

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

MORIA & ANGMAR



'There are older and fouler things than Orcs
in the deep places of the world.'

– Gandalf, *The Fellowship of the Ring*

GAMES
WORKSHOP

INTRODUCTION

It is the Third Age of the world. The power of the Dark Lord grows and Evil creatures across Middle-earth gather in increasing numbers. In the ancient Dwarf hold of Khazad-dûm, dread evils stir to wakefulness and Moria Goblins ready for war. In the grim north, the dread legions of Angmar muster once again. The doom of the Free Peoples is at hand!

This sourcebook is your guide to collecting armies from the Moria and Angmar, and fielding them in games of The Lord of the Rings. The main rules manual for The Lord of the Rings Strategy Battle Game contains the rules you will need to fight battles with your Citadel miniatures.

This sourcebook contains two separate army lists that work with those rules, along with information on how to forge your collection of Citadel miniatures into an organised force that reflects the history and narrative of The Lord of the Rings. With this book you can assemble your army and prepare to do battle against the servants of the Dark Lord.



CHOOSING YOUR FORCES *(page 4-15)*

This part of the book contains details of how to organise your collection of Citadel miniatures into an army for Points Match games of The Lord of the Rings – perfect for playing ‘pick-up and play’ battles in your gaming club or at your local hobby centre. This section also includes six exciting Points Match scenarios for you to test your armies in, allowing you to match wits and armies with your friends.

THE CREATURES IN DARKNESS

Each army has its own section in this sourcebook, within which are presented the rules for all of its Warriors and Heroes, including any special rules or unique items of wargear that they may have access to. The armies in question are:

Moria *(page 16-29)*

Herein you will find the numberless hordes of the Black Pit. Once the greatest of Dwarven kingdoms, Moria is now the haunt of Goblins, bats and far more terrifying creatures besides. This is an army of opposites, boasting some of the weakest and most profligate warriors in Middle-earth and some of the most devastating powerful.

Moria Goblins may not be the most formidable foes, but they are available in vast numbers. Their weakness is mitigated by the darker, more deadly things that lurk in the shadows under the Misty Mountains – the dreaded Balrog and the mysterious Watcher in the Water foremost amongst them.

Angmar *(page 30-37)*

Angmar is a fallen realm, the domain of the Witch-king, the chief of the dread Nazgûl. The greatest of the Dark Lord’s servants, the Witch-king has gathered to himself a mighty host to do his bidding, including spirits enslaved by the indomitable will of their new master.

Only the strongest of heart, those of incredible valour, can stand against the army of Angmar for it contains Spectres and Shades that can drain the courage from a man along with Orcs and other base creatures without number. From Angmar, the Witch-king seeks to topple the realms of Men – and with legions such as these, who can oppose him?

BATTLES BENEATH THE EARTH *(page 40-41)*

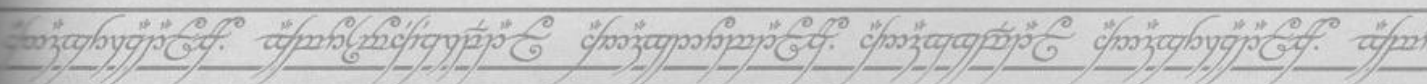
Many of the most exciting battles fought by the Goblins of Moria were done so within the darkening halls of Khazad-dûm, and other Dwarf holds. In the oppressive gloom of tunnel, cavern and hall, ancient rivals fought bloody wars for dominance, whose incredible scale went unremarked by surface-dwellers too caught up their own struggles against Sauron. These pages present advice and ideas for recreating your own underground battles, with rules of mine workings, secret openings, chasm-spanning bridges and more...

BATTLES IN MIDDLE-EARTH *(Page 42-47)*

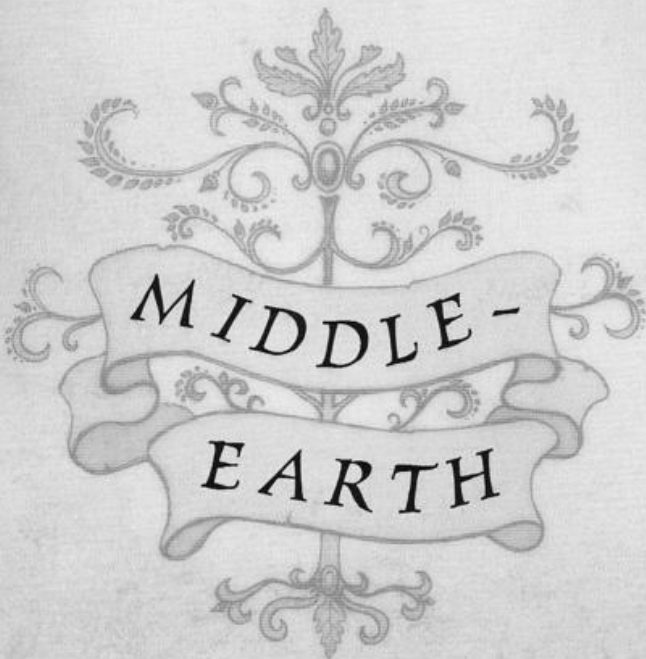
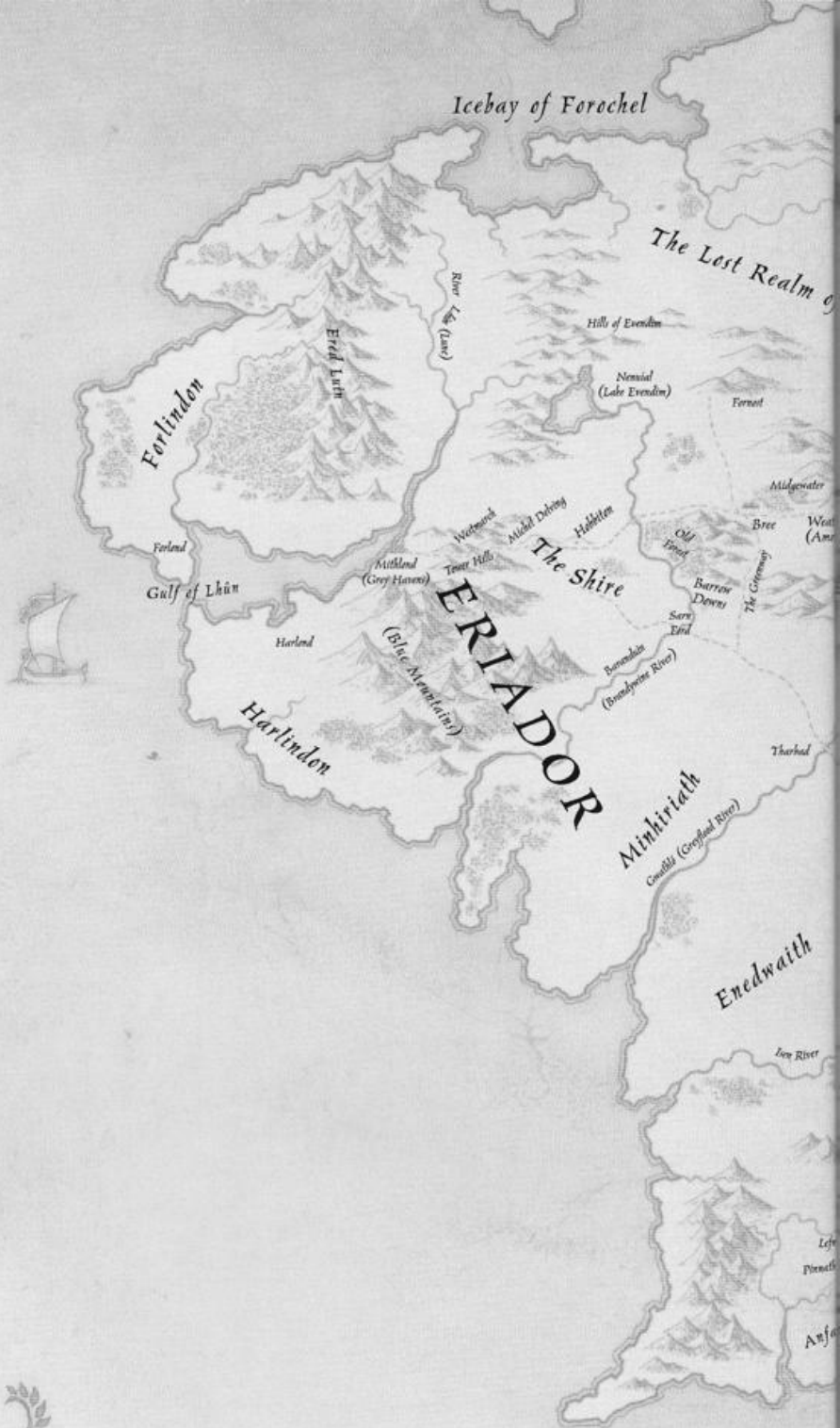
Here, you’ll find several narrative scenarios that recreate pivotal battles from the history of Middle-earth. Unlike the Points Match battles, in these thematic encounters, each scenario presents you with the history of the encounter, a list of recommended participants and any special rules you might need to faithfully recreate these iconic events from the story of The Lord of the Rings. For many The Lord of the Rings collectors, these scenarios offer the chance to delve into the exciting stories and histories surrounding the events of the books and films and answer the immortal question of ‘What if you could do things differently?’

FIND OUT MORE

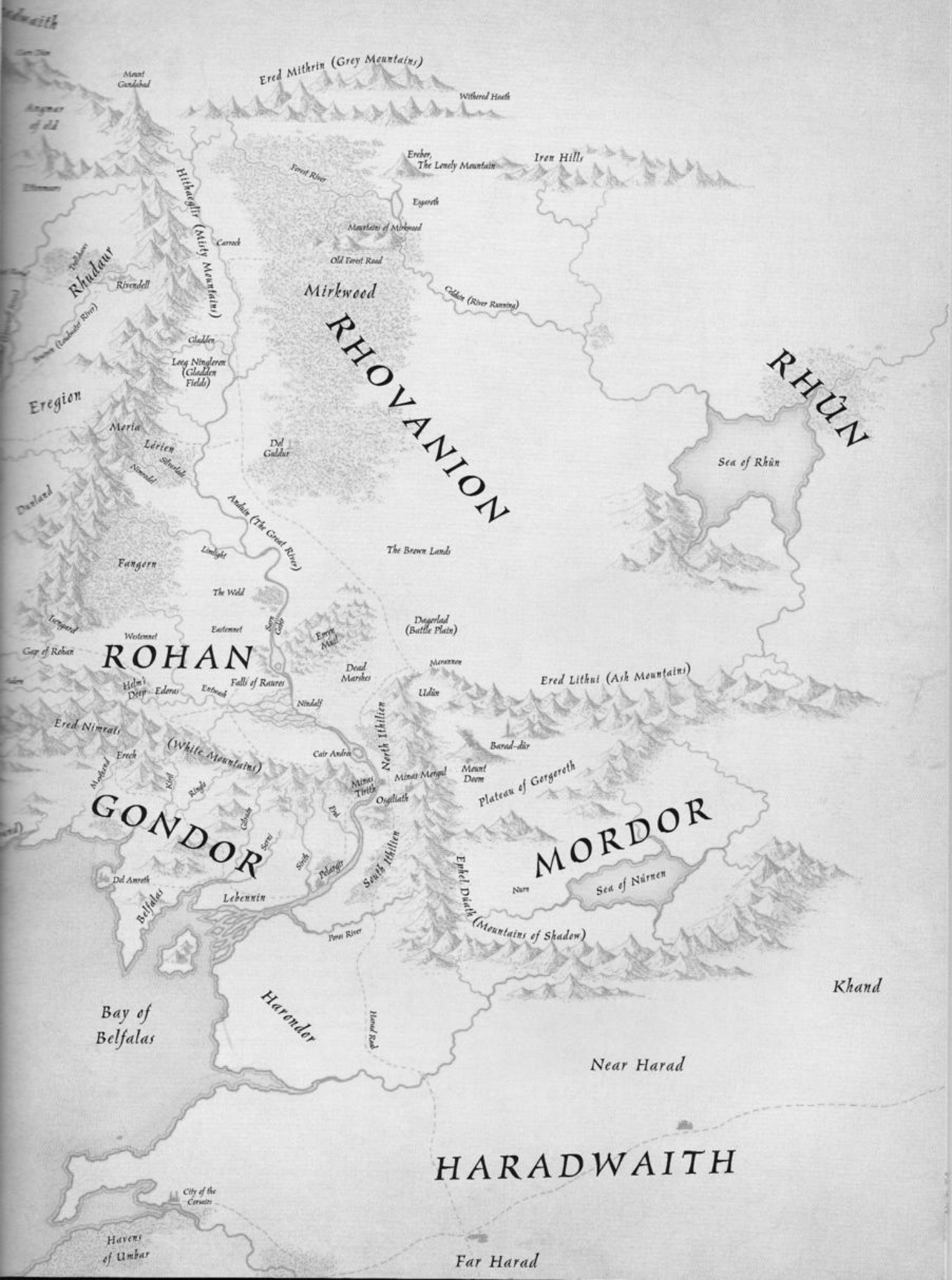
While this volume contains everything you need to play a game with your army, there are always more tactics to use, different scenarios to fight and painting ideas to try out. Check out Games Workshop’s monthly magazine, White Dwarf, and www.games-workshop.com to find out more.



North



Northern Waste



Ered Mithrin (Grey Mountains)

Withered Heath

Erebor, The Lonely Mountain

Iron Hills

Esgoroth

Mountains of Mirkwood

Old Forest Road

Colden (River Running)

Mirkwood

Hithaeglir (Misty Mountains)

Rhudaur

Rivendell

Loeg Nindoren (Cludden Fields)

Eregion

Meria

Lorien

Silverdale

Dol Guldur

RHUN

Sea of Rhun

RHOVANION

The Brown Lands

The Wild

ROHAN

Dagorlad (Battle Plain)

Edoras

Helm's Deep

Ered Nimrais

Erech

White Mountains

North Ithilien

Plateau of Gorgoroth

Mordor

South Ithilien

Sea of Nurnen

Haradwaith

Bay of Belfalas

Harondor

Near Harad

Far Harad

Khand

City of the Corsairs

Havens of Umbar

Anduin

Great River

Anduin

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Anduin

CHOOSING YOUR FORCES

A terrible shadow threatens to eclipse the realms of Middle-earth. Sauron, the Lord of the Rings, seeks to dominate the world under a tyranny that will never end. Across hundreds of battlefields, minor skirmishes erupt into wars that will span many lifetimes of Men and claim thousands of lives. From the desolation of Arnor and the eaves of Lothlórien, to the deserts of Harad and the ash-choked wastes of Mordor, the legions of Middle-earth do battle for the fate of the world!

There are many ways to play with and enjoy your collection of The Lord of the Rings miniatures, from recreating famous battles from the history of Middle-earth to casual pick-up and play games such as you see in gaming clubs and hobby centres every week.

This section of the book looks at Points Match games, a style of play specifically designed to enable players to enjoy a balanced and exciting game without having to prepare extensively in advance – beginning your battle becomes as simple as agreeing a fixed points limit, choosing your force from within your collection and beginning the game.

POINTS VALUES

In The Lord of the Rings Strategy Battle Game, every model has a points value, as presented in its army list entry. The points value is a measure of how formidable a warrior that model is. A weak and cowardly Moria Goblin costs a mere 4 points, whilst a mighty Dragon costs over 200 points. An Uruk-hai Scout costs 8 points, whilst Boromir of Gondor, a mighty Hero of Men, costs more than a hundred.

By adding together all the points costs of the Warriors and Heroes you have selected, you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. If you've enough Goblins, it's possible to overwhelm even a Dragon, and if you've enough Uruk-hai Scouts, even Boromir cannot hope to emerge victorious.

SIZE OF GAME

To play a Points Match game, you and your opponent agree a points value for the game. It is this points value that determines the maximum points you can spend on your army, and therefore your army's overall power. Most Points Match games take place between armies of an equal points value.

