ARMY BONUS

**"Don't Be Hasty!"** – **Ent** models from this army list gain the Fearless special rule. Additionally, **Ent** models are completely unaffected by any Magical Powers or special rules that would prevent them from moving or move them against their will (the only exception is that they will still take the hit from a Sorcerous Blast, but will suffer no further effects). Additionally, **Ent** models are completely unaffected by the Nature's Wrath and Wrath of Bruinen Magical Powers.





## STRENGTHS

**Very Tough** – Ents are inherently tough and durable, meaning that it will take a lot of effort for your opponent to bring these creatures down.

**Army Bonus** – The Fangorn Army Bonus is amazing, allowing your Ents to ignore pretty much all of the Magical Powers that would normally be used to slow down or stop Monsters on the battlefield, allowing your Ents to keep fighting.

**Bludgeon** – Their unique Brutal Power Attack has the potential to kill multiple models in base contact in one go – very handy when outnumbered.

## WEAKNESSES

**Very Low Model Count** – As Monsters are expensive in points by their very nature, they will almost always be outnumbered – your Ents will have to put some serious work in to keep you in the fight!

**Slow Models** – With the exception of Quickbeam, Ents can only move 6", meaning that they will struggle to get around the board quick enough to capture objectives – make sure you keep the Scenario in mind at all times.

## KEY MODELS



### TREEBEARD™

The key to a Fangorn army, Treebeard is one of the toughest models in the whole game. With a mighty Defence of 8, 3 Wounds and 3 Fate, it is almost impossible to bring Treebeard down easily. He is no slouch in a fight either, boasting 3 Attacks and a great Strength of 8 allowing him to cause grievous wounds on almost anyone he faces. If you are playing a Scenario where your leader is key, you can't go far wrong with Treebeard!



### ENTS

Each Ent is an impressive foe in their own right; these tough warriors can all utilise the Brutal Power Attacks allowing you to get the most out of them in the Fight phase. Even if they do lose a fight, which with their Fight value of 7 and 3 Attacks is rare, they will often be able to take a few hits due to their impressive Defence value of 8. In short, taking down the shepherds of the forest is no easy feat at all!



### MERRY™ & PIPPIN™

Whilst they may not seem very useful at all, Merry and Pippin are actually extremely valuable in a Fangorn army. As they ride into battle upon Treebeard, they may use their Throw Stones special rule to pelt enemies from afar. They may even do this if Treebeard is in combat, allowing them to pick off spear support and key targets. On top of this, they are just as useful in objective based Scenarios, able to dismount Treebeard and hold objectives thus freeing up your Ents to get stuck in to the fighting!





# QUICKBEAM™ .....140 POINTS

(ENT, MONSTER, INFANTRY, HERO) – HERO OF FORTITUDE

Quickbeam is one of the younger Ents of Fangorn Forest, though whilst he is ‘young’ in the eyes of the Ents, Quickbeam has roamed the forests for millennia. He gained his name for his apparent hastiness and impetuous nature, traits uncharacteristic of the Ents. When Treebeard gathers the Ents of Fangorn to march upon Isengard, Quickbeam wastes little time in joining the fight.

| Mv | F    | S | D | A | W | C | M | W | F |
|----|------|---|---|---|---|---|---|---|---|
| 8" | 7/4+ | 8 | 8 | 3 | 3 | 6 | 3 | 1 | 1 |

## WARGEAR

Roots and Branches

## HEROIC ACTIONS

- Heroic March

## SPECIAL RULES

**Terror, Throw Stones** (range 18", Strength 10),  
**Woodland Creature**

**Bludgeon** **BRUTAL POWER ATTACK** – Ents are not adverse to picking up their enemies and using them to bludgeon others that threaten them.

Select one enemy model in the Fight to be picked up by the **Ent** and become the bludgeon. If the model is a **Cavalry** model, the rider is picked up and immediately dismounted. This model cannot be a **Monster**.

Select another model in the Fight for the **Ent** to hit with the bludgeon. Both the target and the bludgeon suffer one Strength 8 hit. If the target is slain, the **Ent** may pick another target and repeat the process again. This may be done repeatedly until either the **Ent** fails to slay a target, or there are no more eligible targets to choose. Should the bludgeon survive, they will be knocked Prone. Note that the **Ent** may keep using the bludgeon even if the bludgeon is slain!





## BEECHBONE.....160 POINTS

(ENT, MONSTER, INFANTRY, HERO) – HERO OF FORTITUDE

*A tall and handsome Ent, at least according to Pippin, Beechbone joined with his kind as they marched upon Isengard to put an end to the tyranny of Saruman and the Orcs that came into Fangorn. Beechbone harbours a deep hatred for Orc-kind, having witnessed many Ents he knew being cut down under the orders of Saruman. Ultimately, his haste to avenge the fallen cost him dear; he was caught in a spray of liquid fire and fatally consumed by flames.*

| Mv | F    | S | D | A | W | C | M | W | F |
|----|------|---|---|---|---|---|---|---|---|
| 6" | 8/4+ | 8 | 8 | 3 | 3 | 6 | 3 | 1 | 1 |

### WARGEAR

Roots and Branches

### HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

### SPECIAL RULES

**Terror, Throw Stones (range 18", Strength 10), Woodland Creature**

**Deep-rooted Hatred** **PASSIVE** – *The sight of his fellows being cut down by the servants of Saruman has caused Beechbone to show no mercy to all Orc-kind.*

Beechbone must re-roll failed To Wound rolls when making Strikes against any **Orc**, **Uruk-hai**, **Goblin** or **Isengard** models. In addition, Beechbone must always Charge an enemy **Orc**, **Uruk-hai**, **Goblin** or **Isengard** model if able to do so.

**Bludgeon** **BRUTAL POWER ATTACK** – *Ents are not adverse to picking up their enemies and using them to bludgeon others that threaten them.*

Select one enemy model in the Fight to be picked up by the **Ent** and become the bludgeon. If the model is a **Cavalry** model, the rider is picked up and immediately dismounted. This model cannot be a **Monster**.

Select another model in the Fight for the **Ent** to hit with the bludgeon. Both the target and the bludgeon suffer one Strength 8 hit. If the target is slain, the **Ent** may pick another target and repeat the process again. This may be done repeatedly until either the **Ent** fails to slay a target, or there are no more eligible targets to choose. Should the bludgeon survive, they will be knocked Prone. Note that the **Ent** may keep using the bludgeon even if the bludgeon is slain!





# ISENGARD™

**A**t the very southern end of the Misty Mountains lies the fortification of Isengard, and the grand tower of Orthanc that stands tall at its heart. Built by, and once belonging to, the kingdom of Gondor, Isengard was gifted to the Wizard Saruman by Steward Beren of Gondor in the year 2759 of the Third Age, following the Wizard's promise of aid to Rohan in exchange for the key to Orthanc.

Whilst, in the early years of his term in Orthanc, Saruman did provide aid to Rohan, the Wizard's true purpose for taking command of Isengard was no doubt that he suspected that one of the Palantiri still resided in its central obsidian tower. Of course, Saruman was entirely correct, and the seeing stone of power fell into his hands. Over the years, Saruman became more suspicious of his allies: he began to subvert the White Council for his own purposes, began searching for the whereabouts of the Ring of Power for his own, and eventually took Isengard as his abode and began to fortify it.

In the years preceding the War of the Ring, Saruman began to use the Palantir in his search for the Ring, and it was through this that his fate was sealed. The Dark Lord ensnared the mind of the Wizard, corrupting him against his former allies by exploiting Saruman's desire for power. Soon, Saruman began building an army, breeding his vicious Uruk-hai to venture into Middle-earth in search of the Ring. He ordered that Fangorn Forest be torn down to fuel the forges that had been built beneath Isengard; for now it was a place of fire and metal rather than one of greenery and peace.

It was these armies that Saruman unleashed upon the kingdom of Rohan, sending his forces to burn the villages of the Westfold in his effort to overthrow the kingdom of Men. When Théoden and his people fled to the sanctuary of Helm's Deep, Saruman gathered an army of over ten thousand fighting Uruk-hai Warriors and sent them forth to march upon the old fortress and raze it to the ground. Such an army had never been marched against the Rohirrim; it was an army bred with one purpose – to destroy the race of Men.

## ARMY COMPOSITION

This army may include: Saruman; Gríma Wormtongue; Lurtz; Uglúk; Sharku; Vriskú; Mauhúr; Snaga, Orc Captain; Thrydan Wolfbane; Gorúlf Ironskin; Frída Tallspear; The Wild Man Oathmaker; Uruk-hai Captains; Uruk-hai Scout Captains; Uruk-hai Shamans; Uruk-hai Drummers; Orc Captains; Dunlending Chieftains; Uruk-hai Scouts; Uruk-hai Warriors; Uruk-hai Berserkers; Feral Uruk-hai; Isengard Trolls; Dunlending Warriors; Dunlending Horsemen; Dunlending Huscarls; Wild Men of Dunland; Crebain; Warg Riders; Orc Warriors; Isengard Assault Ballistae; Uruk-hai Demolition Teams.

## ARMY BONUS

**“You do not know Pain, you do not know Fear!”** –

Friendly **Isengard** models do not start to take Courage tests for being Broken until at least 66% of the force's models have been removed as casualties. Additionally, Lurtz, Uglúk, Mauhúr, Vriskú, Uruk-hai Scout Captains, Uruk-hai Drummers and Uruk-hai Scouts gain the Woodland Creature special rule.





## STRENGTHS

**Fast Moving** – With the Army Bonus providing the Woodland Creature special rule to Uruk-hai Scouts, and the army having plenty of Heroic March available, an Uruk-hai Scout force can move deceptively quickly when it needs to.

**Varied Heroes** – The large number of Heroes available to Isengard provide plenty of options to allow you to have a Hero to suit whatever needs you may have.

**Strong Warriors** – With Uruk-hai Warriors starting at Strength 4, and their Heroes at Strength 5, there isn't much an Isengard force cannot cut through.

## WEAKNESSES

**Lack of a Big Combat Hero** – Whilst Lurtz can certainly hold his own in most fights, he cannot quite compare to the likes of Aragorn, Boromir or Éomer on the battlefield. That doesn't mean he can't take them down though, he just might need a little help in doing so.

**Uruk-hai are Expensive** – Uruk-hai warriors are great fighters, but this understandably comes with a significant points cost. To boost your numbers on the battlefield you could consider adding in some Orcs or Dunlendings to your ranks; they may not be as good as Uruk-hai, but you'll get more of them.

## KEY MODELS



### SARUMAN™

The former head of the White Council is a great choice for any Isengard force. Not only does he provide the army's only magical support, but he is also incredibly reliable at casting his powers in battle thanks to his Lord of the Istari special rule. To add to his overall quality as a leader, Saruman's Stand Fast! will affect friendly Hero models as well, helping them to keep fighting without risk of running away themselves. Saruman also carries a Palantír, allowing him to, once per game, automatically take Priority without having to roll!



### LURTZ™

The best fighter in an Isengard force, Lurtz boasts an impressive profile with Strength 5, 3 Attacks, 3 Wounds and a Fight value of 5, making him a great choice for an Isengard army. Lurtz also has an impressive array of Heroic Actions, meaning there will almost always be something he can do to benefit his allies. Lurtz's other key feature is his Find the Halflings! special rule, which allows him and his warband to arrive exactly when needed in Scenarios that have models enter the board as reserves.

## SNAGA, ORC CAPTAIN .....50 POINTS (ORC, MORDOR, INFANTRY, HERO) – HERO OF FORTITUDE

*A sneaky and vindictive Orc, Snaga was a part of the band of Orcs that was sent by Sauron to keep an eye upon the actions of his puppet Saruman. Along with Grishnákh and his Orcs, Snaga met with Uglúk's warband of Uruk-hai Scouts following their capture of Merry and Pippin in order to take the Halflings back to Isengard. Yet having not eaten in days, Snaga's mind turns towards eating their prisoners – a train of thought that leads to Snaga becoming the main course.*

| Mv | F    | S | D | A | W | C |
|----|------|---|---|---|---|---|
| 6" | 4/5+ | 4 | 5 | 2 | 2 | 3 |

| M | W | F |
|---|---|---|
| 3 | 1 | 1 |

### WARGEAR

Armour and sword

### HEROIC ACTIONS

- Heroic Challenge

### SPECIAL RULES

**Servant of Mordor** **PASSIVE** – *Snaga has been sent to Isengard from Mordor and doesn't trust the Uruk-hai under Saruman's command.*

Snaga may only ever include **Orc** models in his warband.

**Cunning Mind** **PASSIVE** – *Though he may not possess much in the way of martial skill, Snaga is a cagey Orc that has his own agenda.*

Snaga can choose not to take part in a friendly **Hero** model's Heroic Action and still be able to act as normal later in the phase, even if by not participating as part of the Heroic Action he would normally not be able to act that turn. Additionally, if Snaga chooses to participate in a friendly **Hero** model's Heroic Action, he does not have to remain within a specific range of the **Hero**.



# DUNLAND™

**To the north-west of the Kingdom of Rohan, and at the foot of the southern peaks of the Misty Mountains, lies the region of Dunland. It is inhabited by the Dunlendings, a race of Men who have dwelt there throughout the Third Age. Though they share many cultural similarities with their neighbours, the Rohirrim, the two are fierce enemies embroiled in a blood feud which has lasted ever since the time of Helm Hammerhand.**

*The Dunlending's hatred for the Rohirrim stemmed from the disagreement between their chief and the king of Rohan, Helm Hammerhand, when the Dunlending chief plotted to steal the throne of Rohan for his bloodline by marrying his son to the king's daughter. This led to the death of the Dunlending chief at the hands of the king and Helm declaring that the Dunlendings were the enemies of the crown and were banished from the land of Rohan. Though they were chased from their homes, the Dunlendings banded together in their newly kindled hatred of the Rohirrim, or Forgoil as they were known in Dunland.*

*An assault on Edoras saw the capital fall into Dunlending hands, and for many years Rohan was ruled by a Dunlending chief who proclaimed himself 'king'. Though the Rohirrim eventually reclaimed their home, and the Dunlendings were once more driven from the lands of Rohan, the Dunlendings now held a belief that the lands they had been driven from were rightfully theirs, and had been stolen from them by the Forgoil. This misguided belief stoked the ember of hatred that had lingered within the Dunlendings so that it burnt fiercely once more; though they were too weak to fight against the Rohirrim alone.*

*It was this burning hatred for the Rohirrim that the Wizard Saruman was able to use to gain the allegiance of the Dunlendings during the War of the Ring; the promise of finally enacting vengeance upon the Rohirrim was enough for the Dunlendings to swear a blood oath to Saruman. With the power of Isengard behind them, the Dunlendings began to raid and burn the villages of Rohan in an effort to retake what they believe is rightfully theirs.*

## ARMY COMPOSITION

Whilst Dunland 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 armies of Dunland on the battlefield. It is this Legendary Legion that we will be talking about here.

This Legendary Legion may include: Thrydan Wolfsbane; Gorulf Ironskin; Frída Tallspear; The Wild Man Oathmaker; Dunlending Chieftains; Dunlending Warriors; Dunlending Horsemen; Dunlending Huscarls; Wild Men of Dunland; Crebain.

## ARMY BONUS

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





## STRENGTHS

**High Strength** – The Dunlendings are a brutal race of Men, stronger but less skilled than their Rohirrim counterparts. Most Dunlendings have a Strength value of 4, with some even reaching a mighty Strength of 5!

