

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE FREE PEOPLES



'Middle-earth stands upon the brink of destruction...
You will unite, or you will fail.'

— Elrond, *The Fellowship of the Ring*

GAMES
WORKSHOP

INTRODUCTION

The Third Age is becoming a time of Men, but there are other powers that stand for Good in Middle-earth. The firstborn Elves and the Dwarves of Durin's folk have ever stood against the evil of Sauron, as do the gentle folk of the Shire. These races are sometimes called the Free Peoples, a term describing those that have not fallen beneath the thrall of the Dark Lord of Mordor.

This sourcebook is your guide to collecting armies of the Free Peoples, 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 seven 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 vile servants of Sauron.

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 FREE PEOPLES

This sourcebook presents seven armies. Each army has its own section, in which are presented the rules for all of its Warriors and Heroes, including any special rules or unique items of wargear. The armies in question are:

Eregion and Rivendell *(page 16–21)*

The Elves are the greatest and noblest of races in all Middle-earth. Although their numbers are dwindling with many returning west over-sea to their spiritual homeland, a shining warhost of Elves is terrible to behold, and no evil can stand before them.

Lothlórien and Mirkwood *(page 22–29)*

From deep within the glades of their woodland realms, the Elves of Lothlórien and Mirkwood maintain eternal vigil against the forces of darkness. Highly skilled warriors, keen-eyed archers and fabled leaders such as Galadriel and Thranduil ensure that no evil creature dares to set foot beneath the boughs within the Elvish forest bastions.

Durin's Folk *(page 30–37)*

Although many of their kingdoms of old have fallen, the Dwarves of Middle-earth are still a power to be reckoned with. Masters of metal-working beyond compare, when the Dwarves march, they do so bearing matchless arms and armour. Herein can be found the Dwarf army list, including Durin, King of Khazad-dûm, Dáin Ironfoot, the King of Erebor, and a host of sturdy and dependable Dwarf warriors.

The Shire *(page 38–41)*

Hobbits are peaceful creatures who make their homes in the idyllic land of the Shire. Better known for their second breakfasts than for battles, however, Hobbits are made of sterner stuff than even the wise could've guessed. When roused, these gentle folk are capable of courageous acts and heroic deeds. This army list contains such famous Hobbits such as Frodo of the Nine Fingers and Samwise the Brave, along with many other Shire warriors and notable heroes.

The Fellowship of the Ring *(page 42–47)*

Brought together in desperate times, from all the realms of Free People in Middle-earth, the Fellowship of the Ring comprises some of the mightiest and boldest heroes ever to walk Middle-earth. Charged with the destruction of the One Ring, can you lead them to even greater glory?

The Wanderers in the Wild *(page 48–53)*

In the wild places of Middle-earth, deep in forests or roosting high in mountain peaks, live those who seek a peaceful existence out of sight and beyond the boundaries of civilisation. Yet their homes, too, are threatened by the Sauron's armies, so they willingly fight to thwart the power of the Dark Lord.

The White Council *(page 54–56)*

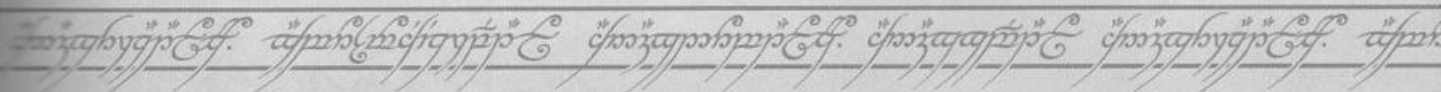
The greatest assemblage of wisdom in all Middle-earth, the White Council lacks neither martial nor sorcerous might. Together, they drove the Necromancer from the pits of Dol Guldur – who knows what deeds they will perform under your canny leadership?

BATTLES IN MIDDLE-EARTH *(page 57–63)*

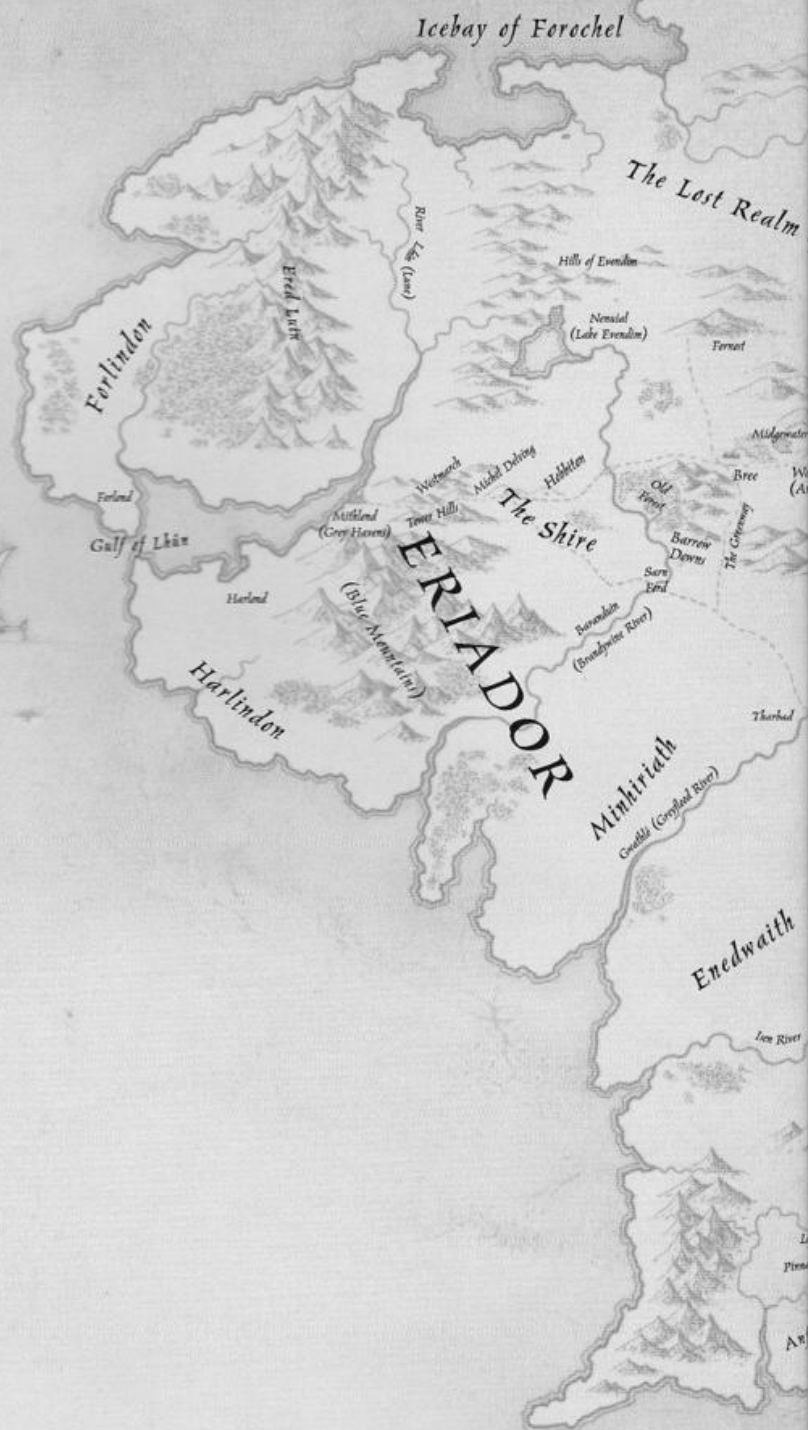
Here, you'll find several narrative scenarios that recreate pivotal battles from the history of Middle-earth. Unlike the Points Match battles, in these thematic encounters, each scenario presents you with the history of the encounter, a list of recommended participants and any special rules you might 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

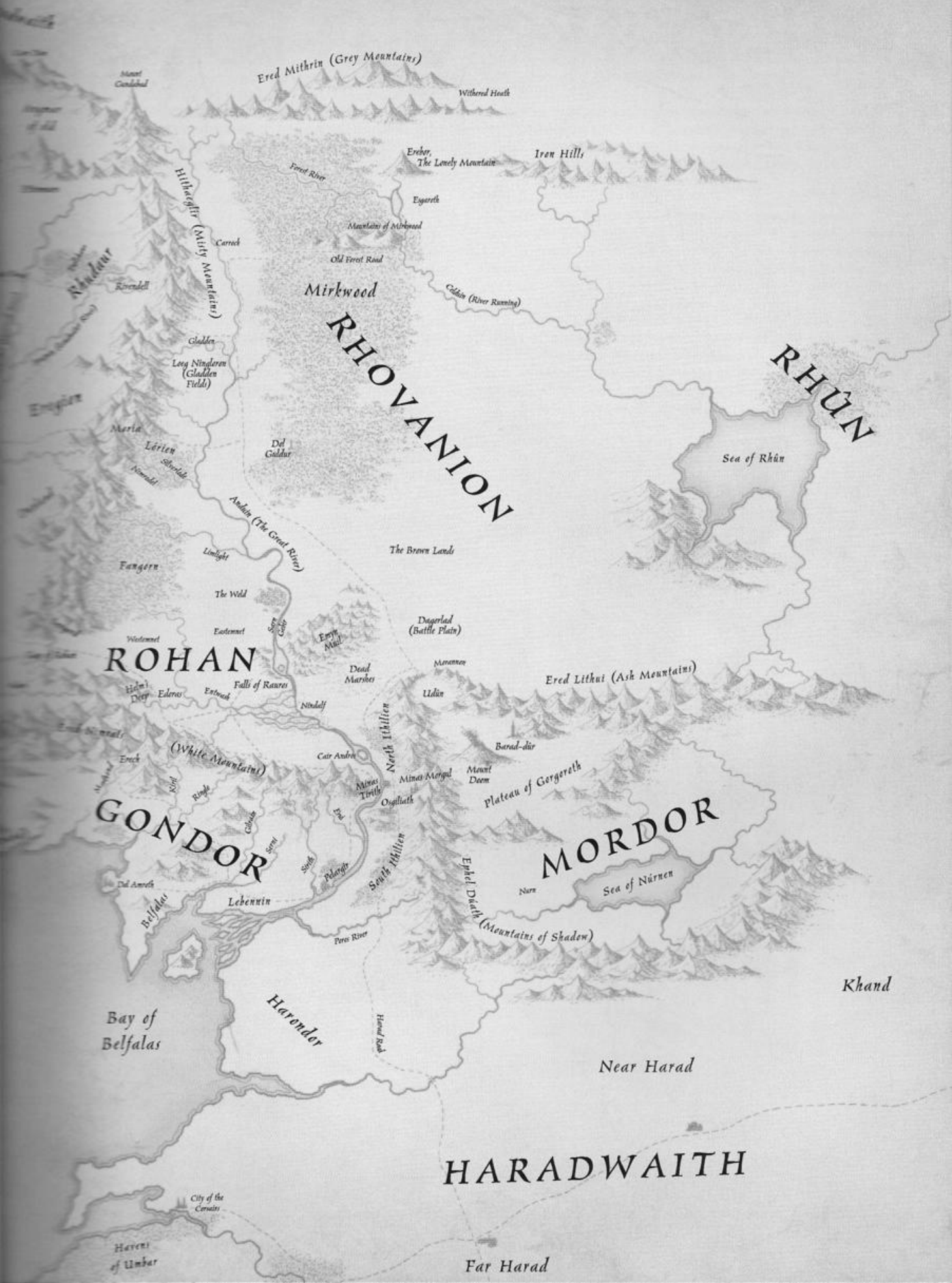
While this volume contains everything you need to play a game with your army, there are always more tactics to use, different scenarios to fight and painting ideas to try out. Check out Games Workshop's monthly magazine, White Dwarf, and www.games-workshop.com to find out more.



North



Northern Waste



Ered Mithrin (Grey Mountains)

Hithlaidim (Misty Mountains)

Mirkwood
RHOVANION

RHÛN

ROHAN

GONDOR

MORDOR

HARADWAITH

Bay of Belfalas

Harender

Near Harad

Far Harad

Khand

Sea of Rhûn

Sea of Núrnen

The Brown Lands

Ered Lithui (Ash Mountains)

(White Mountains)

Ephel Dúath (Mountains of Shadow)

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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.

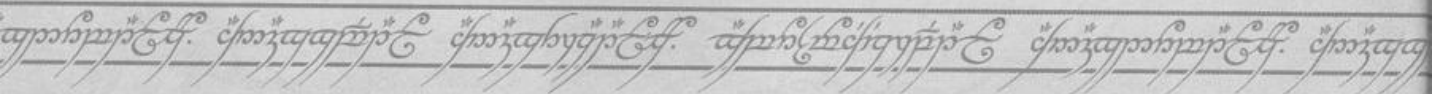
In reality, most armies are actually a shade smaller than the agreed points value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the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

Armor
Contingent



Warband 1 – Led by Captain of Minas Tirith

Minas Tirith
Contingent



Warband 2 – Led by the King of the Dead

Fiefdoms
Contingent



Warband 3 – Led by Éomer

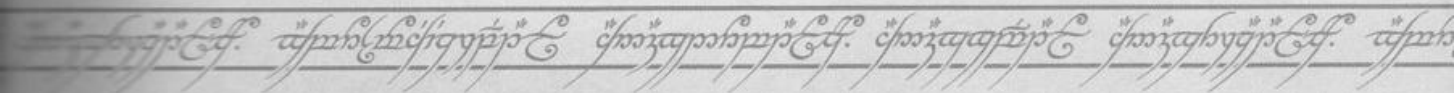
Rohan
Contingent



Warband 4 – Led by Grimbold

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.



Army Roster

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

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

No. Warrior Pts

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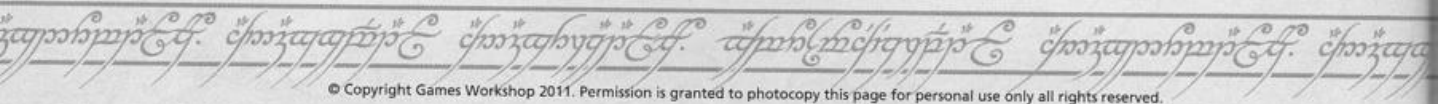
M F S D A W C

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 Fast! and heroic actions from Good Heroes, and only Evil models can use Stand Fast! 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

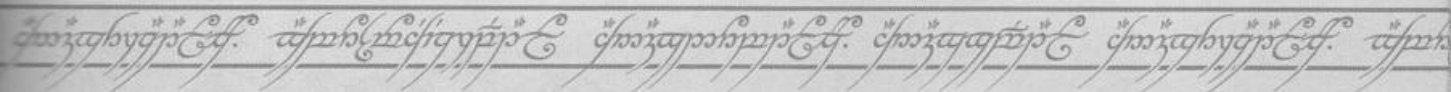
If you're playing a multiplayer game (see above), it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points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

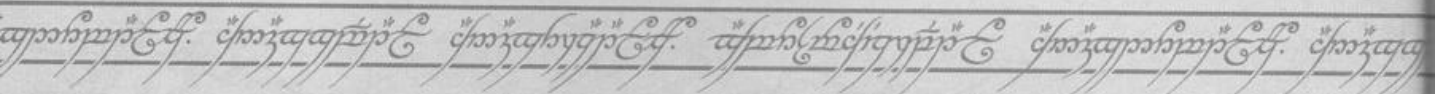
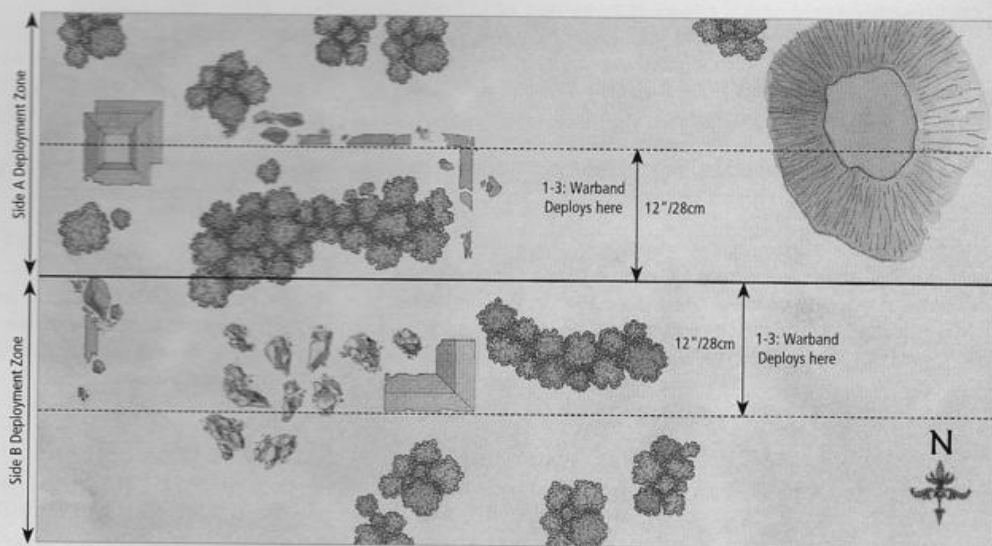
OBJECTIVES

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**.



Suladán



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.

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.