For example, if you decide to play a 750 point game, then each player can select up to 750 points worth of models for their force.

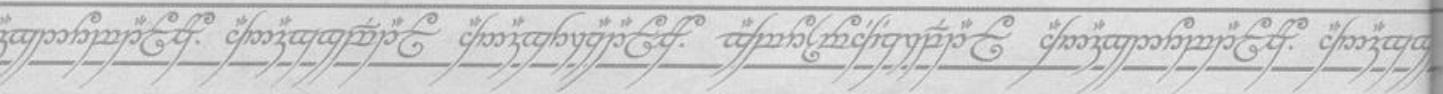
In reality, most armies are actually a shade smaller than the agreed points value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – after all, a few points here or there are unlikely to upset the battle's course.

What Points Limit?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 500 to 750 points per side will result in a game that can be comfortably concluded in a few hours. A game of 200 points each is still very entertaining, feeling like a clash of patrols, and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 1,500 points or more to take the entire day – perfect for a lazy Saturday.

With the points limit agreed, players need to pick their forces.



CHOOSING YOUR ARMY

Once you have agreed on the size of your game, you will want to select your army. Each of the major powers (and a great many of the minor powers) are represented in an army list found in this, or one of the other, sourcebooks. Each army list contains all the rules, background and options you'll need to turn your collection of Citadel miniatures into a force ready to conquer or defend Middle-earth. When you're choosing a force, you'll normally select models from the same army list (although often you'll want to ally two or more armies together, as we'll explain later). If you want to know which sourcebook to look in to find a particular army, consult the table below.

Sourcebook	Armies
The Kingdoms of Men	Minas Tirith, the Fiefdoms, Rohan, Arnor, Númenor.
The Free Peoples	Eregion and Rivendell, Lothlórien and Mirkwood, the Fellowship, the Shire, Wanderers in the Wild, the White Council, Durin's Folk.
Mordor	Mordor.
The Fallen Realms	Isengard, Harad and Umbar, Eastern Kingdoms.
Moria and Angmar	Moria, Angmar.

WARBANDS

Every Points Match force is composed of one or more warbands. Each warband represents a mighty Hero and the Warriors that are his followers. All models in your force have to be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands you can include in your force, other than the points value you have agreed.

The Captain

To choose a warband, you must first select a Hero to be its captain. The captain can be given any of the options presented in his army list entry. This can include relatively commonplace items, such as armour, a bow or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a mighty Fell Beast, or a magical item of power. If an option is not included in the army list entry, the Hero cannot take it.

Some Heroes are bought as a pair, such as Elladan and Elrohir. Where this happens, you must choose which is the captain – the other becomes one of his 12 followers, even though this is not normally permitted.

Named Heroes

As a final important note – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns! The same is true if there are several different versions of the same Hero – Sauron and the Necromancer, for example.

Followers

Once your warband's captain is chosen, you can select up to 12 Warriors from the same army to be his followers. A captain does not have to take followers if you do not wish him to, however, it's important to note that you cannot take a warband that contains only Warriors and no Heroes. Similarly, you cannot usually take a warband that contains more than one Hero (the captain). Other Heroes must form warbands of their own, even if they don't have any followers.

Wargear and Bow Limit

As with the captain, followers can select wargear as allowed by their army list entry.

For example: A Warrior of Minas Tirith equipped with a shield and spear would cost 9 points. A Warrior of Minas Tirith that has only a shield, would cost just 8 points.

However, some missile weapons are restricted – Keeping an army well-supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

Your army can have 1/3 (rounding up) of its Warriors equipped with bows, Orc bows, long bows, Elf bows or crossbows – simply put, one Warrior in every three can carry a bow. Note that certain models, or indeed entire armies might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows carried by Heroes do not count towards an army's Bow Limit.

For example, the Bow Limit of a 35 Warrior force is 12 models with bows (35 divided by 3, rounded up).

ADDITIONAL WARGEAR

The following items of wargear are referred to throughout these sourcebooks, but are not present in all editions of the main rules manual – we have therefore reprinted them here for your convenience.

WAR HORNS

Many Warriors have the option to carry war horns – booming instruments whose sonorous tones can reassure faltering allies.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.

CAVALRY STEEDS

Various models can take a mount of some kind. The more unusual ones are listed in the rider's bestiary entry, but the more common steeds are listed here.

	M	F	S	D	A	W	C
Horse	10"/24cm	0	3	4	0	1	3
Armoured horse	10"/24cm	0	3	5	0	1	3
Warg	10"/24cm	3/6+	4	4	1	1	2
Pony	8"/20cm	0	2	3	0	1	2

THE AGES OF THE WORLD

The Citadel miniatures range of The Lord of the Rings models encompasses a huge variety of characters and fighters, from the warriors of the Last Alliance, who fought against the Dark Lord in the Second Age to the famous Fellowship of the Ring, and the heroes of the Third Age. Whilst there are no rules to prevent you doing otherwise, hobbyists generally enjoy theming their armies to match famous encounters and alliances, or at least situations that could possibly have arisen, and so eschew mixing improbable (or downright impossible) characters such as Elendil and Aragorn – who lived thousands of years apart.

Siege Engines

Each warband can only contain a single siege engine. The siege engine itself, and any crew, each count as one of the warband's 12 models. Note that if a siege engine includes a Hero, he must be its captain.



Independent Heroes

This icon next to an army list entry denotes an Independent Hero. This type of Hero cannot take followers – each Independent Hero will always be a warband of one model. Some Heroes simply aren't cut out to be good captains – they might be disliked by their own troops, simply be loners or refuse to associate with others.

THE LEADER

Finally, once you have selected all the warbands for your force, you must choose one of the Heroes in your army to be the leader. Whichever Hero you choose is up to you, however you should try and match the leader of your force to the character most likely to lead the army in the story of The Lord of the Rings. Whilst there is no hard-and-fast rule to govern this choice, players have the chance to remain true to the character of the stories and Heroes they have chosen.

For example: Jervis is collecting a Mordor army that includes the Witch-king of Angmar and a Mordor Troll Chieftain. Whilst there are situations where he might rather have the Troll Chief as his nominal leader, the Witch-king is second in power only to Sauron, so he selects the Witch-king (and then protects him carefully from Hobbits and maidens).

Independent Heroes cannot be leaders.

ADDING ALLIES

Some of the more memorable moments in The Lord of the Rings come about when several groups unite in common cause. To represent this, you don't have to choose all of your warbands from the same army list, they can come from any army of the same alignment.

There are many advantages to alliance, from compensating for weaknesses in your army, to simply allowing you to collect and game with different models. Allies also make your force behave differently on the battlefield, opening up fresh tactical opportunities.

Who Can Ally?

When playing games of The Lord of the Rings, there are only two real sides; you're either fighting to defeat Sauron (Good) or helping him conquer Middle-earth (Evil). Good armies can ally with other Good armies, and Evil armies can ally with other Evil armies. One force cannot contain both Good and Evil models.

Good Armies: Minas Tirith, the Fiefdoms, the Fellowship, Rohan, Arnor, Númenor, Eregion and Rivendell, Lothlórien and Mirkwood, Durin's Folk, the Shire, the White Council or the Wanderers in the Wild.

Evil Armies: Mordor, Isengard, Harad and Umbar, Moria and Angmar or Eastern Kingdoms.

For example: Adam is building a Good force, and wants an army that represents the defenders of Helm's Deep. He therefore takes Théoden and Gamling from the Rohan army (each with a warband of Warriors of Rohan), Haldir (and a warband of Galadhrim Warriors) from the Lothlórien and Mirkwood army list, and Aragorn and Gimli from the Fellowship army list.

If you choose to include warbands from more than one army, then your army is said to be made up of several allied contingents. Each allied contingent is made up of all the warbands chosen from a particular army.

For example: Phil's army consists of several warbands from Minas Tirith, Eregion and Rivendell, and the Shire. It therefore consists of three allied contingents – one for each of the armies in the force.

Allies and Bow Limit

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, 1 in 3 models in each allied contingent can be given bows, rather than 1 in 3 models across the entire force.

For example: Adam loves Hobbits, and is collecting an Army of Good that includes an allied contingent from the Shire. Though his force is 75 models strong, his warbands in the Shire contingent have a total of 44 warriors. The bow limit on the allied contingent from the Shire is therefore 15.

Allies and the Leader

If your army contains several allied contingents, your leader can be selected from any Hero in any contingent, following the normal restrictions.

GOOD VS GOOD AND EVIL VS EVIL

Can a Good army fight another Good army, or an Evil army fight another Evil army? Absolutely! Whilst Sauron's various enemies are broadly united against the legions of Mordor, that doesn't stop quarrels and grudges from blossoming into war on occasion. Similarly, the Dark Lord's thuggish hordes are nothing if not fractious, and are much given to fighting amongst themselves.



Leader
The Witch-king
of Angmar



Warband 1 – Led by the Witch-king



Warband 2 – Led by Orc Captain



Warband 3
The Tainted



Warband 4
Shelob



Warband 5 – Led by Orc Captain



Warband 6 – Led by Orc Captain

Example One

This is a fairly straightforward force chosen from the Mordor army list. Note that in this case the Witch-king has a warband, even though he's the Leader, whilst the Tainted does not. Shelob can't have a warband, as she's an Independent Hero.



Leader
Aragorn,
Isildur's Heir

Arnor
Contingent



Warband 1 – Led by Captain of Minas Tirith

Minas Tirith
Contingent



Warband 2 – Led by the King of the Dead

Fiefdoms
Contingent

Example Two

This force contains no less than four allied contingents and five warbands. Note that both Rohan warbands are part of the same allied contingent, and do not each count as a separate allied contingent.

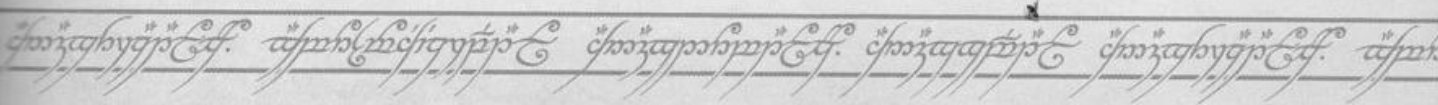


Warband 3 – Led by Éomer

Rohan
Contingent



Warband 4 – Led by Grimbald



Army Roster

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

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Hero Pts

M F S D A W C

Might Will Fate

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M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

FIGHTING A POINTS MATCH BATTLE

You can either agree with your opponent which Points Match battle you would like to play, or roll D6 and consult the chart below:

D6	Result
1	To the Death!
2	Domination
3	Hold Ground!
4	Lords of Battle
5	Reconnoitre
6	The High Ground

Each battle contains the information you need to get set up and playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any).

THE ARMIES

All of the Points Match scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have a good chance of winning – it's certainly just as exciting!

Multiplayer Games

These scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to only two players! If you've several players, simply divide into two teams and work out which Hero should be in charge of the alliance, giving you two armies with which to fight the battle.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fasts! and heroic actions from Good Heroes, and only Evil models can use Stand Fasts! and heroic actions from Evil Heroes. Similarly, Good banners only effect Good models, and Evil banners only effect Evil models.

LAYOUT

It's important to note that the Layout section of each scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll off to choose deployment zones. Alternatively, you and your opponent can alternate placing

terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings), until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of The Lord of the Rings, and also presents a challenging strategic situation for both players!

STARTING POSITIONS

This is the section of the scenario that tells you where to deploy your force. Some scenarios tell you deploy all of your models at the start of the game. Others direct you to bring your warbands on as reinforcements as the game goes on. Where the latter is the case, you'll find the rules by which reinforcements arrive in the 'Special Rules' section.

INITIAL PRIORITY

This is where the scenario tells you which side has priority in the first turn.

OBJECTIVES

Points Match scenarios calculate the winner and loser of a scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points, wins. If one force has double or more Victory Points than the other, it not only wins, but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

First Amongst Equals

If you're playing a multiplayer game (see above), it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

SPECIAL RULES

Finally, this section will contain any special rules that apply during the scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

SUDDEN DEATH

In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, his opponent automatically wins!

TO THE DEATH!

The time has come and the enemy must be slain, no matter the cost. Once more, the forces of Good and Evil face each other on the field of battle. No quarter shall be asked, and none shall be given. Only the Valar know who will win the day!

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

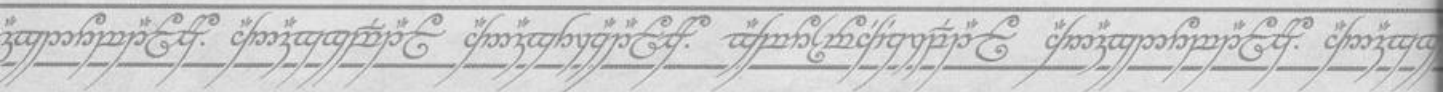
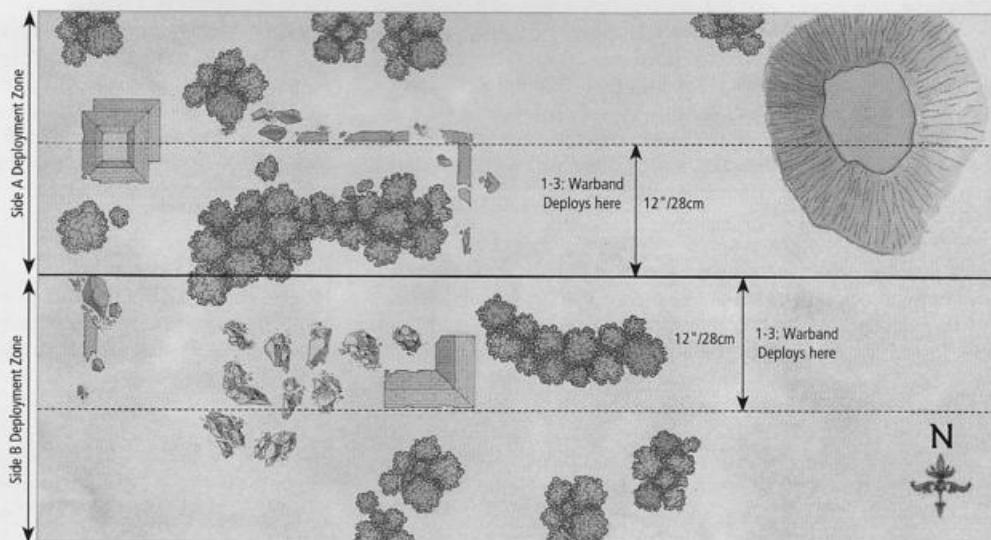
OBJECTIVES

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

- You score **3 Victory Points** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



Suladân



DOMINATION

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points – failure is not an option.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12"/28cm away from the existing objective and 6"/14cm away from the edge of the board. His opponent then places a third objective at least 12"/28cm away from the existing objectives and 6"/14cm away from the edge of the board. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

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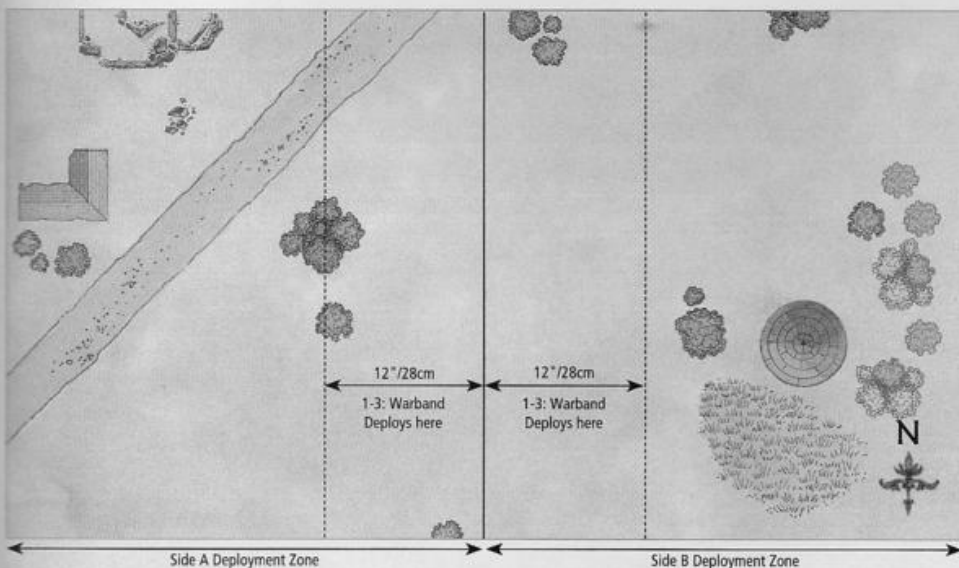
INITIAL PRIORITY

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

OBJECTIVES

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

- You score **3 Victory Points** for each objective marker that has at least one of your models, and no enemy models, within 3"/8cm.
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3"/8cm.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



Faramir

HOLD GROUND!