**Varied Warriors** – With a wide range of different types of warriors, the Army of Dunland has plenty of tools it can utilise on the battlefield.

**Dunlending War Cry** – Once per game, Thrydan Wolfsbane can start a terrifying war cry that all his Dunlendings will join in with. This special rule allows for all friendly Dunlending models within 12" of Thrydan to gain a bonus of +1 To Wound for a single turn!

## WEAKNESSES

**Lack of a Big Hero** – Whilst the Dunlendings are physically strong, they lack in tactical prowess. As such, they have no Heroes that can directly take on the likes of Aragorn or Elrond. The Army of Dunland will have to rely on their raw physical strength and weight of numbers to win the day!

**Low Courage** – Although they are strong, the Dunlendings are not the bravest when the going gets tough. Make sure you have enough Heroes to call Stand Fast! once your force breaks.

**Low Fight Value** – Dunlendings aren't blessed with exceptional martial skill, and so their warriors are usually at Fight 3. This does have the upside of them being cheaper than most, so you can get plenty of them on the battlefield to make up for it!

## KEY MODELS



### THRYDAN WOLFSBANE

The war chief of Dunland must be your leader in an Army of Dunland, and he becomes a Hero of Valour for the privilege. Arguably the best fighter in the force, Thrydan is probably your best bet at taking out troublesome big Heroes. With his Mighty Blow special rule and the fact he can be mounted, Thrydan can dish out some serious damage to an enemy Hero, especially on the charge.



### DUNLENDING™ WARRIORS

The standard warriors for the Army of Dunland, Dunlending Warriors, may not seem like much on paper, but they are crucial to any force. Their cheap points cost means you can field a good number of them on the battlefield and, as they are all Strength 4 as standard, they will pack a big punch when the battle lines hit.



### DUNLENDING HORSEMEN

The Dunlending Horsemen provide some much needed manoeuvrability to the Army of Dunland, allowing your force to be able to flank the enemy when needed. These are key for Scenarios that rely on movement, and so you should always aim to have a few in your force if you can. As they are essentially Dunlending Warriors on horse, they hit just as hard as their infantry counterparts in a fight.



### FRÍDA TALLSPEAR

Frída is a really useful Hero for a Dunland army. She has excellent characteristics with her Fight value of 5, 3 Might and a Defence of 6 making her pretty hard to take down, especially when you factor that she has access to Heroic Defence. However, Frída's main use is with her Readied Stance special rule. This allows her to negate enemy Cavalry bonuses for any fight she is in or supporting, which is rather handy against mounted Heroes!





## GORÜLF IRONSKIN .....70 POINTS

(MAN, DUNLENDING, INFANTRY, HERO) – HERO OF FORTITUDE

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

### WARGEAR

Armour, two axes and dagger

### HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence

### SPECIAL RULES

**Ironskin** **ACTIVE** – Gorulf's moniker of Ironskin is well-earned; many have attempted to challenge his rule, and none have ever caused more than a scratch upon him.

Gorulf is a chieftain that serves under the rule of the war chief of Dunland. Since he has no royal blood within his veins, Gorulf has had many challengers to his rule over the settlement he commands; each one Gorulf has faced has met a bloody and unpleasant end for their insolence, and never once has Gorulf suffered more than a mere scratch as he defends his lands. It is because of this that Gorulf has earned the name of Ironskin and the favour of Thrydan himself.

If at the start of the Fight phase, Gorulf is Engaged with an enemy **Hero** model, he may declare a Heroic Defence without spending Might.



## FRÍDA TALLSPEAR .....65 POINTS

(WOMAN, DUNLENDING, INFANTRY, HERO) – HERO OF FORTITUDE

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

### WARGEAR

Armour, shield, spear and dagger

### HEROIC ACTIONS

- Heroic Defence
- Heroic Strength

### SPECIAL RULES

**Readied Stance** **ACTIVE** – Following the battle where she seized command, Frída has since developed her own fighting style to directly combat the cavalry of the Rohirrim she hates so much.

Formally wife to a Dunlending chief, Frída has since risen to command her own tribe. During a skirmish with the Rohirrim over land, the chief was slain and the battle seemed lost, yet here Frída showed her true nature. Overcome with rage, and grabbing a spear from the dirt, Frída stood defiant against the oncoming cavalry. As the Rohan Captain galloped forth, Frída thrust her spear into his mount, bringing down both horse and man in one fell swoop. Such an act of fearlessness and brutality saw her claim command, earning her the name she now bears.

**Cavalry** models do not gain the Extra Attack or Knock to the Ground bonuses when involved in a fight against Frída Tallspear, or one she is supporting.

**Go for the Horse!** **PASSIVE** – Frída made her name bringing down Rohan cavalry, and she has shared her tactics for doing so with her people.

Frída Tallspear, and friendly **Dunlending** models within 3" of her, may re-roll To Wound rolls against mounts during the Fight phase.





Having been driven from the lands that they believed to be their own by the Rohirrim, it didn't take much for Saruman to bend the Dunlendings to his will, promising them vengeance upon the 'Forgoil' they harboured a deep hatred for. A Wild Man Chieftain swore the allegiance of his people to Saruman in blood, becoming known by the tribes of Wild Men as the Oathmaker. Those Wild Men that followed the Oathmaker into battle did so with unbridled fury and a fearless rage.

## THE WILD MAN OATHMAKER .....55 POINTS

(MAN, DUNLENDING, ISENGARD, INFANTRY, HERO)

– HERO OF FORTITUDE

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

### WARGEAR

Dagger

### HEROIC ACTIONS

- Heroic Strength

### SPECIAL RULES

**Fearless, Hatred (Rohan)**

**We Will Die For Saruman** **PASSIVE** – Having sworn a blood oath to Saruman, the Wild Men of Dunland will fight for the White Wizard even to death.

All Wild Men of Dunland included in the same army as The Wild Man Oathmaker gain the **Isengard** Keyword for the duration of the battle.

**Bloodoath** **PASSIVE** – Having sworn in blood to Saruman, the Oathmaker and the Wild Men that follow him will fight without fear against their foes.

Friendly Wild Men of Dunland within 6" of The Wild Man Oathmaker gain the Fearless special rule.



Though they may not possess the riding skill of the hated Rohirrim, the horsemen of Dunland can still form a mighty charge against their enemies.

What the Dunlending horsemen may lack in skill from horseback, they more than make up for in pure brute strength; the force of the Dunlending charge can splinter even the most well-formed shield walls as they use momentum from their horses to propel their axe blades through both wood and metal.

## DUNLENDING HORSEMAN .....12 POINTS

(MAN, DUNLENDING, CAVALRY, WARRIOR)

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

### WARGEAR

Armour, shield, horse, axe and dagger

### SPECIAL RULES

**Slay their Horses!** **ACTIVE** – From atop their horses, the Dunlending Horsemen are well-placed to strike down at the mounts of their foes.

Whilst they have the **Cavalry** Keyword, Dunlending Horsemen re-roll 1s To Wound against mounts.





## DUNLENDING HUSCARL.....11 POINTS (MAN, DUNLENDING, INFANTRY, WARRIOR)

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

### WARGEAR

Heavy armour, Dunlending War Axe and dagger

**Dunlending War Axe** **ACTIVE** – These long crude axes also feature a large spike, allowing the Huscarls to fight as if with a spear when needed.

A Dunlending War Axe can be used as either a spear or a two-handed axe.

### SPECIAL RULES

#### Bodyguard

**Favour of the War Chief** **PASSIVE** – The Dunlending Huscarls are handpicked by Thrydan, and tasked with anchoring the lines around the various chieftains and the War Chief's chosen fighters.

Dunlending Huscarls supporting a fight within 3" of a friendly **Dunlending Hero** model gain +1 Fight value for the duration of the fight.

Elite warriors that are handpicked by the war chief of Dunland to protect himself and his favoured chieftains, the Huscarls are among the greatest warriors of the Dunlending people. Each Huscarl dons scaled armour and wears the pelts of their most impressive kills, designed to show their strength upon the battlefield. Armed with great war axes, the Huscarls' aim on the battlefield is to protect the chieftains from the Forgoil or any others that threaten them.

## CREBAIN™ .....20 POINTS (BIRD, INFANTRY, WARRIOR)

There are all manner of creatures that are under the influence of Saruman, used as spies to discover the whereabouts of the Ringbearer. Of all the creatures in Saruman's service, the Crebain of Dunland are arguably the most effective. These large crow-like birds patrol the lands around the Gap of Rohan in search of the Fellowship and swiftly bring news to the White Wizard. It is the keen sight of these creatures that make them excellent spies, for they are able to spot beings that would remain hidden from view.

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

### WARGEAR

Beaks and Claws

### SPECIAL RULES

#### Fly

**Keen Sight** **PASSIVE** – The Crebain possess incredibly keen eyesight, allowing them to spot those that would normally be hidden and relay this information to their allies.

Enemy models within 12" of one or more Crebain gain no benefit from the Stalk Unseen special rule.

**Cloud of Birds** **PASSIVE** – Whilst Crebain may be large by the standards of birds, they are incredibly swift and agile fliers, making them all but impossible to shoot from range.

Shooting attacks will only ever hit a Crebain on the roll of a natural 6.





# DUNLAND

**W**hen Saruman's treachery was finally revealed, he called upon more than just Orcs and Uruk-hai to wage war upon the kingdom of Rohan. The Dunlending people have hated the Rohirrim for centuries, and they required little persuasion to join the White Wizard's cause to see to the destruction of those they have fought to supplant for many years.

Whilst most of the Dunlendings joined Saruman's standing armies, some smaller bands were gathered together and sent out to raid the settlements of Rohan in secret, causing panic before the main armies of Isengard would attack. These bands would often venture into the wider lands of Middle-earth in order to raid and pillage other settlements, gaining wealth and renown amongst their people as they slaughtered those in their path.

## STARTING BATTLECOMPANY

2x Dunlending Warrior with shield,  
1x Dunlending Warrior with  
two-handed axe,  
1x Dunlending Warrior with bow,  
4x Wild Man of Dunland

## ADVANCEMENTS

Wild Man of Dunland – Dunlending  
Warrior with choice of weapon

## REINFORCEMENTS

| D6 | Result                                    |
|----|-------------------------------------------|
| 1  | Nothing                                   |
| 2  | Wild Man of Dunland                       |
| 3  | Dunlending Warrior<br>with bow            |
| 4  | Dunlending Warrior with<br>two-handed axe |
| 5  | Dunlending Warrior<br>with shield         |
| 6  | Roll on Special chart                     |

## SPECIAL

| D6  | Result              |
|-----|---------------------|
| 1-3 | Dunlending Huscarl  |
| 4-5 | Dunlending Horseman |
| 6   | Crebain (Rare 2)    |

A Crebain cannot gain experience and therefore can never become a **Hero**.

## ARMY SPECIFIC HERO UPGRADE

**Frenzied Fighter** – Having been whipped into a maddened state by the words of the White Wizard, the hero shrugs off all but the most grievous wounds in order to fight to the last.

Roll a D6 each time the **Hero** suffers a Wound; on a 5+ the Wound is ignored.





# LEGENDARY LEGIONS

**O**ver 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.

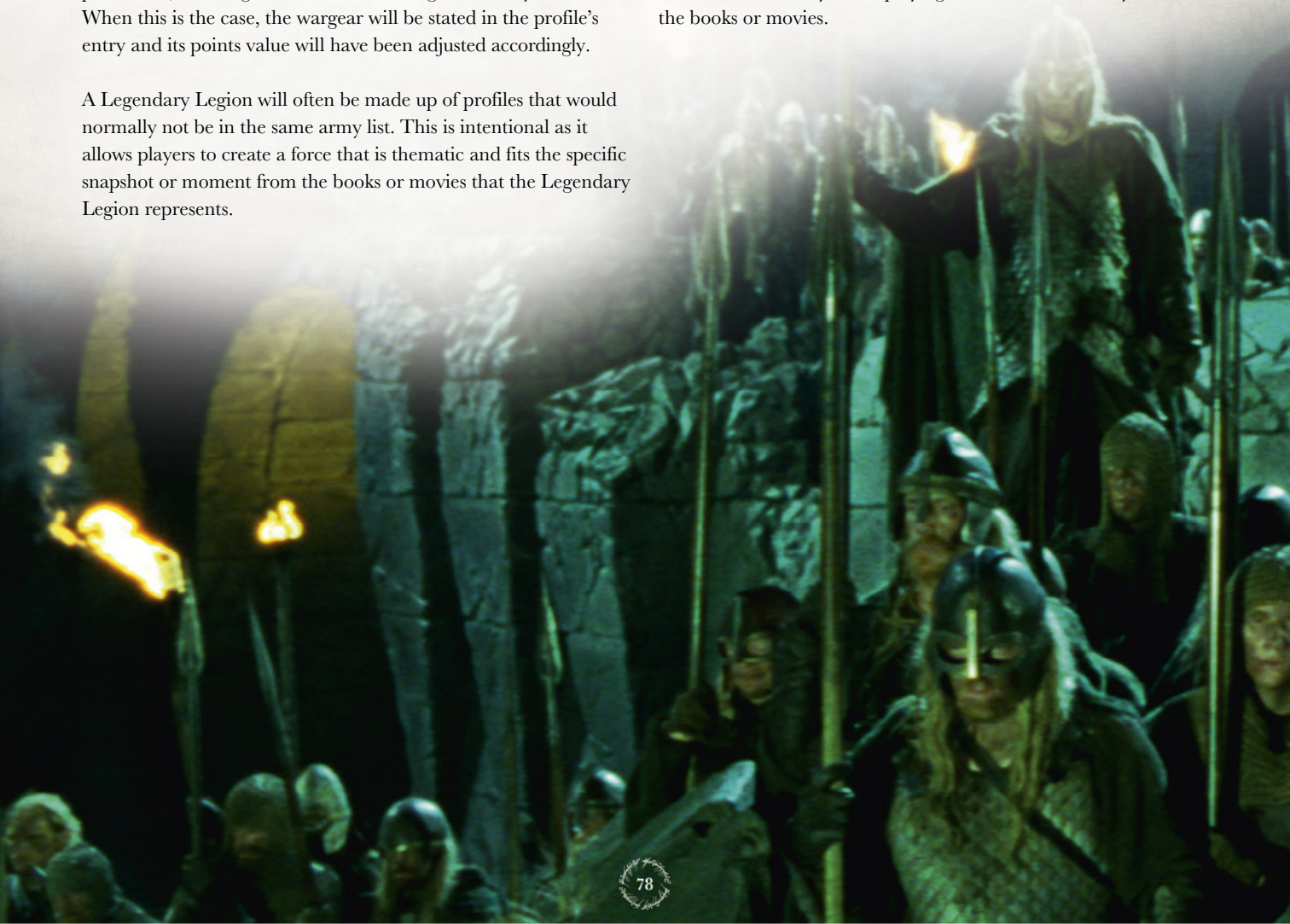
## HOW DO THEY WORK?

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 the next set of Legendary Legions that we are introducing to the game, with each one representing a force that was important in the history of Rohan, either fighting in its defence, or to see Rohan burn.

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.