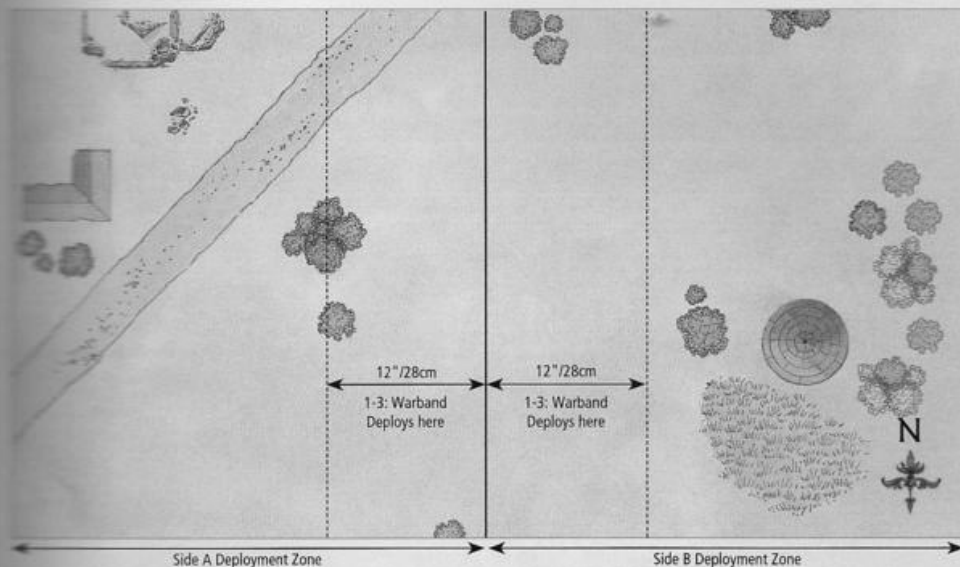
INITIAL PRIORITY

Both players roll a D6. The player with the highest 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:

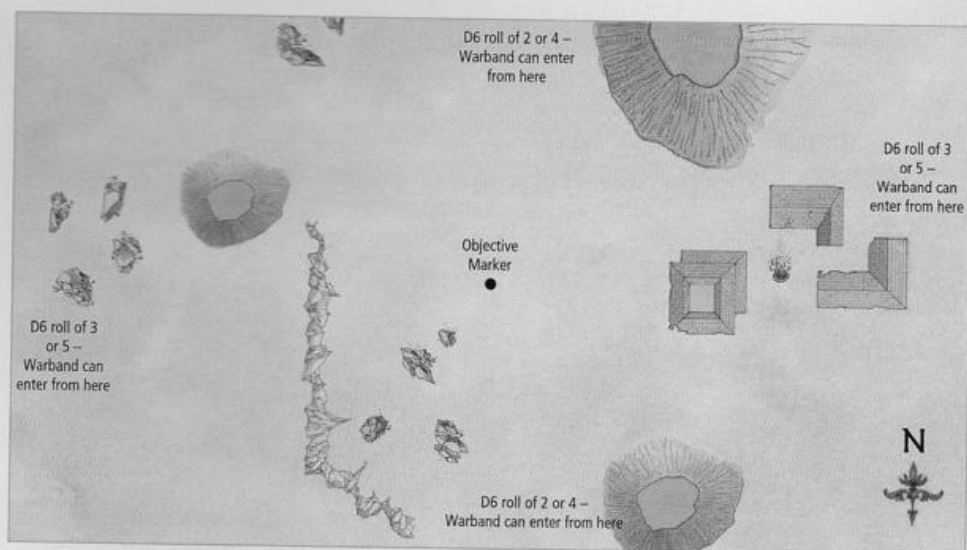
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.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

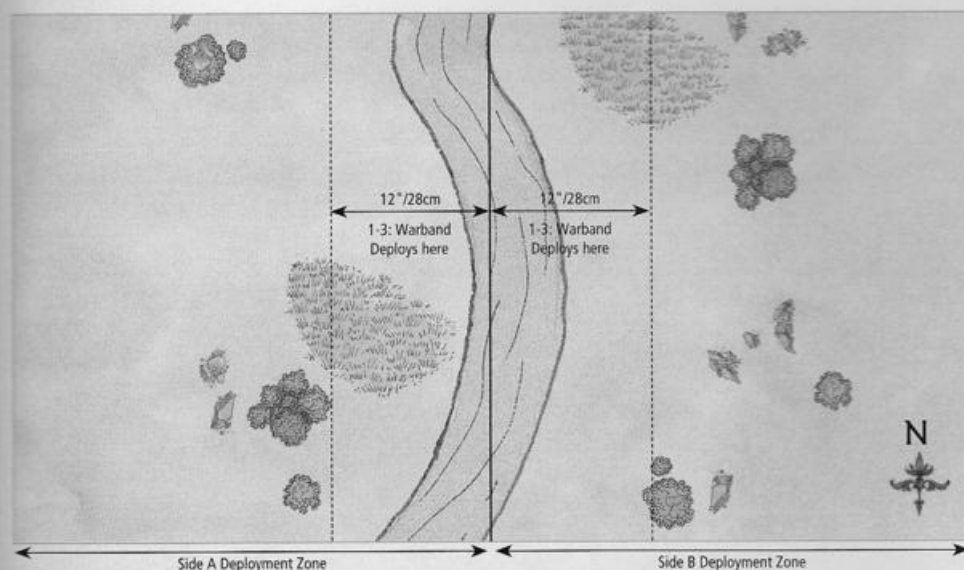
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

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

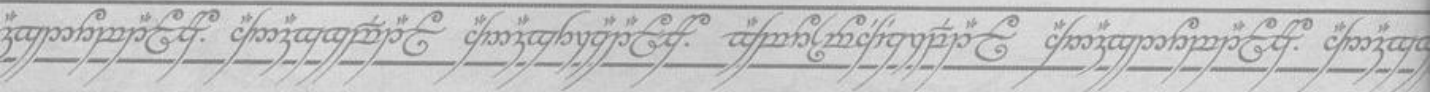
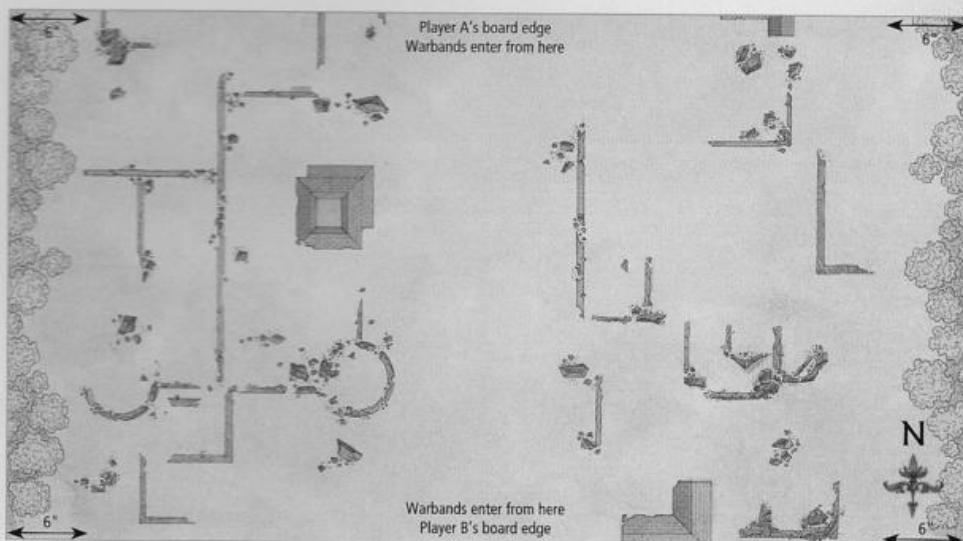
Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy 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!

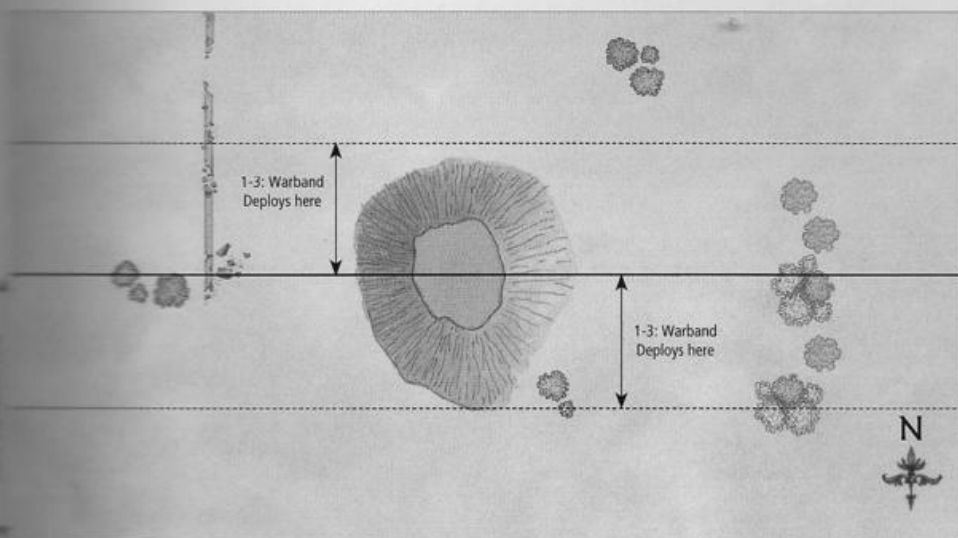
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- 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

Heroes of Eregion and Rivendell

Elrond (Elf)

Points value: 170

Elrond is old even amongst the immortal Elves, having fought against Sauron for centuries and seen the Ring taken by Isildur before it was lost. He is the bearer of Vilya, one of the Three Elven Rings.

Elrond was present during the Last Alliance of Men and Elves where he was herald to High King Gil-galad himself. He was a mighty and renowned warrior who fought at the forefront in all of the great battles of the age. Since those days, Elrond has ever striven to see an end to the threat of Sauron. He and his warriors have been fighting against the Dark Lord and his forces for many long years.

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

Wargear

Heavy armour, Elven blade and Vilya.

Vilya. Thanks to the power of Vilya, one of the Three Elven Rings, Elrond can re-roll his dice when using Fate points.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Magical Powers

	Range	Dice Score
Nature's Wrath	-	4+
Renew	12"/28cm	3+



Elrond, Master of Rivendell (Elf)

Points value: 205

Elrond is the Master of Rivendell. Aided by a council of the wisest Elves, he has forged plans to thwart Sauron's devilry, and Elves from all over Middle-earth travel to Rivendell to give what aid they can. Now that the forces of Mordor are once again in ascendancy, Middle-earth has need of Elrond's wisdom as never before.

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

Wargear

Elven blade and Vilya.

Vilya. Thanks to the power of Vilya, one of the Three Elven Rings, Elrond can re-roll his dice when using Fate points.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Foresight of the Eldar. Before the game begins, roll a D6 and make a note of the result – these are Elrond's 'foresight' points for the remainder of the battle. Elrond can spend these points in the Priority phase, after both players have made their priority rolls. For each foresight point expended, Elrond can alter either priority roll by +1 or -1, to a minimum of 1 and a maximum of 6.

Magical Powers

	Range	Dice Score
Wrath of Bruinen	-	4+
Renew	12"/28cm	3+

Wrath of Bruinen. This spell affects all enemy models within 6"/14cm of Elrond, but only one foe can attempt to resist it. If resisted, all foes are unaffected; if the resist attempt is failed, then all are affected. All enemies within 6"/14cm are knocked to the ground. Cavalry models are automatically thrown – both steed and rider are knocked to the ground. All affected models then suffer a Strength 2 hit, or a Strength 8 hit if they are in a stream, river or other similar water terrain feature.



Gil-galad (Elf)

Points value: 140



Gil-galad was the High King of the Elves and mightiest warrior of his age. During the Last Alliance of Men and Elves, Gil-galad fought on every battlefield, his bravery and leadership brought inspiration and hope in those dark days. Under his leadership, the Last Alliance confronted Sauron and overthrew him at the Battle of Dagorlad. Tragically, Gil-galad was slain on the slopes of Orodruin as he fought against Sauron and did not live to see Sauron defeated. Without him, the Last Alliance quickly fell apart, Elves and Men all but abandoning the unity that had made victory possible. Worse, although Sauron's power was diminished, he was not destroyed, and in the following centuries, he rose to power once more.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	9/3+	4	7	3	3	7	3	3	1

Wargear

Heavy armour and Aeglos.

Aeglos. Aeglos does not follow the normal rules for spears, but instead it confers Gil-galad +1 to his dice roll on the Wound chart.

Options

- Shield.....5 points
- If your army includes Gil-galad, you can upgrade any number of High Elf Warriors to King's Guard at a cost of +1 point per model. King's Guard have Fight 6/3+.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

High King of the Elves. The range of Gil-galad's Stand Fast! rule is 12"/28cm.

Erestor (Elf)

Points value: 80



Erestor is Elrond Half-elven's trusted chief counsellor, schooled in the ways of the Dark Lord by grim experience gathered over many centuries. Though primarily concerned with the defence of the lands surrounding the ancient haven of Rivendell, dire need or the tug of fate can force Erestor to take an interest in the affairs of the wider world. In battle, Erestor fights with an Elven blade and a pair of Noldorin throwing daggers, which he can hurl with deadly effect to hit the weak spots of his foes.

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

Wargear

Heavy armour, Elven blade and Noldorin throwing daggers.

Noldorin Throwing Daggers. Erestor re-rolls any failed rolls To Wound made when throwing these daggers or using them in a Fight.

Options

- Elven cloak.....10 points

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Círdan (Elf)

Points value: 90



Even by Elven standards, Círdan is old, his tale of life stretching back far into the past. He has watched the passing of the Second and Third Ages from the Grey Havens, and watched as more and more Elves have left Middle-earth and set sail for Valinor. But Círdan is not always content to just watch – over the centuries, he has often had to fight, either to defend the Grey Havens or to defeat Sauron's minions further afield.

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

Wargear

Círdan is unarmed.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Magical Powers

	Range	Dice Score
Aura of Command	-	2+
Blinding Light	-	2+
Aura of Dismay	-	5+

Elladan and Elrohir (Elves)

Points value: 140 for both

The twin sons of Elrond and Celebrian share their father's Half-elven blood. Because of this, they too will have to choose to follow either the eternal life of the immortal Elves, or the doomed existence of mortal Men. It is not known which choice the twins are going to take, but so great is their brotherly love that it is certain that they will both choose the same destiny.

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

Wargear

Both Elladan and Elrohir have armour and two Elven blades.

Options

- Elven cloaks.....20 points (for both)
- Horses.....20 points (for both)
- Elf bows.....10 points (for both)
- Heavy armour.....10 points (for both)

Special Rules

Woodland Creature. See the main rules manual for details.

Twin Elven Blades. When fighting on foot, the brothers must choose to fight in one of three different ways each Fight phase. Each brother can fight either with a single sword (two-handed weapon), with two swords (for +1 Attack) or parry (counts as shielding).

Unbreakable bond. If one of the twins is killed, the other will be driven mad by desperate grief. To represent this, the surviving twin's Strength is increased to 5 and his Defence is reduced to 4. The survivor always passes Courage tests and must do everything he can to charge the model that killed his brother as quickly as possible. Once that model is killed, the surviving twin will then move as fast as possible towards the closest visible enemy for the rest of the game, charging it if able.



Arwen (Elf)

Points value: 60

Arwen is the daughter of Elrond and, like her father, is an Elf of great power and courage. As an immortal, she is destined to sail from Middle-earth into the West – yet her love for Aragorn holds her to the mortal realm and leads her towards an altogether different role. Because of this, she will have to choose to follow either the life of the Immortal Elves or the life of mortal Men, whose energetic race is destined to become dominant in the later ages of the world.

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

Wargear

Elven blade.

Options

- Asfaloth (horse)..... 10 points
- Elven cloak..... 10 points

Special Rule

Expert Rider; Woodland Creature. See main rules manual for details.

Magical Powers

	Range	Dice Score
Nature's Wrath	-	4+



Glorfindel, Lord of the West (Elf)

Points value: 130

There are few beings, even in the hallowed halls of Rivendell, who can ride openly against the Nine, and Glorfindel is one of those few. Probably the mightiest warrior who lives in the house of Elrond, before him, even the dread Ringwraiths recoil in fear, only daring to challenge him when all nine are united under the command of their Dark Captain.

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

Wargear

Elven blade.

Options

- Armour of Gondolin..... 10 points
- Asfaloth (horse)..... 10 points

Armour of Gondolin. This is heavy armour that makes Glorfindel Resistant to Magic.

Special Rules

Expert Rider; Woodland Creature. See main rules manual for details.



Gildor Inglorion (Elf)

Points value: 80



Gildor Inglorion is an Elf of noble lineage, descended from the house of Finrod. While many Elves in Eriador choose to make their homes within the remaining havens, such as Imladris or Lindon, Gildor chooses to dwell in the wilds of north, keeping a sharp eye out for threats to the common folk that dwell within the borders of the old realm of Arnor. These lands are not so safe as they once were, but Gildor and his folk do whatever they can to keep the roads open to travellers.

Gildor's gifts are ideally suited to such an existence. He, and all his kin, are swift of stride, able to cover ground almost as adroitly as a cavalryman could. His sight is as keen as an eagle's, and his hearing as sharp as a fox. So it is that Gildor can arrive at a battle unheeded and looked for, even though at hostilities' commencement he was many leagues distant.

Move	F	S	D	A	W	C	M	W	F
8"/20cm	6/3+	4	4	2	2	6	1	4	1

Wargear

Elven blade and Elven cloak.

Options

- If your army includes Gildor Inglorion, you can upgrade any number of Wood Elf Warriors to Noldorin Exiles at a cost of +1 point per model. Noldorin Exiles have Move 8"/20cm.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Magical Powers

	Range	Dice Score
Immobilise	12"/28cm	3+

High Elf Stormcaller (Elf)

Points value: 60



All Elves have an innate connection to the patterns and rhythms of the natural world, and they use a blend of magic and skill to talk to beasts or seek tidings from the wind. Some of the Firstborn have talents that surpass others of their kind. One such group are the Stormcallers, Elves who do not merely harken to the elemental forces of the wind, but command it to do their bidding.

Individually, Stormcallers are not all that powerful, for only the mightiest of mystics can draw upon sorcery without risking corruption. Nonetheless, a Stormcaller's magical ability can greatly enhance the effectiveness of any warriors that are fighting at their side. A Stormcaller is able to conjure up powerful gusts and gales of wind, which can buffet a foe and drive them first in one direction and then in another. Stunned and disoriented by the arcane attack, the confused victim will be able to offer little opposition as the Stormcaller's allies descend upon him, blades ready.

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

Wargear

Armour.

Special Rules

Woodland Creature. See the main rules manual for details.

Wild Channelling. If, when casting a spell, one or more of the dice rolled result in a natural 6 (for example, not another number modified by Might etc.) the Will points used in casting the spell are not expended but are returned to the Stormcaller's pool of Will.

Magical Powers

	Range	Dice Score
Call Winds	12"/28cm	2+
Strengthen Will	12"/28cm	4+

Call Winds. A single model within range is blown 2D6"/4D6cm directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and cannot move, for any reason, later in the turn.

High Elf Captain (Elf)

Points value: 75

High Elf warriors are led into battle by experienced captains. A High Elf captain is a veteran that has experienced centuries of warfare. His battle skills have been honed to razor sharpness over the long years and earned him the respect of those that follow him. In battle, he leads the warriors under his command with expert precision, launching attacks and feints at exactly the right moments, and extricating his command from danger whenever it is threatened by defeat. When called on to fight himself, there are few who can withstand his Elven blade.

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

Wargear

Heavy armour and Elven blade.

Options

- Horse 10 points
- Elf bow 5 points
- Shield 5 points

Special Rules

Woodland Creature. See the main rules manual for details.



Warriors of Eregion and Rivendell

High Elf Warrior (Elf)

Points value: 9

High Elves are the deadliest warriors in all of Middle-earth, combining skill-at-arms with expertly fashioned wargear. They are proficient with swords, spears and bows, and are the bravest of all troops that march under the banners of the Free Peoples. They fight with steely determination, co-ordinating their attacks in such a way that few opponents are able to survive for very long before they are struck down.

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

Wargear

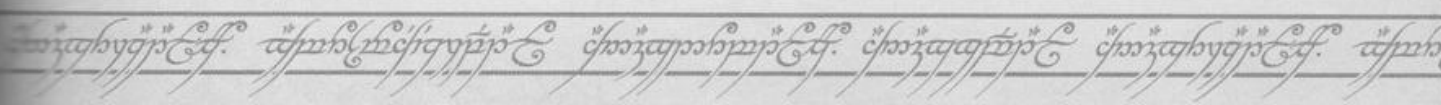
Heavy armour.

Options

- Banner 25 points
- Elf bow 2 points
- Elven blade 1 point
- Shield 1 point
- Spear 1 point

Special Rules

Woodland Creature. See the main rules manual for details.



LOTHLÓRIEN AND MIRKWOOD

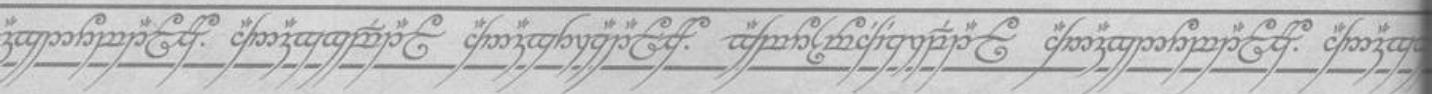
In the heart of the Rhovanion lies the forest of Mirkwood. In the closing years of the Third Age, Mirkwood, as its name would suggest, is a gloomy and haunted place that only a few would dare to enter. Those unused to the forest find it oppressive and hateful, thick with a dark and forbidding presence almost without equal.

Yet, more threats lurk beneath its branches – spiders of immense size and appetite spin vast webs between the moss-coated trees, Wargs prowl through the leafy glades and, in the darkest depths, fouler creatures wait to ensnare the unwary. Despite this, the Elves of Mirkwood survive here, and are staunch supporters of the fight against Sauron – indeed, they are at the forefront of such battles, for Dol Guldur lies upon their doorstep.

It is a brave foe indeed who trespasses into the woodland realms of the Elves of Mirkwood, for their warriors constantly patrol their borders and they are particularly skilled with the bow. The Elves of Mirkwood are canny foes who strive to outmanoeuvre and ambush their unsuspecting enemies, destroying them piecemeal rather than face them in bloody, open combat. To this end, the graceful Elves move invisibly through the woodland, completely silent but for feigned voices and mystical songs that lure their quarry into carefully prepared traps. Then, without warning, the Wood Elves strike their targets down with efficient volleys of arrows, killing their enemies without ever being seen.