At the height of battle, a strange opportunity presents itself – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result 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 result of 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. Victory Points are scored for the following:

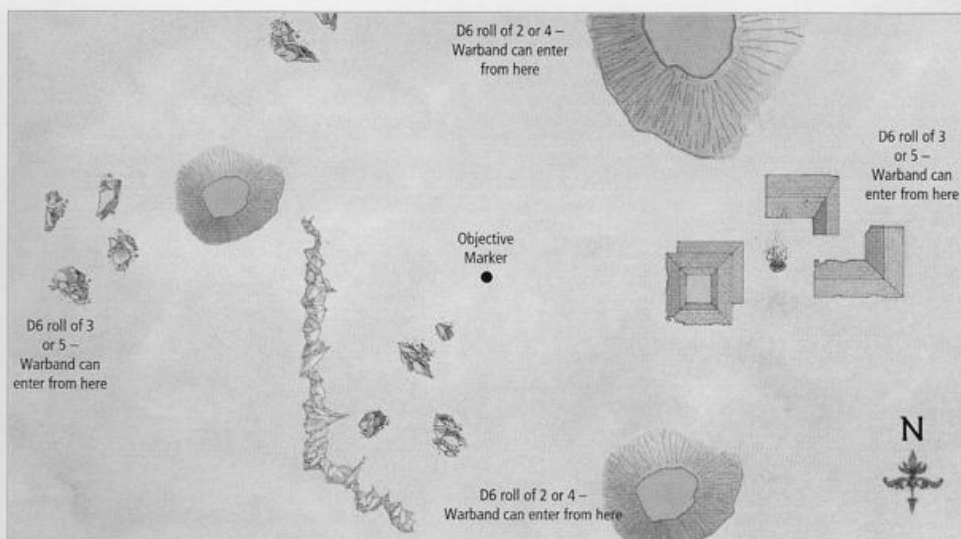
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1 The warband does not arrive yet.
- 2 Your opponent chooses a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge, at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



LORDS OF BATTLE

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field now is the time for the Heroes to show their quality.

THE ARMIES

Each player chooses his force as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

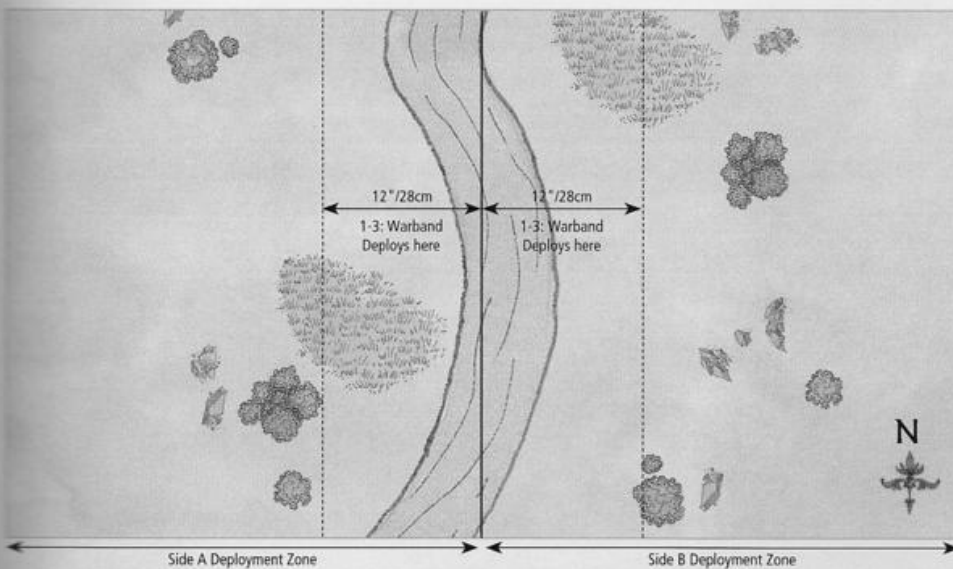
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

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. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score **1 Victory Point** (a model that fails a Fate roll will therefore award **2 Victory Points**, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score **1 Victory Point** for each such Fate point.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Contest of Champions. Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point lost earlier in the battle.



Gandalf the Grey

RECONNOITRE

Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon whilst preventing their opposing numbers from slipping past.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be his board edge – his opponent has the opposite board edge.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

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

- You score **1 Victory Point** for each of your models that has exited the battlefield via the table edge opposite your deployment zone.

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

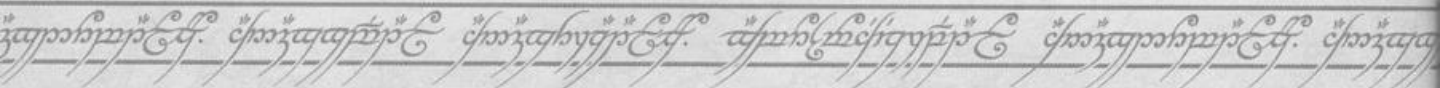
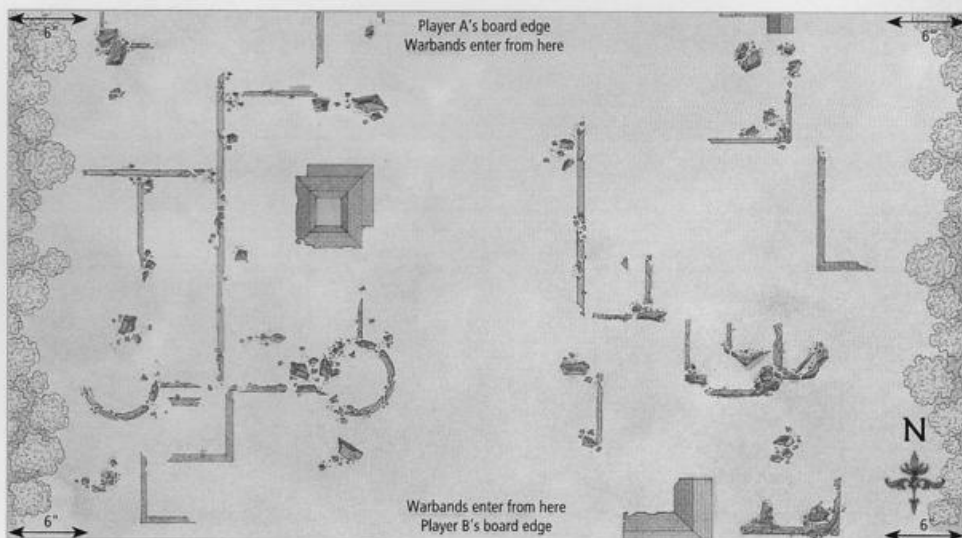
Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1-3 The warband does not arrive yet, but receives +1 to this dice roll next turn.
- 4-6 The controlling player chooses a point on his board edge at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



Galadriel



THE HIGH GROUND

This region is dominated by a single hill. Both armies have come to claim it as their own – the winner will hold the advantage in this land for the many engagements to come.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

A single hill (the larger the better) is placed in the centre of the board. When this has been done, set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board.

On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result 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 dice. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

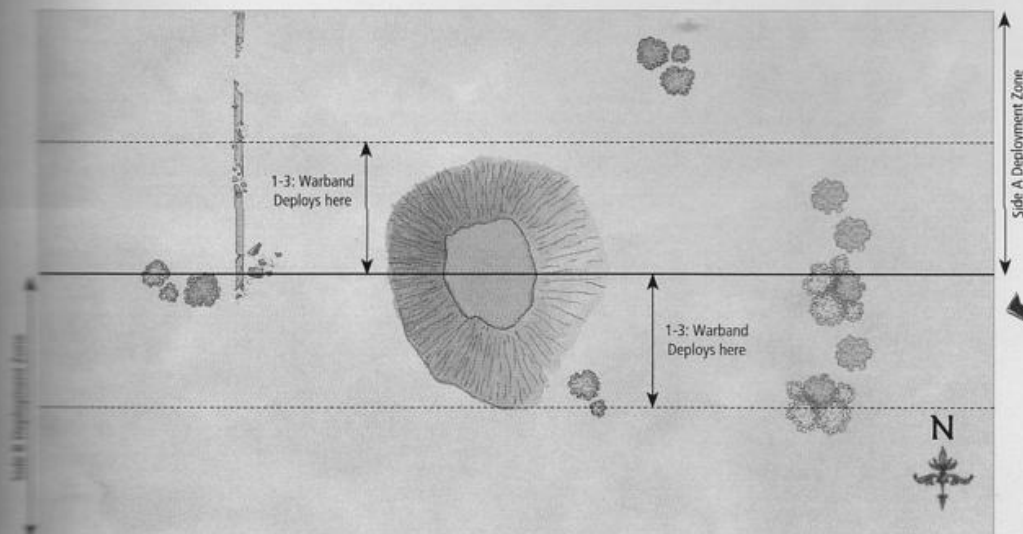
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models on or touching the central hill.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

Gusting Winds: Each turn, if the roll for priority is drawn, the swirling winds pick up, making archery an inaccurate practice – until the end of the turn, shooting attacks cannot be made.



Lurtz

MORIA

Since the sack of Khazad-dûm, the halls of Dwarrowdelf have fallen into the hands of Goblins. Now it is called Moria – the Black Pit. No more does the air ring to the sound of hammer on anvil or the crash of picks against rock. The halls no longer stir to the rich music of Dwarf songs; now there is only the skittering of claws on stone and the laughter of Goblin voices echoing through the broken halls. Cobwebs and debris fill the passageways and the majestic stonework lies cracked and defiled in the dark.

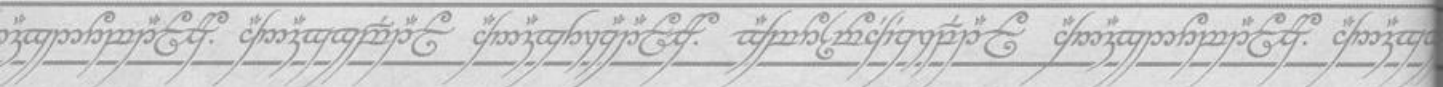
At the time of Durin's fall, the Goblins were disorganised and disparate – only fear of the Balrog secured the safety of their stolen kingdom. The different bands of Moria Goblins fought constantly with each other in violent feuds over territory and plunder. Over the course of a thousand years, many Goblins, in the form of kings or shamans, have risen to power in the realm of Moria. The latest of these is Durbûrz, a malicious and barbarous leader who has forged a savage empire in the ruins of Khazad-dûm. Much of Moria is now his to command and many warbands pay him tribute. Though rivalries and rebellions frequently break out, and Goblins are ever willing to fight one another, Durbûrz retains a vice-like grip on much of the Black Pit.

Despite the menace of Durbûrz, however, there are other claimants to his throne. Gröblog the Crown Wearer, Drûzhag the Beastercaller, and more, all refuse to bend their knee.

Bitter squabbles and vicious infighting rings out from the deep as a cruel battle for domination rages. Only the opportunity to wreak havoc against outsiders can put a hold upon the enmity of the Goblin lords.

When the drums in the deep boom out their ominous rhythm, the Goblin hordes emerge from the gloomy corners of Moria and muster for war. By their hundreds, they surge forth from fissures and passages, leaping across cracks and chasms and clambering effortlessly over barricades and obstacles as they rush to get to grips with intruders. Cave Trolls, tormented into a frenzy by their Goblin captors, are unleashed and driven towards the foe at the head of the army. The Goblin horde of Moria is a terrifying force composed of thousands of cruel, violent warriors, which advances beneath a sky darkened by clouds of bats. Now, Durbûrz and the pretenders to his throne have begun to turn their gaze outwards. Their armies have ravaged dozens of settlements within easy reach of Khazad-dûm, and the Goblin warriors they despatch become bolder with each raid.

In the darkness beneath the mountains, greater evils are also stirring – ancient horrors best left forgotten now awaken with malign purpose. As flickers of shadow and flame dance across the walls of once-proud Dwarven halls, and the foetid waters take on a murkier hue, the dire reputation of the Black Pit becomes more ominous than ever.



Heroes of Moria

Durbûrz, The Goblin King of Moria (Goblin)

Points value: 60

Durbûrz has ruled over Moria for many years. Though not the cleverest of Goblins, Durbûrz is large and brutal enough to be a successful leader among them. He rules with an iron fist and, as a result, his subjects probably fear him more than any of their foes.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	4/5+	4	6	2	2	4	3	2	2

Wargear

Heavy armour.

Special Rules

Cave Dweller. See the main rules manual.

Iron Fist. Such is the fear inspired by Durbûrz in his followers that the range of his Stand Fast! rule is 12"/28cm rather than the normal 6"/14cm.



Drûzhag the Beastcaller (Goblin)

Points value: 90

Drûzhag is vile, even by the standards of other Goblins – so much so that he was exiled long ago from Durbûrz's squalid kingdom of Moria. Yet Drûzhag did not perish in the wilderness. He prospered, and learnt how to bend all manner of dark beasts to his will. With the aid of his minions, Drûzhag returned to Moria and forged a new realm in the darkness, a chieftom at war with Durbûrz's kingdom. This only serves to make Moria more dangerous to the other realms. Though Durbûrz and Drûzhag hate each other, they are more than willing to combine their forces against any interloper.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	3/5+	3	4	1	2	4	2	5	2



Wargear

Armour.

Special Rules

Cave Dweller. See main rules manual.

Master of the Dark Wild. All Bats, Wargs and Spiders within 12"/28cm of Drûzhag use his Courage instead of their own.

Magical Powers

Bestial Fury. Dice score to use 3+. This works exactly as described for Fury in the main rules manual, except its effects apply to (unridden) Wargs, Spiders and Bat Swarms, not Goblins.

Enrage Beast. Range 12"/28cm. Dice score to use 3+. This power can be used against a single Bat, (unridden) Warg or Spider model. If the power is successfully used, the target's Fight, Strength, Attacks and Courage are increased by 3 until the end of the Fight phase. The enraged model suffers a Strength 10 hit at the end of the Fight phase.



Grôblog (Goblin)

Points value: 55

Since he found a few scraps of Mithril deep in a long-forgotten treasure hoard, Grôblog has experienced a meteoric rise. In a matter of a few short years, he has betrayed, murdered, lied and cheated his way to glory. His followers exhibit a fanatical devotion and resilience. Is this the result of enchantment buried deep in Grôblog's mithril crown, or is some darker magic at work?

Move	F	S	D	A	W	C	M	W	F
5"/12cm	3/5+	4	6	2	2	3	3	1	1

Wargear

Armour, and the Mithril Crown.

The Mithril Crown. A few meagre pieces of enchanted Mithril hammered into a crown, and a web of carefully spun lies can bring out the best in any Goblin. While Grôblog is alive, Goblins pass the Fate save provided by Fury on a 5+ instead of just the roll of a 6.

Special Rules

Cave Dweller. See the main rules manual.