# DEFENDERS OF HELM'S DEEP

**T**he assault upon the Westfold has forced the people of Rohan to flee to the sanctuary of Helm's Deep; the attack on their lands having highlighted their need for greater protection and taller walls. Having journeyed across Rohan, and survived the ambush of the Wolves of Isengard, the Rohirrim have reached Helm's Deep and begin to prepare for the inevitable battle against the armies of the White Wizard.

*Yet, whilst Théoden readies his people for the battle that approaches, the sound of horns signals the arrival of Haldir and an army of Elves from Lothlórien. Théoden and Aragorn welcome the Elves into the fortress, and with their arrival hope is rekindled; perhaps the combined might of Men and Elves could triumph once more.*

*As the legions of Saruman's fighting Uruk-hai come into view, the heavens open and begin a downpour upon the fortress of Helm's Deep. Théoden stands atop the Hornburg with his trusted guard, ready to command his forces in the coming battle. Upon the Deeping Wall, ranks of Men and Elves stand side-by-side with one another, honouring the allegiance that stood between Elendil and Gil-galad over three thousand years ago.*

*Those that defend Helm's Deep are some of the greatest warriors of the Third Age. Aragorn, Legolas and Gimli stand upon the Deeping Wall and, along with Haldir, lead those atop the walls against the Uruk-hai below – though it will take every ounce of skill and martial prowess for them to overcome the seemingly impossible odds that now face them...*





## ARMY COMPOSITION

### THÉODEN, KING OF ROHAN

WITH HEAVY ARMOUR .....80 points

- Shield .....5 points

GAMLING, CAPTAIN OF ROHAN .....55 points

- Royal Standard of Rohan .....50 points

ALDOR, ROHAN ARCHER .....20 points

HALETH, SON OF HÁMA .....30 points

KING'S HUNTSMAN .....50 points

CAPTAIN OF ROHAN .....45 points

- Bow .....5 points
- Heavy armour.....5 points
- Shield .....5 points
- Throwing spears .....5 points

ARAGORN™ – STRIDER WITH ARMOUR .....165 points

LEGOLAS GREENLEAF™ .....100 points

- Armour.....5 points
- Elven cloak.....5 points

GIMLI™, SON OF GLÓIN .....100 points

- Elven cloak.....5 points

HALDIR WITH HEAVY ARMOUR AND ELF BOW ...80 points

- Elven cloak.....5 points

GALADHRIM CAPTAIN .....70 points

- Elf bow .....5 points
- Shield .....5 points

WARRIOR OF ROHAN .....6 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points
- Bow .....1 point
- Shield .....1 point

ROHAN ROYAL GUARD .....10 points

- Banner.....25 points
- Throwing spears .....2 points

GALADHRIM WARRIOR .....9 points

- War horn.....30 points
- Banner.....25 points
- Elf bow .....2 points
- Shield .....1 point
- Spear .....1 point





## ADDITIONAL RULES

- A Defenders of Helm's Deep force must include Théoden. Théoden is always the army leader.
- All models from this Legendary Legion must have the **Infantry** Keyword.
- A Defenders of Helm's Deep Legendary Legion may only have a maximum of 33% of its models with the **Lórien** Keyword.

## SPECIAL RULES

**Fight in Ranks!** – *Whilst the Rohirrim commonly use their spears as thrown weapons, in the confines of Helm's Deep they are forced to use them in other ways to fend off their foes.*

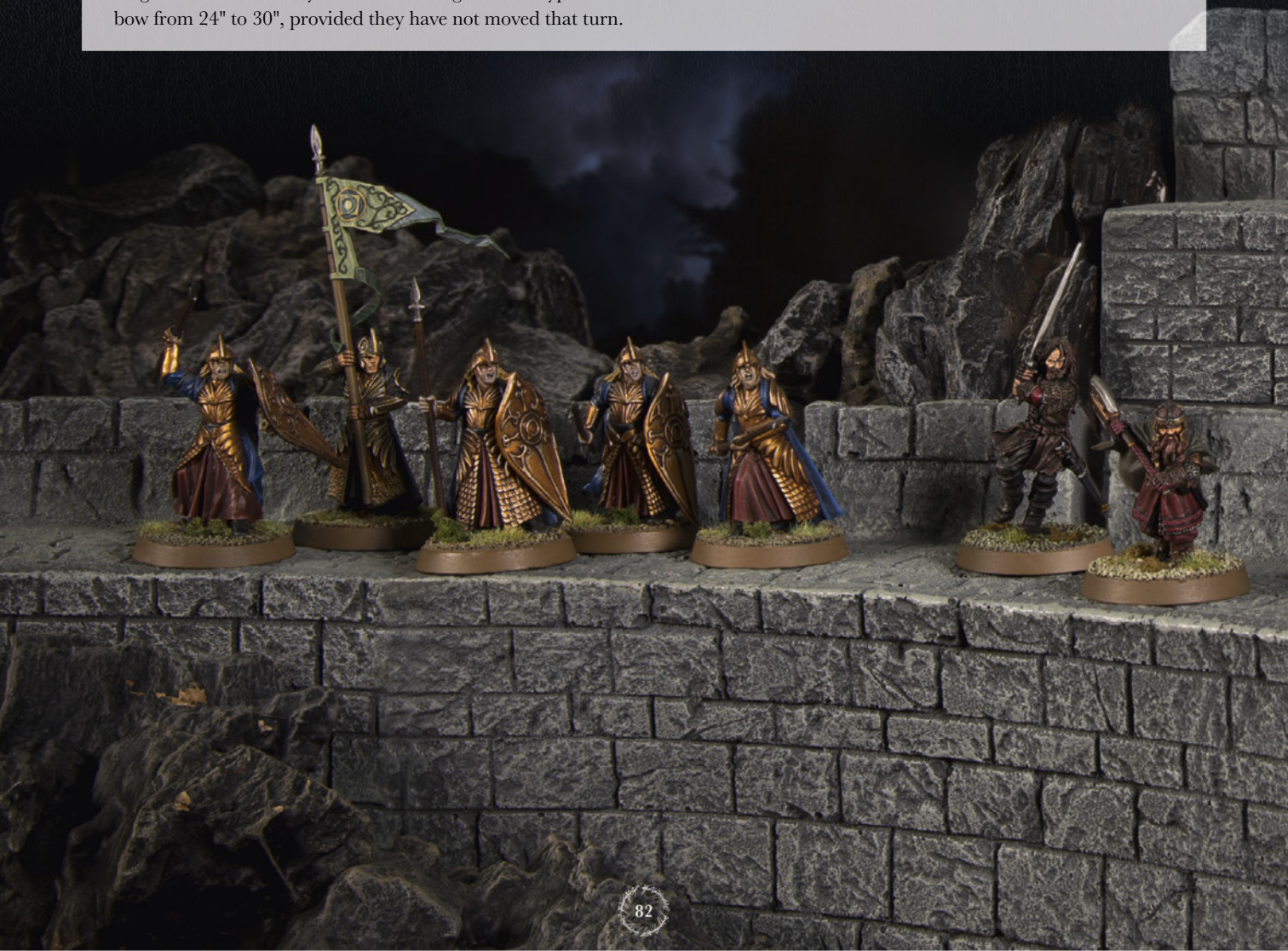
Friendly **Rohan Infantry** models armed with throwing spears may use them as standard spears in addition to their normal use. However, if a model uses their spear as a throwing spear in a turn, they cannot use it as a standard spear in the same turn.

**Give them a Volley** – *As the ranks of Uruk-hai race towards battle, the Men and Elves unleash devastating volleys of arrows towards them.*

Models from this Legendary Legion armed with either a bow, longbow or Elf bow may increase the range of their type of bow from 24" to 30", provided they have not moved that turn.

**Fall Back to the Keep!** – *Even when things look dire, the commanders at Helm's Deep can inspire those around them to regroup and keep fighting.*

If this force is Broken, then **Warrior** models from this force add 1 to their Courage value. Additionally, if this force is Broken, friendly **Warrior** models may re-roll failed Courage tests whilst they are within 6" of Théoden.





**Designer's Notes:** *The Defenders of Helm's Deep Legendary Legion represents all those who fought for the defence of Helm's Deep against the forces of Isengard. It features Théoden and his Rohirrim, the Three Hunters, and Haldir with his Elves. This allows you to recreate the forces at Helm's Deep from almost any perspective, and allows you to use Aragorn, Legolas and Gimli in a Rohan force who can also lead the warriors into battle.*

*As this force is entirely composed of Infantry models, and you are only able to field a third of your models as Elves, we felt that the Warriors of Rohan needed to be able to work as more of a fighting force as they are required to in the confines of Helm's Deep. The Fight in Ranks! rule provides the Rohirrim with some much needed spear support, and allows you to give as many of your Elves bows without them needing to also provide the spear support for the army.*





# THÉODRED'S GUARD

**T**he son of the king of Rohan, Théodred is the sole heir to Théoden's kingdom and, with his father's mind seemingly elsewhere, the commander of the forces of the Rohirrim. Hearing of Saruman's armies amassing near the Fords of Isen, Théodred gathered as many captains and riders as he could and rode to investigate.

Each of the riders that joined the heir of Rohan is unquestionably loyal to him and will fight to ensure Théodred's protection at all costs. With the Rohirrim seeing their king falling into what seemed like an illness, ensuring the continuation of his lineage is their sole priority. Even as the young prince charges recklessly into the fight, his Riders follow him unwaveringly; for it is their sworn duty to ensure his survival.

Upon his arrival at the Fords of Isen, Théodred wastes little time in charging headlong into battle, his loyal captains at his side. Grimbold of Grimslade has rallied as many of his Helmingas as he can to his prince's army, whilst Elfhelm commands Rohan's scouting forces that return to Théodred's side when the battle begins to go ill.

The combined might of Théodred's Guard is a force to be feared; the son of the king is a valiant and skilled warrior, and the loyalty he commands from his followers means that they will fight with unparalleled courage to ensure their prince's safety. So long as the young prince of Rohan remains fighting against the forces of the White Wizard, those that fight at his side will continue to do so also.





## ARMY COMPOSITION

### THÉODRED, HEIR OF ROHAN .....80 points

- Horse.....10 points
- Shield .....5 points
- Throwing spears .....5 points

### ELFHELM, CAPTAIN OF ROHAN .....65 points

- Horse.....10 points

### GRIMBOLD OF GRIMSLADE.....60 points

### CAPTAIN OF ROHAN .....45 points

- Horse.....10 points
- Bow .....5 points
- Heavy armour.....5 points
- Shield .....5 points
- Throwing spears .....5 points

### WARRIOR OF ROHAN .....6 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points
- Bow .....1 point
- Shield .....1 point

### RIDER OF ROHAN .....14 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points

### ROHAN ROYAL GUARD .....10 points

- Banner.....25 points
- Horse.....5 points
- Throwing spears .....2 points

### ROHAN OUTRIDER .....8 points

- Horse.....5 points

## ADDITIONAL RULES

- A Théodred's Guard force must always include Théodred, Heir of Rohan, who is always the army's leader.

## SPECIAL RULES

**Protect the Prince** – *Those that follow Théodred are sworn to protect him from harm, no matter the cost.*

All models in this force gain the Sworn Protector (Théodred) special rule.

**Riders of Théodred** – *The young prince of Rohan is a charismatic and bold leader, one who can inspire his followers to acts of great valour.*

Captains of Rohan, Riders of Rohan and Rohan Royal Guard treat Théodred as if he were Théoden for the purpose of their Arise Riders of Théoden special rule.

**Fight in Ranks!** – *Whilst the Rohirrim commonly use their spears as thrown weapons, at the Fords of Isen they are forced to use them in other ways to fend off their foes.*

Friendly **Rohan Infantry** models armed with throwing spears may use them as standard spears in addition to their normal use. However, if a model uses their spear as a throwing spear in a turn, they cannot use it as a standard spear in the same turn.

**Designer's Notes:** *This Legendary Legion represents those that fought alongside Théodred at the Fords of Isen. Naturally, this Legendary Legion focuses on Théodred himself, and all models in this force will gain the Sworn Protector (Théodred) special rule making them pass all Courage tests while the prince is still alive. This also applies to Théodred himself, essentially making him Fearless in this force and representing his recklessness in charging straight into the fight.*

*The Rohan forces at the Fords of Isen are a mixture of both Cavalry and Infantry, so you will notice that in this Legendary Legion Riders of Rohan will count towards your Bow Limit; so you'll want to make sure you have plenty of Infantry in there as well. However, the Fight in Ranks! special rule gives your Rohan Infantry that added flexibility, allowing them to use their throwing spears as normal spears if they wish. Couple this with making them Helmingas and you can have pretty fearsome ranks!*



# RIDERS OF ÉOMER

**T**he battle of Helm's Deep is well underway; the Deeping Wall has been breached, Uruk-hai have flooded through the walls, and the defenders of the fortress have been pushed back into the throne room. Yet even as hope is fading for those that remain within Helm's Deep, help is not far away; for dawn is breaking on the fifth day...

*Atop the hills that surround the Deeping-coomb, the valley that contains Helm's Deep, Gandalf can be seen riding Shadowfax, and he has brought help with him. Having found Éomer and the rest of the exiled Rohirrim, Gandalf has led them with haste to defend the Hornburg from Saruman's armies and, after riding through day and night, they have reached the battle just in time.*

*The Marshal of the Riddermark rides with his Éored and other loyal Rohirrim who stood by Éomer when he was exiled under the orders of Grima Wormtongue. Amongst the ranks of the Rohirrim stand Erkenbrand and his Westfold Redshields, riders of great skill and prowess that have come to defend their king, their lands and their people.*

*With a shout of 'To the King!' from Éomer, the Rohirrim begin the rapid descent towards the ranks of Uruk-hai below. The timing of their arrival was well-prepared, for as they charge towards the fray, the morning sunlight bursts over the peaks of the hills, blinding the Uruk-hai and rendering them all but helpless against the Rohan charge.*





## ARMY COMPOSITION

ÉOMER, MARSHAL OF

THE RIDDERMARK ON HORSE .....110 points

- Shield .....5 points
- Throwing spears .....5 points

ERKENBRAND, CAPTAIN OF ROHAN ON HORSE...85 points

GANDALF THE WHITE ON SHADOWFAX' .....240 points

CAPTAIN OF ROHAN ON HORSE .....55 points

- Bow .....5 points
- Heavy armour.....5 points
- Shield .....5 points
- Throwing spears .....5 points

RIDER OF ROHAN .....14 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points

## ADDITIONAL RULES

- A Riders of Éomer force must include Éomer, Marshal of the Riddermark. Éomer is always the army leader.
- All models in a Riders of Éomer force must be **Cavalry** models.
- Riders of Rohan within this Legendary Legion do not count towards your force's Bow Limit.

## SPECIAL RULES

**To The King!** – *With a rousing cry, Éomer leads the charge of the Rohirrim as they hurtle towards their foes in defence of their king.*

Friendly **Rohan Cavalry** models within 12" of Éomer gain +1 Strength on a turn in which they Charge.

**Look to the Sun** – *The arrival of the White Wizard and the Rohirrim brings with it the morning sun, blinding their foes as they charge towards them.*

Once per battle, so long as Gandalf is alive and in your force, you can declare that you are using this ability at the start of any friendly Move phase. Until the end of the turn, enemy models that are Engaged with, or supporting a model Engaged with, any friendly **Cavalry** models that made a Charge that turn, suffer a penalty of -1 to their Duel rolls.