In contrast, the second great woodland realm, Lothlórien, has forever kept free of Sauron's taint. Here, a great Elven realm spans the spaces between the golden Mallorn trees, a sanctuary of peace and healing that can trace its history back to the very earliest of times. Whilst the Elves of Lothlórien remain in Middle-earth, they will protect the lands of the Free Peoples and oppose the Dark Lord. Lothlórien endures the evils that have beset it through the secret strength that is hidden amongst its glades, for some of the wisest and noblest of Elves dwell within. Most powerful of them all is the Lady Galadriel, kin to the very greatest of the Elves of old. Through the power she wields and that of the Elven Ring she is the keeper of, Galadriel has proven to be a determined protector of her realm and a canny opponent of the Dark Lord and all his evil schemes.

However, it is also through the martial skill of Lothlórien's defenders that the borders and surrounding areas have been kept relatively clear of Sauron's corrupting influence. The battle skills of the Elves is without equal by the mortal races of Middle-earth. They are graceful and majestic beings, infused with an inner glory that Evil creatures tremble before. For many centuries the Elves of Lothlórien have battled the minions of Sauron and though the numbers of the Elves are dwindling, they remain powerful foes that oppose the will of the Dark Lord at ever turn. The Elves stand ready to protect Middle-earth against the evil that draws near, now, as they have always done.



Heros of Lothlórien And Mirkwood

Galadriel (Elf)

Points value: 130

Galadriel is a great sorceress, both mighty and terrifying. Wise beyond mortal measure, her powers are held in awe by lesser folk, even though her domain is closed to all except her fellow Elves and their closest allies. By the magics Galadriel wields through Nenya – the Mithril Ring of Adamant – Lothlórien is kept safe from the ravages of time and the assaults of the forces of evil. So mindful is she of the threats to her realm that it is only due to their exceptional circumstances that *The Fellowship of the Ring* was permitted to enter Lothlórien.

The mirror of Galadriel is a silver basin, wide and shallow. When the mirror is filled with the pure water of Caras Galadhon, Galadriel can command it to reveal mysteries and secrets of both past and present. Sometimes the mirror shows things unbidden and unsettling, and those are often stranger or more useful than things which the viewer wishes to behold.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/3+	3	3	1	3	7	3	6*	3

Wargear

Galadriel is unarmed but wears Nenya.

Nenya. Thanks to this, one of the Three Elven rings, Galadriel can re-roll her dice when using Fate points.

Options

- Mirror of Galadriel25 points

Mirror of Galadriel. The mirror is deployed within 6" of Galadriel at the start of the game – it cannot subsequently be moved. At the end of each turn, one Good Hero within 6"/14cm of the mirror can recover their Fate to its starting value.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

* **The Lady of Lothlórien.** Galadriel can expend a single point of Will each turn without depleting her own store.

Magical Powers

	Range	Dice Score
Blinding Light	-	2+
Immobilise	12"/28cm	3+
Command	12"/28cm	4+



Celeborn (Elf)

Points value: 130

Celeborn is one of the eldest of the Elves of Middle-earth, wise and powerful almost beyond comparison. His words have often proved crucial in the councils of the Wise since the Last Alliance of Men and Elves. Over the centuries, he has stood firm in his unwavering opposition to the Dark Lord, and has been a constant thorn in Sauron's side.

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

Wargear

Celeborn is unarmed.

Options

- Heavy armour 10 points
- Elven blade 5 points
- Shield 5 points
- If your army includes Celeborn, you can upgrade any number of Galadhrim Warriors to Galadhrim Guard at a cost of +1 point per model. Galadhrim Guard have Courage 6.
- If your army includes Celeborn, you can upgrade any number of Galadhrim Knights to Galadhrim Knights Elite at a cost of +1 point per model. Galadhrim Knights Elite have Courage 6.

Special Rules

Terror; Woodland Creature. See the main rules manual for details.

Magical Powers

	Range	Dice Score
Aura of Command	-	2+
Immobilise	12"/28cm	3+



Haldir (Elf)

Points value: 70



Haldir is one of the Galadhrim's most trusted captains, a noble Elf determined to make the correct decisions in a time of darkness and peril. Unlike many of his brethren, Haldir has an unshakable faith in the alliance that once existed between Men and Elves, and is convinced that only if the two races stand side-by-side once more can Sauron and his minions be finally defeated. Thus does he allow the Fellowship into Lothlórien, realising that their plight has the potential to reshape the world.

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

Wargear

Elven blade.

Options

- Elven cloak..... 10 points
- Armour..... 5 points
- Elf bow..... 5 points

Special Rules

Woodland Creature. See the main rules manual for details.

Expert Shot. Haldir can shoot his bow twice in the Shoot phase, instead of once.

Haldir, Defender of Helm's Deep (Elf)

Points value: 75



In choosing to lead the Galadhrim to Helm's Deep, Haldir had set foot on a shadowed path – one that would ultimately claim his life. Haldir's sacrifice would not be in vain however. By his actions was Rohan saved from Saruman's forces, ensuring that the Rohirrim would themselves be able to march in the defence of Gondor, and thus finally defeat Sauron.

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

Wargear

Elven blade, Elf bow and armour.

Options

- Elven cloak..... 10 points

Special Rules

Woodland Creature. See the main rules manual for details.

Allies 'till the End. Haldir is counted as being in range of a Banner and automatically passes Courage tests if he is within 12"/28cm of Aragorn or Théoden.

One Final Blow. If Haldir is slain in close combat, he immediately makes a single, Strength 4 hit on every enemy model that was part of the fatal fight.

Rúmil (Elf)

Points value: 70



Rúmil is brother to Haldir and, like his sibling, is a tireless protector of the Golden Wood. He is a fearless warrior whose renowned ability with the Elven blade that he carries strikes fear into any foe. He is especially noted for his agility and lightning fast reflexes, even amongst the supernaturally swift and agile Elves. Very few opponents have ever laid a hand upon him in combat, and most are despatched before they can even begin an attack of their own.

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

Wargear

Armour, shield and Elven blade.

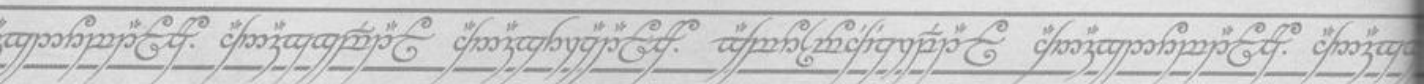
Options

- Elven cloak..... 10 points
- Elf bow..... 5 points

Special Rules

Woodland Creature. See the main rules manual for details.

Swift Parry. If an Evil model in a fight with Rúmil rolls one or more 6s to win the fight, those dice must immediately be re-rolled (remember that you cannot re-roll a re-roll).



Legolas (Elf)

Points value: 90

Legolas is the son of the King of the Wood Elves and, like all of his people, he is a deadly accurate and keen-sighted archer. Of the Free Peoples, he represents the Elves as part of the Fellowship of the Ring.

It was Gollum's escape that brought a party of Mirkwood Elves to the Council of Elrond, where Thranduil's son, Legolas, relayed the unfortunate news. So it was that Gollum caused Legolas to be in the correct place, at the correct time to join the Fellowship. Who can say how the War of the Ring would have unfolded had the peerless Mirkwood archer been elsewhere?

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

Wargear

Elf bow.

Options

- Elven cloak 10 points
- Horse 10 points
- Armour 5 points

Special Rules

Woodland Creature. See the main rules manual for details.

Deadly Shot. Legolas is allowed to shoot his bow three times in the Shoot phase instead of once, hitting his targets normally on 3+. Alternatively, he can decide to fire just one arrow, but in this case, he will hit automatically, regardless of objects 'in the way' or if the target is in combat.



Thranduil, King of Mirkwood (Elf)

Points value: 90

Thranduil is ruler of all the Elves who live to the north of the forest road. Although thought a little insular by some of the surrounding peoples, Thranduil and his subjects are staunch supporters of the White Council. He fought alongside Dwarves and Men at the Battle of the Five Armies, and during the War of the Ring, he helped Celeborn defeat the forces of evil that operated from Dol Guldur. Nonetheless, whilst Thranduil recognises the shared threat of the Dark Lord's designs of conquest, he will never truly trust those who live beyond the confines of his woodland home. For him, common cause arises mostly out of shared danger, and seldom from other sources.

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

Wargear

Armour, Elven cloak, Elven blade, Elf bow and the Circlet of Kings.

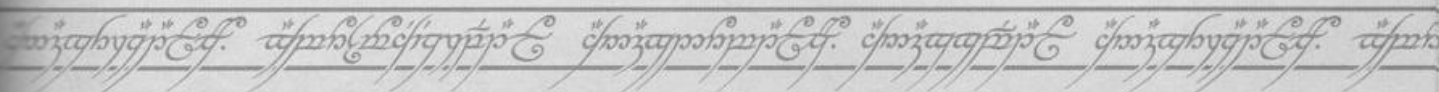
The Circlet of Kings. This crown allows Thranduil to cast the Magical Powers Aura of Dismay and Nature's Wrath once each per game. The spell is automatically cast and no Will points need be expended.

Options

- If your army includes Thranduil, you can upgrade any number of Wood Elf Warriors to Mirkwood Guard at a cost of +2 point per model. Mirkwood Guard have Fight 5/2+.

Special Rules

Woodland Creature. See the main rules manual for details.



Wood Elf Captain (Elf)

Points value: 65



Although Wood Elves must often fight to protect their realms, most prefer to pursue other challenges when they can. Some, however, are drawn to the visceral thrill of battle, where they revel in hunting down a dangerous foe, or are called by sense of duty and honour to stand at arms on a permanent basis. These warriors are called upon to lead their fellow Wood Elves into battle wherever and whenever the forces of Evil gather.

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

Wargear

Elven blade.

Options

- Elf bow 5 points
- Elven cloak 5 points
- Throwing daggers 5 points
- Wood Elf spear (see page 27) 5 points

Special Rules

Woodland Creature. See the main rules manual for details.

Galadhrim Stormcaller (Elf)

Points value: 60



Elves have a natural affinity with nature and draw upon this to subtly control the natural environment. Elves that are particularly talented at such things are known as Stormcallers, because while others can only affect small changes, they can command the very air to do their bidding, striking foes from their feet with great gusts and squalls. The most powerful of all the Stormcallers are recruited into the armies of the Galadhrim, where they can use their skills to protect the woodlands realms.

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

Wargear

Armour.

Special Rules

Woodland Creature. See the main rules manual for details.

Wild Channelling. If, when casting a spell, one or more of the dice rolled results in a natural 6 (so, not another number modified by Might etc.) the Will points used in casting the spell are not expended but are returned to the Stormcaller's pool of Will.

Magical Powers

	Range	Dice Score
Call Winds	12"/28cm	2+
Nature's Wrath	-	4+

Call Winds. A single model within range is blown 2D6"/4D6cm directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and cannot move, for any reason, later in the turn.

Galadhrim Captain (Elf)

Points value: 65



The Galadhrim armies are led by veteran captains who have fought in countless battles over the course of immortal lives. The hard-earned experience a Galadhrim Captain has gained makes him an expert leader, respected by his men and trusted to do what is needed, when it is needed. Most feared of all are the captains of the Galadhrim Knights, who combine superlative fighting and leadership ability with unsurpassed horsemanship.

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

Wargear

Armour.

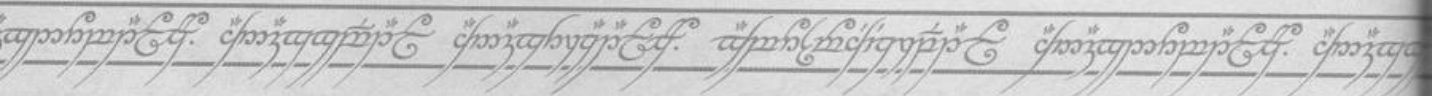
Options

- Armoured horse 15 points
- Elven blade 5 points
- Elf bow 5 points
- Shield 5 points

Special Rules

Expert Rider; Woodland Creature. See the main rules manual for details.

Fleetfoot. See Galadhrim Knights on page 27.



Warriors of Lothlórien and Mirkwood

Wood Elf Warrior (Elf)

Points value: 7

Almost all Wood Elves have been called upon to fight at some time, using their deadly skills with bow, spear and blade in defence of their homes. These Elves do not wear armour like their High Elf cousins, preferring instead to rely on stealth to win the day for them. They are experts at camouflage and ambushes, and many an enemy has been struck down by a hail of Wood Elf arrows before they knew what hit them. The initial arrow storm is followed by a devastating assault that sweeps the foe from the field.

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

Options

- Banner..... 25 points
- Elven cloak..... 5 points
- Elf bow..... 2 points
- Throwing daggers..... 2 points
- Elven blade..... 1 point
- Wood Elf spear..... 1 point

Wood Elf spear. A model armed with a Wood Elf spear can support a friendly model as normal. In addition, he can use his spear to parry – therefore a model that carries a Wood Elf spear can use the Shielding rule.

Special Rules

Woodland Creature. See main rules manual.



Galadhrim Warrior (Elf)

Points value: 8

Galadhrim Warriors are the foremost defenders of Lothlórien, ageless fighters who have tested their skill-at-arms in countless wars. Though seldom seen in the world beyond the Golden Wood, the Galadhrim are nonetheless an important bulwark against Sauron's plans, for should Lothlórien fall, the rest of Middle-earth would shortly follow.

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

Wargear

Armour.

Options

- Banner..... 25 points
- War horn..... 20 points
- Elf bow..... 2 points
- Elven blade..... 1 point
- Shield..... 1 point
- Spear..... 1 point

Special Rules

Woodland Creature. See the main rules manual for details.



Galadhrim Knight (Elf, Cavalry)

Points value: 18

The Knights of Galadhrim are perhaps the most fearsome cavalry to be found in Middle-earth. The Elves' mastery over their steeds is legendary, although it should more properly be described as a willing partnership between immortal Elf and mortal beast. A Galadhrim Knight can guide their swift horse through the densest tangle of woods or over the roughest stones. When combined with the peerless Elven skill at arms, this manoeuvrability and speed renders the Galadhrim Knights an irresistible force upon the battlefield, and one which cannot be denied by the actions of mortal foes.

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

Wargear

Armour and armoured horse.

Options

- Banner..... 25 points
- Elf bow..... 2 points
- Elven blade..... 1 point
- Shield..... 1 point

Special Rules

Expert Rider; Woodland Creature. See the main rules manual for details.

Fleetfoot. Galadhrim steeds move 12"/28cm. The Woodland Creature special rule also applies to the Galadhrim steed, so the whole model treats woodland terrain as clear terrain for the purposes of movement.



Wood Elf Sentinel (Elf)

Points value: 25



Wood Elves do not rely on walls and fortifications for their defence, instead striving to outmanoeuvre and overwhelm their foes in the open field. Key to this are the Sentinels, Elven warriors who wander the paths far from Elven settlements. Wood Elf Sentinels know firsthand the evil that Sauron wreaks. Clad in the form and name of the Necromancer, it was Sauron that corrupted Greenwood the Great and transformed it into the dank and gloomy horror that is Mirkwood. Whilst Elrond and his fellows fight against Sauron because of long-ago deeds, the Sentinels of Mirkwood are locked in a daily battle for survival against the Dark Lord's minions. Should they falter, even for a moment, Thranduil's kingdom would fall, followed shortly thereafter by Rhovanion.

Somewhat incongruously, considering their sombre duty, many Sentinels carry lutes or horns on their vigils. However, this is key to their role, for the music of a Sentinels is interwoven with magical verse, each refrain perfectly crafted to either beguile, repel, or embolden, depending on the need. The sound of a hauntingly beautiful Sentinel song is more often than not the last thing an intruder will hear, before they are shot down by these deadly protectors of Middle-earth's woodland realms.

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

Wargear

Elf bow and Elven cloak.

Special Rules

Woodland Creature. See the main rules manual for details.

Enchanting Song. A Sentinel may sing one song each turn. These function exactly like Magical Powers, except that they are cast automatically, cannot be resisted, and they do not require Will to use.

The Hymn of Elbereth. Range 12"/28cm. This song raises the spirits of the targeted model – the target will automatically pass any Courage tests for the remainder of the turn.

Eldamar Madrigal. Range 12"/28cm. The target Evil model must pass a Courage test or make a full move under the control of the Good 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 further that turn.

The Lay of Gondolin. This sombre verse recalls the mighty Elf city of Gondolin – a name fit to freeze the hearts of Evil creatures. If the Sentinel sings this song, he causes Terror until the end of the turn.

Guard of the Galadhrim Court (Elf)

Points value: 12



Wardenship of the most treasured areas of Caras Galadhrion is given over to the Guards of the Galadhrim Court. Each guard is an Elf of noble blood whose lineage can be traced back to the earliest days of Middle-earth and whose glories and deeds are the stuff of song and legend. Though all Guards of the Galadhrim Court share similar armament, their training and battle skills are as varied as the leaves upon a tree, ensuring that Lothlórien will always be defended by warriors suited to the task at hand. It is said that any who trespass upon the areas the Guards protect will be slain before they can catch even one glimpse of these deadly wardens. The problem with such a rumour is that it is impossible to divine the truth, as the dead speak little on such matters.

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

Wargear

Heavy armour and a pike.

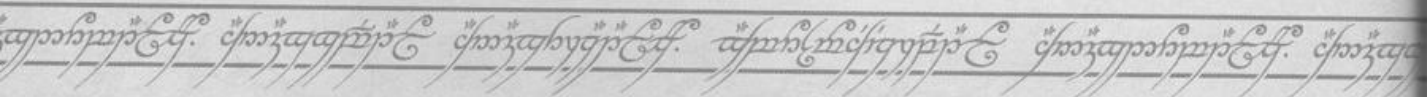
Options

- Banner..... 25 points

Special Rules

Woodland Creature. See the main rules manual for details.

Caras Galadhrion Fighting Style. In addition to the normal rules for pikes, the Guards of the Galadhrim Court can use the rules for shielding. Note that the usual restrictions concerning shielding still apply, chiefly that a Guard of the Galadhrim Court that is shielding cannot be supported by another model with a spear or pike, not even another Guard of the Galadhrim Court.



DURIN'S FOLK

When the world was still young, Durin, the father of the Dwarves, carved a home into the flesh of the Misty Mountains. The greatest of all the Dwarf mansions was this, and Khazad-dûm was its name – the greatest treasure in all of Middle-earth. Long ages have passed since then, though neither history nor fate have been kind to the scions of Durin.