Wild Warg Chieftain (Warg)

Points value: 75



Wild Warg Chieftains are ferocious beasts that fight their way into top positions and lead the ravaging packs of Wargs that hunt in the untamed lands. Their scar-covered hides are testaments to the many leadership challenges they have overcome. Their hunger knows no bounds and it frequently drives them into a maddened state.

Move	F	S	D	A	W	C	M	W	F
10"/24cm	5/5+	6	5	2	3	3	1	3	1

Special Rules

Terror. See the main rules manual.

Packlord. Only other Wild Wargs may use a Wild Warg Chieftain's Stand Fast! rule or benefit from its heroic actions.

Moria Goblin Captain (Goblin)

Points value: 35



Moria Goblin Captains are those Goblins who have risen through the ranks, showing enough natural cunning or brutality to be distinguished from the throng. Dangerous enough to give even seasoned fighters pause, it is these savage and cruel individuals that direct the Moria Goblin warriors in battle.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	3/5+	4	5	2	2	3	2	1	1

Wargear

Armour.

Options

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

Special Rule

Cave Dweller. See the main rules manual.

Moria Goblin Shaman (Goblin)

Points value: 45



For centuries untold, the Moria Goblin Shamans have been the tools by which Sauron has enacted his will upon these, the lowest of his minions. Goblin Shamans are able to stir the warriors around them into a howling frenzy that blinds them to both fear and pain, enabling them to suffer the most grievous wounds and continue fighting.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	2/5+	3	4	1	2	3	1	3	1

Wargear

Armour and spear.

Special Rule

Cave Dweller. See the main rules manual.

Magical Powers

	Range	Dice Score
Fury	6"/14cm	3+
Transfix	12"/28cm	5+

Gundabad Blackshield Captain (Goblin)

Points value: 45



Every Blackshield warband is led by a Captain, the most hardened fighter of the horde. Such a leader will have slain Dwarves and Elves by the score and proven himself as a bloody-handed killer – this violent disposition makes him a popular role model amongst his peers.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	3/5+	5	6	2	2	4	2	1	1

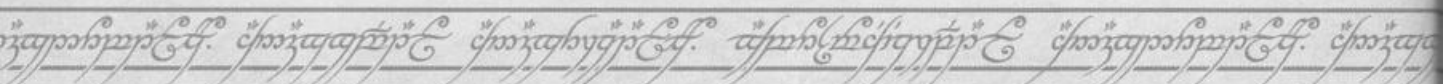
Wargear

Heavy armour and two-handed weapon.

Special Rules

Ancient Enemies. Gundabad Blackshields re-roll 1s when attempting to wound Elves or Dwarves.

Cave Dwellers. See main rules manual.



Gundabad Blackshield Shaman (Goblin)

Points value: 50

Blackshield Shamans are hunched and wizened creatures with truly malicious temperaments. They can cause the earth to tremble and crack, and the weapons of the foe to crumble apart. To the horror of their foes, swords lose their edges, axe handles wither and wilt, and bows break.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	2/5+	3	4	1	2	4	1	3	1

Wargear

Armour.

Special Rules

Cave Dwellers. See main rules manual.

Ancient Enemies. This model re-rolls 1s when attempting to wound Elves or Dwarves.

Ashrāk (Goblin)

Points value: 55

Ashrāk the Goblin had a broken mind – even before he was bitten by a venom-back spider and swelled up like a bloated toad. Instead of killing him, however, this encounter has made him more powerful than ever – some now say that poison flows through his veins.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	2/5+	3	4	1	2	3	1	3	1

Wargear

Armour and a two-handed weapon.

Special Rules

Cave Dwellers. See main rules manual.

Magical Powers

	Range	Dice Score
Tremor	Special	5+
Shatter	12"/28cm	3+

Tremor. Draw a straight line that extends 2D6" (double the score if playing in cm) from the Shaman. All models touched are knocked to the ground and suffer a Strength 6 hit. One model affected can attempt to resist this power in the usual manner.

Shatter. Pick an enemy model within sight of the Shaman. The victim has all of its weapons destroyed and is considered to be unarmed for the remainder of the game.

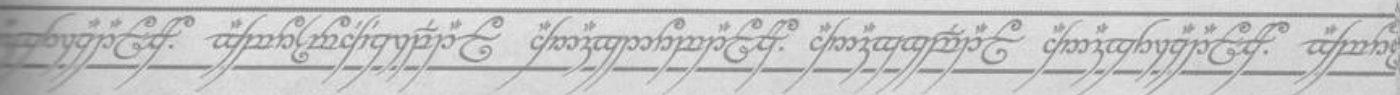


Death-touch. Any model who wounds, or is wounded by Ashrāk in a fight must roll a D6 – on a 4+, they are Paralysed exactly as if they had failed to resist the Paralyse Magical Power. See the Barrow-wight (page 34).

Poison-blood. If your force includes Ashrāk, you can upgrade any number of Giant Spiders to Venom-back Spiders at a cost of +2 points per model. If a Venom-back Spider fails to wound an enemy, it must re-roll the dice.

Magical Powers

	Range	Dice Score
Fury	6"/14cm	3+
Transfix	12"/28cm	5+



The Balrog (Spirit, Monster)

Points value: 400

The Balrog is a mighty creature of great age and power – a monster of a rare and horrific kind. Awoken in Moria by over-eager Dwarven miners, the Balrog eventually wrought the destruction of the kingdom, overwhelming Durin and his doughty warriors in a series of terrible battles. Of all the evil powers in the world, the Balrog can be ranked amongst the most potent and formidable, for its monstrosly strong body is formed of living flame. This allows the Balrog to manifest weapons of sorcerous fire, ensuring that it can never truly be disarmed. No mortal creature, no matter how skilled with sword or bow, could hope to stand before a creature of this dreadful might, and even an older power of Middle-earth would be sorely pressed to emerge victorious should their paths cross...

Move	F	S	D	A	W	C	M	W	F
6"/14cm	10/3+	9	9	4	10	7	0	10	0

Wargear

Fiery Lash. The Balrog's flaming whip counts as a throwing weapon with a range of 6"/14cm and a Strength of 7.

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Ancient Evil. All Good models within 18"/42cm of the Balrog suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).



Middle-earth has many legends concerning Dragons. Frightening tales, told across the land, tell of the treasure hoard of Scatha the Worm, the Fall of Smaug and the destructive fire of Ancalagon the Black. Dragons fight with a fury that few creatures can match – a slash of their talons can break any shield wall, and a snap of their terrible jaws can bite a Man in two. With fiery breath, they can burn their foes to death in flaming agony. A Dragon's hide is tough enough to turn aside arrows and blades with ease, and to look into their eyes or listen to their voice is to risk bewitchment.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	7/2+	7	7	4	7	4	3	3	3

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Harbinger of Evil. All Good models within 12"/28cm of a Dragon suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Draconic Charge. If a Dragon charges into combat, it will knock enemy models to the ground in the same way as a monstrous mount if it wins the fight.

Survival Instinct. Each time a Dragon is wounded, it must take a Courage test. If the test is failed, he flees – the model is removed and counts as a casualty.

Options (up to 2 of the following)

- Breathe fire.....50 points
- Fly.....50 points
- Tough hide.....50 points
- Wyrmtongue.....50 points

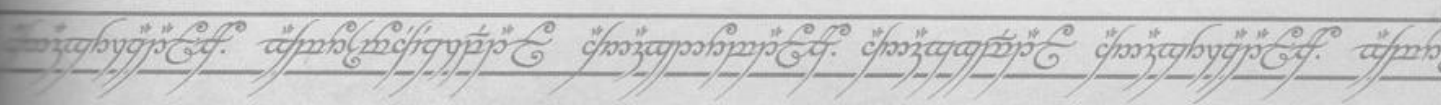
Breathe Fire. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffers a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a Wound caused by Dragon breath is automatically slain.

Fly. This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.

Wyrmtongue. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details):

	Range	Dice Score
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Sap Will	12"/28cm	4+

Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected it from harm. Its Wounds and Defence are 9, rather than 7.



Cave Drakes are subterranean predators that inhabit the cool, dark places deep within the bowels of the earth. Though natural enemies of the Dwarves, whose persistent delving often intrudes on their domains, Cave Drakes are quick to anger when their territory is threatened by interlopers of any ilk. With powerful jaws, they crush and tear at their foes, and with dagger-sharp claws, they can slice through even the finest armour.

Possessed of a voracious appetite, Cave Drakes have been known to consume warriors in the midst of battle, gulping down their unfortunate victim before continuing their bloodthirsty rampage.

Move	F	S	D	A	W	C	M	W	F
8"/20cm	6/5+	7	7	3	6	4	1	3	1

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Cornered Beast. Cave Drakes are accustomed to fighting within narrow, dark caverns and passageways, and when cornered, they will flail about them with their lash-like tail and spined limbs.

If a Cave Drake is defeated in a fight, check to see if it is trapped (and so cannot back away a full 1"/2cm). If this is the case, roll To Wound the Cave Drake as normal. If it is not slain by the strikes, all models (both friend and foe) within 1"/2cm of the Cave Drake suffer a Strength 4 hit.

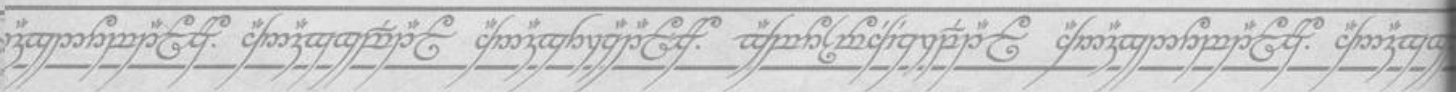
Draconic Charge. If a Cave Drake charges into combat, it knocks enemy models to the ground in the same way as a monstrous mount (see the rules manual for further details).

Swift and Lithe. The Cave Drake is incredibly agile, able to weave through rock-strewn caves and tunnels with unnerving ease, using the vibrissae extending from its head to guide the bulk of its body. A Cave Drake can move through difficult terrain of any sort without penalty.

Gaping Maw. Cave Drakes are almost continuously hungry and won't hesitate to consume a morsel of flesh in the midst of a battle. Using its powerful jaws, a Cave Drake can crunch armour and bone, choking down a man-sized victim in a matter of moments.

If a Cave Drake wins a fight, it can either strike as normal or attempt to swallow a single man-sized (or smaller) model in the same fight. If the Cave Drake chooses to swallow a model, make a single roll To Wound against the target – if successful, the victim is gobbled up and very dead.

Fate rolls can be made against this special attack as normal. If the Fate roll is passed, the target survives and is unharmed. If the Fate roll is failed, the target model loses any remaining Wounds and is removed as a casualty.



The Watcher in the Water (Kraken, Monster)

Points value: 250

Deep within the murky waters outside Westgate lurks a beast of unfathomable terror. How long it has lain in wait, hungering for victims to feast upon, none know. Certainly, Balin's expedition to Moria was hounded by its probing tentacles years before the coming of the Fellowship. Even Gandalf, confessed that he knew nothing of its origins.

The Watcher in the Water is a large, betentacled monster with pallid, slimy flesh and a shocking, malign appearance. It is likely that the Watcher is a great evil from another, older age. All who are near it are filled with dread.

When it strikes, it does so with great fury and overwhelming force, and only a full company of warriors, or a band of skilful heroes can face its wrath and hope to survive.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	6/3+	6	6	6	6	2	1	5	1

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

From the Deep. When you deploy your army, do not place the Watcher in the Water on the board – instead keep it to one side ready for use later in the game. At the start of each turn, before rolling for priority, announce if you would like the Watcher to arrive, and then roll a D6. On the score of a 3+ it is ready to enter play. Once you have declared that you would like the Watcher to arrive, you must roll at the start of each turn thereafter until it is available.

When the Watcher is ready to enter play, immediately place it anywhere on the battlefield – it can displace models. Move any displaced miniatures by the shortest possible distance so that they are 1"/2cm away from the Watcher (or as close as space will allow). In this situation, players take it in turns to reposition his own displaced models, with the player that controls the Watcher in the Water going first. This may create some strange situations, but represents the Watcher bursting up from below the ground and scattering warriors (friend and foe alike) with its shocking arrival and incredible bulk.

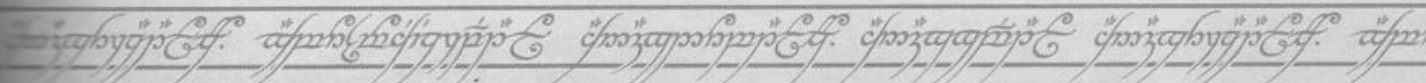
The Watcher cannot charge in the turn that it arrives.

Tentacles. In the Shoot phase, the Watcher can make D6 shooting attacks. These have a range of 6"/14cm, a Strength of 3 and never require 'in the way' rolls. Any model hit by a tentacle, but not slain, is dragged into base contact with the Watcher by the shortest route, even over the heads of other models. Models moved in this way do not count as having charged. If there is no space for the model to fit into combat with the Watcher, it is not moved at all. The Watcher can make these special attacks even if it is in base contact with an enemy.

Many Tentacles. As the Watcher in the Water is wounded, it becomes less menacing. Each time the Watcher loses a Wound it also loses an Attack.

Harbinger of Evil. All Good models within 12"/28cm of the Watcher in the Water suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Water Dweller. The Watcher in the Water is not slowed when entering a water feature and always counts as having rolled a 6 on the Swimming chart. Additionally, it doubles its movement while it is wholly within a water feature.



Spider Queen (*Giant Spider, Monster*)

Points value: 115

In dark places scattered around Middle-earth lurk giant spiders – cruelly intelligent creatures with predatory instincts and an insatiable thirst for blood. Rare and dangerous though they are, Spider Queens are allies cherished for their incredible speed and poisonous fangs.

Move	F	S	D	A	W	C	M	W	F
10"/24cm	6/6+	6	4	2	3	4	2	3	0

Special Rules

Terror. See main rules manual.



Movement. Spider Queens move at full speed over any type of difficult terrain and ignores all obstacles except for water features and gaps – such as chasms, ditches and other spaces – which she has to jump as normal.

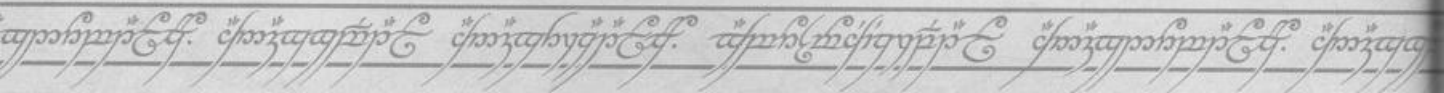
Venom. A Spider Queen must re-roll any failed To Wound rolls.

Pounce. In the turn in which a Spider Queen charges a model on foot or a cavalry model, she receives the Extra Attack and Knock to Ground rules exactly as if she were a monstrous mount.

Progeny. During any point in her move, the Spider Queen can expend a Will point to put a Broodling base into play anywhere, at least partially within 3"/8cm. Broodlings may move and charge on the turn they are summoned. She may summon multiple Broodlings in a single turn, provided she has sufficient Will remaining. Note, Broodlings are not counted when working out if a force is broken.

Broodlings (*Spider*)

Move	F	S	D	A	W	C
6"/14cm	2/6+	3	3	1	1	2



Warriors of Moria

Moria Goblin Warrior (Goblin)

Points value: 4

Goblins are small, mean-spirited creatures that live a troglodytic existence in the numerous dwellings beneath the Misty Mountains. The ancient Dwarf tunnels of Moria have become home to these loathsome monsters. They scuttle through the tunnels with amazing dexterity, attacking, destroying and consuming intruders that venture into their dark realm.

Move	F	S	D	A	W	C
5"/12cm	2/5+	3	4	1	1	2

Wargear

Armour.

Options

- Orc bow.....1 point
- Shield.....1 point
- Spear.....1 point

Special Rules

Cave Dweller. See the main rules manual.