**Designer's Notes:** *This Legendary Legion represents the Rohirrim that were exiled by Théoden under the influence of Gríma Wormtongue, and were then brought to Helm's Deep to aid Théoden by Gandalf the White. Understandably, this Legendary Legion is led by Éomer, but it can also include Gandalf the White, allowing the Wizard to lead Riders of Rohan for the first time.*

*This Legendary Legion has two special rules. The first represents the impact that their charge down the valley has upon the Uruk-hai, granting them a bonus of +1 Strength when they Charge. The second special rule represents the fact that their charge was perfectly timed to coincide with the sun cresting over the hills and blinding the Uruk-hai in the valley below, allowing the player once per game to have the sun blind their opponent's force and make them suffer a -1 penalty to their Duel rolls. This, combined with their powerful charge, will make for a devastating turn against almost all enemies.*



# PATHS OF THE DRÚADAN

**H**aving decided to answer Gondor's call for aid, Théoden leads as many men as he can muster as they ride to the White City to face the might of Mordor head-on. Yet the road to Minas Tirith is long and far ahead of them a host of Orcs block passage into Gondor, making it impossible to reach the city in time to stop it from falling into darkness.

*Making camp upon the edge of the Drúadan Forest, Théoden ponders how to reach their allies in time. It is here that the Rohirrim are approached by the wild men of the forest, whose leader offers to guide the 'Stonehouse-folk' through the Drúadan Forest unimpeded by the roots and trees that would normally make it impossible for horses to traverse the forest's paths with any sort of haste.*

*Gladly accepting the aid of the Woses, Théoden and his people are led through the forest by Ghân-buri-Ghân, their leader, and along their journey Théoden learns of the deep hatred that the Woses hold for all Orc-kind who have hunted their people for generations; and Théoden pledges to help the Woses to rid their forest of any Orcs they may come across.*

*The Woses' knowledge of forest paths and usually difficult terrain is an invaluable asset to the Rohirrim, allowing them to unleash the full fury of their cavalry charge upon their foes. Using paths that only the Woses now remember, the Rohirrim are able to chase down and fell the Orc-folk even as they try to escape through the Drúadan Forest; for the alliance of Rohan and the Woses has proven to be one that can bring the fight to any that oppose them.*





## ARMY COMPOSITION

### THÉODEN, KING OF ROHAN

ON ARMoured HORSE .....90 points

- Heavy armour .....5 points
- Shield .....5 points

### ÉOMER, MARSHAL OF THE RIDDERMARK,

WITH ARMoured HORSE .....115 points

- Shield .....5 points
- Throwing spears .....5 points

DERNHÉLM .....75 points

- Throwing spears .....5 points

### DÉORWINE, CHIEF OF THE

KING'S KNIGHTS WITH HORSE .....85 points

ELFHÉLM, CAPTAIN OF ROHAN, WITH HORSE .....75 points

GAMLING, CAPTAIN OF ROHAN, WITH HORSE .....65 points

- Royal Standard of Rohan .....50 points

GHÂN-BURI-GHÂN .....65 points

CAPTAIN OF ROHAN WITH HORSE .....55 points

- Bow .....5 points
- Heavy armour .....5 points
- Shield .....5 points
- Throwing spears .....5 points

RIDER OF ROHAN .....14 points

- War horn .....30 points
- Banner .....25 points
- Throwing spears .....2 points

ROHAN ROYAL GUARD WITH HORSE .....15 points

- Banner .....25 points
- Throwing spears .....2 points

ROHAN OUTRIDER WITH HORSE .....13 points

WOSES' WARRIOR .....9 points

## ADDITIONAL RULES

- A Paths of the Drúadan force must always include Théoden, King of Rohan, who is always the army's leader.
- A Paths of the Drúadan force must always include Ghân-buri-Ghân and a full warband of Woses Warriors. Ghân-buri-Ghân is the only **Hero** that can include Woses Warriors in his warband.
- Riders of Rohan within this Legendary Legion do not count towards your force's Bow Limit.

## SPECIAL RULES

**Waypoints** – At the start of the game, before either side has deployed, this Legendary Legion's controlling player may place three 25mm Waypoint Markers anywhere on the board. Whilst within 6" of a friendly Waypoint Marker, friendly **Rohan** models do not suffer any penalties for moving, or charging, through difficult terrain.

**Kill Orc-folk** – Friendly models may re-roll 1s To Wound when making strikes against any **Orc**, **Goblin** or **Uruk-hai** model.

**Know All Paths** – If, during the Move phase, models from both sides have declared a Heroic Move and a roll-off is required to see which side's Heroic Move happens first, this force will gain a bonus to that roll. If they would normally win the roll-off on a 4+, they will instead win the roll-off on a 3+. If they would normally win the roll-off on a 1, 2 or 3, they will instead win the roll-off on a 1, 2, 3 or 4.

**Designer's Notes:** This Legendary Legion represents the Rohirrim's fleeting alliance with the Wild Men of Drúadan Forest as they make their way to the Pelennor. In the books it is Théoden and Ghân-buri-Ghân that strike up the alliance; the Woses offering to lead the Rohirrim through the forest so they can avoid the patrolling Orcs, in exchange for them ensuring that the Woses are left alone and to their own devices.

The Woses know all the paths of the forest that were once used by Men but have long since been forgotten by all except the Woses. To represent this in-game, the Woses may place a series of Waypoint Markers on the board representing the areas they know well. Whilst within 6" of one of these Waypoint Markers, the Rohirrim are able to move, and even charge, through forest and other difficult terrain with no penalty, making it easy to traverse the board without being bogged down by terrain.



# UGLÚK'S SCOUTS

**H**aving tracked Frodo and his companions to Amon Hen, Saruman's scouting Uruk-hai have managed to engage and break the Fellowship. Their mission to capture the Halflings has resulted in Merry and Pippin being carried away, and the valiant Boromir falling to the Uruk's arrows in his efforts to protect the Hobbits from harm. Now the Uruk-hai make haste to deliver their prize to their master.

With the death of Lurtz, Uglúk has assumed command of the Uruk-hai as the strongest Uruk that now remains. Under Uglúk's command are numerous scouting Uruk-hai, each one armed with swords or cleavers, and some carrying bows and quivers filled with black-fletched arrows. Alongside Uglúk stands Mauhiir, an Uruk-hai possessing the endurance and strength needed to travel at great speeds and still fight without respite.

The Orcs that have joined Uglúk's party have been sent to ensure that the prize they carry is delivered. At the head of the Orc ranks is Grishnákh, a wily Orc who detests the Uruk-hai and would gladly see them stuck with the sharp end of his own blade. This animosity is shared by all the Orcs that join him, including Snaga; a cunning Orc that spends most of his time looking out for himself rather than the Orcs he commands.

This band of Orcs and Uruk-hai are only held together by the instructions of their masters, and all harbour great disdain for each other, meaning tensions are always on a knife-edge. This manifests itself as a power struggle, with both Orcs and Uruks alike trying to show that they are the strongest by slaying the most enemies; and they will fight all the harder to do so if the other is watching, and no doubt sneering nearby.





## ARMY COMPOSITION

|                                       |                                  |
|---------------------------------------|----------------------------------|
| UGLÚK .....65 points                  | ORC CAPTAIN .....40 points       |
|                                       | • Orc bow .....5 points          |
|                                       | • Shield .....5 points           |
| MAUHÚR .....60 points                 |                                  |
| GRISHNÁKH, ORC CAPTAIN .....50 points | URUK-HAI SCOUT .....8 points     |
| • Shield .....5 points                | • Banner .....25 points          |
|                                       | • Uruk-hai bow .....1 point      |
|                                       | • Shield .....1 point            |
| SNAGA, ORC CAPTAIN .....50 points     |                                  |
| URUK-HAI SCOUT CAPTAIN .....55 points | ORC WARRIOR .....5 points        |
| • Uruk-hai bow .....5 points          | • Banner .....25 points          |
| • Shield .....5 points                | • Orc bow .....1 point           |
| • Two-handed weapon .....5 points     | • Shield .....1 point            |
|                                       | • Spear .....1 point             |
| URUK-HAI DRUMMER .....35 points       | • Two-handed weapon .....1 point |

## ADDITIONAL RULES

- An Uglúk's Scouts force must include Uglúk. Uglúk is always the army leader.
- Only **Orc Hero** models may lead **Orc Warrior** models.
- Only **Uruk-hai Hero** models may lead **Uruk-hai Warrior** models.

## SPECIAL RULES

**Their Pace has Quickened** – *Having caught the scent of manflesh behind them, the Uruk-hai quicken their pace to reach Isengard unimpeded.*

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, Uglúk, Uruk-hai Scout Captains and Uruk-hai Drummers increase their Move value to 8".

**Make Haste to Isengard** – *Nothing will slow the relentless sprint of the Orcs and Uruk-hai as they run towards Isengard.*

Friendly models gain the Woodland Creature special rule.

**Animosity** – *The Orcs and Uruk-hai harbour great disdain for each other and will gladly seize any opportunity to upstage the other when the chance arises.*

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.

**Designer's Notes:** *Uglúk's Scouts represents both the Uruk-hai and Orcs that, reluctantly, joined forces to take Merry and Pippin to Isengard – though the Orcs were there more to keep an eye on the Uruk-hai for Sauron. As the leader of the Uruk-hai, the force must contain Uglúk, but it may also contain a mixture of both Orcs and Uruk-hai. Although only the Orc Heroes may lead Orcs, and only Uruk-hai Heroes may lead Uruk-hai.*

*The scouting Uruk-hai are masters of traversing all manner of terrain, and so in this Legendary Legion all Uruk-hai will increase their Move value to 8", allowing them to make great strides across the battlefield. We have also represented the animosity shown between the Orcs and Uruk-hai, giving both a bonus of +1 To Wound when involved in the same fight as their rival. They must be directly fighting to receive this bonus though, rather than supporting.*

*This Legendary Legion may lack any top-level Heroes but it can have a large number of models, allowing them to swarm the battlefield and their opponent.*



# WOLVES OF ISENGARD

**F**ollowing the burning of the Westfold at the hands of the Uruk-hai and Dunlendings, Théoden makes the decision to move his people to the sanctuary of Helm's Deep. Upon hearing of the king's plan from his lackey, Gríma Wormtongue, Saruman sends forth his Warg Riders to assault them on the road; for here they will be weakest and escorting woman and children, making them all the more vulnerable.

At the head of these Warg Riders is Sharku, a battle-scarred and devious Orc who fights from atop the back of a vicious Warg. Sharku leads the Wolves of Isengard into battle from the front, his own reckless fighting style means he thrusts himself into battle without much forethought, using his sharpened riding dagger to carve through the armour and flesh of those that stand before him.

Within Sharku's pack are bands of Warg Riders, each fighting from the back of the Wargs they have dominated. Armed with all manner of bows, spears and other weaponry, these riders charge alongside their leader into battle. Some Wargs remain riderless, either not yet 'tamed' or too wild to be placed under the control of the Orcs that would attempt to ride them.

It is these creatures that Saruman unleashes upon the unsuspecting people of Rohan as they travel towards safety, and it will take every ounce of skill and as many good Men as can be spared to stave off the assault of the ravenous Wargs. Having scouted ahead for a means of attack, the Wolves of Isengard will strike without warning upon the travelling Rohirrim, bringing death to any that are unfortunate enough to fall in front of a Warg's jaws.





## ARMY COMPOSITION

### SHARKU ON WARG .....60 points

- Shield .....5 points

### ORC CAPTAIN ON WARG.....50 points

- Orc bow .....5 points
- Shield .....5 points

### ORC SHAMAN ON WARG.....60 points

### WARG RIDER.....11 points

- Banner.....25 points
- Orc bow .....1 point
- Shield .....1 point
- Throwing spears .....1 point

### WILD WARG .....7 points

## ADDITIONAL RULES

- A Wolves of Isengard force must include Sharku. Sharku is treated as a Hero of Valour and is always the army leader.
- Friendly models gain the **Isengard** Keyword. Additionally, any Orc Shamans in a Wolves of Isengard force change their Fury (**Mordor Orc**) Magical Power to Fury (**Isengard Orc**).

## SPECIAL RULES

**Leader of the Pack** – *Sharku is in full command of the Wolves of Isengard and leads from the front by thrusting himself straight into the fight.*

Sharku may declare a Heroic Combat each turn without expending Might.

**Ambush** – *Sharku's Warg Riders are experts in ambushing their foes.*

In Scenarios that use the Maelstrom of Battle special rule, a Wolves of Isengard force may choose to automatically win or lose Priority on the first turn. However, if both forces have special rules that allow them to do this, roll for Priority as normal. Additionally, models from this force may Charge in the same turn in which they enter the board, even if they may not normally be allowed to do so. Should a model entering the board in this manner fail a Courage test to charge a Terror causing enemy, the model may still move onto the board as normal, but may not Charge anything that turn.

**Scouts** – *Sharku will often send small numbers of riders in front of the pack in order to scout ahead to engage the foe quickly.*

At the start of the game, after both sides have deployed but before the first Priority has been rolled, select up to D6 friendly **Warrior** models in your force. The selected models may immediately make a move as if it were the Move phase, and then Shoot as if it were the Shoot phase (if able). During this additional move, the selected models may not move within 1" of an enemy model, and therefore may not Charge. In Scenarios where you roll for additional models to arrive, such as those that use the Reinforcements or Maelstrom of Battle special rule, the selected D6 models may roll to enter the board before the first turn of the game, re-rolling any results that would cause them to not enter the board until they come onto the board; treat each model as an individual warband.

**Designer's Notes:** *This Legendary Legion represents the Warg Riders of Isengard under the command of Saruman that are sent out to hunt the Rohirrim as they attempt to reach the refuge of Helm's Deep. The force must be led by Sharku, the Orc in charge of the Warg Riders. Though not normally considered as a leader, Sharku does increase his Heroic Tier to Hero of Valour, and can declare a Heroic Combat each turn for free. These benefits really make Sharku a much better leader than he would be in a standard Isengard force.*

*The key feature of this Legendary Legion is its ability to ambush and outmanoeuvre its foe. As every model is mounted, the force will already have the speed advantage over all Infantry based armies, but the Scouts special rule allows for a small selection of models to move first in a game. This is great for moving towards objectives, or entering the board in Scenarios such as Reconnoitre or Hold Ground. Their Ambush rule also means they can Charge in the same turn they enter the board, which can be used to devastating effect.*



# ASSAULT UPON HELM'S DEEP

**W**ith the Rohirrim having fled to Helm's Deep, Saruman gathers together the full force of his armies to him at Orthanc. As an army of over ten thousand fighting Uruk-hai stands before him, Saruman commands his forces to march to Helm's Deep and to war against Théoden and the Rohirrim that defend its walls.