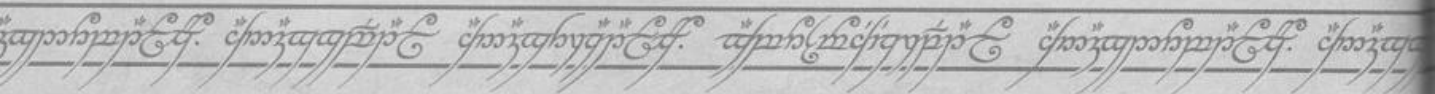
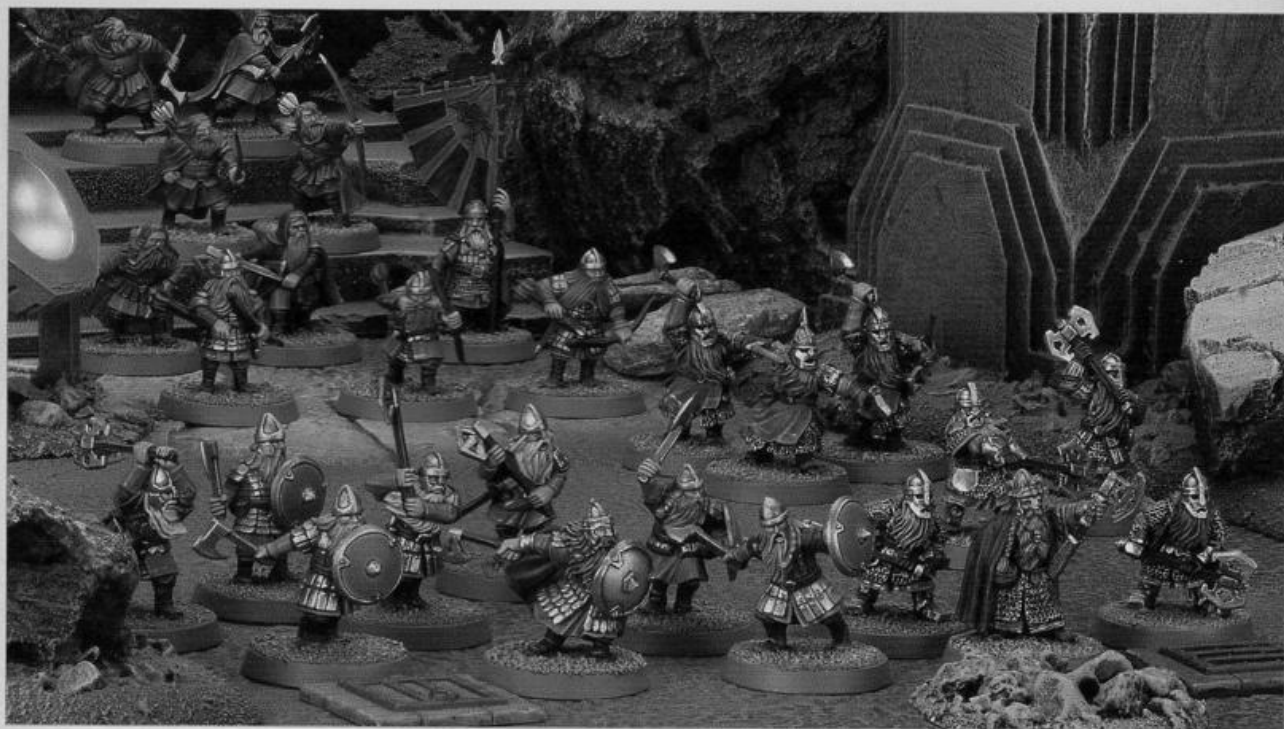
Khazad-dûm, that once mighty hold, has fallen into shadow and become Moria, the Black Pit. Other Dwarf holds too have fallen to evil creatures, for the Dwarves ever seek to carve their cities from the bones of the living mountains, and it is to these dark places that evil is drawn. Now, the Dwarves wane in power and their influence is greatly diminished, a fraction of the glory and might of elder days. All is not lost, however, for the Dwarves are doughty warriors, as Sauron's minions have learned often and to their cost.

The armies of the Dwarves are elite fighting forces, with every Dwarf warrior a skilled fighter. To ensure this elite disposition, their forces are organised into kinbands, compact warrior companies that are traditionally formed of kinsmen. Here, wily veterans and battle-scarred fighters train sons, cousins and other family members in the Dwarven methods of war. This familial nature makes the Dwarven armies doubly formidable – every Dwarf will fight with utmost ferocity to defend his fellows and, even between kinbands, there is not enmity, but rather a fraternal respect. If one kinband can help another, they will readily do so knowing that bonds of blood and brotherhood bind a hold together.

The elite of every hold are the hardest professional warriors, dour soldiers who have access to the king's hoard for the best weapons, armour and wargear available. These kinbands are selected for their courage and bravery and are often directly related to the hold's king. In battle, they are expected to be exemplars, to fight where the battle is fiercest and to triumph against the many horrors that assail the halls of the Dwarves. The honour of fighting in the Khazâd Guard, as the King's bodyguard is known, is among the greatest prestige a Dwarf Warrior can aspire to.

Dwarven holds are disparate and far-flung because the Dwarves seek gold and mithril wherever it lies. As such, communication between holds is awkward at best. To ensure that trade can pass, a standing force of rangers is maintained. Raised from amongst those Dwarves who prefer to feel the light of the sun upon their faces, these far-travelled warriors patrol the roads between holds, hunting down Evil creatures and slaying them with stubborn efficiency. They are helped in this role by the Iron Guard, sturdy veterans who are the terror of any servant of the Dark Lord caught trespassing on the Dwarven trade routes.

When war calls, Durin's folk answer readily, whether in defence of their own holds, or to protect those they call friends. Beneath fluttering pennants, they muster with helms shining brightly in the light of the sun or glittering by the flicker of torch-light. Truer allies could never be hoped for, nor sterner foes dreaded.



Heroes of Durin's Folk

Durin, King of Khazad-dûm (Dwarf)

Points value: 160

The ruler of Khazad-dûm at the height of its glory, Durin was a stern and just king, named after the father of the Dwarves. Powerfully built and of regal bearing, it is said that Durin was the greatest warrior among Dwarf-kind. As befitted a king of his status, Durin was clad in the finest armour, with the Crown of Kings upon his brow. An heirloom of his line, this crown was no mere trinket beset with baubles, but a war crown of unparalleled workmanship. Some whispered that it bore enchantments that enabled it to deflect blows and arrow strikes, protecting Durin from even dire threats. In his fists, Durin bore an axe that could splinter shields and cleave scales with every strike and at his side fought the valiant warriors of his Hearthguard – a kinband so loyal that it is said not one ever quailed nor faltered at their king's side.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/4+	4	9	3	3	6	3	3	1

Wargear

Heavy mithril armour, the Crown of Kings, Durin's Axe and the Horn of Zirakzigil.

Durin's Axe. The wielder adds +1 to his dice rolls on the Wound chart. In addition, the wielder of Durin's Axe may re-roll one of his dice when determining who wins a fight.

The Crown of Kings. If Durin suffers a Wound, roll a D6. On the roll of a 6, the Wound is ignored. If this test is failed, Durin can still make use of his Fate point as normal.

The Horn of Zirakzigil. This is a war horn. It also makes Durin cause Terror.

Options

- If your army includes Durin, you can upgrade any number of Dwarf Warriors to Hearthguard at +2 points per model. Hearthguard automatically pass Courage tests if Durin is alive and on the battlefield.



Mardin (Dwarf)

Points value: 75

Mardin was King Durin's life ward. Normally, the role of the king's personal protector is offered to a member of the Khazad Guard, but Mardin, a veteran Vault Warden, has proven his level head and strong arm in many a battle and there is no more dependable a companion to be found. Proud and grim, Mardin will do whatever is required to protect his liege from danger.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	7	2	2	5	3	1	1

Wargear

Dwarf armour and Torozûl.

Torozûl. When rolling To Wound against Trolls, the bearer of this weapon adds +1 to his dice roll on the Wound chart.

Special Rules

Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin reverts to the normal rules for Courage.



Balin, son of Fundin (Dwarf)

Points value: 75

Balin is one of the most famous Dwarves to hail from Erebor. A firm friend of Bilbo Baggins and Gandalf, Balin was one of the companions who survived the Battle of Five Armies and went on to help establish the Kingdom under the Mountain with King Dáin. It is Balin who led the ill-fated expedition back to Moria.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/4+	4	8	2	2	6	3	3	1

Wargear

Heavy Dwarf armour, two-handed axe, and throwing axes.

Options

- Durin's Axe (see above – cannot be taken if Durin is in the same force) 10 points



Dáin Ironfoot, King of Erebor (Dwarf)

Points value: 125



Dáin Ironfoot is the King of Erebor at the time of the War of the Ring, and holds court beneath the Lonely Mountain. Though burdened by many years, Dáin is a mighty king descended in direct line from Durin, the sire of his race. He has fought in many battles across the face of Middle-earth, and grown wise in the arts of leadership and battle. As a result, Dáin commands incredible loyalty from his followers, so much so that they will never surrender while he lives.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	9	3	3	7	3	3	2

Wargear

Heavy mithril armour and Barazantathûl.

Barazantathûl. Two-handed weapon. When Dáin fights with this axe, he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Special Rules

The King under the Mountain. The range of Dáin's Stand Fast! rule is 12"/28cm rather than 6"/14cm.

Venerable. Dáin is not so agile as he once was. Whenever Dáin has to make a Jump or Climb test, the Good player rolls two dice and must choose the lowest. This roll can be influenced by Might in the usual way.

Gimli, son of Glóin (Dwarf)

Points value: 90



Like all Dwarf-kind, Gimli, son of Glóin, is grim and plain-speaking but also a doughty warrior. He is a strong arm in a fight, able to wield his deadly axes with a skill that surpasses all but the greatest Dwarf warriors. Many are the Orcs who have fallen beneath his blade. When King Dáin is troubled by the emissaries of Sauron, Gimli accompanies his aged father, Glóin, to the Council of Elrond. There they warn the council of Sauron's designs, and his hunt for Bilbo Baggins.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/4+	4	8	2	2	6	3	2	2

Wargear

Heavy Dwarf armour, two-handed axe, and throwing axes.

Options

- Elven cloak 10 points

Special Rules

Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or to use his two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart but does not suffer the usual -1 penalty on the roll to win the fight.

Flói Stonehand (Dwarf)

Points value: 70



Flói Stonehand is the Loremaster of Moria. This is a prestigious position that is given only to the wisest and most experienced Dwarves. The duty of the Loremaster is to record the battles of the Dwarves, ensuring that the precious knowledge of their foes, and how to defeat them, is preserved.

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

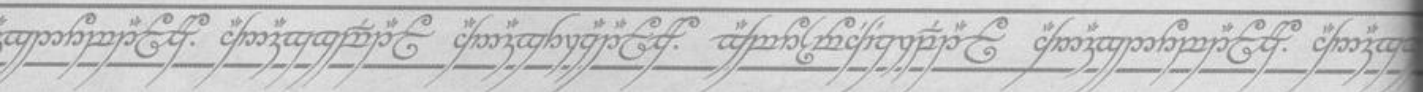
Wargear

Dwarf armour.

Special Rules

Loremaster. At the start of his Move, Flói can spend a Will point to negate an enemy special rule for the rest of the turn. There is no range to this ability – as long as Flói can see the foe, and has a Will point to spend, it works. For example, this could prevent an enemy from causing Terror, stop Gothmog's Master of Battle, and so on.

The Living Lore. Each time a friendly Dwarf kills an enemy Hero or multi-Wound model, Flói receives an additional Will point – this can take him above his initial starting level.



Múrin and Drár (Dwarf)

Points value: 150 (for both)

In the Third Age, few Dwarves have developed the taste for wanderlust to quite the extent of *Múrin and Drár*. The pair have travelled far and wide beyond their mountain home, often joining with a Ranger kinband to patrol a particular route or, at times, wandering alone but for their own quiet company. Though not blood relatives, *Múrin and Drár* are inseparable companions who spend most of their time quarrelling or in a moody silence following a quarrel.

Wandering the roads and trails of Middle-earth might be considered by some to be a dangerous feat, but *Múrin and Drár* consider the adventure worth the risk. Both are accomplished fighters with a sword and while *Múrin* prefers to fight with a shield, *Drár* is a crack shot with his Dwarf bow.

When they are not travelling, *Múrin and Drár* are often found at the head of a kinband of dour veterans from the Iron Hills. These warriors are all brawny fighters, hand-picked by the irascible *Múrin and Drár* for their strong arms and grim temperaments. An army joined by this belligerent and rambunctious band of Dwarves benefits greatly from the formidable strength of these hardened veterans.

Múrin

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	8	2	2	5	3	1	1

Wargear

Dwarf armour, shield and Kalazâl.

Kalazâl. The sword Kalazâl allows *Múrin* to re-roll any Wound rolls made against Orcs, Goblins and Uruk-hai.

Drár

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	7	2	2	5	3	1	1

Wargear

Dwarf armour and Dwarf bow.

Special Rules

Expert Shot. *Drár* can shoot twice in the Shoot phase.

Options

- If your army includes *Múrin and Drár*, you can upgrade any number of Dwarf Warriors or Dwarf Rangers to Iron Hills Veterans at a cost of +2 points per model. Iron Hills Veterans have Strength 4.



Dwarf Captain (Dwarf)

Points value: 60



Dwarf Captains lead the armies of Durin's Folk across Middle-earth. Each is the veteran of scores of battles who has proven himself time and again against many hated foes. Dwarf Captains typically take command of a portion of a force, sharing command with others of their rank or deferring to a king. None the less, such is their ability that they can lead entire armies if the need arises.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	7	2	2	5	2	1	1

Wargear

Dwarf armour.

Options

- Throwing axes 5 points
- Two-handed axe..... 5 points
- Shield..... 5 points

Dwarf King (Dwarf)

Points value: 75



Dwarf Kings rule the realms of the Dwarves across Middle-earth, from Ered Luin to beyond the Iron Hills. Gruff and uncompromising, they are firm allies to their friends and grim death to their foes. Being somewhat stubborn and unswerving, Dwarf Kings are slow to embrace new allies but, once the decision is made, the resulting bond is as strong as stone, and cannot be broken for all the gold in Middle-earth.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/4+	4	8	2	2	6	2	2	1

Wargear

Heavy Dwarf armour.

Options

- Throwing axes 5 points
- Two-handed axe..... 5 points



Shieldbearer (Dwarf)

Points value: 60



Only through deeds of valour and might can a Dwarf rise to the rank of Shieldbearer and become a champion of his hold. Shieldbearers are issued orders by their king to stand firm in the battle line where the fighting will be at its fiercest – to bolster their fellows with their stalwart example. Other Dwarves, awed and inspired by the presence of such a stalwart individual in their ranks, fight on through the direst of circumstances, determined to prove their worth in the Shieldbearer's eyes.

Shieldbearers have another duty also, for they are considered protectors of the king, and any Shieldbearer near to his liege will fight with redoubled ferocity to protect him, hacking through the enemy to place his towering shield between his embattled king and the foe.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	5/4+	4	8	2	2	4	1	0	0

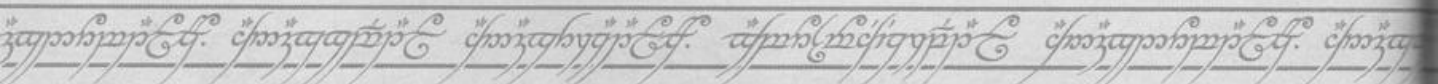
Wargear

Dwarf armour and shield.

Special Rules

In Defence of the King. At the start of the game, nominate a single Dwarf Hero for the Shieldbearer to protect. If, at the start of the Fight phase, the Shieldbearer is within 3"/7cm of the protected Hero, and that Hero is in base contact with one or more enemy models, the Shieldbearer must immediately call a heroic fight without expending any Might. However, the Shieldbearer must use the free Move to reach the protected Hero's fight, if possible. If you have more than one Shieldbearer, each may protect a different Hero if you wish, just make sure that this is absolutely clear to your opponent!

Lead by Example. Dwarven Warriors and Heroes within 12"/28cm of a Shieldbearer re-roll failed Courage tests.



King's Champion (Dwarf)

Points value: 125 (for 1 King's Champion and 2 Heralds)

When the king's will must be enforced, it is to his Champion that this duty falls. Clad in the finest mail and armed with axes, he will march upon the foe, ready to defend the honour of both his king and his hold. At all times, he is accompanied by a pair of Heralds, tough and sturdy Dwarves who bear proud banners proclaiming the kingship of their liege and the power of their hold.

The King's Champion is never a messenger of peace, but a harbinger of war.

The King's Champion

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/3+	5	7	3	2	5	2	1	1

Wargear

Heavy Dwarf armour.

Herald

Move	F	S	D	A	W	C	M	W	F
5"/12cm	4/4+	4	7	1	1	4	0	1	2

Wargear

Dwarf armour, shield and banner.

Special Rules

The Herald's Duty. When two Heralds or the King's Champion and a Herald are in base contact, they receive +1 Defence. If two Heralds and a King's Champion are all in base contact with one another, they instead receive +2 Defence.

The Life Guard. If the King's Champion is wounded, either Herald may expend his own Fate points on the Champion's behalf as long as they are in base contact. Note, that a Herald may not actually suffer Wounds on the King's Champion's behalf – only expend Fate points.



Warriors of Durin's Folk

Dwarf Warrior (Dwarf)

Points value: 8

Dwarf Warriors are trained to fight in their youth, learning warfare under the watchful eyes of their kinsmen. This relentless training regimen produces a cadre of warriors with a fighting spirit as strong as the mail that protects them.

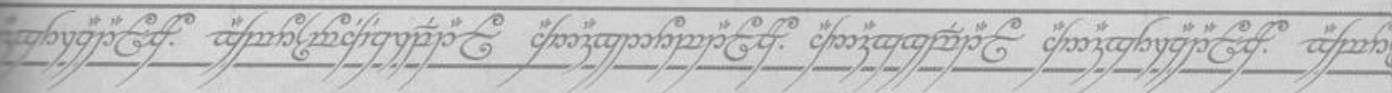
Wargear

Dwarf armour.

Options

- Banner..... 25 points
- War horn..... 20 points
- Dwarf bow..... 1 point
- Two-handed weapon..... 1 point
- Shield..... 1 point

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



Dwarf Ranger (Dwarf)

Points value: 7



Kinbands of Dwarf Rangers patrol the lands around every Dwarf hold, ensuring the safety of their homes from the Dark Lord's servants. Years of experience operating in the harshest conditions and fighting on the scree-strewn slopes of mountains with axe and bow has bred the Dwarf Rangers into the kind of warrior against whom there is no respite and nowhere to hide.

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

Wargear

Armour.

Options

- Dwarf longbow (bow)..... 3 points
- Throwing axes 3 points
- Two-handed weapon 1 point

Special Rules

Mountain Dwellers. Dwarf Rangers can re-roll any Jump and Climb tests and move through rocky areas that are classed as difficult terrain as if it was open ground.

Iron Guard (Dwarf)

Points value: 15



The Iron Guard are grim and hardy Dwarf veterans clad in heavy coats of chain mail. According to tradition, the Iron Guard's role is to defend the trade routes around the Dwarf holds and this function has moulded them into hardened warriors. By necessity, the Iron Guard are dour and aggressive, famed for their devastating charges against enemies that grievously outnumber them and slaughtering their foes with thrown axes and deadly sword-thrusts.

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

Wargear

Dwarf armour and throwing axes.



Vault Warden Team (Dwarf)

Points value: 25 (for 1 Iron Shield and 1 Foe Spear)

While many of the finest Dwarf warriors are picked to serve in the Khazâd Guard, others are selected for a different duty, no less fraught with peril. These are the Vault Wardens, seasoned warriors who excel in the warfare of cramped passageways and perilous walkways. Always fighting in pairs, these expert tunnel fighters make use of spears and great tower shields to push back their foes, guarding the tunnels and portals of Khazad-dûm.



Iron Shield

Move	F	S	D	A	W	C
5"/12cm	4/4+	4	9	1	1	4

Wargear

Dwarf heavy armour and shield.

Foe Spear

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

Wargear

Dwarf armour and spear.

Special Rules

Spear and Shield. Such is the weight of the Iron Shield, that the bearer relies on the presence of his companion to fight effectively. Unless supported by a model with a spear, the Iron Shield applies -1 to his roll to win the fight, even when shielding.

Khazâd Guard (Dwarf)

Points value: 11

The veteran soldiers that form the Khazâd Guard are hand-picked from the strongest and bravest Dwarf warriors among all the kinbands in a hold. Leaving behind familial ties, they instead take new oaths to the lord of their hold. Such a position is very prestigious and a kinband is usually very proud that one of their number is chosen to protect the life of their liege. In battle, the Khazâd Guard wear terrifying war-masks and are equipped with coats of mithril mail and the finest weapons available.

Wargear

Dwarf heavy armour and two-handed axe.

Special Rules

Bodyguard (Durin's Folk). At the start of the game, choose one Hero of Durin's Folk among those in your force for all your models with this rule to protect. As long as this Hero is on the table, models with the Bodyguard (Durin's Folk) special rule automatically pass all Courage tests they have to take.



Move	F	S	D	A	W	C
5"/12cm	4/4+	4	7	1	1	4

Dwarf Ballista (Siege engine)

Points value: 60

The ballistas used by the Dwarves are quite unlike the bulky and unwieldy war machines of other races. Built small and compact, allowing for ease of movement, the Dwarf Ballista gives powerful support wherever the Dwarves need it most, either on the field of battle, or laying siege to an enemy fortress. It's small size means that a meagre crew of two can carry it through narrow passageways and easily assemble it without hindrance.