Moria Goblin Drum (Goblin)

Points value: 100
(for 2 Moria Goblin Drummers
and one Moria Goblin Drum)

When Goblins go to war, they are often hurried on by the beat of massive drums. Though there is nothing magical about it the sound increases the Goblins' will to fight, and the drums themselves can prove a rallying point around which Moria Goblins fight that much harder. The effect of the drums on the enemy is only slightly less pronounced, as the steady sonorous beat erodes the resolve of even the bravest warriors.

Moria Goblin Drummers

Move	F	S	D	A	W	C
5"/12cm	2/5+	3	4	1	1	2

Moria Goblin Drum

Move	F	S	D	A	W	C
-	-/-	-	10	-	3	-

Wargear

Armour.

Special Rules

Cave Dweller. See the main rules manual.

Drums in the Deep. At the beginning of the game, deploy the Moria Goblin Drum model following the instructions of the scenario like any other Evil model, and place the Drummers in base contact with it. For the Drum to be struck, at least one Drummer must start the turn in base contact with it and must not move or be engaged in combat. It may not be moved and played in the same

turn. If one or more Drums meet these conditions, then the following effects apply:

All fights within 18"/42cm of one or more struck Drums that include at least one Moria Goblin, the Evil player can re-roll any one of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (dice cannot be re-rolled more than once).

All Moria Goblins on the battlefield (including Heroes) add +1 to their Courage values and all Good models on the battlefield suffer a -1 penalty to their Courage values (note that this is not cumulative with other rules that confer similar modifiers).

For the purposes of counting the total number of models in the Evil force, only the Drummers count and not the Drum itself.

Moving the Drum. The Moria Goblin Drum is moved in the same way as a Heavy Object (see the main rules manual for details).

Destroying the Drum. The Drum can be shot at normally by the Good side, and has a Defence of 10 and 3 Wounds. If reduced to 0 Wounds, the model is destroyed – leave the Drum in place – but it cannot be played any more. The Drum model has no control zone and if a Good model spends a full turn in base contact with the Drum, without doing anything else (such as shooting, using magical powers or fighting in combat), the Drum is automatically destroyed as described above.



Gundabad Blackshield Drummers (Goblin)

Points value: 100
(for 2 Gundabad Blackshields,
one with drum)



The warbands of the Gundabad Blackshields are heralded by the booming of ominous drums – a monotonous din that echoes through valleys and reverberates through caves. Emboldened by this cacophony, Goblins fight with redoubled efforts, while the hearts of their foes are stricken with fear.

Move	F	S	D	A	W	C
5"/12cm	2/5+	4	5	1	1	3

Wargear

Heavy armour. One Gundabad Blackshield also carries a drum.

Special Rules

Ancient Enemies. See Gundabad Blackshield Captain.

Cave Dwellers. See main rules manual.

Run and Drum. The drums brought to war by the Gundabad Blackshields are carried upon the back of one Goblin while another beats upon it. The drum is considered to be 'playing' as long as the Drummer and Bearer are in base contact together.

Doom, Doom! While one or more Gundabad Blackshield drums are playing:

- In all fights within 18"/42cm of one or more playing Drums that include at least one Goblin, the Evil player can re-roll any one of the dice he rolled in the same way as if there was a banner nearby – see the main rules manual for further details.

- All Goblins on the battlefield (including Heroes) add +1 to their Courage value and all Good models suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer a similar modifiers).

Take up the Drum. If either model in the drum team is killed, the controlling player can choose to 'pass on' the model's wargear to any other Gundabad Blackshield within 1"/2cm – immediately replace the model with the model of the slain drummer/bearer.

Models that are already engaged in close combat cannot take up the wargear (they're too busy fighting for their lives). If there are no models available, the equipment is lost in the maelstrom of combat.

Bat Swarm (Bat)

Points value: 35



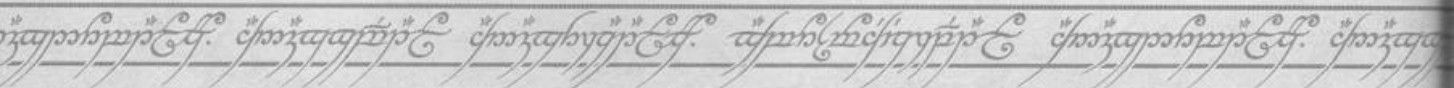
Many of the dark caves in Middle-earth are haunted by vicious bats, evil beasts that thirst for blood. When the Moria Goblins go to war, swarms of bats often soar above their armies. These bats are vile, gore-hungry creatures, driven by a malign and predatory intelligence akin to that of the keenest-minded wolves. While they are little threat if encountered singly, they are deadly in large numbers, a suffocating dark cloud of teeth and claws. Little wonder is it then that bat swarms are held to be signs of ill-omen across all of Middle-earth, for their presence in daylight can only mean that a Goblin horde, or something fouler, is abroad.

Move	F	S	D	A	W	C
12"/28cm	1/5+	3	3	2	4	2

Special Rules

Fly. Bat Swarms can fly over the top of any models or terrain without penalty.

Blinding swarm. The Fight value of any enemy model in base contact with a Bat Swarm is halved (round fractions down).



Warg Marauder (Goblin, Cavalry)

Points value: 35

Of the beasts that prowl the rocky slopes and quiet valleys around the Misty Mountains, Wild Wargs are perhaps the most prolific and the most dangerous to passersby. The Moria Goblins often form alliances with the Wargs, but seldom do they have the strength or cunning to form a permanent arrangement. One exception to this is known as the Warg Marauders. A particularly large, dominant Warg will consent to be ridden by a small group of Goblins – the Warg will carry them swiftly into battle or on scouting missions, while the Goblins agree that the Warg has exclusive feeding rights to any and all kills.

Move	F	S	D	A	W	C
10"/24cm	3/5+	4	5	3	3	3

A Warg Marauder is represented by a single model with the combined profile here – the component parts cannot be attacked or wounded separately. Once the model is reduced to 0 Wounds (or is otherwise removed as a casualty) remove the entire model from play. The Warg Marauder is a cavalry model in all regards, except those noted above.

Wargear

Armour and Orc bow.

Special Rules

Terror. See the main rules manual.

On the hunt. The Warg Marauder can always fire two Orc bow shots, even if it has moved its full movement or is locked in a fight.



Moria Goblin Prowler (Goblin)

Points value: 7

Every Goblin king has a few carefully chosen warriors that he relies on to instil loyalty into the rest of his force. These devious and cruel Goblins are known as Prowlers, and they stalk the caves being well paid to dispose of dissenters with a knife in the back. Though Moria Goblin Prowlers are more skilled than the rest of the Goblin horde, they shun the idea of a fair fight and are at their most dangerous when their enemy is cornered and outnumbered.

Move	F	S	D	A	W	C
5"/12cm	3/4+	3	4	1	1	2

Wargear

Armour and throwing weapons.

Options

- Orc bow.....1 point
- Two-handed weapon.....1 point
- Shield.....1 point

Special Rules

Cave Dweller. See the main rules manual.

Back-stabbers. When striking models that are trapped, Moria Goblin Prowlers receive +1 on their rolls To Wound. Note that this bonus is cumulative with the +1 bonus for using a two-handed weapon.



Gundabad Blackshield (Goblin)

Points value: 8

Gundabad Blackshields are veterans of the many wars fought against the Dwarves and Elves. Only the strongest Goblins are drawn into the brutal ranks of the Blackshields – a quality that is measured primarily by the ability to fight unhindered in their heavy wargear and the possession of a White Warg pelt. Tempted by richer pickings and higher status, many a lesser Goblin has attempted to infiltrate the ranks of the Gundabad Blackshields. Alas, imposters are quickly (and viciously) rooted out...

Move	F	S	D	A	W	C
5"/12cm	2/5+	4	6	1	1	3

Wargear

Heavy armour and shield.

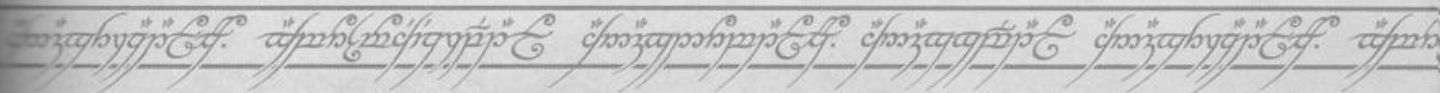
Options

- Spear.....1 point

Special Rules

Cave Dweller. See the main rules manual.

Ancient Enemies. Gundabad Blackshields re-roll 1s when attempting to wound Elves or Dwarves.



Dweller in the Dark (Spirit, Monster)

Points value: 75



Fell creatures from the most feared legends, the Dwellers in the Dark are creatures of incredible evil. Like unto the Balrog in appearance, only smaller and perhaps less formidable, they are nonetheless a match for even the greatest mortal champions. As they suffer wounds and damage in battle, the fires of their wrath burn low, only to be rekindled with each murderous act of destruction they mete out against their foes.

Move	F	S	D	A	W	C
8"/20cm	7/3+	5	5	3	3	7

Special Rules

Resistant to Magic, Terror. See main rules manual for details.

Murderous Power. Whenever a Dweller in the Dark slays an enemy model, it regains a single Wound suffered previously in the battle. This cannot take it above its starting total.

Wild Warg (Warg)

Points value: 8



The hills and valleys around the Misty Mountains are the hunting grounds for packs of Wild Wargs, vicious and wolflike creatures whose howls herald the coming of bloodshed. Wargs readily enter into alliances with the Goblin hordes, sure of the flesh-feast such pacts will bring them.

Move	F	S	D	A	W	C
10"/24cm	3/5+	4	4	1	1	2

'But where the Warg howls,
there also the Orc prowls.'

- Aragorn, The Fellowship of the Ring.

Giant Spider (Spider)

Points value: 20



The giant spiders that inhabit many of Middle-earth's dark places are frequently found in league with bands of Goblins. These giant spiders are pressed into service, trapped in cages and tortured for sport, before being unleashed on the enemy. Usually, however, the alliance is a matter of convenience, for Goblins and spiders alike are truly evil. Giant Spiders are vicious combatants, whose arachnid strength is further augmented by a range of debilitating poisons that seep from their fangs and stingers.

Move	F	S	D	A	W	C
10"/24cm	4/6+	5	3	2	2	3

Special Rules

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps – such as chasms, ditches and other spaces – which they have to jump as normal.

Venom. Giant Spiders re-roll 1s when rolling To Wound.

Cave Troll (Troll, Monster)

Points value: 80

Cave Trolls are large and loathsome creatures that shun the light, preferring to hide away in dark caves and subterranean tunnels. They are slow-witted but nonetheless dangerous beasts once roused to anger. Their leathery skin can turn aside all but the keenest blades and their thunderous blows are enough to buckle even the sturdiest shield. There are few who can stand in the path of a raging Cave Troll and live.

Move	F	S	D	A	W	C
6"/14cm	6/5+	6	6	3	3	3

Options

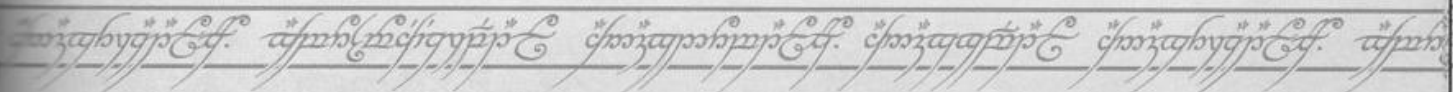
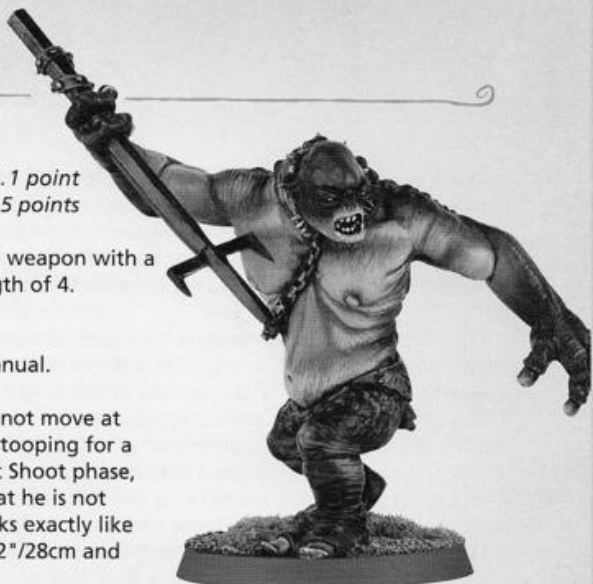
- Spear 1 point
- Troll chain 5 points

Troll chain. This is a throwing weapon with a range of 3"/8cm and a Strength of 4.

Special Rules

Terror. See the main rules manual.

Throw Stones. If a Troll does not move at all, he can declare that he's 'stooping for a stone', and in the subsequent Shoot phase, he can throw it, providing that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and Strength 8.



ANGMAR

There are many desolate lands in Middle-earth. Some have been left barren and lifeless by war or plague, others have become the haunt of terrible creatures. These places are a warning to all creatures of good heart, for this is the bleak future that Sauron promises for all of Middle-earth.

Chief of these forsaken lands is the realm of Angmar. It is a chill place of shadows and ghosts, a bitter land corrupted to resemble the image of its ruler: the Witch-king. For a time, the armies of Angmar were unstoppable, for many and varied were the foul creatures at the lord of the Nazgûl's command. In this dark time, vast legions marched forth, ragged hordes of Orc warriors bolstered by cruel and evil men from Carn Dûm, Spectres, lumbering Trolls and more. Such was the incredible wrath of this vast throng that the Kingdom of Arnor was shattered, reduced to a fragment of its former glory. Even then, the Witch-king was not done, and only the timely intervention of allies from other Free Peoples halted his domination of the north.

But, even when the Witch-king's armies were eventually defeated, and the lord of the Nazgûl himself was routed at the Battle of Fornost, many of the Witch-king's vassals were only scattered. There were many survivors, and these fled back to the dark places of that blighted land, unharried

by the armies of Men and Elves who had wounds enough of their own to tend to. This brief respite enabled the evil creatures that were not destroyed to escape and ferment further hatred towards the forces of Good.

Few sane men live in Angmar now, for most have fled the repressive Evil that grows there; all but the vilest rogues have fled to safer lands. Trolls stalk the neglected highways, ghosts lurk amid the ruins and barrow-kings hold court in crumbling palaces. Wisdom may dictate that the denizens of Angmar should be scourged from existence once and for all, but such an undertaking is nigh impossible. When an army ventures into Angmar, ruinous creatures are drawn to the invaders like moths to a flame. No beacons are lit and no messengers sent, yet still they come, directed by the blackest of malice to slay and destroy. Even so far north, the will of Sauron holds sway.

At the end of the Third Age, Angmar lies quiet for the most part. Unless bent to the will of the Nazgûl or their dark master, its denizens are content to vie with one another for the crumbling territories. Yet still the rumours abound in neighbouring lands, tales of ghostly armies on the march, or of shadow-shrouded stalkers on the great road. With Sauron's will at work so broadly through Middle-earth, does Angmar stir once more to wakefulness?



Angmar is a land of shadows and ghosts, a bitter land corrupted to resemble the image of its ruler: the Witch-king. For a time, the armies of Angmar were unstoppable, for many and varied were the foul creatures at the lord of the Nazgûl's command.

Heroes of Angmar

The Witch-king of Angmar (Spirit, Ringwraith)

Points value: 70-150

The Witch-king is the greatest of the dread Nazgûl. Foremost amongst the Dark Lord's lieutenants, the Witch-king is both a deadly strategist and sorcerer. His cloaked and armoured form is a terror to all who behold it, and his presence upon the battlefield an ageless horror that only the very boldest can withstand. Through the centuries, the Witch-king has been the Dark Lord's chief instrument of terror. The Witch-king has enacted Sauron's monstrous plans – whole kingdoms have been destroyed at his command. Among the councils of the Wise, there are none as feared, save Sauron himself.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	0-3	10-20	0-3

Wargear

Heavy armour.