*The army that Saruman unleashes upon the world of Men is made up primarily of his Uruk-hai, strong and heavily armoured warriors that care little for anything other than the wars for which they were bred. Possessing great endurance their relentless march towards Helm's Deep is swift and unimpeded, the Uruk-hai's need for battle driving them forwards. Among the ranks of the Uruk-hai are groups of Berserkers, Uruk-hai that have been whipped into a frenzy to the point where their only thought is slaying those in their path. Covering themselves in blood and shunning the protection of armour, these warriors are among the deadliest in Saruman's army.*

*Commanding the assault upon Helm's Deep in the absence of the White Wizard are the captains of the Uruk-hai, the strongest and most vicious among the ranks of the Uruk-hai. There are few who can match these fighters for sheer power upon a battlefield, and the strength they possess can cleave bone, armour and weaponry in half with a frightening ease.*

*It is not just thousands of Uruk-hai that Saruman has unleashed, for the Uruk-hai bring with them the White Wizard's ultimate contraptions of warfare. Huge ballistae fire great bolts towards the walls, shattering stone and using great ropes to raise the ladders up to the battlements.*

*Teams of Uruk-hai bring demolition charges into battle, exploding them in order to break stone and cause massive casualties. The army of Isengard is one of immense power with a single driving force – to end the world of Men.*





## ARMY COMPOSITION

### URUK-HAI CAPTAIN .....60 points

- Crossbow .....5 points
- Shield .....5 points
- Two-handed weapon .....5 points

### URUK-HAI SHAMAN .....50 points

- Armour .....5 points

### URUK-HAI WARRIOR .....9 points

- Banner .....25 points
- Crossbow .....2 points
- Pike .....1 point
- Shield .....1 point

### ISENGARD TROLL .....110 points

- Swap sword for spear .....Free
- Swap shield for war drum (**Isengard**) .....Free

### URUK-HAI BERSERKER .....15 points

### URUK-HAI DEMOLITION TEAM .....80 points

- Equip Uruk-hai Warrior with flaming brand .....1 point

### ISENGARD ASSAULT BALLISTA .....65 points

- Uruk-hai Engineer Captain .....50 points
- Additional Crew .....9 points each
- Superior Construction .....15 points

## ADDITIONAL RULES

- An Assault upon Helm's Deep force must have an Uruk-hai Captain as its leader.

## SPECIAL RULES

**“You do not know Pain, you do not know Fear!”** – *The forces of Isengard have been commanded to fight on to the bitter end.*

Friendly **Isengard** models do not start to take Courage tests for being Broken until at least 66% of the force's models have been removed as casualties.

**Commander of the Uruk-hai** – *Those that command Saruman's forces are the strongest and most brutal Uruk-hai, and there are few who can wreak as much destruction as them in a fight.*

The Uruk-hai Captain chosen as your leader increases their Attacks and Wounds characteristics to 3 each.

**The Isengard Hordes** – *Saruman has sent his legions to Helm's Deep; an army consisting of huge numbers of Uruk-hai.*

**Hero** models from this force increase the number of models they can include in their warband by 6.

**Break the Walls** – *Saruman has sent his most devastating weapons of war to break the impenetrable walls of Helm's Deep and secure victory.*

Isengard Ballistae from this army list may re-roll To Hit and Scatter rolls during the Shoot phase. Additionally, whenever a demolition charge from your army is detonated, you may roll two dice rather than one and pick either result.

**Designer's Notes:** *The Assault on Helm's Deep Legendary Legion represents the legions of fighting Uruk-hai that Saruman unleashed upon the fortress of Helm's Deep. It contains all of the Uruk-hai Warriors, Berserkers and war machines that Saruman was able to muster to take the fight to the Rohirrim. Whilst it doesn't contain any named Heroes, the Uruk-hai Captain that becomes your leader will increase their Attacks and Wounds to 3 each, making them a deadly fighter.*

*This Legendary Legion focuses on the key aspects of Saruman's forces, namely the sheer weight in numbers of the Uruk-hai and the siege engines they brought with them. To represent these features, all Heroes can take an extra six models in their warbands, Isengard Ballistae can re-roll To Hit and Scatter rolls, and demolition charges become far more reliable when detonating them. Siege equipment has never been so appealing!*



# ARMY OF DUNLAND

**I**t did not take much for the Dunlendings to swear an allegiance to Saruman, the promise of waging war upon the Rohirrim enough to seal their loyalty. Under the command of the White Wizard, the Dunlendings gathered as much strength as they could muster and began their assault upon Rohan, raiding villages and burning the Westfold; their deep hatred for the Rohirrim spurring them on to cause more death and destruction.

Leading the Dunlendings into battle is Thrydan Wolfbane, the War Chief of Dunland. It is Thrydan's belief that by aligning himself and his people with Saruman, they may finally defeat the Rohirrim that they harbour a deep hatred for and reclaim the lands that, they believe, belong to him. Striding into battle with his most trusted chieftains at his side, Thrydan is hell-bent on slaying as many Rohirrim as he can and seizing the throne for himself.

The bulk of Dunland's armies are made up of Dunlending warriors, armed with axes to smash through the enemy lines. What these warriors lack in martial skill, they more than make up for in brute strength. Alongside these warriors are the Wild Men of Dunland, unarmoured fighters driven into a battle frenzy as they race towards the foe. The Horsemen of Dunland are hard-hitting cavalry that charge relentlessly towards their foe. At the side of Thrydan and his chieftains stand the Huscarls, the most skilled warriors tasked with protecting those in charge.

The armies of Dunland hurtle towards their foe with little concern for their own safety, their exceptional strength at arms proving to be their greatest asset. When the Dunlendings march to war with their leaders at the front, they let out great war cries as they surge into battle, and those that face the wrath of the Dunlendings must endure an onslaught of axe blades if they are to survive.





## ARMY COMPOSITION

THRYDAN WOLFSBANE .....85 points

- Horse.....10 points

GORÜLF IRONSKIN .....70 points

FRIDA TALLSPEAR.....65 points

THE WILD MAN OATHMAKER .....55 points

DUNLENDING CHIEFTAIN.....55 points

- Bow .....5 points
- Swap two-handed axe for axe and shield.....free

DUNLENDING WARRIOR.....7 points

- Banner.....25 points
- Shield .....1 point
- Swap axe for dagger and bow .....1 point
- Two-handed axe.....1 point

WILD MAN OF DUNLAND .....5 points

- Two-handed axe.....1 point

DUNLENDING HORSEMAN.....12 points

DUNLENDING HUSCARL .....11 points

CREBAIN .....20 points

## ADDITIONAL RULES

- An Army of Dunland force must include Thrydan Wolfsbane. Thrydan Wolfsbane is treated as a Hero of Valour and is always the army leader.

## SPECIAL RULES

**Death to the Forgoil!** – *The Dunlendings have hated the Rohirrim ever since they were forced from their lands, and generations of hatred have made them bitter and resentful to the Forgoil.*

Friendly **Dunlending** models gain the Hatred (**Rohan**) special rule.

**Dunlending Pride** – *Whilst their heraldry may not be much more than tattered cloth and a horse's skull, the Dunlendings take great pride in them and will viciously fight to defend them.*

The range of banners in this army is increased to 6".

**Dunlending War Cry** – *As the Dunlendings fight their foes, it is common for the chieftains or warchiefs to begin a barbaric war cry that renews the strength of those around them as they hack and cleave their way through the enemy.*

Once per game, at the start of any Fight phase, Thrydan can declare that he is using this ability. Until the end of the turn, friendly **Dunlending** models within 12" of Thrydan gain a bonus of +1 To Wound when making strikes.

**Designer's Notes:** *The Army of Dunland Legendary Legion is the main way to play a Dunland force in your games. Although they can be played as part of an Isengard force, this Legendary Legion allows you to play a full Dunlending force with all of the benefits the army would have.*

*The Army of Dunland is a very versatile Legendary Legion; it has access to some good combat Heroes in Thrydan and Gorulf, fast moving units in Crebain and Dunlending Horsemen, and every Dunlending is at least Strength 4 meaning they pack a hefty punch in a fight.*

*The Dunlending War Cry special rule means that, once per game, you can give all your Dunlendings within 12" of Thrydan +1 To Wound. This helps them cut through foes even quicker, and is particularly deadly against Rohan forces thanks to their Death to the Forgoil! special rule.*



# SIEGES



*“Within these walls we will outlast them.”*

*- Théoden, The Lord of the Rings: The Two Towers*



**In its vast and varied history, Middle-earth has seen numerous sieges fought and many fortresses defended or razed to the ground under the might of attacking forces. From the great siege of Helm’s Deep, where the fallen Wizard Saruman set his legions of fighting Uruk-hai upon the people of Rohan who fought valiantly to defend their home, to the epic Battle of Pelennor Fields where the city of Minas Tirith was under siege from perhaps the greatest army of the Third Age, sieges have ever been a common sight in the war-torn history of Middle-earth.**

Within the Middle-earth Strategy Battle Game rules manual you will find the rules for fighting sieges in your own games; providing the rules for such things as moving around fortresses, fighting on stairs, siege ladders, battering rams and more. However, there is so much more you can incorporate into your siege games should you wish.

So, over the next few pages, we are going to add a series of additional rules for you to use in your own games, including extra equipment for both the defender and attacker, as well as a Matched Play Scenario using the rules for sieges that you can use to represent almost any siege from the history of Middle-earth.

Whether you want to recreate one of the epic sieges from the annals of Middle-earth history, such as the siege of Barad-dûr during the War of the Last Alliance, play out a ‘what if’ Scenario, such as ‘what if the Haradrim had assaulted one of the fortresses of Dol Amroth?’, or simply pit two opposing forces against one another in a balanced siege game, this extra Scenario is perfect for any one of these situations.

Below are some suggestions of siege ideas that you could use to fire your imagination:

- The Men of Dale protecting their city from the legions of Gundabad.
- Hordes of Moria Goblins assail a Dwarven stronghold within the Misty Mountains.
- The Dunlendings attack Edoras in a bid to finally claim the city.
- An army from Minas Tirith lays siege to a Haradrim fortress during their constant wars.
- The legions of the Witch-king attack the cities of Arnor.

There are countless opportunities to create your own siege scenarios using the additional rules provided in this supplement. Hopefully, you will get many exciting siege games out of these additions, and they will add that extra layer of depth and fun to your games. Enjoy!

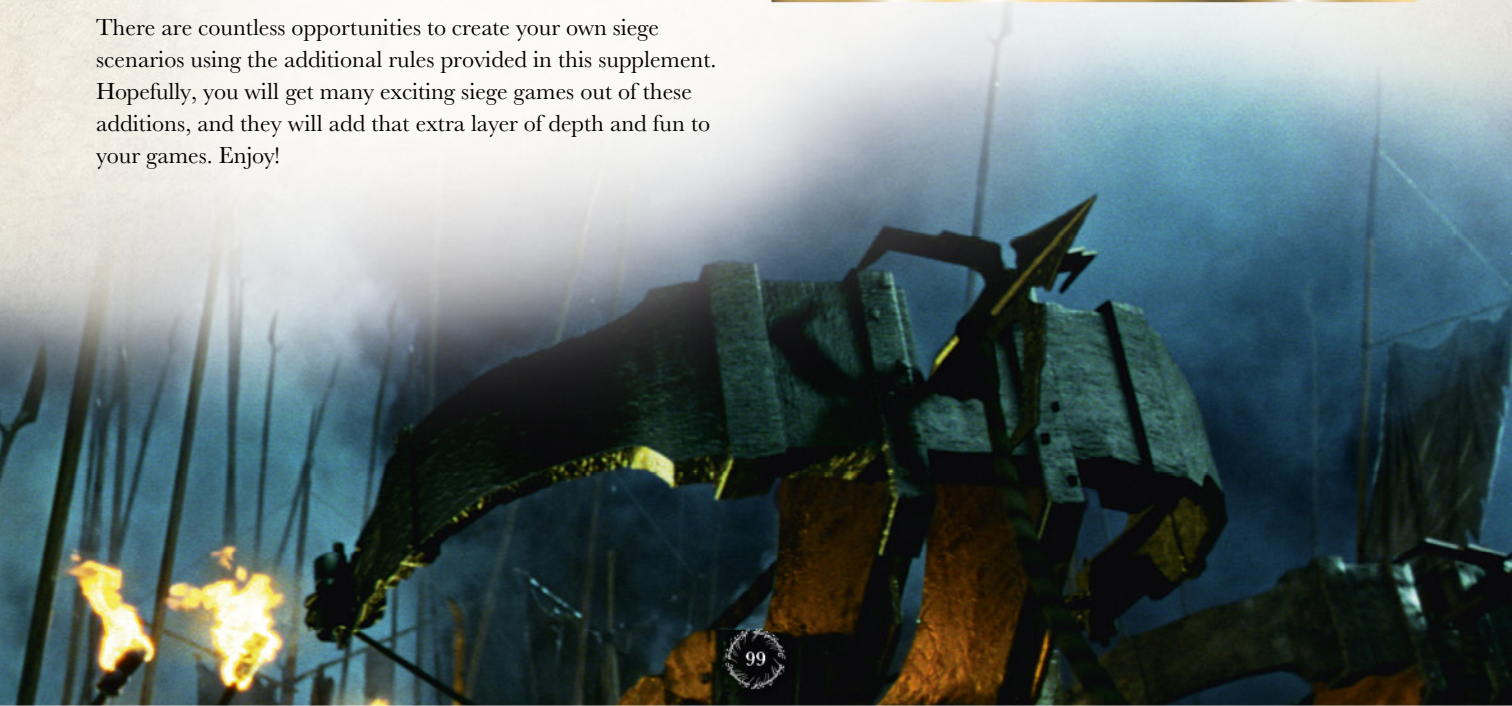
**ATTACKING GATES AND DOORS**

In the Middle-earth Strategy Battle Game rules manual, there is a section detailing how you attack and break down gates and doors. Here we are going to detail the different Defence and Wounds values of different types of gates and doors – after all, the gates of Minas Tirith will be able to take much more damage than a standard wooden door!

A model in base contact with a gate or doorway may attack it in the Fight phase as if it were an enemy model, provided they are not already fighting another enemy model. The Attacker automatically wins the Fight and so rolls To Wound against the Defence value of the door. Gates and doors will always count as being Trapped. Each successful Strike causes one Wound as normal. Shooting attacks with a Strength of 5 or greater may damage gates and doors – shooting attacks with a Strength of 4 or lower cannot damage gates and doors.

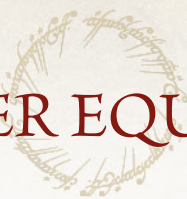
Below is a list of the various types of gates and doors, along with their Defence value and the number of Wounds they have.

| Type                   | Defence | Wounds |
|------------------------|---------|--------|
| FORTRESS/CASTLE GATE   | 10      | 3      |
| DWARVEN DOOR           | 9       | 3      |
| HEAVY ARMoured DOOR    | 9       | 2      |
| ARMoured DOOR          | 8       | 2      |
| HEAVY DOOR             | 7       | 2      |
| EXTERNAL DOMESTIC DOOR | 6       | 2      |
| INTERNAL DOMESTIC DOOR | 5       | 1      |





# DEFENDER EQUIPMENT



**T**hose being besieged will often use a variety of different defences in their attempt to fend off those trying to assail their walls. From rallying points across the walls that boost the morale of their friends, to vats of boiling oil that can be thrown over the tops of the walls and onto their foes below, there are many different pieces of equipment that can be used in defence of a fortress.

Here we present a selection of items that a defending player can purchase for their army when playing a siege game. Each one has its own series of rules, as well as its cost in points.