Though small in stature, the strength of a Dwarf Ballista is still formidable. Just like the diminutive craftsmen that created it, the Dwarf Ballista is perfectly adapted for war and capable of packing a punch to be reckoned with. A single shot from one of these war machines is deadly enough to crush the skull of a Cave Troll or scythe through ranks of Orc warriors.

	Strength	Defence	Batter Points
Dwarf Ballista	(9)	10	3

Crew

A Dwarf Ballista is crewed by two Dwarf Warriors wearing Dwarf armour.

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

Options

- Dwarf Engineer Captain75 points
- Superior construction.....20 points
- Flaming ammunition.....15 points
- Siege Veterans.....15 points
- Additional Dwarf Warrior crew.....8 points each

Special Rules

Piercing shot (short). Although a stone fired from a Dwarf Ballista is unlikely to pass 'through' multiple targets, any models behind the initial victim are invariably showered in stone shards, armour shrapnel and body parts. Such razor sharp fragments are more than capable of killing or seriously injuring nearby warriors. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the strength of the siege engine, is knocked to the ground, and is flung 1D6"/2D6cm directly away from the Dwarf Ballista. Any other models that lie within the path of the victim suffer a single Strength 6 hit, and are knocked to the ground if they have a Strength of 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Dwarf Ballistas are easier to aim than Catapults and other heavy siege engines. When firing a Dwarf Ballista at a Battlefield target, the shot will scatter only 3"/8cm rather than 6"/14cm.



THE SHIRE

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

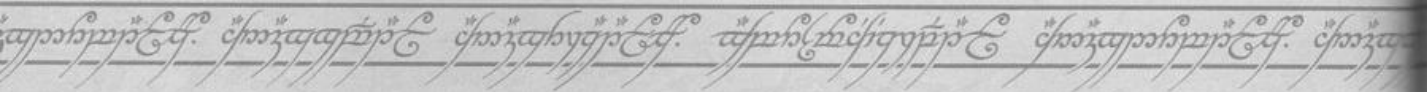
Their land, known as the Shire, is bounteous, fecund and blessed with an unusually gentle climate, and thus the Shirelings have become skilled in such things as farming, rather than warfare. Indeed, it is fair to say that on first inspection, one might discount the Shirelings as without any real use in the wider world during the War of the Ring. They possess no army, no warriors to match the Rohirrim or the Khazâd or the Númenóreans, nor are they prolific traders. Their buildings have not the grandeur of Gondor, nor the grace of Rivendell. In fact, an outsider looking inwards might consider them to be of little worth, yet such a view would be unwise and incorrect, for Hobbits truly are magnificent creatures. It is their kindness, compassion and

peaceful nature that has enabled the few Hobbits who ever really became heroes, to do so. Samwise and Frodo were not mighty warriors, nor were they profound military leaders, but their love of the Shire and their need to do what was right, allowed them to become truly great in the eyes of all who have heard of them.

This gentle nature makes the events known as the Scouring of the Shire doubly shocking – when Saruman was disgraced and ousted from Isengard, he set into action sinister machinations that would wreak havoc on the Shire. While Frodo and his companions sought victory over the Dark Lord, their folk back in the Shire were enslaved, with only pockets of resistance holding out against Saruman and his army of vagabonds and bullies. When the four travellers returned, they found a Shire locked in tyranny – a state that they fought to reverse.

All the oppressed Hobbits needed to rouse them against the occupying ruffians was a small spark to ignite their fury. It was then that the world saw the true courage of the Hobbits as they rallied to battle against the fallen Wizard and his gangs of bullies. With Frodo, the returning hero of the War of the Ring, as a figurehead to unite the Hobbits and keep their hearts true, and Merry and Pippin to captain their forces, they readied for war.

Although the Battle of Bywater was short, the effect was pronounced. The Hobbits proved that they were a force to be reckoned with, one that would not be downtrodden.



Heroes of the Shire

Frodo of the Nine Fingers (Hobbit)

Points value: 65

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

If the beleaguered Shirelings are to throw off the yoke of Saruman's oppression and reclaim what is truly theirs, they will require more than strong arms and martial courage – they will need the wisdom and inner strength that the Ringbearer has earned.

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

Wargear

Mithril coat.

Options

- Elven cloak 10 points
- Pony 5 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

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

Home is the Hero. Frodo counts as being a Banner (note that he cannot, of course, be picked up and wielded by another model).



Samwise the Brave (Hobbit)

Points value: 50

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

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

Wargear

Sting.

Options

- Elven cloak 10 points
- Pony 5 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Peregrin, Captain of the Shire (Hobbit)

Points value: 30

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

Upon returning to the Shire, Peregrin heads to Tuckborough to rally his father's loyal followers and, perhaps for the first time, a Hobbit leads an army of sorts in defence of the Shire.

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

Wargear

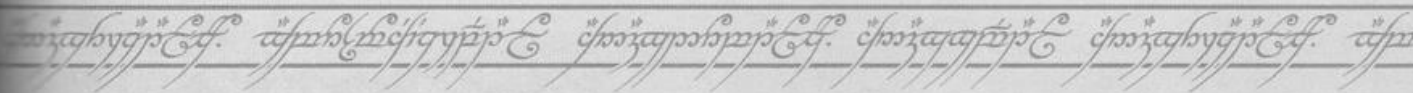
Armour.

Options

- Elven cloak 10 points
- Pony 5 points
- If your army includes Peregrin, you can upgrade any number of Hobbit Archers to Tookish Hunters at a cost of +1 point per model. Tookish Hunters have Fight 3/3+.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Meriadoc, Captain of the Shire (Hobbit)

Points value: 30



Few indeed are those mortals who can claim to have stood firm before the Witch-king of Angmar. Fewer still are they who have dared set their blade upon his undead flesh, yet Merry has done both. His deeds upon the Pelennor have earned him great renown and changed him forever. Upon his return to the Shire, Merry is sorely angered by the workings of Sharkey and quickly joins his friend Pippin in setting things to rights.

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

Wargear

Armour and the Horn of the Riddermark.

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

Options

- Elven cloak..... 10 points
- Pony..... 5 points
- Shield..... 5 points
- If your army includes Meriadoc, you can upgrade any number of Hobbit Militia to Battlin' Brandybucks at a cost of +1 point per model. Battlin' Brandybucks have Strength 3.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

Paladin Took (Hobbit)

Points value: 25



By the time Frodo and his companions return to the Shire, Paladin has a sizeable force under his command, protecting the borders of Tookland.

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

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

To me, Shire-folk! Only Hobbits may benefit from Paladin's Stand Fast! rule. However, the range of Paladin's Stand Fast! is 12"/28cm instead of 6"/14cm.

Lobelia Sackville-Baggins (Hobbit)

Points value: 10



While it would be a lie to suggest that Lobelia Sackville-Baggins is popular amongst the other Hobbits, none would deny that she displayed courage when Sharkey's rogues dragged her to the Lockholes, a caustic tirade stinging the ears of her assailants.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	2/3+	1	2	1	1	6	0	3	1

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

Furious Tirade. No warrior (Good or Evil) can use a Hero's Stand Fast! rule if Lobelia is within 6"/14cm. Warriors cannot benefit from Lobelia's Stand Fast! rule.

The Umbrella is not Mightier than the Sword. If Lobelia wins a combat, she will not strike blows (in actual fact, she will still gamely batter her opponent, but with no effect).

Fredegar Bolger (Hobbit)

Points value: 5



Commonly referred to as 'Fatty' for his impressive girth, Fredegar is amongst the few Hobbits to openly resist when Sharkey seizes control over the Shire.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	2/3+	2	3	1	1	3	0	0	1

Wargear

Fredegar Bolger is unarmed.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

Farmer Maggot (Hobbit)

Points value: 50

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

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

Wargear

Two-handed weapon. He is also accompanied by Grip, Fang and Wolf who have the following profile:

Move	F	S	D	A	W	C
8"/20cm	3/5+	3	3	1	1	2

Maggot's dogs always use his Courage while he is still alive and on the battlefield.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Warriors of the Shire

Hobbit Militia (Hobbit)

Points value: 3

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

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

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Hobbit Archers (Hobbit)

Points value: 4

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

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

Wargear

Bow.

Options

- War horn..... 20 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Shirriffs (Hobbit)

Points value: 4

Within the bounds of the Shire there is little need for law keeping. However, the Shire-folk maintain a core of Shirriffs to protect themselves from strife both internal and external. The Shirriffs rally to the call when the Shire rises to throw off Sharkey's rule.

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

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



THE FELLOWSHIP

Of all the heroes in the long history of Middle-earth, there are few as celebrated, or as courageous, as the Fellowship of the Ring. The Nine Walkers, as they are dubbed by Elrond, set out from Rivendell with the intention of bearing the One Ring to Mordor, where Frodo could destroy it in the fires of Mount Doom, and thus undo the power of the Dark Lord. Such a venture was perilous in the extreme, and yet each member of the Fellowship of the Ring willingly played his part, risking all to see the Ringbearer to his final destination, and thus deliver the Free Peoples from the grasp of Evil.

The choosing of the Fellowship was deeply symbolic, for it embodied the hope of all folks, Men, Elves, Dwarves and Hobbits – only in such an alliance could the strength of character and the skill at arms needed to triumph against the dread forces of Mordor be found.

For a time the Fellowship prevailed, and though their journey was arduous, they were at last successful. Through the long dark of Moria they travelled, besting the Watcher in the Water and escaping the wrath of the Balrog. At Amon Hen, however, the Fellowship found its end, as the brave warriors were scattered. Already Gandalf had fallen into shadow and Boromir lay dying at the hands of the Uruk-hai.

Yet even with the Fellowship broken, the heroes who had joined Frodo back in the halls of Rivendell did not surrender to despair, but instead fought onwards against the Dark Lord.

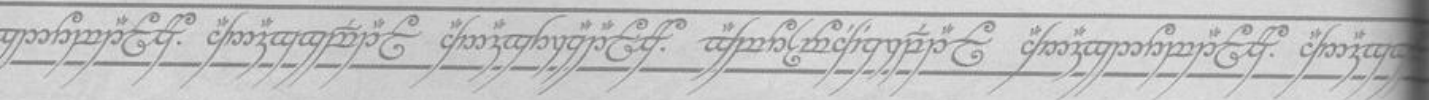
Frodo and Sam continued their quest to bear the One Ring to its destruction. Aragorn, Legolas and Gimli gave chase after the Uruk-hai, who had abducted Merry and Pippin. Each and every member yet had a pivotal part to play in the coming victory against Mordor and its allies.

At the end, when the hard-won victory over the Dark Lord was gained, it was only through the heroism of the Fellowship of the Ring – without whom, there would have been no dawn for Man, nor any other creature of the Free Peoples. It was in the quiet courage of four hobbits, the wisdom of a Wizard, the sword arms of Men and the unswerving friendship of an Elf and Dwarf that Good triumphed over Evil.

THE FELLOWSHIP: WARBAND RULES

Ordinarily a Warband can only include one hero. Fellowship warbands, however, can include up to nine. A Fellowship warband including Samwise may also include Bill the Pony (increasing its maximum size to ten Heroes). If it only includes Frodo and Sam, it may also include Sméagol.

Protect the Ringbearer. While Frodo lives, all other members of his Fellowship warband automatically pass Courage tests caused by your force being broken.



Gandalf the Grey (Wizard)

Points value: 170

It is Gandalf's life's work to bring about the final defeat of Sauron and, to this end, he has toiled greatly to find allies all across Middle-earth. So it is that Gandalf discovers the One Ring where Saruman does not, and is able to set in motion the great events that will one day see the Dark Lord of Mordor cast down. Such a victory will not be without sacrifice, however, and Gandalf will pay a higher price than many.

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

Wargear

Staff (two-handed weapon), Glamdring and Narya.

Glamdring. When Gandalf fights with Glamdring (rather than his staff), he adds +1 to his Strength characteristic, giving him a Strength value of 5.

Narya. Gandalf can re-roll his dice when using Fate points.

Options

- Gandalf's Cart 25 points
- Horse 10 points

Gandalf's Cart. A sturdy cart that Gandalf travels upon in his guise as a purveyor of fireworks – counts as cavalry.

Move	F	S	D	A	W	C
8"/20cm	0	3	5	0	3	3

Special Rules

***Staff of Power.** Gandalf can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

	Range	Dice Score
Blinding Light	-	2+
Terrifying Aura	-	2+
Immobilise	12"/28cm	3+
Command	12"/28cm	4+
Strengthen Will	12"/28cm	4+
Sorcerous Blast	12"/28cm	5+



Gandalf the White (Wizard)

Points value: 220

After his cataclysmic battle with the Balrog, Gandalf returns to Middle-earth in the new guise of Gandalf the White. Now his powers are greater than ever before, surpassing even his old master Saruman. Henceforth, the White Rider is a rallying point for all the Free Peoples of Middle-earth.

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

Wargear

Staff (two-handed weapon), Glamdring and the Elven Ring Narya.

Glamdring. When Gandalf fights with Glamdring (rather than his staff), he adds +1 to his Strength characteristic, giving him a Strength value of 5.

Narya. Gandalf can re-roll his dice when using Fate points.

Options

- Shadowfax 15 points
- Elven cloak 10 points

Shadowfax. The father of horses can only be ridden by Gandalf.

Move	F	S	D	A	W	C
12"/28cm	0	4	5	0	1	5

Special Rules

***Staff of Power.** Gandalf can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

	Range	Dice Score
Blinding Light	-	2+
Immobilise	12"/28cm	2+
Terrifying Aura	-	2+
Command	12"/28cm	3+
Strengthen Will	12"/28cm	3+
Your Staff is Broken!	12"/28cm	3+



Aragorn – Strider (Man)

Points value: 175



Aragorn has travelled much of Middle-earth, thwarting the servants of the Enemy. Few of those he aided ever knew the truth of his identity – that the weather-worn warrior who shared their battles was the rightful king of Gondor, and the greatest hope for the future of Men. It is only at Bree, when Aragorn comes to the aid of Frodo, that his feet are set firmly on the road to kingship.

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

Options

- Andúril, Flame of the West..... 75 points
- Elven cloak..... 10 points
- Horse 10 points
- Armour..... 5 points
- Bow 5 points

Andúril, Flame of the West. When fighting with Andúril, Aragorn never needs to roll more than 4+ to score a Wound, regardless of the opponent's Defence (this rule has no effect against targets that have Batter Points instead of Wounds). His rolls To Wound can be modified by using Might as normal.

Special Rules

***Mighty Hero.** Aragorn can expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn reduce his Might store as normal.

Boromir of Gondor (Man)

Points value: 105



Boromir was a mighty warrior and the son of Denethor, Steward of Gondor. His forefathers ruled Gondor since the long past days of the Kings, protecting the lands of Middle-earth against the evil hordes of Mordor. Dispatched to Rivendell by prophetic vision, Boromir was without doubt the greatest warrior of the entire Fellowship. Yet his will was weak, and he proved easy prey for the temptations of the Ring. Thus did Boromir almost destroy the Fellowship's chances of success.

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

Wargear

Armour, shield and the Horn of Gondor.

Options

- Elven cloak..... 10 points
- Horse 10 points

The Horn of Gondor. Boromir can blow the horn at the start of a fight if he is outnumbered by two-to-one or more. The enemy combatant with the highest Courage must take a Courage test. If this is passed, the combat is fought as normal. If the test is failed, Boromir automatically wins the fight and can strike blows against his enemies.

Legolas (Elf)

Points value: 90



Legolas is a prince of Mirkwood who comes to Rivendell bearing tidings from his royal father. He leaves the Last Homely House as a member of the Fellowship of the Ring, and goes on to prove his worth many times over. Like all Elves, Legolas is a master of all martial disciplines, but has special skill with his longbow, able to let fly a handful of arrows in a moment, or else loose a single precision shot from which there can be no escape.

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

Wargear

Elf bow.

Options

- Elven cloak..... 10 points
- Horse 10 points
- Armour..... 5 points

Special Rules

Woodland Creature. See the main rules manual for details.

Deadly Shot. Legolas is allowed to shoot his bow three times in the Shoot phase instead of once, hitting his targets normally on 3+. Alternatively, he can decide to fire just one arrow, but in this case, he will hit automatically, regardless of objects 'in the way' or if the target is in combat.

Frodo has undertaken the quest to carry the Ring to Mordor and cast it into the fires of Mount Doom, thus ending its power forever. Though Frodo is hardly as bold or fierce a warrior as many others in Middle-earth, he alone has the strength of character needed to succeed, for the Ring has a strong and evil will of its own. The Ring wants to be found!

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

Wargear

The Ring.



The Ring. Frodo can put on the Ring at any time during his own Move phase and becomes instantly invisible to all except the Ringwraiths. The model is deemed impossible to see. As the wearer is invisible, he automatically moves through other models, and other models automatically move through him (they can't see him so pay no attention to him – we assume Frodo dodges out of the way).

Whilst Frodo is invisible, he can neither charge nor be charged by enemies who cannot see him – he is effectively ignored. It is best to avoid any potential for confusion by not placing other models in base contact if possible. Frodo can even put the Ring on if he has already been charged, in which case he is immediately separated from all enemies that cannot see him.

If the Ring is already being worn, then the Good player must roll a dice immediately before he moves Frodo in the Move phase. If the player does not wish to move Frodo, he must still roll a dice – but can do so at any time during the Move phase. The roll is made on behalf of Frodo himself so we allow the Good player to use Frodo's Might points to modify this dice roll if he wishes to do so.

On a roll of 3, 4, 5 or 6, the Good player moves Frodo as usual. On a score of a 1 or 2, the Evil player moves Frodo instead of the Good player.

Regardless of which side moves Frodo, he is still part of the Good side and all other actions, such as shooting and fighting, remain under the control of the Good player. This means that when the Evil player moves Frodo, all he can do is move the model, including charging Frodo into any models that can see him (in this case, Frodo does not need to take Courage tests to charge terrifying enemies). He cannot perform heroic actions and cannot pick up or put down other items. He cannot be forced to perform any actions that would cause direct harm to the model (such as jumping down a cliff...) nor be moved off the table if the scenario allows. This represents the struggle between Frodo and the will of Sauron.



If the controlling player wishes Frodo to take off the Ring, he needs to pass a Courage test to be able to remove it. This test can be taken at any point during Frodo's move once it has been established which side has control of his movement. If the test is failed, Frodo must wear the Ring until the next turn, when he will have another chance to remove it.

If Frodo is the only model left on the Good side and he's wearing the Ring, he counts as a casualty – his mind has been taken over by its power. As many scenarios depend on him surviving, this is very important! If the Evil side's objective is to kill Frodo, this is achieved if he is the only model remaining on the table from the Good side and he is wearing the Ring.

Options

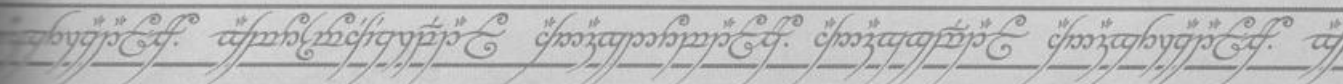
- Mithril Coat..... 25 points
- Sting 15 points
- Elven cloak..... 10 points

Mithril Coat. Mithril is a rare metal that is as light as a feather, and as hard as dragon scales. The wearer's Defence value is increased by +3, in Frodo's case from Defence 3 to 6.

Sting. Sting is a magical blade that shines with a blue light when Orcs are near. When Frodo carries Sting, he adds +1 to his Strength characteristic, giving him a Strength value of 3.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Gimli son of Glóin (Dwarf)

Points value: 90



Gimli son Glóin hails from Erebor, and is the Dwarven representative on the Fellowship of the Ring. He carries his axe at Aragorn's side from the borders of Rivendell to the looming darkness of the Black Gate of Mordor itself. Hardy even by the standards of his folk, Gimli is a nigh-unstoppable force of destruction when his ire is roused or his companions are in danger. So it is that Dwarven steel is the bane of many an Orc and Goblin on the Fellowship's long journey to Mordor – a tally of the slain maintained out of a friendly rivalry with Legolas.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	6/4+	4	8	2	2	6	3	2	2

Wargear

Heavy Dwarf armour, two-handed axe and throwing axes.