Options

- Horned Fell Beast 75 points
- Armoured Fell Beast..... 70 points
- Fell Beast..... 50 points
- Crown of Morgul..... 30 points
- Armoured horse 15 points
- Horse 10 points
- Morgul blade..... 10 points
- Flail (two-handed weapon) 5 points

Crown of Morgul. When the Witch-king wears the Crown of Morgul, he has 3 Attacks rather than 1.

Morgul Blade. The Morgul blade can only be used once – the Evil player must declare he is using the Morgul blade before rolling To Wound. An enemy that suffers a Wound from the Morgul blade is automatically slain regardless of the number of Wounds on its profile. Heroes can use Fate to avoid Wounds suffered from the blade but if this is failed, they are slain.

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil. All Good models within 12"/28cm suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer similar penalties).

Might/Will/Fate. When buying the Witch-king for your force, decide how many extra points of Might/Will/Fate to give him, up to the maximums shown in the profile. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and costs 70 points. Each extra point of Might, Will or Fate costs an extra 5 points, so the Witch-king with 3 Might, 3 Fate and 20 Will costs 150 points, before any upgrades.

The Will of Evil. During the game, this model must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that if the model is touching an enemy, it must fight – it cannot choose not to fight! Once the model has 0 Will remaining, it is banished and removed as a casualty.

A Hero wearing the Ring is not invisible to this model as he is to others. Furthermore, this model does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Your Staff Is Broken	12"/28cm	4+
Black Dart	12"/28cm	5+



Fell Beasts (Monster)

Fell Beasts are brutal creatures that live amidst the pinnacles of the Mountains of Shadow, preying on any who draw near. Only a Nazgûl's dread will can tame such a steed.

	Move	F	S	D	A	W	C
Armoured Fell Beast	12"/28cm	5/5+	6	7	2	3	3
Fell Beast	12"/28cm	5/5+	6	6	2	3	3
Horned Fell Beast	12"/28cm	5/5+	7	6	2	3	3

Special Rules

Fly. Fell Beasts can fly over the top of any models or terrain without penalty.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounts, the creature automatically fails its Courage test and flees the field.

The Dwimmerlaik (Spirit, Ringwraith)

Points value: 120

The Dwimmerlaik is possibly the most mysterious of all the Nazgûl, for scant record of his past deeds exist in the tomes of the Wise. Yet some believe him to have been part of the Witch-king's dread court in the haunted land of Angmar, for of all the Nazgûl, only the Dwimmerlaik comes close to matching the Witch-king in sheer malice. It is unlikely that such similarity has bred any comradeship between the two Ringwraiths – it is certain that the Dwimmerlaik sought to elevate his status in the eyes of the Witch-king, and thus the Dark Lord also.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	0	16	2

Wargear

Heavy armour and two-handed weapon.

Options

- Horned Fell Beast (page 31)..... 75 points
- Armoured Fell Beast (page 31)..... 70 points
- Fell Beast (page 31)..... 50 points
- Armoured horse..... 15 points
- Horse..... 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 31.

Sap Fortitude. Whenever an enemy Hero spends a point of Might, Will or Fate within 12"/28cm of the Dwimmerlaik, roll a D6. On a 4 or more, an extra point (of the same type) must be spent, or the deed is cancelled and does not take effect, and Might, Will or Fate already committed to it is lost.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+

The Tainted (Spirit, Ringwraith)

Points value: 120

Even as a mortal, there was something unwholesome about the Tainted, some uneasy aura that led men of good heart to shun him. He endured isolation through virtue of high birth, but sank deeper into depravity with each passing day. It was a simple task for Sauron to ensnare this fallen Man, to nurture the sparks of corruption in his heart until they rampaged through him like wildfire. Now, all natural things rebel in the Tainted's presence; vegetation withers, animals sicken and bold warriors cower uncontrollably. His mere presence is poison to life, honour and hope.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	1	12	1

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 31)..... 75 points
- Armoured Fell Beast (page 31)..... 70 points
- Fell Beast (page 31)..... 50 points
- Armoured horse..... 15 points
- Horse..... 10 points

Special Rules

Terror. See the main rules manual for details.

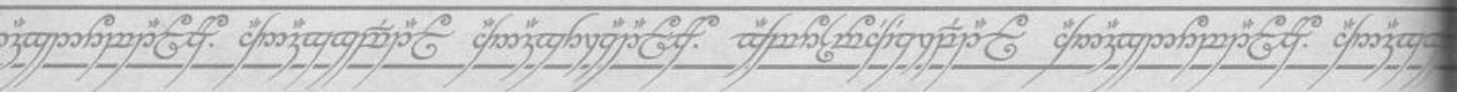
Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 31.

Miasmatic Presence. Warriors within 6"/14cm of the Tainted may not use a Hero's Stand Fast! nor may they take part in heroic moves.

Seeping Decay. At the start of the Fight phase, roll a D6 for each model (friendly or enemy) in base contact with the Tainted. On the roll of a 6, they suffer a Wound.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



Gûlavhar, the Terror of Arnor

(Spirit, Monster)

Points value: 200

In the few scattered villages that lie north of Bree, Fornost is known as a dreadful and ruined place, thought home only to unquiet spirits and creatures that feast upon the blood of their victims. Common knowledge does not lie – a dark creature has come to dwell in the mist-haunted city. Gûlavhar is a being from an earlier time that should have perished long ago – a winged demon with a hunger for blood. How he came to survive the terrible wars against Morgoth will never be known, yet survive he did, sleeping through countless centuries. Despite his bestial appearance, Gûlavhar is a creature of malign and subtle cunning – a true terror in the night to those who stray into his domain.

Move	F	S	D	A	W	C	M	W	F
12"/28cm	6/4+	8	5	*	4	*	3	3	0

Special Rules

Resistant to Magic, Terror. See the main rules manual.

Fly. Gûlavhar can fly over the top of any models or terrain without penalty.

Immortal Hunger. At the end of a turn in which Gûlavhar slays a model, he regains a single Wound lost earlier in the battle.

***Strength of Body, Strength of Will.** Gûlavhar always has an Attacks and Courage value equal to his remaining Wounds.



Buhrdûr, Troll Chieftain (Troll, Monster)

Points value: 110

Buhrdûr is a creature of pure evil, spawned in the darkest caves of the Misty Mountains. Possessing cunning over and above that encountered in others of his Trollish kind, Buhrdûr has gathered to him all manner of fell creatures. His warband grows with each victory as Orcs are drawn to the scent of plunder and despair. It will not be long before Buhrdûr's brutal attacks draw the ire of Eriador's defenders and his warband is pitted against the Rangers of the North or the defenders of Rivendell.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	6	6	3	3	4	3	1	1

Special Rules

Terror. See the main rules manual.

Throw Stones. See page 29.



Barrow-wight (Spirit)

Points value: 50



When a ruler of old perished, the Men of the north interred them in stone vaults carved deep into the hills. These kings and queens lay entombed in silence as their kingdoms passed into history. The dreaded Barrow-wights are the skeletal forms of these long-dead rulers given new life by dark spirits in the service of the Witch-king of Angmar. Even after the fall of that dread kingdom, the malevolence of the Barrow-wights lingers on, making travel through parts of Eriador most dangerous.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/4+	2	7	1	1	6	0	5	0

Wargear

Heavy armour.

Special Rules

Terror. See the main rules manual.

Magical Powers

	Range*	Dice Score
Paralyse	6"/14cm	4+

Paralyse. The target is immediately paralysed. It is knocked to the ground and may do nothing until it recovers. If engaged in close combat, the victim rolls no dice (automatically losing any Fight if no other friendly models are involved) and counts as trapped.

At the end of the Fight phase, the opposing player must roll a D6 for each paralysed model – on the roll of a 6, that victim recovers and immediately stands up. Each friendly model that spends the Fight phase in contact with a paralysed model without doing anything else can attempt to revive them. Each model rolls a D6 and needs to roll a 6, as described above. Might can be used to modify this roll.

Shade (Spirit)

Points value: 100



A Shade is a horrific amalgam of tortured spirits, held in eternal bondage by the dread sorcery of the Witch-king of Angmar. Few living warriors can stand against such a creature, for a Shade's chill nature can freeze the heart and sap the courage of the boldest warrior. A Shade's only allegiance is to the Witch-king, at whose command it will prey upon the northern kingdoms of the Dúnedain, bringing dismay and terror to the world of Men.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	1/4+	1	8	1	3	1	0	3	0

Special Rules

Terror. See the main rules manual.

Blades of the Dead. When determining what number a Shade needs to wound his opponents, use the opponent's Courage rather than its Defence on the Wound chart.

Chill Aura. Shades are terrifying supernatural creatures whose mere presence can sap vigour from the living. Any enemy model within 6"/14cm of one or more Shades suffers a -1 on its roll to win a Fight (this is cumulative with other such penalties, such as for wielding a two-handed weapon).



Orc Captain (Orc)

Points value: 40

Amidst the numberless throngs of those loyal to the foul master of Angmar, there are some few Orcs who show greater potential and the skills required to keep the Orcish rabble in line. These Orc Captains ensure that wavering morale holds firm as the slaughter of battle intensifies.

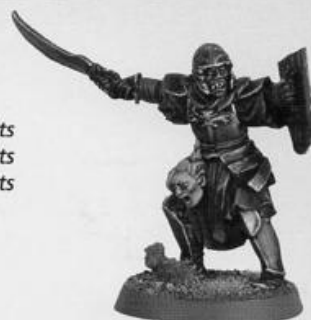
Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	2	1	1

Wargear

Armour.

Options

- Warg..... 10 points
- Orc bow..... 5 points
- Shield..... 5 points



Angmar Orc Shaman (Orc)

Points value: 50

Devotees of the Witch-king, Angmar Orc Shamans have gained some small mastery of their patron's magical prowess. As the Orcs loyal to the Witch-king march to war, the Shamans rouse the mob into a frenzy, utilising their own crude grasp of magical powers to make their fellows all-but indifferent to fear and resilient to harm.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/5+	3	5	1	2	3	1	3	1

Wargear

Spear and heavy armour.

Options

- Warg..... 10 points

Magical Powers

	Range	Dice Score
Fury	-	3+
Transfix	12"/28cm	5+



Warriors of Angmar

Orc Warrior (Orc)

Points value: 5

The black-hearted and evil Orcs of Angmar have sworn themselves to the service of the Witch-king. Hateful creatures whose petty jealousy drives them to battle as surely as any lash or oath of loyalty, the Orcs advance in vast hordes, countless warriors beneath the black banners of their master.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour.

Options

- Banner..... 25 points
- Orc bow..... 1 point
- Shield..... 1 point
- Spear..... 1 point
- Two-handed weapon..... 1 point



Orc Tracker (Orc)

Points value: 5

As the sinister hordes of the Witch-king advance, their way is paved by cunning Orc Trackers. These hunched creatures are keen-eyed and savvy, able to scout ahead of the force and loose arrows from their bows with surprising accuracy.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	3	1	1	2

Wargear

Orc bow.

Options

- Warg..... 6 points



Warg Rider (Orc, Cavalry)

Points value: 12



Although the Orcs with the skill and courage to placate a Wild Warg are relatively few – the sheer number of Orcs that have flocked to swell the armies of Angmar mean that the Witch-king's hosts boast many warbands of Warg Riders. These range around the flanks of the armies of Angmar, ready to launch devastating charges against any foe who overstretches himself.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour and Warg.

Options

- Banner..... 25 points
- Throwing spears..... 2 points
- Orc bow..... 1 point
- Shield..... 1 point

Spectre (Spirit)

Points value: 15



Bodiless and insubstantial, spectres cast their ghostly light over marshes and sites of ancient evil. The very presence of a Spectre foretells death, and their otherworldly glow beguiles the unwitting to their doom.

Move	F	S	D	A	W	C
6"/14cm	2/4+	3	5	1	1	6

Wargear

Heavy armour.

Special Rules

Terror. See the main rules manual.

Spectral Blades. When determining what number a Spectre needs to wound his opponents, use the opponent's Courage rather than its Defence on the Wound chart.

A Fell Light Is In Them. At any point in its move, a Spectre can choose a single enemy model anywhere within 12"/28cm of the Spectre. This target must pass a Courage test or make a full move under the control of the Evil player – even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action that would cause harm to the target (such as jumping down a cliff, etc). Affected models may not move any further that turn.

Cave Troll (Troll, Monster)

Points value: 80



Cave Trolls are large and loathsome creatures that shun the light, preferring to hide away in dark caves and subterranean tunnels. They are slow-witted, but nonetheless dangerous creatures once roused to anger, for their leathery skin can turn aside all but the keenest blades and their thunderous blows are enough to buckle even the sturdiest shield or smash the thickest skull. Only the boldest of warriors have the courage to stand before a charging Cave Troll, and only the very mightiest of their number can hope to vanquish such a beast.

Move	F	S	D	A	W	C
6"/14cm	6/5+	6	6	3	3	3

Options

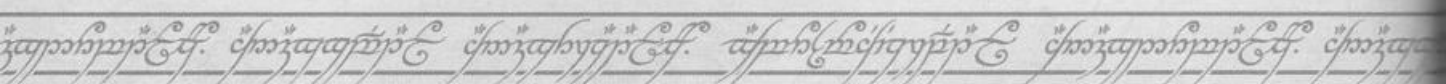
- Troll chain..... 5 points
- Spear..... 1 point

Troll chain. This is a throwing weapon with a range of 3"/8cm and a Strength of 4.

Special Rules

Terror. See the main rules manual.

Throw Stones. If a Troll does not move at all, he can declare that he's 'stooping for a stone', and in the subsequent Shoot phase, he can throw it, providing that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and Strength 8.





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BATTLES BENEATH THE EARTH

The Goblins have fought many of their bloodiest battles underground, amid the claustrophobic confines of ancient Dwarven mines or in the midst of dank and despoiled caverns. These pages include rules and hobby advice for recreating such epic encounters. Some of the scenarios that follow use one or more of the following ideas, but you should feel free to include them in any underground battles that you fight, especially those set in darkness of Moria.



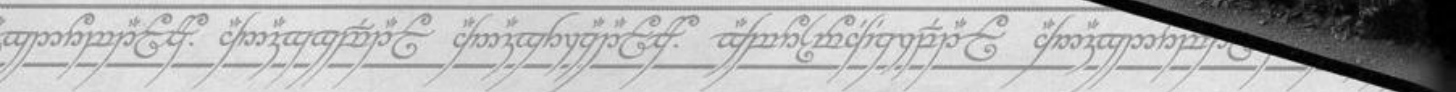
Dwarf Mine Workings. Large areas of Khazad-dûm were given over to the task of mining, and sturdy wooden mine workings are found throughout the Dwarven realm. Mine workings have a Defence of 7 and 5 Batter points. Models can either move up the ladders, or make Jumping and Climbing tests to scramble up the different levels. A raised platform might make a good firing position for Goblins armed with bows, but if the mine working is destroyed, all models atop it will take falling damage.



Mirrors. The Dwarves used huge mirrors of polished silver to reflect the light from the outside world through Khazad-dûm. Goblins and Trolls are creatures of darkness and such bright light dazzles their eyes and weakens their resolve. Any Evil model within 3"/8cm of a mirror suffers -1 to its Courage value. Mirrors cannot be easily smashed, but any Evil model that spends a Fight phase in contact with one, and not an enemy model, can upturn it, removing it from play.



Dwarven Doorways. Dwarf artisans are highly skilled, so any doorway constructed by them is both strong and durable. Any Dwarven Doorway can be opened, closed, bolted shut and destroyed as described in the main rules manual. Treat any Dwarven Doorways described in the following scenarios as having a Defence of 9 and 3 Batter points.





Narrow Bridges. Any model that falls off a bridge (having been forced to give way after a fight, for example) will suffer falling damage as described in the main rules manual. If the bridge spans an incredibly deep chasm, like the Bridge of Khazad-dûm, then don't bother resolving damage – the model simply plummets to its death (remove it from play).