## RALLYING POINT .....25 POINTS

*In the midst of a siege, the morale of the defenders can get sapped if their walls become overrun. Should this happen, the defenders will rally around certain points atop the walls that they can instantly recognise in the heat of battle, renewing their hope and keeping them fighting.*

A Rallying Point is on a 25mm base. Friendly models treat a Rallying Point as a banner. Additionally, friendly models within 6" of a Rallying Point add +1 to their Courage value. If, during the End Phase, a non-Prone enemy model is in base contact with a Rallying Point and has not cast any Magical Powers, used a missile weapon, been involved in a Fight, or been under the effects of the Immobilise or Transfix Magical Power during that turn, then they may destroy the Rallying Point and remove it from play.

## BARRICADE .....5 POINTS

*Barricades are often used to slow the advance of attackers who have made it over the walls, allowing the defenders time to regroup and fight them.*

A Barricade should be no more than 6" in length, 1" in width, and 1" in height. A Barricade can be defended using the rules for defended positions found on pages 48-50 of the Middle-earth Strategy Battle Game rules manual, and can be crossed using a Jump test. Barricades have a Defence of 7 and 3 Wounds.

## SPIKED BARRICADE .....10 POINTS

*Sometimes, barricades will have spikes or jagged bits of sharp metal sticking out of them, making them very dangerous to try to cross due to the risk of being impaled upon them.*

A Spiked Barricade follows all the same rules as a Barricade listed above. Any model that makes a Jump test to cross a Spiked Barricade will automatically suffer a Strength 3 hit on the roll of a 1-5; on the roll of a 6 the model has crossed safely. Additionally, any model that fights across a Spiked Barricade and accidentally strikes it, and not their opponent, will also suffer a Strength 3 hit.





**ROCKS.....5 POINTS**

*Often, those defending a fortress will use whatever they can to try to prevent those besieging them from reaching the battlements, even dropping rocks and other bits of debris from the walls onto their foes.*

A pile of Rocks is a Light Object and is on a 25mm base. Any defending model in base contact with the Rocks can drop one on an attacker. Any model within 1" of the walls, even ones climbing a Siege Ladder, and within 8" of the model dropping the Rock is an eligible target. Models dropping Rocks are always considered to have a Shoot value of 4+, regardless of their actual Shoot value. Any model hit by Rocks suffers a Strength 6 hit. If a model climbing a Siege Ladder is hit by Rocks and not slain, roll a D6. On a 4+ the model falls off of the Siege Ladder and will suffer falling damage as described on page 31 of the Middle-earth Strategy Battle Game rules manual.

**BOILING OIL.....30 POINTS**

*Though its use is rare amongst the free peoples of Middle-earth, cauldrons of boiling oil are often used by the servants of the Dark Lord to bring about an excruciating death upon their enemies.*

Boiling Oil is a Heavy Object and is on a 40mm base. If two defending models are in base contact with the Boiling Oil, they can attempt to pour it onto an attacker. Any model within 1" of the walls, even ones climbing a Siege Ladder, and within 8" of the models pouring the Boiling Oil is an eligible target. Models pouring Boiling Oil are always considered to have a Shoot value of 4+, regardless of their actual Shoot value. Any model hit by Boiling Oil suffers a Strength 8 hit, and any model within 2" of a model hit by Boiling Oil suffers a Strength 4 hit. If a model climbing a Siege Ladder is hit by Boiling Oil and not slain, roll a D6. On a 3+ the model falls off of the Siege Ladder and will suffer falling damage as described on page 31 of the Middle-earth Strategy Battle Game rules manual. After using Boiling Oil, the defending player rolls a D6. On the roll of a 1, the supply of oil has been used up and the defender cannot use that cauldron to pour any more Boiling Oil for the remainder of the game.





# ATTACKER EQUIPMENT

## SIEGE TOWER .....40 POINTS

*During the largest sieges in Middle-earth, attacking forces have often used huge siege towers to transport numbers of their allies up to the walls of a fortress before spilling out onto its battlements.*



Siege Towers should be tall enough for the ramp to reach the battlements of a fortress when lowered and should be no more than 4" wide across the ramp. **Infantry** models may be deployed within or on top of a Siege Tower, with the exception of **Monster** models. Siege Towers can be pushed by friendly models and will be moved 6" when they do so. It requires six **Infantry** models to push a Siege Tower, with an additional **Infantry** model required for each model on or in the Siege Tower. **Monster** models count as six models for the purposes of pushing. To count as pushing a Siege Tower, a model must be either in base contact with the rear or side of the Siege Tower, or in base contact with another model that is pushing from the rear.

If a Siege Tower would move into base contact with the fortress during the Move phase then the ramp is immediately lowered. Models in the Siege Tower do not count as moving whilst the Siege Tower is being pushed.

Siege Towers have a Defence of 10, 3 Wounds and are a Battlefield Target.

## SIEGE LADDER .....5 POINTS

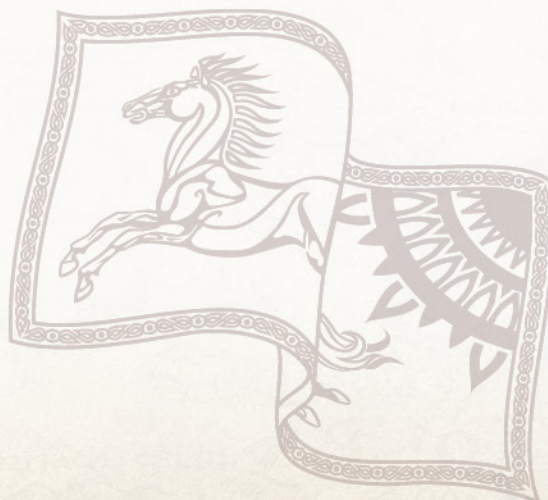
*Attackers will often use siege ladders to aid them in scaling the walls of a fortress, allowing them to quickly reach the battlements and get stuck into the fight.*

Siege Ladders follow the rules as given on page 122 of the Middle-earth Strategy Battle Game rules manual.

## BATTERING RAM .....15 POINTS

*A huge piece of metal or wood carried into battle, a battering ram is the ideal way for an attacking force to smash down gates, allowing for their army to flood into and capture a fortress.*

Battering Rams follow the rules as given on page 123 of the Middle-earth Strategy Battle Game rules manual.









# THE GRAND SIEGE

**C**ontained within their fortress, the defenders must fend off the impending siege from their foes, who are intent on claiming the fortress for their own.

## SCENARIO OUTLINE

The Defenders must defend the fortress at all costs, whilst the Attackers seek to claim it.

## THE ARMIES

Both players roll a D6 to decide who is the Attacker and Defender, with the player who rolls lower being the Defender. Players then choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual. The Attacker gains an additional 25% of the points value of the Defender's force to add to their own. So if the Defender has a total of 1,000 points, the Attacker may have up to 1,250 points.

Both the Attacker and Defender may purchase items from the Attacker Equipment and Defender Equipment lists respectively.

## LAYOUT

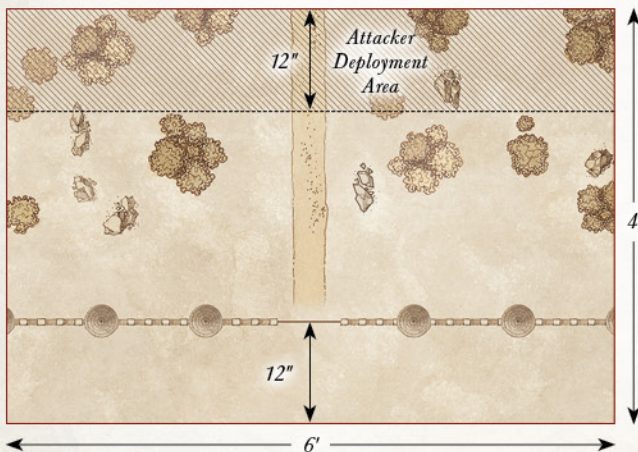
The fortress will run the length of the board 12" from a board edge. The gate of the fortress is in the centre of the walls, and there may be a selection of towers along the length of the walls.

## STARTING POSITIONS

The Defender deploys their forces anywhere atop or behind the walls of the fortress. The Attacker then deploys their force within 12" of the board edge opposite to the fortress.

## INITIAL PRIORITY

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



## OBJECTIVES

The game lasts until the end of a turn in which one force has completed its objective. The Attackers win if they can get 12 or more models within the fortress at the end of any turn. The Defenders win if they can reduce the Attackers to 25% of their starting number at the end of any turn.

## SPECIAL RULES

**The Gates** – If needed, the Defenders can open the gates of the fortress to charge out. The Defender may choose to open the gates at the start of any Move phase. From this point on, the gates will be opened, allowing models to move through them for the remainder of the game. This cannot be done if the gates have already been destroyed.

**The Walls** – The walls of the fortress are vertical and all but impossible to climb. Models may not climb up the walls without use of a Siege Ladder or Siege Tower. Models that can climb any surface, such as those with the Swift Movement special rule, cannot climb the walls – they must use an alternative way of entering the fortress.





# DEFEND THE VILLAGE

**W**ith an enemy force wreaking havoc across their lands, a defending force must now protect one of their villages to stop the attackers from burning it to the ground.

## SCENARIO OUTLINE

The Attackers must try to burn down the village whilst the Defenders must try to prevent the Attackers from doing so.

## THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game. Players both roll a D6 to decide who is the Attacker and Defender, with the player who rolls lower being the Defender.

## LAYOUT

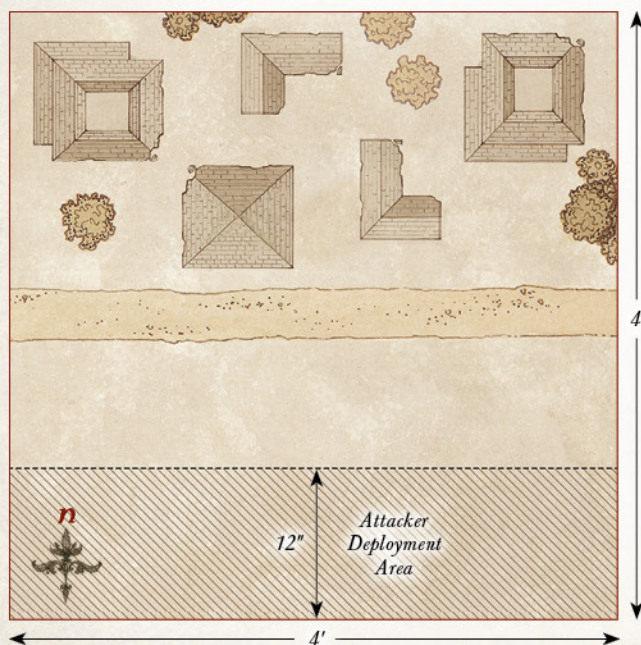
The northern half of the board is the village and should have a total of five houses scattered within it. The rest of the board should be clear.

## STARTING POSITIONS

The Defender deploys within the northern half of the board. The Attacker then deploys within 12" of the southern board edge.

## INITIAL PRIORITY

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



## OBJECTIVES

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

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

## SCORING VICTORY POINTS

- The Attacker scores **2 Victory Points** for each house that is on fire at the end of the game.
- The Defender scores **2 Victory Points** for each house that is not on fire at the end of the game.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count).
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.

## SPECIAL RULES

**Torching Buildings** – *The attackers plan on setting as much of the village alight to drive the defenders from their lands.*

Any Attacking model that ends its move in base contact with a house during the Move phase can attempt to set it alight. Roll a D6; on a 5+ the building has been set alight.

**Put the Fires Out!** – *As the village becomes engulfed in flame, the defenders attempt to subdue the fires and protect the village.*

Any Defending model that ends its move in base contact with a house that is on fire may attempt to put it out. Roll a D6. On the roll of a 6 the fire has been put out. However, should the Defending player roll a 1 then the house will be consumed by flames and cannot be put out for the remainder of the game.





# ROHAN BUILDINGS

**T**he thatched wooden buildings of the Rohirrim are perhaps just as recognisable as the Rohirrim themselves; their unique look making them easily identifiable. Many of the Scenarios in War in Rohan take place in the Westfold and even Edoras, and so it makes sense for you to have plenty of Rohan Houses, Watchtowers and Palisades for your games – especially when doing battle in Rohan's capital!

To that end, over the next few pages we have provided you with a handy guide on how to make the most of the plastic Rohan House and Rohan Watchtower & Palisade kits. There are painting guides to get your buildings on the table as quickly as possible, as well as how to add all the extra details that you may wish to do yourself. We will also show you what you could do with the plastic kits with a little bit more imagination and effort to get some truly amazing results!

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# BATTLEREADY

**S**ometimes you just want to get your terrain on the board and ready for a game; and so here we present you with how to quickly paint your own Rohan Houses so that they are ready for the battlefield in mere minutes. The Rohan House below was sprayed with Grey Seer for the Citadel Contrast paints to go over.

## WOOD

The majority of the terrain is made up of timber and wooden planks that, in the films, have more of a greyish hue. To achieve this, they were painted with Basilicanum Grey over the base of Grey Seer to give the colour you see below.

Next, to give a weathered and worn look, a thinned down 25:75 mixture of Warp Lightning and Contrast Medium was applied sporadically to small areas of the wood towards the base. This has helped to add some extra colour to the wooden timbers.

## THATCH

The thatched roof was painted with Aggaros Dunes, again over Grey Seer spray, to give the colour of the straw that has been used to create the thatching on the roofs of the Rohan Houses.

All that is left is to do the final few details. The ropes on the sides of the house were painted using Snakebite Leather, whilst the green coloured wood was painted using Warp Lightning. The gold details were then painted with Retributor Armour.





# STAGE BY STAGE



## 1. CHAOS BLACK

After you have built your Rohan House, you will need to undercoat it ready to be painted. For this we recommend using Chaos Black spray to give the model a good, even undercoat.



## 2. MECHANICUS STANDARD GREY

Next, the Rohan House was sprayed with Mechanicus Standard Grey. This gives the wooden areas of the model a suitable base colour to build upon to give the grey wood colour of the houses.



## 3. DAWNSTONE

To begin to brighten the wood tone, the wooden areas of the Rohan House were then airbrushed with Dawnstone. This lightens up the raised areas whilst still leaving some of the darker grey in the recesses.



## 4. DAWNSTONE & ULTHUAN GREY

Finally, to further lighten up the wooden areas, the wood was airbrushed with a 50:50 mixture of Dawnstone and Ulthuan Grey, before being given a final airbrush of pure Ulthuan Grey.





#### 5. DEATHWORLD FOREST & BALOR BROWN

The roof was first airbrushed Deathworld Forest and then airbrushed with Balor Brown, making sure to leave some of the green colour in the recesses.



#### 6. USHABTI BONE

After the roof had been airbrushed, the thatching was then drybrushed with Ushabti Bone in order to pick out and highlight all of the raised details on the roof.

#### 7. FINAL WASHES

To finish off the wood, some washes were applied sporadically around the building to give certain planks of wood or areas of the building a slightly different colour. Thinned down Seraphim Sepia, Nuln Oil and Athonian Camoshade were all used in this way.





## EXTRA DETAILS

**T**he Rohan House and Rohan Watchtower & Palisade kits are crammed with extra detail that makes them look as they do in the films. From the horse-head emblems attached to the gable ends, to the various ropes found on the sides of the buildings, and even the bell found atop the watchtower, every part of these kits is designed to conjure up the imagery of Rohan from the films, allowing you to set your games within the Kingdom of Rohan.



### WINDOWS

The windows were first painted with Leadbelcher and then washed with a 50:50 mix of Nuln Oil and Seraphim Sepia. Finally, the bars on the window were picked out with Stormhost Silver to make them stand out against the dark window panes.