Options

- Elven cloak 10 points

Special Rules

Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Samwise Gamgee (Hobbit)

Points value: 30



Sam is Frodo's stalwart companion and loyal friend – of all the Fellowship, only Sam is unable to abandon Frodo on his long journey to Mordor to destroy the Ring. Stout of heart and determined, Sam remains Frodo's loyal companion throughout all the hardships of their quest.

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

Options

- Elven cloak 10 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

Meriadoc Brandybuck (Hobbit)

Points value: 10



Meriadoc Brandybuck, commonly called Merry, is a young, hot-headed and meddlesome Hobbit. It is by chance that Merry finds himself caught up in the greatest adventure of his life. Although he has lived a peaceful and happy life in the Shire, Merry shows a remarkable readiness to adapt to a life of excitement and discovery. Like all Hobbits, he is less happy about the necessary culinary deprivations.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	3/3+	2	3	1	1	4	0	0	1

Options

- Elven cloak 10 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.

Peregrin Took (Hobbit)

Points value: 10



Peregrin Took, commonly called Pippin, is the great friend and companion of the equally young and wild Meriadoc Brandybuck. By a chance encounter, they are propelled from their rustic lives in the Shire into danger of the darkest and most terrible kind.

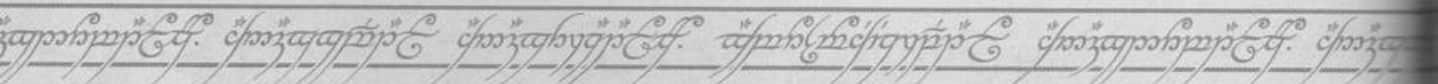
Move	F	S	D	A	W	C	M	W	F
4"/10cm	3/3+	2	3	1	1	4	0	0	1

Options

- Elven cloak 10 points

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Bill the pony (Pony)

Points value: 30

Used as a pack-beast, Bill was well cared for by the Hobbits that he served, and they in turn courageously defended him.

Move	F	S	D	A	W	C	M	W	F
8"/20cm	1/6+	3	4	1	2	2	0	1	1

Special Rules

Official meals. Hobbits treat Bill as a banner.

Second breakfast. Each turn, a single member of the Fellowship that ends its move in base contact with Bill, may attempt to regain a point of Might, Will or Fate. Roll a dice – on the score of a 6, the point is restored.

Only a pony. Bill may never charge the enemy and no other models may use his Stand Fast! rolls. He may, however, benefit from the Stand Fast! roll of any friendly Hobbit.



Sméagol (Hobbit)

Points value: 35

Sméagol and Gollum are two sides of the same coin, the two warring personalities of a creature obsessed with the One Ring. The kindness of Frodo Baggins gives Sméagol a chance to push the vile and murderous Gollum aside for a while.

Move	F	S	D	A	W	C	M	W	F
5"/12cm	4/4+	4	4	2	2	4	1	0	1

Wargear

Sméagol has strong strangling fingers, and is never considered unarmed. Ever.

Special Rules

Serve the master of the precious. The army must include Frodo to include Sméagol.

Cave Dweller. See main rules manual for details.



...a...h...y...p...t...f... a...h...l...w...c...h...r...v...p...t... c...h...o...z...a...p...a...h...y...p...t...f... c...h...o...z...a...g...a...p...p...t... c...h...o...z...a...h...y...p...t...f... a...h...m...

Heroes of the Wanderers in the Wild

Tom Bombadil (Spirit)

Points value: 160

Tom Bombadil is a mysterious being that lives in a small cottage past the edge of the Old Forest. Tom seems interested in very little save for picking flowers and singing songs, but he will never deny his help to travellers in danger. Beneath Tom's innocent look is hidden a being of immense power, to whom all creatures must obey. Even the Ring has no influence upon him, and the only limit to Tom's powers seem to be his resolution never to cross the borders of his small land.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	?	?	?	?	?	?	?	?	?

Wargear

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

Special Rules

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of 6 on the Jump and Climb charts (some say that rocks and trees reverently

move aside to let him through...). Tom cannot be harmed by ranged attacks – this means that magical powers have no effect at all on him and missiles that hit Tom disappear and are discarded. No models can move into Tom's control zone unless the Good player allows them (this includes models moved by a Sorcerous Blast spell). Tom can charge enemy models normally and his side will always win any fight Tom is involved in, but neither Tom nor any other Good model involved in the same fight will strike any blows. Tom and all Good models within 3"/8cm of him always automatically pass all Courage tests.

***Laugh and be Merry!** Tom can expend 1 point of Will each turn.

Magical Powers

Hey! Come merry dol! Range 3"/8cm. Dice score to use: 2+. Tom can instantly heal the body and mind of his friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model instantly regains a single lost Wound, as well as a single expended point each of Might, Will and Fate. It also immediately recovers from the effects of any enemy magical power.



Goldberry (Spirit)

Points value: 140

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

Move	F	S	D	A	W	C	M	W	F
6"/14cm	?	?	?	?	?	?	?	?	?

Wargear

Goldberry is unarmed.

Special Rules

River-Daughter. Goldberry cannot be harmed by ranged attacks – this means that magical powers have no effect at all on her, and missiles that hit Goldberry disappear and are discarded. No Evil models can move into Goldberry's control zone (this includes models moved by a Sorcerous Blast spell). Goldberry will never enter the control zone of an Evil

model. Goldberry and all Good models within 6"/14cm of her always automatically pass all Courage tests.

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

***Laugh and be Merry!** Goldberry can expend 1 point of Will each turn.

Magical Powers

Refreshing Song. Range 3"/8cm. Dice score to use: 2+. Goldberry can instantly heal the body and mind of her friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model instantly regains a single lost Wound, as well as a single expended point each of Might, Will and Fate. It also immediately recovers from the effects of any enemy magical power.



Treebeard (Ent, Monster)

Points value: 190



Treebeard is the greatest of all the ancient race of Ents that have roamed the forests of Middle-earth before even the Elves came and made their homes. Treebeard cares little for the world that is beyond the forest realm of Fangorn but the destruction being done to his beloved woodlands drives him into a raging fury.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	8/4+	8	8	3	3	7	3	6	3

Special Rules

Terror, Woodland Creature. See main rules manual for details.

Break Stone. Each strike against a target with Batter Points is doubled (just as if it is trapped) and is resolved at Strength 10.

Throw Stone. If an Ent does not move at all, he can rip a suitable rock from the ground (provided he's not engaged in combat) and in the subsequent Shoot phase, he can throw it. This works exactly like a crossbow with a range of 18"/42cm and a Strength of 10. If the Good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls To Hit and To Wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.



Gwaihir (Great Eagle, Monster)

Points value: 125



Gwaihir is lord of the Great Eagles of the Misty Mountains and a wise, if somewhat aloof, creature.

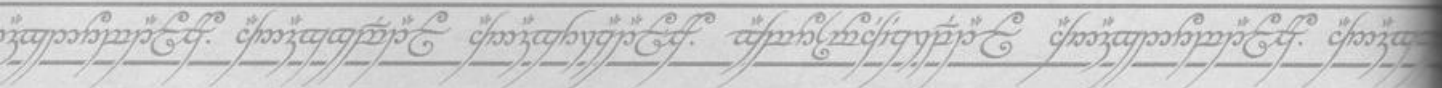
Move	F	S	D	A	W	C	M	W	F
12"/28cm	8/4+	6	8	2	3	6	1	1	1

Special Rules

Terror. See main rules manual for details.

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

Lord of the Eagles. Though Gwaihir is a noble creature, his keen intelligence is known only to a few. Only Great Eagles may use his Stand Fast! or benefit from his heroic actions.



Ghân-buri-Ghân (Man)

Points value: 45

Chief of the wild men of Drúadan forest, Ghân-buri-Ghân cares little for the world outside his forest home. Like all the Woses, the chieftain hates the Orcs who trespass the bounds of Drúadan. Faced with a common enemy, he readily agrees to guide Théoden and his riders through the forest and into battle against the Orcs. After Sauron's defeat, the newly-crowned Aragorn grants the Drúadan Forest to the Woses in perpetuity.

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

Wargear

Spear and a poisoned blowpipe.

Poisoned Blowpipe. The poisoned blowpipe can be fired in the Shooting phase if the bearer did not move in the preceding Move phase. It has a range of 12"/28cm and a Strength of 2. Every time a 1 is rolled on the D6 To Wound from a blowpipe shot, the player must re-roll it.

Special Rule

Woodland Creature. See main rules manual for details.

Hate Orc-folk. Ghân-buri-Ghân adds +1 to the dice when rolling To Wound Orcs, Goblins and Uruk-hai in close combat.

Stalk Unseen. Ghân-buri-Ghân can travel silently and stealthily when he wishes to. He counts as wearing an Elven cloak.



Bilbo Baggins (Hobbit)

Points value: 90

Bilbo's life changed forever when Gandalf the Grey came to the Shire and recruited him for a vital quest. Though initially terrified and befuddled in equal parts, the young Hobbit stepped up to the challenge and performed deeds that made him a hero in many lands, if not, perhaps, in his native Shire. Since those days, Bilbo has lived a great many years and his days of grand adventure and foreign travel seem to be far behind him. Though he has grown frail, Bilbo's strong will and good heart have been sufficient to preserve him from the terrible power of the Ring that he has unwittingly guarded for so long.

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

Options

- If Frodo is not in the force, Bilbo can carry the Ring (see page 45)...free

Wargear

Bilbo carries Sting and wears his Mithril coat – both bonuses have been added to Bilbo's profile. Note that if Bilbo and Frodo are both included, Bilbo carries Sting and the Mithril coat, whilst Frodo carries the Ring.



Bandobras Took, the Bullroarer (Hobbit, Cavalry)

Points value: 40

Bandobras Took, the Bullroarer, is a legend in the Shire. Much of his renown is due to his great size, for Bandobras was famously tall and strong, able to take his ale in full pints, not mere half measures, and capable of riding a full-sized horse. The rest of the Bullroarer's renown can be tied to his stubbornness and unusually bellicose nature when faced with invaders of his beloved Shire – as more than one Orc discovered.

Wargear

Horse.



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



Warriors of the Wanderers in the Wild

Great Eagle (*Great Eagle, Monster*)

Points value: 90

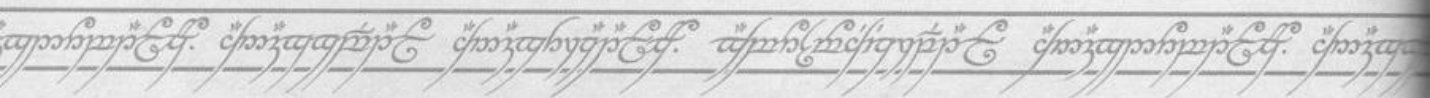
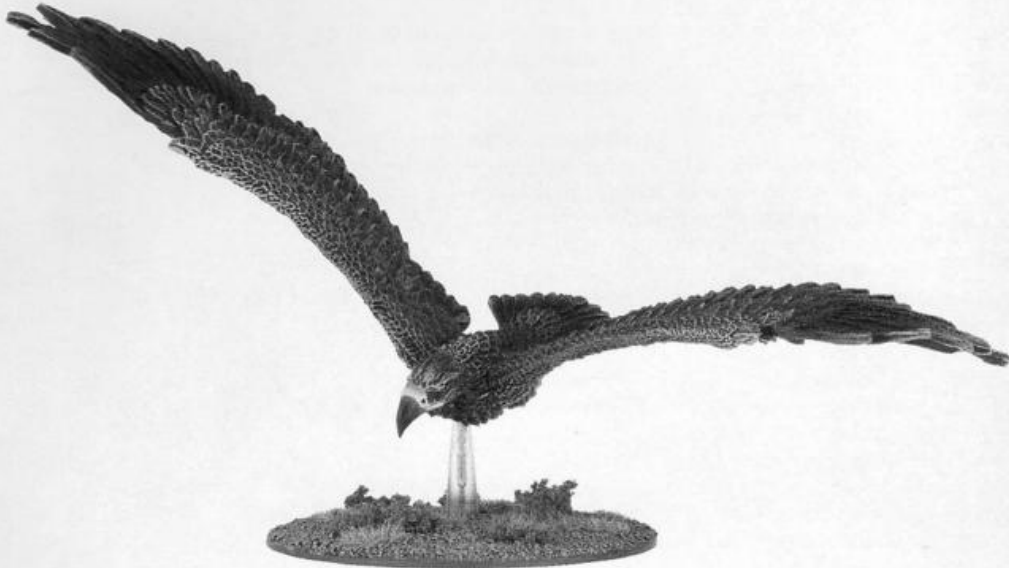
The Great Eagles of the Misty Mountains often hold themselves apart from the problems of the world but, in times of dire need, will lend aid to those who require it.

Move	F	S	D	A	W	C
12"/28cm	7/4+	6	8	2	3	5

Special Rules

Terror. See main rules manual for details.

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



Ent (Ent, Monster)

Points value: 120

Ents are the shepherds of the trees and once roamed in all the great forests of Middle-earth. Now, their numbers are dwindling and they are a much scarcer sight, seen only in the depths of Fangorn Forest, hard on the east slopes of the Misty Mountains. Untroubled by the wider world, it is rare for Ents to interfere with affairs in the lands outside their forest.

Move	F	S	D	A	W	C
6"/14cm	7/4+	8	8	3	3	6

Special Rules

Terror; Woodland Creature. See main rules manual for details.

Break Stone. Each strike against a target with Batter Points is doubled (just as if it is trapped) and is resolved at Strength 10.

Throw Stone. If an Ent does not move at all, he can rip a suitable rock from the ground (provided he's not engaged in combat) and in the subsequent Shoot phase, he can throw it. This works exactly like a crossbow with a range of 18"/42cm and a Strength of 10. If the Good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls To Hit and To Wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.



Woses Warrior (Man)

Points value: 7

The Woses have lived in the Drúadan Forest since before the time of Elendil, rarely venturing into the outside world. For all that, the Woses can be dangerous foes, having learnt to defend themselves against Orc raiders and prowling Wargs.

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

Wargear

Spear and poisoned blowpipe.

Poisoned Blowpipe. The poisoned blowpipe can be fired in the Shooting phase if the bearer did not move in the preceding Move phase. It has a range of 12"/28cm and a Strength of 2. Every time a 1 is rolled on the D6 To Wound from a blowpipe shot, the player must re-roll it.

Special Rule

Woodland Creature. See main rules manual for details.

Stalk Unseen, Hate Orc-folk. See Ghân-buri-Ghân on page 51.



THE WHITE COUNCIL

Combining the wisdom of the finest minds in Middle-earth with the martial skill of the Elves, the White Council is Sauron's chief opponent in the middle years of the Third Age and perhaps the greatest assembly of wisdom and martial prowess in this age or any other. Primarily concerned with thwarting the Dark Lord in his efforts to regain power, the eyes and ears of this august body extended into all areas where Sauron does not yet hold total sway.

The titular head of the council is the Wizard Saruman the White, a strong and charismatic leader whose heart hides an ambition that will one day be his undoing. This aside, there is no hierarchy to speak of, with the opinion of all the counsellors holding equal weight.

Caution is the chief watchword of the White Council, for they choose to work in secret, and thus out of Sauron's sight, for as long as they may. Even so, wars cannot be won solely through guile and knowledge—sooner or later, keen blades must act where subtlety cannot.

The boldest action of the White Council is perhaps their attack against the Necromancer and his forces in the evil lair of Dol Guldur. Beneath the eaves of Mirkwood, the White Council united under the leadership of Saruman the White to defeat the Dark Lord and his minions. Such a gathering of beings such as these is not without risk, because the members who make up the council are of incalculable value in the

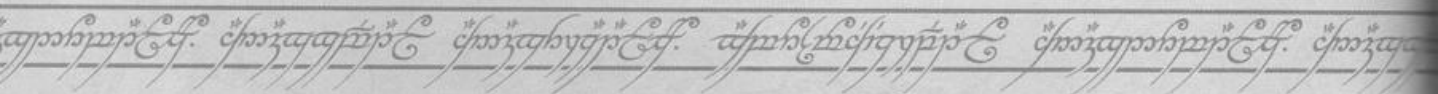
constant struggle against the Dark Lord – including as it does not only the Wizards Gandalf, Saruman and Radagast, but also great lords amongst the Elves such as Elrond, Celeborn and, of course, the Lady Galadriel.

In battle, however, the White Council are all but unmatched – such is their cunning and mastery of spells and magical power that any who oppose them risks beguilement or outright destruction, whilst the martial prowess of the Elven lords spells certain death for any Evil creatures brave (or foolish) enough to stand before their immortal fury. Though few in number and clandestine in purpose, the White Council represents one of the greatest hopes of the Free People.

THE WHITE COUNCIL: WARBAND RULES

Ordinarily, a warband can only include one hero. White Council warbands, however, can include up to twelve. In addition to those Heroes listed here, you may also select the following as members of the White Council: Gandalf the Grey, Celeborn, Cirdan, Glorfindel, Erestor, Elrond, Thranduil, Arwen and Legolas.

One of Purpose. A member of a White Council warband adds +1 to the dice roll when attempting to resist a Magical Power so long as there is another member of his warband within 6"/14cm.



Saruman the White (Wizard)

Points value: 150

At the time when the Necromancer is terrorising Mirkwood, Saruman the White is the head of the White Council, a position to which he has risen through his primacy of the Wizard Order as much as any other factor. Though his knowledge of lore is great and his magical abilities are beyond reproach, there is something about Saruman's nature that brings a certain unease amongst his allies – perhaps his silver tongue is a little too convincing, or his rivalry with Gandalf a little too obvious.

It is not until many years later that the exact shape of this malaise becomes apparent to his fellows, when Saruman the White falls from grace and into shadow – some say losing the better part of his power as he does. For the time being, however, Saruman leads the White Council in the purpose for which they were forged: the opposition of Sauron and his works in Middle-earth.

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

Wargear

Staff (two-handed weapon).

Options

- Horse 10 points

Special Rules

***Staff of Power.** Saruman can expend 1 point of Will each turn without reducing his own Will store.

Voice of Curunir. The range of Saruman the White's Stand Fast! is 12"/28cm rather than 6"/14cm and, unlike other Heroes' Stand Fast! rolls, can affect other Heroes.

Consuming Rivalry. Saruman will never move as part of a heroic action called by Gandalf, nor will he accept Gandalf's aid in the form of the Strengthen Will spell – if Gandalf casts this magical power on Saruman, it has no effect.

Magical Powers

	Range	Dice Score
Immobilise	18"/42cm	2+
Terrifying Aura	-	2+
Command	18"/42cm	3+
Sorcerous Blast	12"/28cm	4+



Galadriel, Protectress of Lothlórien (Elf)

Points value: 125

Galadriel is a daughter of noble descent whose magic can be as subtle as a summer breeze or as destructive as a winter storm. In times of great need, she can use her power to reveal a vengeful and terrible aspect of herself that otherwise remains hidden. Transfused by the dark beauty of war, she becomes wild and capricious, her normally serene and alabaster form rippling with dark light and exuding sorcerous energies.

Seldom is this war aspect adopted, for Galadriel knows full well the risks of courting such power. Yet desperate times call for desperate measures, and with Lothlórien sure to come under attack as Sauron's plans unfold, desperate measures might be the only way to win a lasting victory.

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

Wargear

Armour and Nenyä.

Nenyä. Thanks to the power of Nenyä, one of the Three Elven Rings, Galadriel can re-roll her dice when using Fate points.

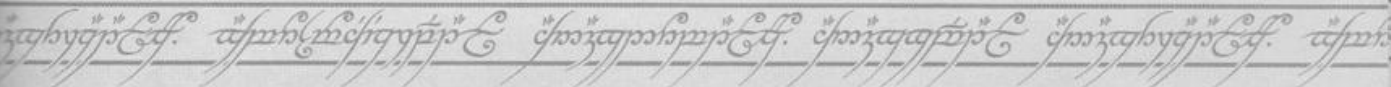
Special Rules

Terror; Woodland Creature. See the main rules manual for details.