The bridges shown here are only just wide enough for the Balrog to cross. If one player can control the bridge, the other may be forced to look for different, more desperate, ways to cross.

Secret Entrances. Outlets for flood water (or even murkier things) provide sneaky ways that the Goblin horde could enter the battlefield. Unless closely guarded, these Secret Entrances can easily be pressed into service by the Goblins. If a scenario permits reinforcements and has Secret Entrances described in the scenario layout, then they can do so through the Secret Entrances, as well as any other points specified in the scenario Special Rules. If any model (either Good or Evil) is on top of a Secret Entrance, it counts as sealed until they move away or are slain.



BLOOD AT WESTGATE

When *The Fellowship of the Ring* happened upon the Chamber of Mazarbul, they found a dusty old tome, within which was recorded the fate of Balin's expedition. There they discovered the name that the Dwarves had given to the sinister guardian of Westgate, and the fate of those who sought to escape it.

Balin's expedition to Moria has proven to be ill-fated. Although, at first, the Dwarven expeditionaries seemed to meet with great success, over time they were beset by terrible calamities. Hordes of Moria Goblins relentlessly assailed them, forcing the Dwarves to fight for every hall and passageway, and then Balin himself was slain, shot by an Orcish arrow as he gazed into the Mirrormere.

Now, Khazad-dûm is all-but overrun by the Goblins of Moria and their allies. The Dwarves are facing annihilation at the hands of their hated foes and the terrible power that has risen from the deepest delvings. So, they determine to send a scouting party out from Westgate, so as to summon aid, either from any kinsmen they might find upon the great east-west road, or otherwise call upon some other Free Peoples to aid them.

The surrounding vales are doubtless littered with packs of ravaging Wargs or even Goblin warbands, but against these, the Dwarves have every chance of success. What they do not count upon, however, is the danger that stirs in the foetid waters outside the Gate. How long this mysterious Watcher in the Water has slumbered there is a mystery, but now it awakes, ready to sate its appetite on Dwarf flesh. Only the courageous or reckless would risk these waters, but the Dwarves must be both if they are to escape and summon aid.

PARTICIPANTS – GOOD

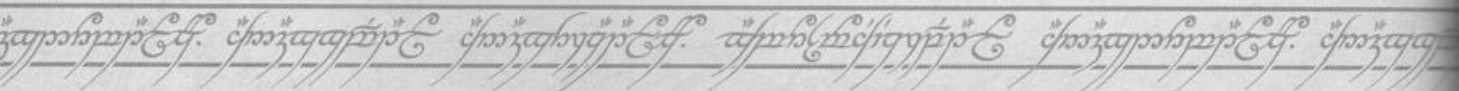
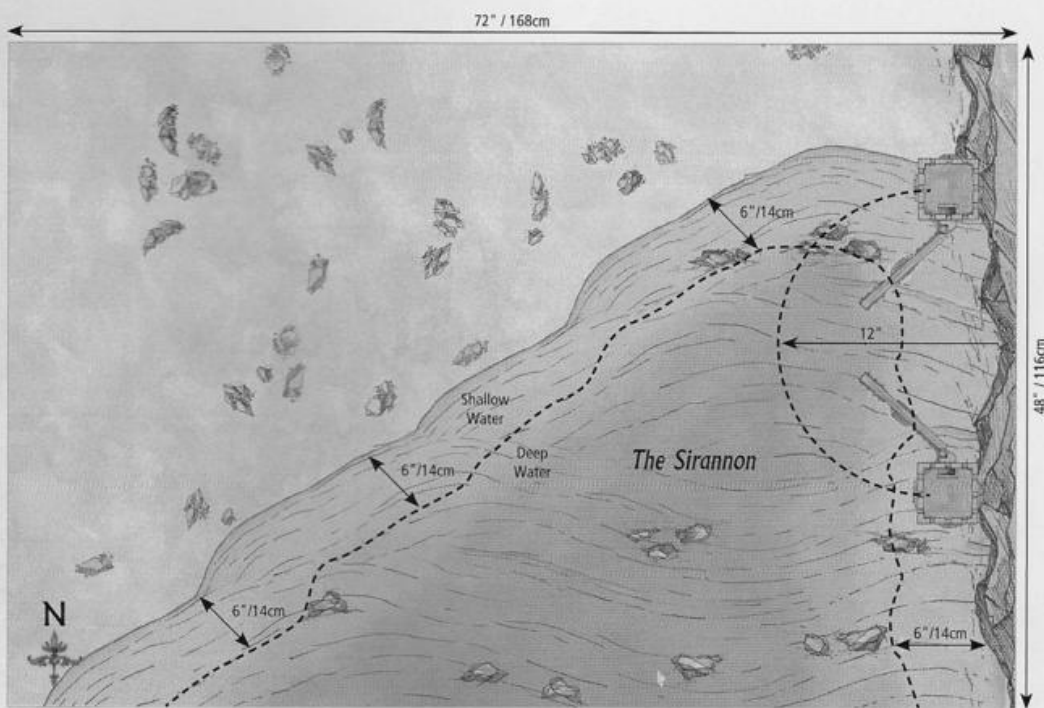
Up to 500 points of warbands chosen from the Durin's Folk army list (Free Peoples sourcebook). The only Heroes that may be used are Dwarf Captains and Shieldbearers. The only Warriors that may be used are Dwarf Scouts and Iron Guard.

PARTICIPANTS – EVIL

The Watcher in the Water, and up to 350 points of warbands chosen from the Moria army list. Apart from the Watcher in the Water, the only Heroes that may be used are Wild Warg Chieftains, Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that may be used are Moria Goblin Warriors, Moria Goblin Prowlers, Wild Wargs and Warg Marauders.

LAYOUT

This scenario is played on a board measuring approximately 72"/168cm by 48"/112cm. The board should feature Westgate at one end, touched by the swollen waters of the Sirannon. The remainder of the board should boast rocky outcrops and outlying scrub and so on.





STARTING POSITIONS

The Good player starts by placing his force within 12"/28cm of Westgate. These models can be within the waters of the Sirannon, however, deploying in deep water may be risky (see Deep Waters special rule). The Evil player then places his own warriors on the board – anywhere more than 24" from the Dwarves. The Watcher in the Water is not placed on the battlefield at the start of the game.

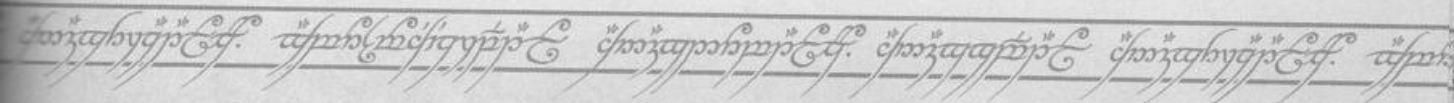
OBJECTIVES

The Dwarves of Balin's expedition must escape from Khazad-dûm before it becomes their tomb forever – thus, this advance party must forge a way out into the surrounding country. The Good side is victorious if five models, including a single Good Hero, can move off from the western board edge. The Evil player is victorious if he can prevent this from happening.

SPECIAL RULES

Deep Waters. The pool that gathers at the foot of the Gatestream is now swollen, whether by natural means or by some sinister design. Now, its murky waters lap at the Walls of Moria, hindering the Dwarves in their escape. Models may wade through shallow waters without penalty, however, any that wish to move through deep water are subject to the rules for swimming, and must test to see if they drown (see the Swimming Chart in the main rules manual).

Courage of the Doomed. The Dwarves know their days are numbered if they can't break free and summon aid. The Good side does not test for being broken in this scenario, even if they are reduced below 50% of their starting numbers.



THEY ARE COMING...

'We cannot get out. The end comes, and those of us that remain await our fate within the Chamber of Mazarbul, defending the Lord of Moria's resting place to our last breath. Though they come to kill us like rats in a trap, we shall fight to the last. The chamber even now echoes to the sound of drums, drums in the deep. They are coming...'

Hordes of Goblins pour out of the mines and caves to overrun the hopelessly outnumbered Dwarves. As the Goblins drive the Dwarves out of the mines, the shadowy figure of the Balrog can be seen driving the Goblin hordes forward. Escape is now almost impossible. Gathering round Balin's Tomb, the few surviving Dwarves plan to sell their lives dearly, hoping to weaken the Goblin force sufficiently to allow one of their number to carry the tragic news to Erebor...

PARTICIPANTS – GOOD

Up to 300 points of warbands chosen from the Durin's Folk army list (Free Peoples sourcebook). Named Heroes and Dwarf Ballistas may not be used.

PARTICIPANTS – EVIL

The Balrog and 250 points of his followers and other warbands chosen from the Moria army list, which must include at least 24 Moria Goblin Warriors. Apart from the Balrog, the only Heroes that may be used are Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that may be used are Moria Goblin Warriors.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing Balin's Tomb. The whole area represents a vast underground chamber with four entrances, one per board edge, and outer walls no more than 1" thick. Balin's Tomb occupies the centre of the chamber and is placed on a raised platform approximately 10"/24cm by 6"/14cm and about 1"/2cm high. The floor of the chamber is littered with fallen masonry, rubble and piles of old bones, producing a maze of low obstacles and occasional impassable barriers.

STARTING POSITIONS

The Good player sets up first anywhere on the board that is more than 12"/28cm from any board edge.

The Evil player then divides his force into four separate groups as equal in number as possible. Each group is then deployed in a different entrance. The Balrog and Moria Goblin Heroes can be part of any group. All models must be set up within 3"/7cm of their respective entrances.

OBJECTIVES

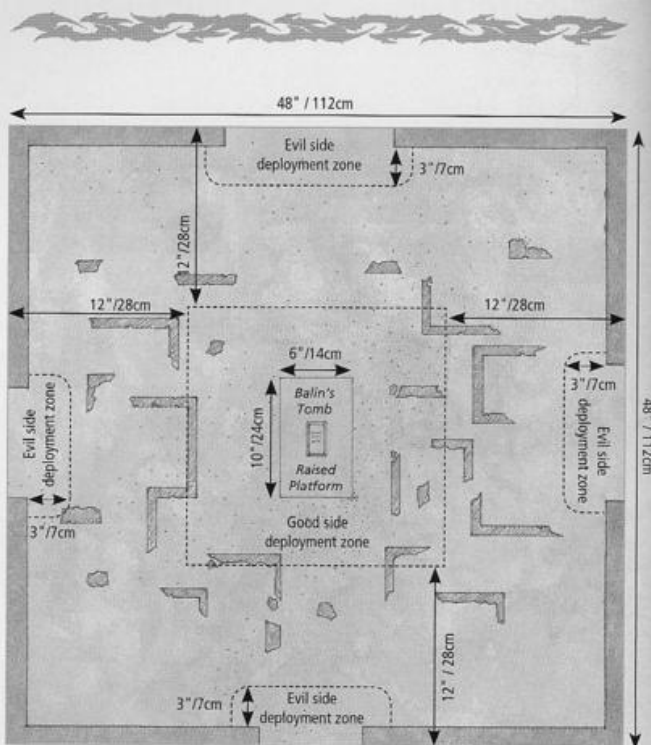
The Good player wins if one or more Dwarves reach Erebor with the dire news (as described below), and they slay at least 20 Moria Goblins Warriors. If the Dwarves achieve one of these things but are all slain before they can achieve the second, then the game is a draw. The Evil player wins if the Dwarves fail to achieve both objectives before they are all slain. The Dwarves win immediately if the Balrog is slain, as the Goblins will flee in despair without the great beast to lead them.

SPECIAL RULES

Escape. The Good player may elect to have any Dwarf attempt to escape by moving him off the board through one of the entrances. At the end of each turn, the Good player rolls a dice for each Dwarf that has escaped in this manner that turn. On a roll of 1-5, the Dwarf has been captured as he flees and dies a horrible, tortuous death at the hands of the Goblins. On a roll of a 6, the Dwarf successfully evades pursuit and eventually comes to Erebor with his tale of woe. This roll cannot be modified by Might.

Last Stand. The Balrog has arrived, and the fate of the Dwarves is no longer in question. They resolve to keep on fighting and to take as many of their foes with them as they can. The Dwarves do not need to take Courage tests (even for charging the Balrog).

Relentless Assault. For every Goblin slain, another will take its place, and another, and another. When a Goblin is killed, the Evil player must put it aside to be used as a reinforcement. At the end of each Evil Move phase, he may roll a dice for each reinforcement. On a roll of 4-6, the model may be brought in as a reinforcement, moving onto the board from one of the entrances. On a roll of 1-3, the model remains off-board but can be rolled for again in the Evil player's next turn. Reinforcements may not charge on the turn they enter the battle, but may otherwise act normally.



THE BRIDGE OF KHAZAD-DÛM

As the Fellowship races through Moria in an attempt to cross beneath the Misty Mountains, they discover Balin's Tomb and the bodies of the last Dwarf defenders of his underground kingdom. Suddenly surrounded by ferocious Goblins, they battle their way out of the Tomb and through the halls of Dwarrowdelf, finally reaching the deep chasm spanned by the Bridge of Khazad-dûm.

The Fellowship is being closely pursued by the Goblin hordes and a narrow bridge offers their only hope of escape. As they reach the bridge, Gandalf turns to make a stand and give the rest of the Fellowship a chance to escape. Then, emerging from the shadows comes the greatest of all the evil creatures of Moria: the Balrog. In the ensuing fight, Gandalf shatters the bridge allowing the Fellowship to escape as he and the Balrog tumble down into the depths of the chasm.

PARTICIPANTS – GOOD

The Good force consists of the following models from the Fellowship army list (Free Peoples sourcebook): Gandalf the Grey, Aragorn Strider, Boromir of Gondor, Legolas, Gimli son of Glóin, Frodo, Samwise Gamgee, Peregrin Took, Meriadoc Brandybuck. Aragorn has a bow and Frodo has his Mithril Coat and Sting. No other options may be taken.

PARTICIPANTS – EVIL

The Evil force consists of the Balrog and 250 points of his followers and other warbands chosen from the Moria army list. Apart from the Balrog, the only Heroes that may be used are Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that may be used are Moria Goblin Warriors.

LAYOUT

A broad chasm at least 6"/14cm wide lies across the centre of the playing area. The chasm is too wide to jump across, even for a Balrog. It is spanned by a bridge 3"/7cm wide. This is wide enough so no more than two models can fight side by side but one model can block the bridge and prevent any further passage across it.

There are three entrances to the chamber. Each is a broad tunnel that lies 16"/36cm from the chasm. The exit is another tunnel that lies the same distance on the opposite side of the bridge. Each entrance is approximately 4"/10cm wide. The area between the bridge and the entrances is strewn with rubble that counts as difficult terrain.

STARTING POSITIONS

The Good player sets up the Fellowship first, in a group between the chasm and chamber entrances, with no model closer than 7"/15cm to either the chasm or any entrance. The Evil player's forces will enter the table via the tunnels each turn, as described in the special rules below.

OBJECTIVES

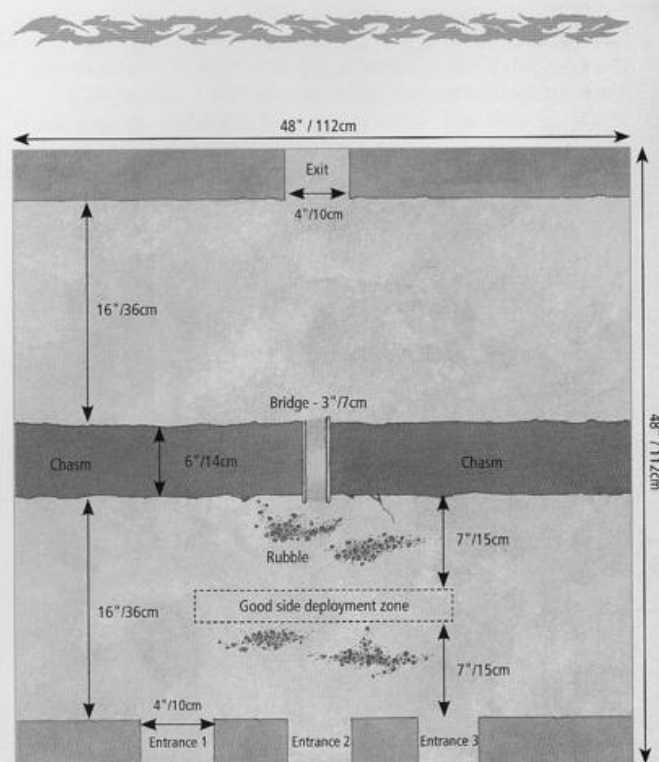
The Good player wins if the bridge is destroyed and at least four members of the Fellowship have exited the table. In addition, Frodo must be amongst those to exit the table. The Evil player wins immediately if he slays six members of the Fellowship, or if he slays Frodo.