### BELL

The watchtower bell was first painted with a 50:50 mix of Abaddon Black and Mechanicus Standard Grey. It was then given a heavy drybrush of Leadbelcher before being given the same wash as the windows: a 50:50 mix of Nuln Oil and Seraphim Sepia.

### WHITE-PAINTED HORSES

Many of the wooden beams have decorative horse motifs on them, showing the heraldry of the Rohirrim. Simply drybrush White Scar over the wood colour that was painted previously. Not only will this make them white, but it will also leave the main colour in the recesses, making it look as though some of the paint has chipped or peeled away.



### SHARPENED WOOD

At the top of the palisades, the Rohirrim have sharpened the tips of the logs to make it much harder for their enemies to climb over them. To get the colour of the sharp points of the logs, start by painting them Ushabtî Bone, and then give them a 25:75 wash of Seraphim Sepia and Lahmian Medium.





### COLOURED WOOD

For the coloured wood, a layer of Warp Lightning Contrast paint was applied over the wood tone that had already been airbrushed on earlier. Whilst the coloured wood on our Rohan Houses is green, this can be done in any colour that you choose.

The gold trim was first painted with Hashut Copper and then layered with Retributor Armour; whilst the silver was done in the same way as the bell on the previous page.



### ADDITIONAL DETAILS

With a bit of extra creativity, you can use the plastic kits to create some very interesting scenic details for your terrain. The troughs were made from the beams that meet at the top of the roofs, with a barrel cut in half to make the actual trough. Whilst the small logs were simply a log from the palisade cut up into smaller bits!





# SHOWCASE

**T**he Rohan House and Rohan Watchtower & Palisades sets are great terrain kits that really help to capture the spirit of Rohan that is seen in the films. They can be used in all sorts of ways to create your own villages, settlements or larger towns within the Kingdom of Rohan, and provide you with some truly iconic landscapes to play your games on and recreate some of the Scenarios from this supplement.

To that end, over the next few pages we are going to show you some examples of what you can do with these terrain kits with a little bit of imagination and converting. All of the following buildings have been made by the talented folks in the Warhammer World Studio, who have come up with a series of interesting and different ways to use the new terrain kits to create some new buildings to add variety to your battlefield.



## LARGE HOUSES

As the Rohan House is a modular kit, you can combine multiple sets to create one much larger building. The one below has been made out of a total of four Rohan Houses!







#### OTHER BUILDINGS

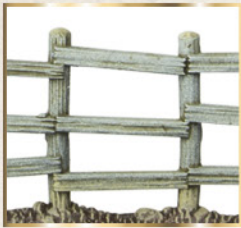
By simply placing the entranceway to the building in a more prominent position, the building will look less like a house and more like an official building such as a town hall.



#### BLACKSMITHS

By only using walls for half of the house, you can create an outside canopy for the building. The fences are made with the ladders, and the fire pit and anvil were scratch-built.





### PADDOCK

The Rohan House also comes with a selection of fences that can be used to create paddocks of various sizes depending on how many of the fence pieces you wish to use.



### BELL TOWER

This bell tower has been made out of one of the Rohan Watchtowers with the walls from the Rohan House used on the outside. By placing a door on the front of the tower, and having windows around the outside, the bell tower looks as though it is a fully functioning building that can be occupied by Rohan guards at all times.



## WATCHTOWERS

This watchtower has had extra walls built around its legs using cut-up areas of the Rohan Palisade. By cutting the palisade up into appropriate sized pieces, you can have your palisade walls bend seamlessly around your watchtowers and even have a watchtower sticking out from your walls without leaving an area for enemies to enter the settlement.

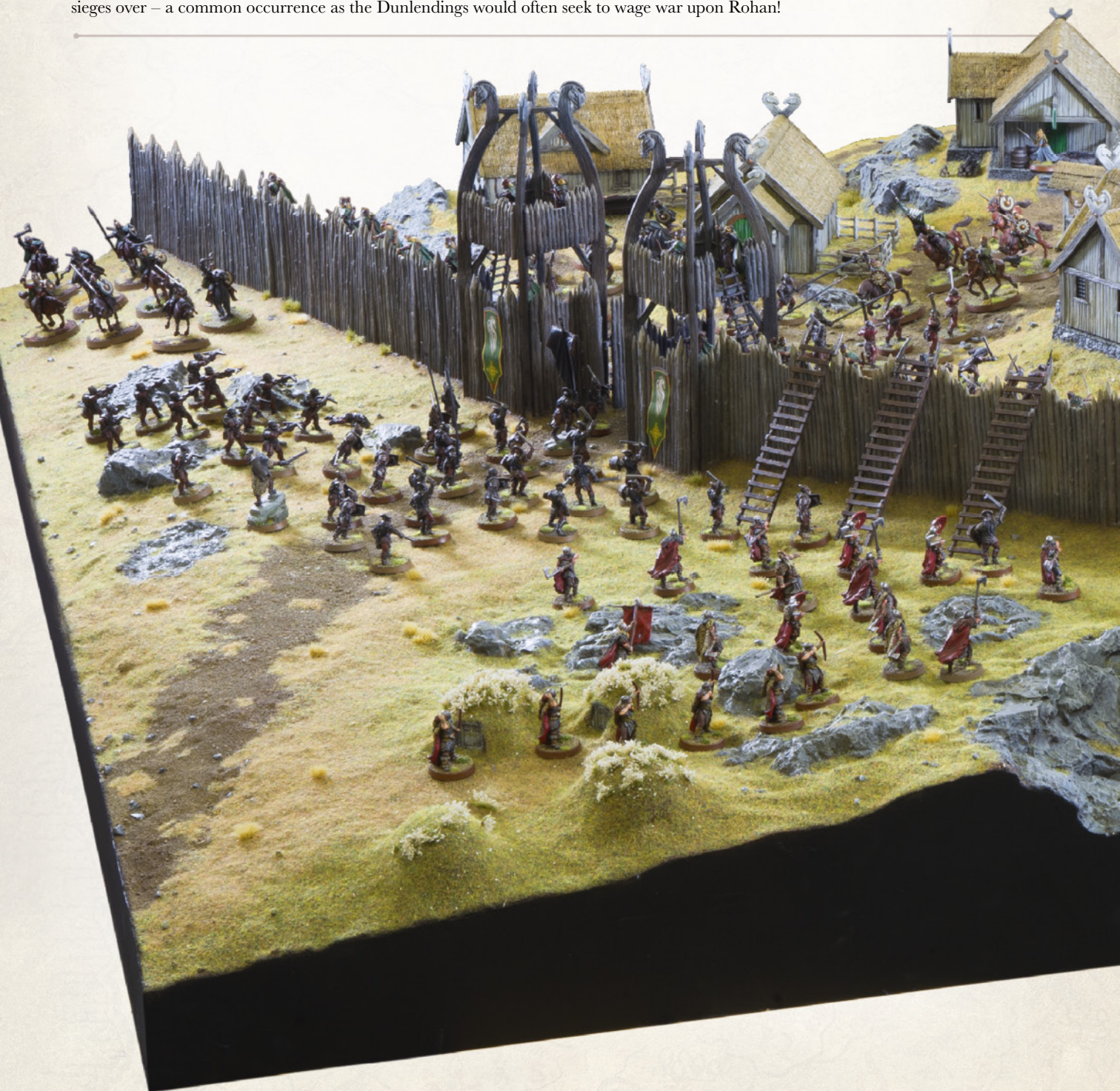




# ROHAN SETTLEMENT

**A**s we mentioned earlier, creating your own iconic landscapes for your games set in the Kingdom of Rohan has never been easier with the release of the Rohan House and Rohan Watchtower & Palisade sets. Below you will see a Rohan Settlement; the amazing efforts of the talented team in the Warhammer World Studio.

The board itself really captures the essence of Rohan, featuring numerous houses, watchtowers and buildings scattered across it, as well as a town hall in the centre of the settlement itself. The palisade walls delineate the edge of the settlement and are perfect for fighting sieges over – a common occurrence as the Dunlendings would often seek to wage war upon Rohan!

















# APPENDIX



*“The horn of Helm Hammerhand shall  
sound in the deep, one last time!”*

*- Théoden, The Lord of the Rings: The Two Towers*



Though they had a devastating and lasting impact upon Rohan, the events of the War of the Ring were not the first time the kingdom of Rohan had been embroiled in turmoil and war. Some 500 years previous, in the year 2510 of the Third Age, Rohan was itself born out of conflict. The kingdom of Gondor was at constant war with the Men from the east, and they threatened to bring down Gondor itself. Cirion, the Steward of Gondor, had sent word requesting aid to any potential allies that he could, yet it would come from an unlikely source. The northmen led by their leader, Eorl the Young, were the ones to answer the Steward's call, riding to battle against the armies from the east and winning a great victory. As reward for their aid, Cirion gifted the lands of Calenardhon to Eorl and his people, which become known afterwards as Rohan.

Nearly 200 years later, Rohan was once more thrust into war; this time against the Dunlendings who had become the sworn enemies of the horse-lords. It was Helm Hammerhand who had to endure this war during his rule, and raids were commonplace. Eventually, Edoras fell into the hands of the Dunlendings and Helm was forced to retreat to the fortress that he would sally forth from, and would eventually come to be known as Helm's Deep.

In this Appendix, we present three additional Narrative Play Scenarios for you to enjoy, focusing upon two key battles in the history of Rohan: the Field of Celebrant where Rohan was founded, and Helm Hammerhand's war against the Dunlendings. You will be able to re-create the epic charge of Eorl the Young's men as they fight for Gondor and forge the first chapter in their own history; and you will be able to play through the Dunlendings' assault on Edoras and one of the many battles that Helm Hammerhand fought in as he rode out from Helm's Deep against his foe.

HELM HAMMERHAND .....165 POINTS

(MAN, ROHAN, INFANTRY, HERO) – HERO OF LEGEND

The ninth king of the Kingdom of Rohan, Helm Hammerhand has gone down in legend as one of the greatest rulers of his realm. It was said that the strength that Helm could muster within his fist was as strong as any hammer, and so he became known as the Hammerhand. During his reign, Rohan was at constant war with the Dunlendings. Edoras was assaulted and Helm and his people were forced to take refuge within the fortress of Sûthburg. It was here that Helm Hammerhand rode out to fight the Dunlendings and won a great victory. From that point forth, the fortress of Sûthburg became known by its more recognisable name – Helm's Deep.

|    |      |   |   |   |   |   |   |   |   |
|----|------|---|---|---|---|---|---|---|---|
| Mv | F    | S | D | A | W | C | M | W | F |
| 6" | 5/4+ | 5 | 7 | 3 | 3 | 6 | 3 | 3 | 1 |

OPTIONS  
Horse.....10 points

WARGEAR

Heavy armour, two-handed sword and the Horn of the Hammerhand

**Horn of the Hammerhand** **ACTIVE** – It was said that whenever Helm went to war he would give a blast of his great horn, enough to strike fear into his foes.

This is a War Horn. Additionally, in a turn in which Helm Hammerhand charges into combat, he causes Terror until the end of the turn.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength
- Heroic Defence
- Heroic Challenge

SPECIAL RULES

**Burly, Expert Rider, Horse Lord**

**Inspiring Presence** **PASSIVE** – Helm Hammerhand is arguably one of the greatest heroes in the history of Rohan, and his deeds upon the battlefield inspire those around him to their own feats of greatness.

Friendly **Rohan Warrior** models within 6" of Helm Hammerhand add a bonus of +1 to their Fight value.

**The Hammerhand** **PASSIVE** – It was said that Helm's fists were as powerful as hammers, and he would often fight with his bare hands rather than a weapon.

Helm Hammerhand may choose to fight with his fists instead of his sword, in which case he may use the Bash special strike. Additionally, Helm Hammerhand never counts as unarmed.

Helm Hammerhand may be taken as part of the Rohan army list.

If your force contains Helm Hammerhand, it may not include any other named **Hero** models from the Rohan army list. Also, if your army includes Helm Hammerhand, then every alliance will be Impossible Allies.



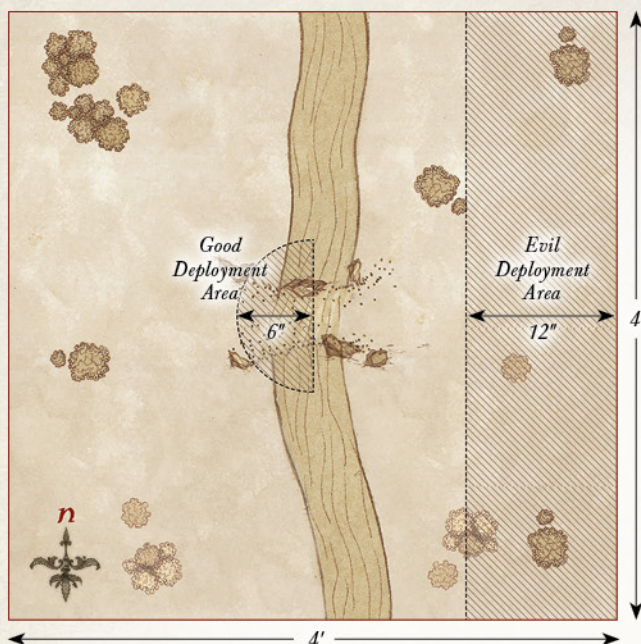
F C E L F

*Cirion, the Steward of Gondor, marshaled his forces as best he could against the Khandish threat, but they were simply too great in number for Gondor to deal with single-handedly; they would need allies in this war. To this end, Cirion sent requests of help to all that he could, though he knew that many of Gondor's allies would take too long to reach them in time.*

*Eventually, Eorl and his northmen defeated the Khandish invaders, driving them from the lands they had attempted to conquer. For their help, Cirion gifted the land of Calenardhon to Eorl and his people, and with it forged an alliance that would last for hundreds of years, and would have a part to play 500 years later in the War of The Ring.*







### LAYOUT

The board represents the Field of Celebrant and the River Anduin. The Anduin should run through the centre of the board from north to south and should be 6" wide. The area of the Anduin within 3" of the centre of the battlefield. The rest of the board should have a few trees, bushes and hedges dotted around.

### STARTING POSITIONS

The Good player deploys their Gondor models on the western side of the Anduin but within 6" of the centre of the battlefield. The Evil player then deploys their models within 12" of the eastern board edge. The Rohan models are kept aside for later in the game.

### OBJECTIVES

The Khandish forces have thrust war upon Gondor and will not rest until its leaders are dead. However, the Horse Lords have come to Gondor's aid and will fight to drive the Khandish forces from the Field of Celebrant. The Good side wins if they can reduce the Evil side to 25% of its starting numbers at the end of any turn. The Evil player wins immediately if Cirion is slain.

### SPECIAL RULES

**Fast-flowing River** – *The Anduin flows with great speed, and crossing it must be done carefully if not at the ford.*

The area of the Anduin that is the ford is treated as Shallow Water. The rest of the Anduin is considered to be Deep Water.

**Eorl the Young** – *Having heard Cirion's call for aid the northmen, led by Eorl, have come to fight for Gondor, beginning an alliance that would last an age.*

At the end of the Good player's fourth Move phase, the Rohan models may move onto the board from the northern board edge via the rules for Reinforcements.