War Aspect. All enemy models within 6"/14cm of Galadriel suffer a -1 penalty to their Courage.

Magical Powers

	Range	Dice Score
Blinding Light	-	2+



Radagast the Brown (Wizard)

Points value: 150



Living on the borders of Mirkwood, Radagast is a member of the Order of Wizards to which both Gandalf and Saruman belong. Less given to displays of power than his fellows, Radagast is a master of hues and shapes and his skill with the birds and beasts of Middle-earth is without equal. Although Saruman derides Radagast's abilities and has never held him in anything other than contempt, Radagast is a dedicated member of the White Council and Gandalf considers him a most valuable ally.

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

Wargear

Staff (two-handed weapon).

Options

- Horse 10 points

Special Rules

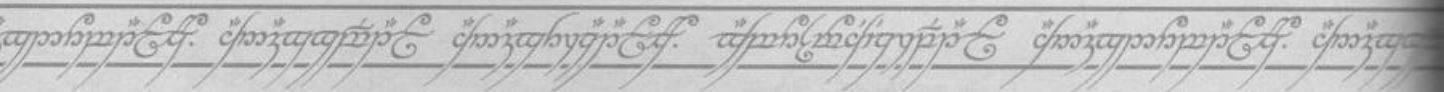
***Staff of Power.** Radagast can expend 1 point of Will each turn without reducing his own Will store.

Master of Birds. To represent birds scouting the battlefield on his behalf, Radagast is always assumed to have line of sight to any point on the battlefield.

One with Nature. Whilst on foot, Radagast may move through areas of difficult terrain without penalty and always counts as wearing an Elven cloak.

Magical Powers

	Range	Dice Score
Panic Steed	12"/28cm	2+
Terrifying Aura	-	2+
Immobilise	12"/28cm	3+
Renew	12"/28cm	3+
Aura of Dismay	-	5+



THE BATTLE OF BYWATER

The beloved land of the Shire has been scoured by ruffians, common thugs who take delight in oppressing Hobbits and despoiling the green land. The return of the Travellers – Frodo, Sam, Pippin, and Merry – has sparked an uprising, but the Hobbits can only free their land by finding and driving out the leader of the depredations.

'Awake! Awake! Fear, fire, foes! Awake!'. The rallying cry of the Bucklanders is heard across the Shire.

PARTICIPANTS – GOOD

Up to 275 points of warbands chosen from the Shire army list. The force must include Frodo of the Nine Fingers, Samwise the Brave, Peregrin, Captain of the Shire and Meriadoc, Captain of the Shire (the Travellers), but other named Heroes may also be taken.

PARTICIPANTS – EVIL

The Evil player should select a force of up to 175 points of warbands from the Isengard army list (Fallen Realms sourcebook). The only named Heroes that may be taken are Sharkey (the Chief) and Worm (who may have any number of followers), and the only Warriors that may be taken are Ruffians.

LAYOUT

This scenario is played on a board 24"/56cm by 36"/84cm, representing Bywater Road. The road, lined by hedges, should be 6"/14cm wide and run from one long edge to the other (see map). A makeshift barricade should cover the width of the road on the east table edge (see map).

STARTING POSITIONS

The Evil player deploys all his non-Hero models on the road within 6" of the western table edge; Hero models arrive later (see special rules). The Good player sets up anywhere within 6" of the eastern table edge with the following restrictions: no more than two Heroes can start on the road and all Hobbit models must begin the battle within 6" of a Hero.

OBJECTIVES

The Good player wins if he can slay the Chief. The Evil player wins if he can kill all four of the Travellers. The game ends the instant either of these victory conditions is met.

SPECIAL RULES

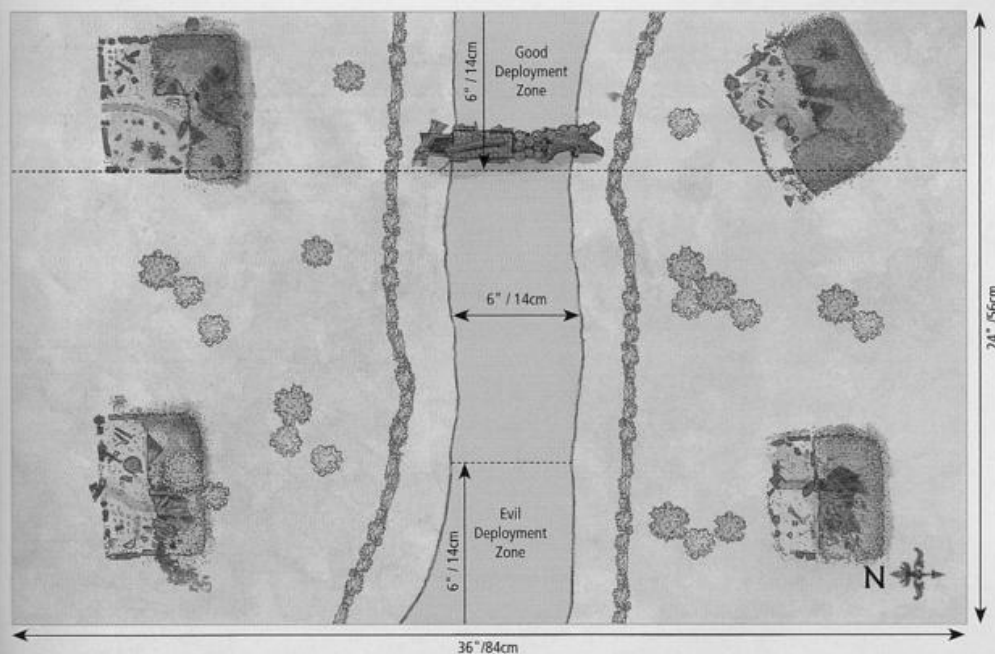
Ambush. The Hobbits have laid their trap well. Before the first turn begins, all Hobbit Archers may shoot once.

Reinforcements. There are various reinforcements available in this scenario. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

The Shire Awakens. When a non-Hero Hobbit model is slain, place him to the side to use as reinforcements. At the end of each of the Good Move phases, roll a D6 for each slain non-Hero Hobbit. On the roll of 6, the model may move onto the board from any table edge.

The Mob. When a Ruffian is slain, the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Move phases, the Evil player may move D3 of the Ruffians set aside as reinforcements back onto the gaming table on the western table edge, on the Bywater Road.

Here Comes The Chief. The 'Chief' does not appear on the tabletop immediately, as he expects his underlings to put down any rebellion. Starting with Turn 5, after moving new Ruffians onto the tabletop, the evil player should roll a D6. On the score of 4+ all Evil Heroes arrive – moving onto the tabletop on the western table edge, on the Bywater Road.



Ruffian

THE LAST ALLIANCE

The greatest battle of the Second Age, the last major alliance of Men and Elves sought to thwart the evil designs of the Dark Lord Sauron. There, on the slopes of Mount Doom, the very fate of Middle-earth hung in the balance.

After many campaigns a much fighting, the climactic battle occurs when Sauron joins the fray on the slopes of Mount Doom. There, in a swirling melee, the Dark Lord battled the leaders of Men and Elves, the greatest warriors of their Age. At the last, Sauron was finally defeated – his ring severed from his hand and his spirit crippled and banished.

Note – Rather than try to represent the entire battle with thousands of warriors, we have taken a slice of the action centred upon the greatest heroes. There are enough participants to capture the feel of the bigger battle ranging all around. As the battle is very large it is especially useful to have two or more players on each side with individual players controlling a portion of each army, especially the Evil force.

PARTICIPANTS – GOOD

On the Good side, there are Gil-galad, Elrond, and up to 400 points of their followers and other warbands chosen from the Eregion and Rivendell army list. Additionally, the Good side contains the following models from the Númenor army list (Kingdoms of Men sourcebook): Elendil, and Isildur and up to 300 points of their followers and other warbands.

PARTICIPANTS – EVIL

On the Evil side is Sauron, accompanied by up to 1,200 points of warbands chosen from the Mordor army list (Mordor sourcebook) although no additional named Heroes can be selected. Note, Sauron is in possession of the One Ring at the start of the battle.

LAYOUT

This scenario is played on a board of 72"/168cm by 48"/112cm as you will need the space to deploy the substantial forces involved in the battle. There are hills on the Evil side of the battlefield representing the slopes of Mount Doom. The whole area is scattered with impassable rock piles and clusters of smaller rocks that form obstacles.

STARTING POSITIONS

The two armies deploy along the long edges of the table no closer than 24"/56cm to each other. The Evil side deploys half its models first. The Good side then deploys its entire army. Finally, the Evil side deploys the rest of its army.

OBJECTIVES

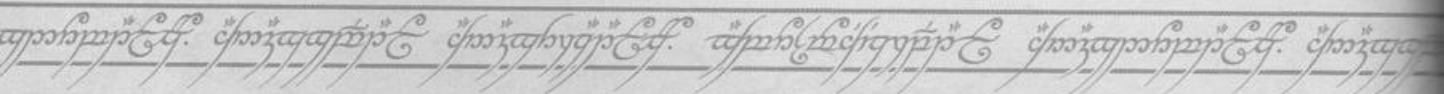
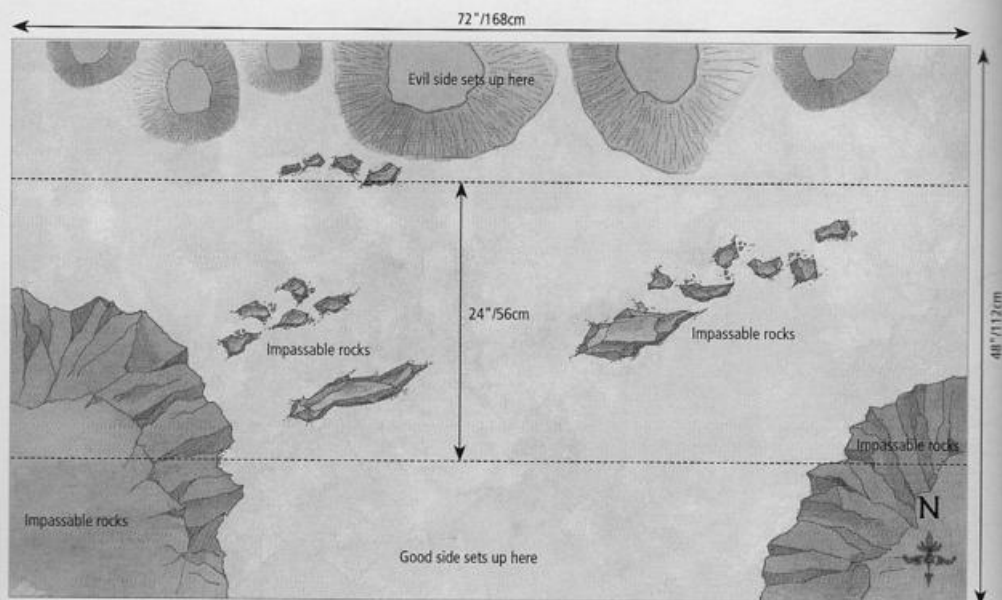
The first side to slay three quarters (75%) of the enemy models wins the battle – the remainder of the enemy will flee from the field leaving the victors in sole possession. Any models that retreat from the table are considered casualties, so they count amongst the slain. Additionally, the Good player can claim an instant victory if they slay Sauron.

SPECIAL RULES

Isildur's Rage. Should Elendil be slain, Isildur will fight with a vengeful fury. For the remainder of the game, Isildur can force all opponents to re-roll their highest dice, when working out who won the fight, in any fight that he is involved in.



Sauron



THE EASTGATE

The Dwarves abandoned Moria long ago, but Balin has led a force back, hoping to reclaim their kingdom of old. Can the Dwarves storm the gates and reenter the mansion of their people? Or will the Goblins deny their ancient foe a foothold and instead continue their reign of Moria?

The Goblins have grown complacent in their occupation of Moria, but they still patrol the gates. Should they have sufficient time to raise an early warning, the Goblins could gather enough numbers to blockade the Dwarven quest before it can establish a foothold in Moria. To avoid this, Balin has decided to lead a small force to capture the Eastgate and thus secure the entrance to Khazad-dûm. Unfortunately, Balin and his comrades have been discovered by a Goblin patrol that now attempts to hold up the assault until they can sound the alarm. Can the Dwarf scouts intercept the patrol before the Goblins bring greater numbers to bear?

PARTICIPANTS – GOOD

The Good side includes Balin and up to 125 points of his followers and other warbands from the Durin's Folks army list. Balin may not be given Durin's Axe in this scenario, as he has not yet found it.

PARTICIPANTS – EVIL

On the Evil side are 200 points of warbands chosen from the Moria army list (Moria and Angmar sourcebook).

LAYOUT

The game is played on a 48"/112cm x 48"/112cm table. On the west table edge side are the Walls of Moria and the Eastgate into Moria itself. The rest of the playing area is scattered with rock piles and perhaps a few lone trees (see map).

STARTING POSITIONS

The Evil player divides his force into two equal groups, one to represent the patrol and the other to act as reinforcements.

Each group must include the same number of models (or as close to equal as possible). The patrol may be deployed anywhere on the tabletop, but no closer than 18"/42cm to the Walls of Moria (see map). The remaining Goblins are set to one side and may be available to the Evil player as reinforcements later (see special rules).

The Good player then deploys up to three Dwarves anywhere within 6"/14cm of the north table edge and up to three Dwarves anywhere within 6"/14cm of the south table edge. The remainder of the Good force, including Balin, must then deploy within 6"/14cm of the east table edge.

OBJECTIVES

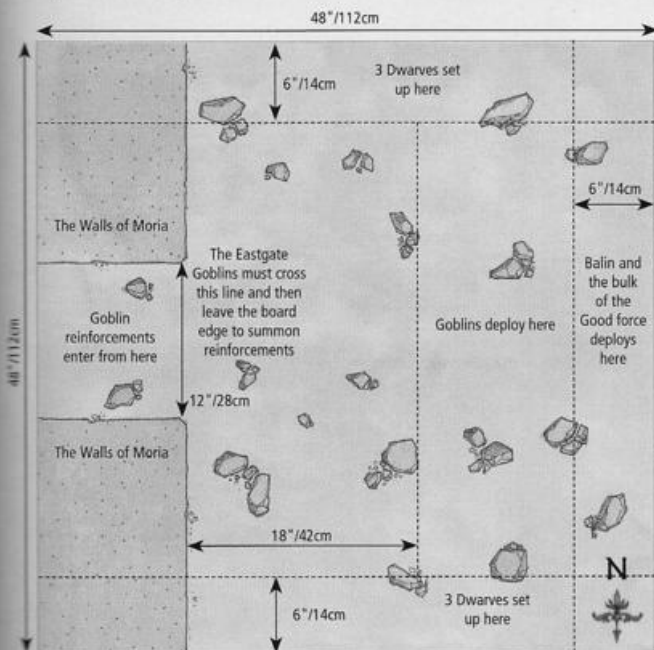
The Good side wins if Balin and at least four Dwarves leave the table through the Eastgate. The Evil side wins if Balin is killed or if it kills enough of the Good side to prevent it accomplishing its objective.

SPECIAL RULES

Goblin Reinforcements. The patrol must get one Goblin back through the Eastgate in order to sound the alarm and receive reinforcements. Once the Evil player moves a model through the Eastgate and off the west table edge, the alarm has been sounded and reinforcements will begin to arrive. In each subsequent turn, after the Evil player has finished moving all of his models, he must roll a dice for each of the Evil models that have not been deployed at the beginning of the game. On a result of a 4 or more, the model immediately moves on the table from the Eastgate. Note that Might cannot be used to modify the result of a Reinforcements roll.

Force of Numbers. The Moria Goblins only need to start taking Courage tests once half of the entire Evil force is destroyed, not half of the guarding force.

Fierce Determination. Such is their burning desire to reclaim Moria that Balin and his Dwarves do not have to take Courage tests for Terror or for their force being broken.



Balin, son of Fundin



Moria Goblin Prowler

ATTACK ON WEATHERTOP

In a desperate bid to reach Rivendell, Aragorn leads Frodo, Sam, Merry and Pippin into the barren wilderness. They are pursued by those who hunt the ring – the dreaded Ringwraiths. On the ancient hill known as Weathertop, the Hobbits are attacked by four Ringwraiths and the Witch King himself.

Aragorn, accompanied by Frodo, Sam, Merry and Pippin, has decided to make camp here for the night, so as to have a better view of their surroundings. As darkness closes in, the company make a fire to fight off the chill. Whilst Aragorn searches the slopes for more firewood, the enemy has spotted the campfire and approaches the makeshift camp unseen. The battle that follows is as much a battle of wills as of blades – can Frodo and his companions withstand the might of five dreaded Nazgûl?

PARTICIPANTS – GOOD

This scenario features Aragorn - Strider, Frodo Baggins, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took, all found in the Fellowship army list.

PARTICIPANTS – EVIL

On the Evil side there are four unnamed Ringwraiths and the Witch-king, all from the Mordor army list (Mordor sourcebook) with the minimum amounts of Might, Will and Fate. All the Ringwraiths are on foot, having left their mounts at the foot of the hill some distance away.

LAYOUT

The game is played on a 48"/112cm x 48"/112cm table. The summit of Weathertop is represented by a raised circular plateau whose top is approximately 12"/28cm in diameter. The edge of this plateau is demarcated by ruined foundations forming a broken circle around the top of the hill.

The ruins comprise a mix of open ground, walls low enough to jump over, and higher walls that are impassable. This lies in the centre of the playing area. The area around represents the lower slopes of the hill – but to be practical, a flat table surface will do fine. In the centre of the ruined circle is a camp fire. This can be represented in any convenient way – a piece of cotton wool will serve for fire smoke.

STARTING POSITIONS

The Good side starts off with the Hobbits within the ruined circle. Aragorn must be placed within 6"/14cm of the northern board edge. Once the Good side has set up, the Evil side sets up at least 18"/42cm away from the Ruins as shown on the map.

INITIAL PRIORITY

The Good player has priority in the first turn, but note, they cannot act until they spot the enemy (see Special Rules).

OBJECTIVES

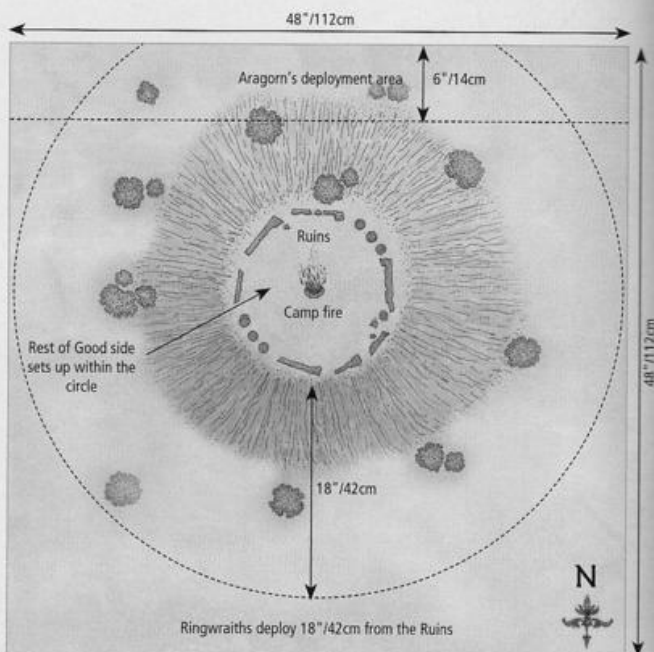
The Evil side wins if they can kill Frodo or there are no Good models in the Ruins at the start of any turn. The Good side wins if there are no Evil models within the Ruins at the start of any turn once five turns have passed. If there are no models at all in the circle at the start of any turn after five turns, and assuming that Frodo still lives, the game finishes and the result is a draw.