SPECIAL RULES

In Hot Pursuit. Up to ten Goblin models can enter the chamber each turn for the first three turns (the Evil player may choose which models to use). In addition, the Balrog enters the chamber on the third turn. Models may not charge on the turn they enter the chamber.

Exhausted. The heroes have expended some of their Might points in the earlier battles they have fought. Each Hero therefore reduces his Might by two at the start of the battle. This means that Heroes that normally start with up to two Might points will have none at the start of the battle. In addition, Frodo is assumed to have used all of his Fate points during his fight with the Cave Troll in Balin's Tomb, and therefore has no Fate points at the start of the battle.

The Bridge. Gandalf can inflict damage on the bridge by standing on it and using his magical powers to cast a Sorcerous Blast at it. Roll a dice to see how much damage is caused. On a roll of 1 no damage is inflicted, on a roll of 2 or 3, the bridge suffers 1 point of damage, on a roll of 4 or 5, the bridge suffers 2 points of damage, and on a roll of 6, the bridge suffers 3 points of damage. Gandalf may not use his Might to modify this roll. Once the bridge has taken 3 points of damage, it is destroyed and collapses; it may no longer be used, and any model upon it falls into the chasm and is slain.



FLIGHT TO LOTHLÓRIEN

Though Gandalf has fallen into the shadow of Khazad-dûm, the Fellowship has no time to grieve, for the Goblins still pursue them with relentless ferocity. Desperate for refuge, Aragorn leads his companions eastwards, towards the fabled forest of Lothlórien, an Elf haven of great age and power.

The exhausted heroes cross the Silverlode, the stream that marks the border with Lothlórien, and are met by Haldir and his brothers. While the Fellowship rests, Haldir sends word to his people, and a war party is raised to hunt down the Goblin pursuers. None of the Goblins that dare tread the soil of Lothlórien would survive to return to their mountain lairs.

PARTICIPANTS – GOOD

Up to 500 points of warbands from the Lothlórien and Mirkwood army list (Free Peoples sourcebook). The force must include one Galadhrim Captain to represent Haldir's brother Orophin. The only other Heroes that may be used are Galadhrim Captains, Galadhrim Stormcallers, and Wood Elf Captains. All Heroes must be on foot. The force may not include any Galadhrim Knights or Guard of the Galadhrim Court.

PARTICIPANTS – EVIL

Up to 500 points of warbands chosen from the Moria army list. The only Heroes that may be used are Wild Warg Chieftains, Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that may be used are Moria Goblin Warriors, Moria Goblin Prowlers, Wild Wargs and Warg Marauders.

Although not mentioned by name, it seems likely that Sméagol was amongst the Goblins hunting the Fellowship. The Evil player may therefore take Sméagol from the Fellowship army list if he wishes to do so.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the border of Lothlórien. The Silverlode is a narrow stream with steep slopes, and should be about 2"/4cm wide. It can only be crossed by jumping over at the crossing points indicated on the map. Beyond the Silverlode is an open area with scattered trees and rocks, and then, 18"/42cm from the stream, the forest thickens into a mixture of scattered trees and areas of dense woodland.



Galadhrim Stormcaller



Galadhrim Captain

STARTING POSITIONS

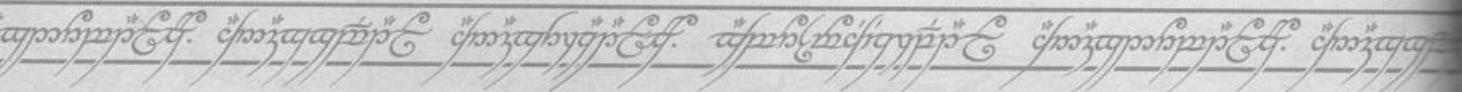
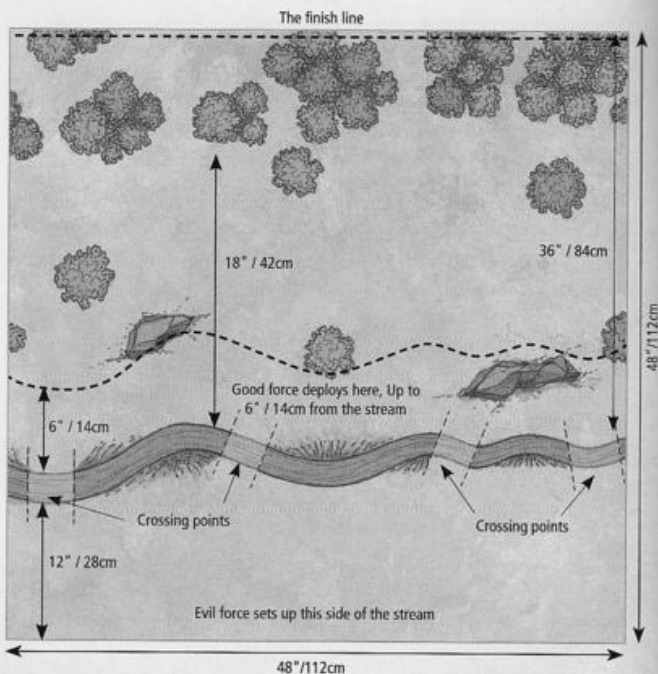
The Good player deploys his army first. The Good army is divided into two groups, each with as near as possible the same number of models, and each with at least one Hero if the army has two or more. One group, including the Galadhrim Captain representing Orophin, must be set up within 6"/14cm of the Silverlode, on the woodland side of the stream. It is their job to lure the Goblins into a trap. The other group is hidden in ambush, as described in the special rules section below. The Evil player then sets up between the board edge and the far bank of the Silverlode.

OBJECTIVES

The Good player wins if all the models in the Evil army are slain and if the model representing Orophin is still alive. The Evil player wins if all the models in the Good army are slain. Any other outcome results in a draw.

SPECIAL RULES

The Ambush. The second group of Wood Elves is revealed at the start of any turn where there is a model from either side within 18"/42cm of the finish line. The Good player and the Evil player take it in turns to place the models, starting with the Good player. The models must be placed more than 18"/42cm from the Silverlode, and at least 6" away from any models in the Evil player's army. The models can move and fight normally on the turn they appear.



THE BARROW-DOWNS

Urged to leave the Shire by Gandalf the Grey, Frodo and his three companions set forth for Rivendell. After several close calls, they find themselves at the house of Tom Bombadil. Rested, the Hobbits continue their journey through the Barrow-downs and towards the town of Bree.

The Barrow-downs are a sinister and foreboding place, more so for those that know of their history and the power of their dreadful occupants. Doubtless, many have been lost in the Barrow-downs who knew not the secrets of the Barrow-wights, or who foolishly dared to brave them regardless.

So it is that, as night comes on, a chill mist comes down. The Hobbits stray from the path, soon loosing each other in the hills. Danger lurks within the mists as the dread Barrow-wights try to lure the Hobbits into their dank tombs and, there, slay them...

PARTICIPANTS – GOOD

The following models from the Fellowship and the Wanderers in the Wild army lists (Free Peoples sourcebook): Frodo, Samwise Gamgee, Peregrin Took, Meriadoc Brandybuck, Tom Bombadil. No options may be taken.

PARTICIPANTS – EVIL

Four Barrow-wights from the Angmar army list.

LAYOUT

The game is played on a square board, 48"/112cm by 48"/112cm. The board should feature four Barrows. One Barrow should be placed in each quarter of the board, no more than 18"/42cm from the nearest corner. (see the map). The rest of the board can be covered with any hills, rocky outcrops or woods that you wish to use.

STARTING POSITIONS

The Good force is placed between 12"/28cm and 24"/56cm from the west table edge. Tom Bombadil is not deployed at the start of the game. The Evil player then places his models with one Barrow-wight touching each barrow.

OBJECTIVES

The Evil player wins if his force can sacrifice two or more Good models. The Good side wins if his models can escape before this happens.



Barrow-wights

SPECIAL RULES

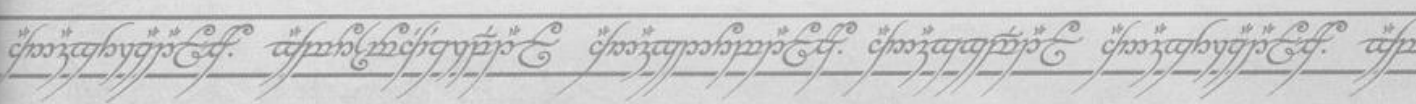
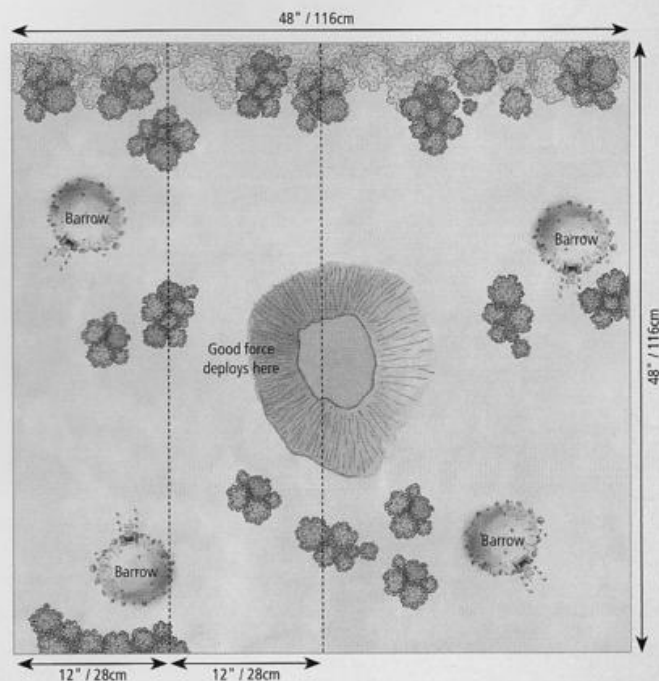
Barrows. Barrow-wights within 3"/8cm of a Barrow can expend 1 Will point per turn without reducing his supply.

Fog on the Barrow-downs. Except for Barrow-wights, no models may shoot, use magical powers or charge further than 6"/14cm. When each Good model moves, roll a D6 – on a 1, the Evil player may move the model instead.

Sacrifice. Any Good model that is slain is, in fact, rendered unconscious to be sacrificed back in the cold dark of the Barrows. Treat the model as if he had been affected by the Paralyse magical power (see page 34). For this scenario, a Paralysed model can be carried by an Evil model exactly like a Heavy Object (see the main rules manual). Should the Evil model carrying the victim be charged, or the Good model pass its recovery roll, the Evil player should immediately place it 1"/2cm away from the carrier.

An Evil model can sacrifice a Paralysed Good model, providing both are touching a barrow – roll a D6, on a 4+, the model has been dispatched in a suitably diabolical fashion.

Ho! Tom Bombadil! There is a chance that Tom Bombadil will come to the rescue. One Good model that has been attacked (charged, shot at or the victim of a spell) by an Evil model may attempt to summon aid each turn. Roll a D6 – on the score of a 6, Tom arrives. Move him on from any board edge.



Heroes of Moria

	Move	F	S	D	A	W	C	M	W	F	Pg
Ashrāk	5"/12cm	2/5+	3	4	1	2	3	1	3	1	19
Cave Drake	8"/20cm	6/5+	7	7	3	6	4	1	3	1	22
Dragon	6"/14cm	7/2+	7	7	4	7	4	3	3	3	21
Drūzhag the Beastcaller	5"/12cm	3/5+	3	4	1	2	4	2	5	2	17
Durbūr, The Goblin King of Moria	5"/12cm	4/5+	4	6	2	2	4	3	2	2	17
Grōblog	5"/12cm	3/5+	4	6	2	2	3	3	1	1	17
Gundabad Blackshield Captain	5"/12cm	3/5+	5	6	2	2	4	2	1	1	18
Gundabad Blackshield Shaman	5"/12cm	2/5+	3	4	1	2	4	1	3	1	19
Moria Goblin Captain	5"/12cm	3/5+	4	5	2	2	3	2	1	1	18
Moria Goblin Shaman	5"/12cm	2/5+	3	4	1	2	3	1	3	1	18
Spider Queen	10"/24cm	6/6+	6	4	2	3	4	2	3	0	24
-Broodling	6"/14cm	2/6+	3	3	1	1	2				24
The Balrog	6"/14cm	10/3+	9	9	4	10	7	0	10	0	20
The Watcher in the Water	4"/10cm	6/3+	6	6	6	6	2	1	5	1	23
Wild Warg Chieftain	10"/24cm	5/5+	6	5	2	3	3	1	3	1	18

Warriors of Moria

	Move	F	S	D	A	W	C	Pg
Bat Swarm	12"/28cm	1/5+	3	3	2	4	2	26
Cave Troll	6"/14cm	6/5+	6	6	3	3	3	29
Dweller in the Dark	8"/20cm	7/3+	5	5	3	3	7	28
Giant Spider	10"/24cm	4/6+	5	3	2	2	3	28
Gundabad Blackshield	5"/12cm	2/5+	4	6	1	1	3	27
Gundabad Blackshield Drummer	5"/12cm	2/5+	4	5	1	1	3	26
Moria Goblin Drum	-	-	-	10	-	3	-	25
-Moria Goblin Drummer	5"/12cm	2/5+	3	4	1	1	2	25
Moria Goblin Prowler	5"/12cm	3/4+	3	4	1	1	2	27
Moria Goblin Warrior	5"/12cm	2/5+	3	4	1	1	2	25
Warg Marauder	10"/24cm	3/5+	4	5	3	3	3	27
Wild Warg	10"/24cm	3/5+	4	4	1	1	2	28

Heroes of Angmar

	Move	F	S	D	A	W	C	M	W	F	Pg
Angmar Orc Shaman	6"/14cm	3/5+	3	5	1	2	3	1	3	1	35
Barrow-wight	6"/14cm	3/4+	2	7	1	1	6	0	5	0	34
Buhrdūr, Troll Chieftain	6"/14cm	6/4+	6	6	3	3	4	3	1	1	33
Gūlavhar, the Terror of Arnor	12"/28cm	6/4+	8	5	*	4	*	3	3	0	33
Orc Captain	6"/14cm	4/5+	4	5	2	2	3	2	1	1	35
Shade	6"/14cm	1/4+	1	8	1	3	1	0	3	0	34
The Dwimmerlaik	6"/14cm	5/4+	4	8	1	1	6	0	16	2	32
The Tainted	6"/14cm	5/4+	4	8	1	1	6	1	12	1	32
The Witch-king of Angmar	6"/14cm	5/4+	4	8	1	1	6	0-3	10-20	0-3	31

Warriors of Angmar

	Move	F	S	D	A	W	C	Pg
Cave Troll	6"/14cm	6/5+	6	6	3	3	3	36
Orc Tracker	6"/14cm	3/4+	3	3	1	1	2	35
Orc Warrior	6"/14cm	3/5+	3	4	1	1	2	35
Spectre	6"/14cm	2/4+	3	5	1	1	6	36
Warg Rider	6"/14cm	3/5+	3	4	1	1	2	36



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