### PARTICIPANTS

**Good:** Eorl the Young; King of Men with heavy armour, shield and horse (representing Cirion); 12 Riders of Rohan: 4 with throwing spear, 8 with no additional equipment; 6 Sons of Eorl; 12 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow; 6 Knights of Minas Tirith with shield.

**Evil:** Khandish King on Chariot; Khandish Chieftain on Chariot; 3 Khandish Charioteers; 12 Khandish Horsemen; 18 Khandish Warriors: 6 with bow, 12 with hand-and-a-half axe.





# ASSAULT ON EDORAS

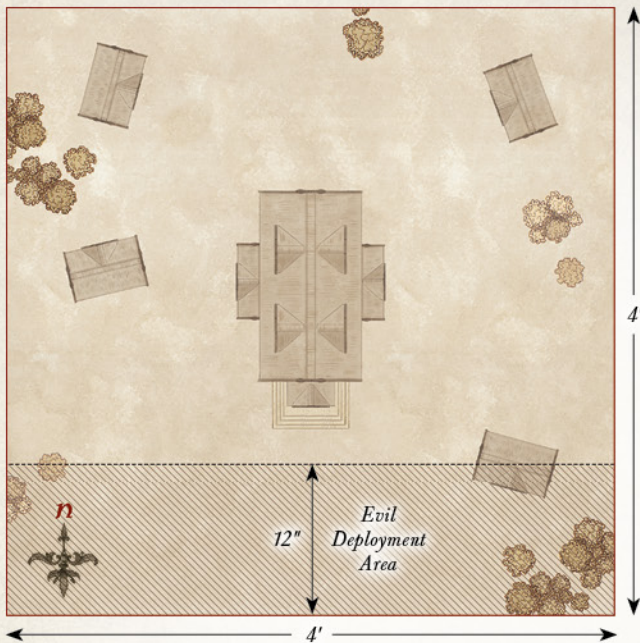
**D**uring the reign of Helm Hammerhand, the Kingdom of Rohan was at constant war; the Dunlendings who had been driven out of Rohan many years before causing problems for the Rohirrim whenever they got an opportunity. Attacks on villages were commonplace but were swiftly dealt with by the Rohirrim. Yet these attacks were only meant to weaken Helm's power and keep him weary of attacks whilst the Dunlendings bided their time.

*In the year 2758 of the Third Age, the armies of Rohan, led by Helm Hammerhand, were assembled to drive away an advancing army of Wild Men of Dunland. However, the Wild Men were no more than a diversion put in place to draw Helm and his armies away from Edoras, and in his haste to foil the attack of the Wild Men, Helm had left his kingdom vulnerable to attack.*

*With little warning, the armies of Dunland swept into Edoras, slaying all who stood in their path. As they made their way towards the Golden Hall of Meduseld, those who had stayed behind to protect Rohan's capital were ready to meet them. Though they were outnumbered, the Rohirrim would not yield the Golden Hall un-fought, and so the last defenders of Edoras would take the fight to the Dunlendings in an effort to protect their home from the invaders.*







### LAYOUT

The board represents the city of Edoras. In the centre of the board should be a larger building representing the Golden Hall of Meduseld with the doors facing southwards. The rest of the board should have four Rohan houses as shown on the map.

### STARTING POSITIONS

The Good player splits their force into three equal sections, and deploys each one within 3" of either the Golden Hall or one of the houses on the northern half of the board. The Evil player then deploys their force within 12" of the southern board edge.



### OBJECTIVES

The Rohirrim must drive the Dunlendings from their home in order to prevent Edoras from falling. The Dunlendings have come to capture Edoras, which they believe to be rightfully theirs.

The game lasts until one player has completed their objective. The Good player wins if they can reduce the Evil force to 25% of its starting numbers. The Evil player wins if they can capture the Golden Hall. If both players achieve this in the same turn then the game is a draw.

### SPECIAL RULES

**Death to the Forgoil!** – *The Dunlendings have hated the Rohirrim ever since they were forced from their lands, and generations of hatred have made them bitter and resentful of the Forgoil.*

Friendly **Dunlending** models gain the Hatred (**Rohan**) special rule.

**Dunlending War Cry** – *As the Dunlendings fight their foes, it is common for the chieftains or war chiefs to begin a barbaric war cry that renews the strength of those around them as they hack and cleave their way through the enemy.*

Once per game, at the start of any Fight phase, one Dunlending Chieftain can declare that they are using this ability. Until the end of the turn, friendly **Dunlending** models within 12" of the Chieftain gain a bonus of +1 To Wound when making strikes.

**The Golden Hall** – *The key to taking Edoras is the Golden Hall. If it should be captured, Edoras will be claimed by the Dunlendings.*

To capture the Golden Hall, the Evil player must have five **Dunlending** models, including at least one **Hero** model, move into the Golden Hall via the doors. Models that move into the Golden Hall do not count as slain but cannot move out again once they are inside.

### PARTICIPANTS

**Good:** 3 Captains of Rohan with shield; 12 Rohan Royal Guard with throwing spear; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

**Evil:** 3 Dunlending Chieftains; 12 Dunlending Warriors: 4 with shield, 4 with two-handed axe, 4 with bow; 12 Wild Men of Dunland; 6 Dunlending Horsemen.



## BIRTH OF HELM'S DEEP

**W**ith Edoras having fallen into the hands of the Dunlendings, Helm Hammerhand and his people have been forced to take up refuge in the old Gondorian fortress of the Sûthburg. The fortress had been built early in the days of Gondor to defend the Glittering Caves in the White Mountains. Within its walls the Rohirrim began to regroup, planning to take the fight to the Dunlendings that had stolen their livelihoods.

*Helm Hammerhand was not simply content to cower behind the walls of the Sûthburg; instead he wanted to reclaim his kingdom from those who had usurped him. Whenever he set out to battle against his foes, Helm would let out a loud blast from his great horn. The sound of the horn signaled Helm and his armies riding out to wage war against the Dunlendings, and soon legends began to talk of the Horn of the Hammerhand and the fortress it was connected with.*

*The sound of Helm's mighty horn had become synonymous with his battles, and the fortress he rode out from and, although he ultimately fell in the early years of 2759 during the harsh winter that had continued since the previous year, his legend lived on in the stories of the Rohirrim. Soon the name of the Sûthburg was forgotten, and the old fortress became known by its new name in honour of the king who had tirelessly defended his people from its gates against the Dunlendings that sought to destroy them – Helm's Deep.*







### LAYOUT

The board represents the causeway of Helm's Deep and the plains outside the fortress. The causeway should extend out 12" from the western board edge and should be 9" wide. The rest of the board should be bare, representing the lands outside Helm's Deep.

### STARTING POSITIONS

The Good player deploys their force on the causeway, with Helm Hammerhand at the front of their force. The Evil player then deploys their force anywhere within the eastern half of the board.

### OBJECTIVES

With the sound of the horn ringing through the deep, Helm Hammerhand has ridden out to take the fight to the Dunlendings; only by slaying enough of them can the Dunlendings be driven back. The Dunlendings' task is simple: kill the king of Rohan and shatter the morale of his people.

The game lasts until one side has completed their objective.

The Good side wins if they can reduce the Evil force to 25% of its starting numbers at the end of any turn. The Evil force wins immediately if Helm Hammerhand is slain.

### SPECIAL RULES

**Death to the Forgoil!** – *The Dunlendings have hated the Rohirrim ever since they were forced from their lands, and generations of hatred have made them bitter and resentful of the Forgoil.*

Friendly **Dunlending** models gain the Hatred (**Rohan**) special rule.

**Dunlending War Cry** – *As the Dunlendings fight their foes, it is common for the chieftains or war chiefs to begin a barbaric war cry that renews the strength of those around them as they hack and cleave their way through the enemy.*

Once per game, at the start of any Fight phase, one Dunlending Chieftain can declare that they are using this ability. Until the end of the turn, friendly **Dunlending** models within 12" of the Chieftain gain a bonus of +1 To Wound when making strikes.

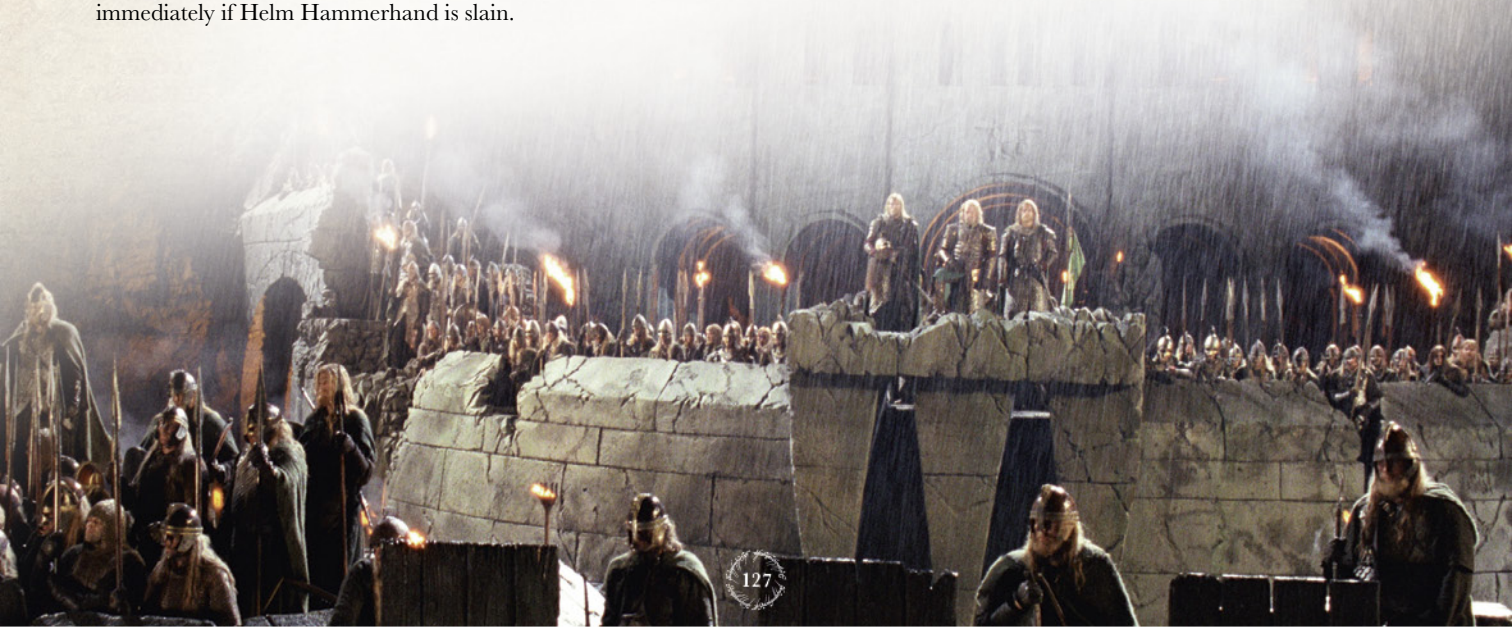
**The King of Rohan** – *Helm has proven himself to be a mighty warrior, one who has fought off countless enemies and won many battles. Yet the wars with the Dunlendings require him to better himself once more.*

Helm Hammerhand may declare a Heroic Combat each turn without spending Might.

### PARTICIPANTS

**Good:** Helm Hammerhand on horse; 2 Captains of Rohan with shield; 12 Rohan Royal Guard with throwing spear and horse; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

**Evil:** 3 Dunlending Chieftains; 12 Dunlending Warriors: 4 with shield, 4 with two-handed axe, 4 with bow; 12 Wild Men of Dunland; 6 Dunlending Huscarls; 6 Dunlending Horsemen.





# HELM'S GUARD

**D**uring the reign of Helm Hammerhand, the Rohirrim were at constant war with the Dunlendings, both sides engaged in a power struggle over who was the rightful ruler of the lands. The Dunlendings believed it was they, and they alone, who had the rights to the lands of Rohan, whilst the Rohirrim were fighting in defence of their homes and people who had dwelt there since Eorl the Young was granted these lands many decades before.

Against the might of the Dunlendings, Helm Hammerhand would lead his followers into battle from the front – the King's impressive stature and incredible strength rallying his followers around him. Yet even the skill and leadership of Helm Hammerhand could not stem the Dunlending hordes, and his forces were pushed back to the mountain fortress of Sûthburg.

Within the fortress walls, Helm Hammerhand gathered together his most skilled and hardy warriors and prepared to fight for his kingdom. Blowing the great horn that stood in the fortress, Helm and his Rohirrim rode out against their foes. At his side were the warriors and riders of Rohan, and as many Royal Guard as could be mustered. The sheer force of the Rohirrim that rode out against the Dunlendings saw them win the first of many more battles against them.

Each time that Helm Hammerhand rode out, the great horn was blown; an act that earned the keep the name of the Hornburg, and eventually saw the fortress renamed as Helm's Deep. Such was the ferocity that Helm and his guard fought with, there were few fighting forces in Middle-earth that could stand against them when the horn sounded and Helm Hammerhand rode out.





## ARMY COMPOSITION

### HELM HAMMERHAND.....165 points

- Horse.....10 points

### CAPTAIN OF ROHAN .....45 points

- Horse.....10 points
- Bow .....5 points
- Heavy armour.....5 points
- Shield .....5 points
- Throwing spears .....5 points

### KING'S HUNTSMAN .....50 points

### WARRIOR OF ROHAN .....6 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points
- Bow .....1 point
- Shield .....1 point

### RIDER OF ROHAN .....14 points

- War horn.....30 points
- Banner.....25 points
- Throwing spears .....2 points

### ROHAN ROYAL GUARD .....10 points

- Banner.....25 points
- Horse.....5 points
- Throwing spears .....2 points

### ROHAN OUTRIDER .....8 points

- Horse.....5 points

## ADDITIONAL RULES

- A Helm's Guard force must include Helm Hammerhand. Helm Hammerhand is always the army leader.

## SPECIAL RULES

**Defend the Sûthburg!** – *As the Rohirrim fight to defend the mountain fortress, they are forced to use their weapons in ways they would not normally do so.*

Friendly **Rohan Infantry** models armed with throwing spears may use them as standard spears in addition to their normal use. However, if a model uses their spear as a throwing spear in a turn, they cannot use it as a standard spear in the same turn.

**The King of Rohan** – *Helm has proven himself to be a mighty warrior, one who has fought off countless enemies and won many battles. Yet the wars with the Dunlendings require him to better himself once more.*

Helm Hammerhand gains the Mighty Hero special rule. Additionally, Helm Hammerhand may declare a Heroic Combat each turn without spending Might.

**Designer's Notes:** *This Legendary Legion represents the armies of Helm Hammerhand that fought against the Dunlendings. Helm Hammerhand is the key to this force; without him the force may yet falter. Helm is an exceptional leader, and this Legendary Legion helps to show the legend of Rohan in his most glorious light. Not only can Helm now declare a Heroic Combat for free each turn, but he also gains the Mighty Hero special rule – that is potentially two free Might points a turn!*

*This Legendary Legion doesn't make Riders of Rohan exempt from counting towards your Bow Limit, so some Infantry models will likely be required when building this force. Warriors of Rohan often suffer from the lack of spear supports in the army, and so the Defend the Sûthburg! special rule allows them to use their throwing spears as normal spears, so long as they didn't use them in the Shoot phase of course, which adds some desperately needed spear support to the Rohan infantry.*





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