SPECIAL RULES

Spotting the Shadows. The Good side cannot act until they have sensed the presence of the approaching enemy. This is established by rolling a dice at the start of each turn. On the roll of a 1, 2 or 3 the Evil models have not been detected and the Good side may do nothing that turn – the Evil side can move as normal. On the roll of a 4, 5 or 6 the Good side has realised what is happening and both sides can act. Once both sides are active, roll for priority as normal. Although the Good side will probably detect the enemy long beforehand, they will automatically do so if there are enemy models within 6"/14cm of the circle's edge at the start of any turn or if the Evil side has already attempted to shoot or use magical powers in the previous turn.

The Force of Good. Amon Sûl was once a great fortress of good. Any Evil model in the circle at the start of its move must test its Courage in the same way as if it were broken.

The Campfire. No model may pass through the fire. Any Good model that is next to the fire can take a flaming brand – this takes half of the model's move. A brand counts as a hand weapon – such as a sword or club. The player must indicate to his opponent which models have brands – mark it on your record sheet to help you remember. If a model with a brand wins a combat but does not slay his enemy, he can force the foe to retreat by a further full move. As the model will have already been beaten back 1"/2cm as a result of the combat, this will place the model out of charge reach in the next turn. The Good player may choose not to use the brand.



FLIGHT TO THE FORD

It all comes down to this... Aragorn, with a little Elvish assistance, has seen the four Hobbits to the borders of Rivendell – the Bruinen Ford. Unfortunately, with their destination in sight and hope rising, they discover that the Ringwraiths have once more found their trail. Who will win the race to the Ford?

Both hunters and prey are now weary from the chase, yet they are well matched in determination. Aragorn has no choice but to entrust Frodo's safety to the speed of the Elven steed Asfaloth. The final chase begins, with the future of Middle-earth riding in the balance, for if Asfaloth cannot carry Frodo clear from the Ringwraiths, Aragorn and the others will be too far behind to help. Only by reaching Rivendell and the veiled power within can Frodo be saved and the Ring secured from the clutches of the Ringwraiths.

PARTICIPANTS – GOOD

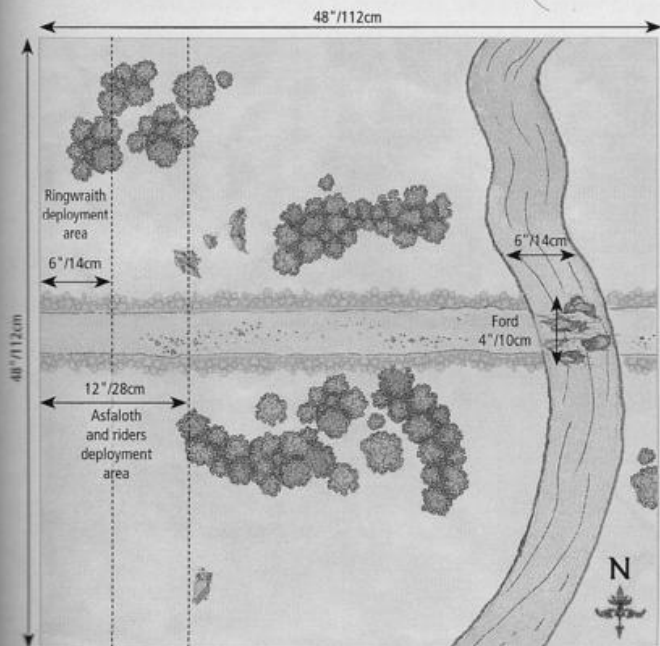
The following models from the Fellowship army list: Aragorn - Strider, Frodo Baggins, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. No options may be taken. The Good player can also take either Glorfindel or Arwen (both will be riding Asfaloth) – both characters can be found in the Eregion and Rivendell army list.

PARTICIPANTS – EVIL

On the Evil side there are eight unnamed Ringwraiths and the Witch-king from the Mordor army list (Mordor sourcebook). All the Ringwraiths are mounted on horses.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The River Bruinen sits 6"/14cm in from the eastern board edge and is about 6"/14cm wide – it is spanned in the centre by a ford about 4"/10cm wide. The river initially counts as difficult terrain, although the ford counts as clear terrain. Two small woods and one larger wood lie to the west of the river. The path of the road is marked by a line of hedges (see map).



STARTING POSITIONS

The Good player deploys Arwen or Glorfindel (whichever is being used) carrying Frodo as a passenger on Asfaloth, anywhere up to 12"/28cm from the western table edge (see map). The Evil player then deploys at least 5 Ringwraiths anywhere within 6"/14cm of the western board edge. Any remaining Ringwraiths are kept in reserve. The remaining Good models move onto the board from the western board edge in the first turn.

OBJECTIVES

The Good side wins if all the Ringwraiths are slain. The Evil side wins if Frodo dies. If both sides meet their victory conditions in the same turn, the game is a draw.

SPECIAL RULES

Weakened by the Chase. Aragorn, Frodo and Sam have no Might for this scenario (although Aragorn may still use his free point of Might per turn, as normal). In addition, Frodo has no Fate remaining to him.

Each unnamed Ringwraith starts this scenario with only 3 points of Will, while the Witch-king starts with only 5 points of Will. None of them have any Might or Fate points. In addition, to represent the fatigued horses, each Ringwraith's steed moves D6+4"/2D6+8cm. If a 6 is rolled (or any double if playing in cm), when calculating the movement of the Ringwraiths, after the model is moved, the horse expires on the spot and is removed – the Ringwraith is thrown.

The Ford of Bruinen. The waters of the Bruinen can rise up at Elrond's command in a torrent of floodwater. Once Asfaloth steps foot in the ford, the Good player rolls a D6 at the start of each following turn. On a 4+, Elrond is ready and the waters can be unleashed at any point during a subsequent Move phase of the Good player's choice. When the waters are unleashed, remove any models (Good or Evil) in the river or on the ford as casualties. The entire river now counts as impassable terrain and the ford counts as difficult terrain.

Outflanking Ringwraiths: If there are any Nazgûl in reserve, from the second turn onwards, the Evil player may roll a D6. On the roll of a 4-5, one Ringwraith model may move on to the table. On the roll of a 6, two Ringwraith (if there are two in reserve, otherwise only one) models may move on to the table and act normally, although they may not charge. These models may not enter play east of the Bruinen River. You may not bring on Ringwraiths that have been slain previously in the scenario.

AMON HEN

The Fellowship of the Ring is split up, just the opportune time for the evil Lurtz and his band of Uruk-hai to launch their attack. Can the Fellowship fight their way out or will Lurtz be returning to Orthanc with a mighty prize?

Boromir, in a fit of madness, attempted to seize the One Ring from Frodo. Now, with Frodo fleeing and Uruk-hai pouring through the woods, the Fellowship breaks forever...

PARTICIPANTS – GOOD

The following models from the Fellowship army list: Aragorn - Strider, Boromir of Gondor, Legolas, Gimli son of Glóin, Frodo, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. Aragorn has a bow, Frodo has his Mithril Coat and Sting, and all members have their Elven Cloaks. No other options may be taken.

PARTICIPANTS – EVIL

Lurtz, and up to 300 points of his followers and other warbands from the Isengard army list (Fallen Realms sourcebook). The only other Heroes that may be taken are Uruk-hai Captains and the only Warriors that may be taken are Uruk-hai Scouts and Uruk-hai Warriors.

LAYOUT

This scenario is played on a board that is 72"/168cm by 48"/112cm. The river runs across one of the corners with a sandy shore and jetty with a few boats part way along (see map). There is a tall hill on the opposite side of the playing area which is the King's Seat. The whole battlefield is dotted with woodland terrain including individual trees and rocks.

STARTING POSITIONS

Frodo must be placed in the centre of the King's Seat. The rest of the Good side can be placed anywhere on the table but no model can be placed within 6"/14cm of another.

The Evil side sets up once the Good side is in place. The Evil models are placed along the indicated edge of the board.

INITIAL PRIORITY

The Evil player has priority in the first turn.

OBJECTIVES

The Good side wins this scenario if Frodo and Sam are able to escape by moving into base contact with the boats.

The Evil side wins the scenario if they can capture more than two of the Hobbits.

In any other event, the scenario results in a draw.

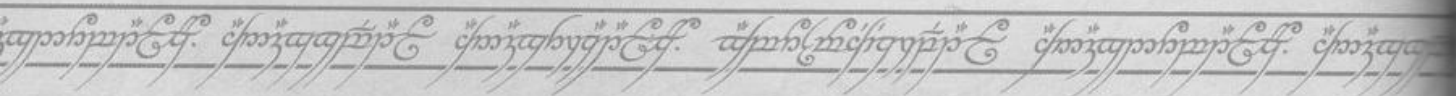
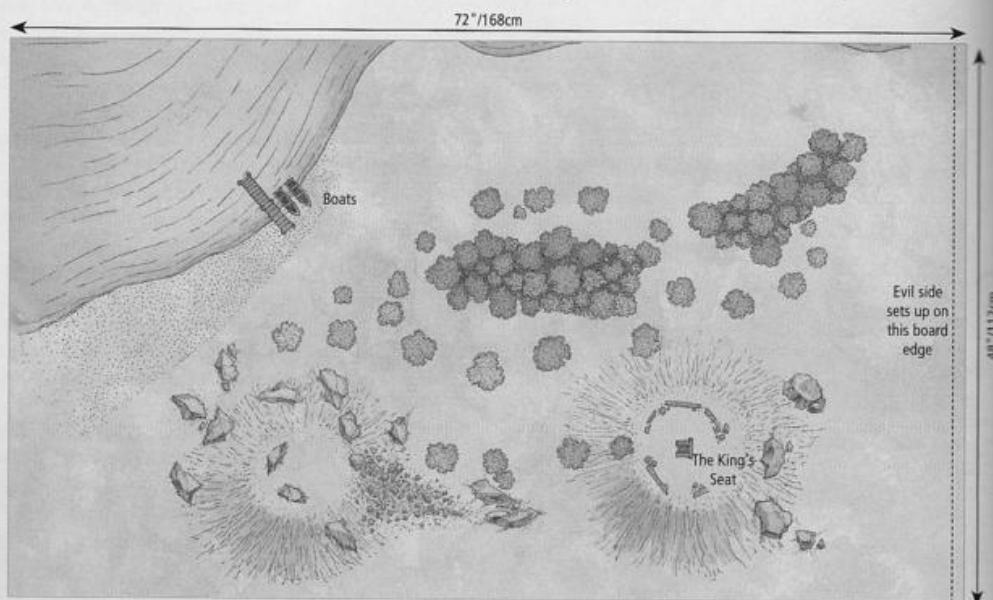
SPECIAL RULES

Capture. The Evil side is trying to capture enemy Heroes by knocking them out and carrying them off of the board. Any models slain by bows are actually killed and therefore cannot be captured. Models can only be knocked out in hand-to-hand fighting. To knock out an enemy, a combat is fought as normal – if a Good model suffers its final Wound, then the Evil player can elect to knock out his opponent rather than slay him. The model retains 1 Wound but can do nothing. The knocked out model is lain down to indicate this. Once knocked out, a model can be carried by one enemy, reducing its movement by a half, or by two enemies at normal movement speed. Any models carried to any table edge save the river count as captured.

A model carrying a knocked out foe can do nothing else. If fighting, they must drop their burden. A knocked out model that is not touching an enemy can be revived by any Good model that ends his move in base contact. The knocked out model revives immediately and can act that turn – but must first rise to his feet (taking half a move). A carried, knocked out model is treated as a combat opponent for the purposes of shooting – meaning hits are allocated randomly.



Boromir



LAST MARCH OF THE ENTS

The arrival of Merry and Pippin into the care of Treebeard helps to rouse the Ents to war. Angered by the wanton destruction of their forest at the hands of Saruman, the Ents resolve to march on Isengard to hew its stones and break its doors.

It has been untold ages since the Ents strode out of their forest homes in strength, but such despoiling by the tree-hacking Uruk-hai has driven the Ents into a rage. Will the Last March of the Ents be to glorious victory or ignoble defeat?

PARTICIPANTS – GOOD

On the Good side are Treebeard and 3 Ents from the Wanderers in the Wild army list.

PARTICIPANTS – EVIL

The Evil forces include up to 500 points of warbands selected from the Isengard army list (Fallen Realms sourcebook).

LAYOUT

This scenario is played on a 48"/112cm x 24"/56cm table, representing a portion of the Circle of Isengard. Three of Saruman's structures (ruins or Orcish mine workings) are placed on the board at least 12"/28cm from each other. In addition, there are fissures and rocky outcrops scattered across the battlefield (see map).

STARTING POSITIONS

The Good models are placed touching the western board edge. The Evil player divides his force into three equal groups with each within 3"/8cm of a separate construction.

OBJECTIVES

The Good side wins if all three of Saruman's constructions are destroyed (see special rules). Should Treebeard be slain, the best result that the Good side can achieve is a draw. The Evil side wins if they wipe out the Good side.

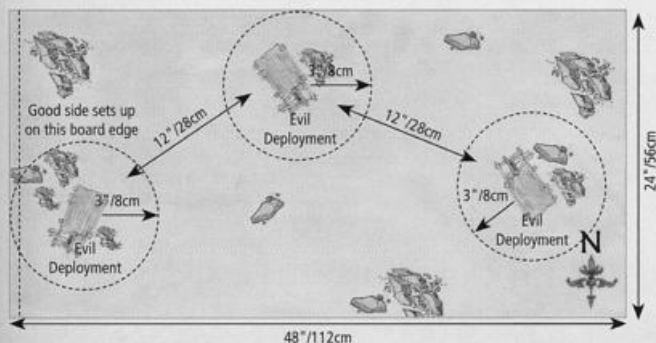
SPECIAL RULES

Saruman's Structures. Dotted around the Circle of Isengard are a number of Saruman's ingenious structures that have aided him in his industry.

Treebeard and the Ents must destroy all three structures to win the scenario, and each counts as a Siege target with a Defence of 10 and 6 Batter Points.

Defenders of Isengard. For the purposes of this scenario, the Evil side is never considered to be Broken, regardless of casualties. Also, any Evil Warrior that is slain may be able to re-enter play. At the end of each Evil Move phase, roll a D6 for each Evil model that has been removed as a casualty. On the score of a 4, 5 or 6, it is available as a reinforcement, and is moved into play from any of Saruman's constructions that have not been destroyed. Models that do not arrive as reinforcements may not be rolled for again are gone for good; they should be put aside.

Merry and Pippin. Though far from the heroes of this battle, the Hobbits Merry and Pippin were present and have some small part to play in Saruman's downfall. To represent their influence in the attack on Orthanc, the Good player may make a special shooting attack with Treebeard each turn. Regardless of how far Treebeard has moved, or even if he is in combat, Merry and Pippin can each throw a stone. These stones hit on a 3+, have a Strength of 1 and a Range of 8"/20cm. Obviously, these attacks cannot target something in combat with Treebeard himself, but they can be used to shoot over his opponents at other nearby enemies. Merry and Pippin cannot be targeted themselves.



Treebeard

Heroes of Eregion and Rivendell

	Move	F	S	D	A	W	C	M	W	F	Pg
Arwen	6"/14cm	6/3+	3	3	1	2	6	1	3	1	19
Círdan	6"/14cm	6/3+	4	4	1	2	6	1	4	1	18
Elladan and Elrohir	6"/14cm	6/3+	4	5	2	2	6	3	2	2	19
Elrond	6"/14cm	6/3+	4	7	3	3	7	3	3	3	17
Elrond, Master of Rivendell	6"/14cm	6/3+	4	4	3	3	7	3	3	3	17
Erestor	6"/14cm	6/3+	4	7	2	2	5	1	1	3	18
Gildor Inglorion	8"/20cm	6/3+	4	4	2	2	6	1	4	1	20
Gil-galad	6"/14cm	9/3+	4	7	3	3	7	3	3	1	18
Glorfindel, Lord of the West	6"/14cm	7/3+	4	5	3	3	7	3	3	3	19
High Elf Captain	6"/14cm	6/3+	4	6	2	2	6	2	1	1	21
High Elf Stormcaller	6"/14cm	5/3+	3	4	1	2	5	1	3	1	20

Warriors of Eregion and Rivendell

	Move	F	S	D	A	W	C	Pg
High Elf Warrior	6"/14cm	5/3+	3	5	1	1	5	21

Heroes of Lothlórien And Mirkwood

	Move	F	S	D	A	W	C	M	W	F	Pg
Celeborn	6"/14cm	6/3+	4	4	3	3	7	3	3	3	23
Galadhrim Captain	6"/14cm	6/3+	4	5	2	2	6	2	1	1	26
Galadhrim Stormcaller	6"/14cm	5/3+	3	4	1	2	5	1	3	1	26
Galadriel	6"/14cm	6/3+	3	3	1	3	7	3	6*	3	23
Haldir	6"/14cm	6/3+	4	4	2	2	6	3	1	1	24
Haldir, Defender of Helm's Deep	6"/14cm	6/3+	4	5	2	2	6	3	1	1	24
Legolas	6"/14cm	6/3+	4	4	2	2	6	3	2	3	25
Rúmil	6"/14cm	6/3+	4	6	2	2	6	3	1	1	24
Thranduil, King of Mirkwood	6"/14cm	6/2+	4	5	2	2	6	3	2	2	25
Wood Elf Captain	6"/14cm	6/3+	4	4	2	2	6	2	1	1	26

Warriors of Lothlórien and Mirkwood

	Move	F	S	D	A	W	C	Pg
Galadhrim Warrior	6"/14cm	5/3+	3	4	1	1	5	27
Galadhrim Knight	6"/14cm	5/3+	3	4	1	1	5	27
Guard of the Galadhrim Court	6"/14cm	6/3+	3	5	1	1	6	28
Wood Elf Sentinel	6"/14cm	5/3+	3	3	2	1	5	28
Wood Elf Warrior	6"/14cm	5/3+	3	3	1	1	5	27

Heroes of Durin's Folk

	Move	F	S	D	A	W	C	M	W	F	Pg
Balin, son of Fundin	5"/12cm	6/4+	4	8	2	2	6	3	3	1	31
Dáin Ironfoot, King of Erebor	5"/12cm	5/4+	4	9	3	3	7	3	3	2	32
Drár	5"/12cm	5/4+	4	7	2	2	5	3	1	1	33
Durin, King of Khazad-dûm	5"/12cm	6/4+	4	9	3	3	6	3	3	1	31
Dwarf Captain	5"/12cm	5/4+	4	7	2	2	5	2	1	1	34
Flói Stonehand	5"/12cm	4/4+	4	6	2	2	5	1	3	1	32
Gimli, son of Glóin	5"/12cm	6/4+	4	8	2	2	6	3	2	2	32
King's Champion	5"/12cm	6/3+	5	7	3	2	5	2	1	1	35
King's Champion Herald	5"/12cm	4/4+	4	7	1	1	4	0	1	2	35
Mardín	5"/12cm	5/4+	4	7	2	2	5	3	1	1	31
Múrin	5"/12cm	5/4+	4	8	2	2	5	3	1	1	33
Shieldbearer	5"/12cm	5/4+	4	8	2	2	4	1	0	0	34
Dwarf King	5"/12cm	6/4+	4	8	2	2	6	2	2	1	34

The White Council

	Move	F	S	D	A	W	C	M	W	F	Pg
Galadriel, Protectress of Lothlórien	6"/14cm	6/3+	3	4	3	3	7	3	3	3	55
Radagast the Brown	6"/14cm	5/4+	4	5	1	3	7	3	6*	3	56
Saruman the White	6"/14cm	5/4+	4	5	1	3	7	3	6*	3	55

Warriors of Durin's Folk

	Move	F	S	D	A	W	C	Pg
Dwarf Ranger	5"/12cm	4/3+	3	5	1	1	4	36
Dwarf Warrior	5"/12cm	4/4+	3	6	1	1	4	35
Foe Spear	5"/12cm	4/4+	4	5	1	1	4	36
Iron Guard	5"/12cm	4/4+	4	6	2	1	4	36
Iron Shield	5"/12cm	4/4+	4	9	1	1	4	36
Khazâd Guard	5"/12cm	4/4+	4	7	1	1	4	37

	Strength	Defence	Batter	Points	Pg
Dwarf Ballista	(9)	10	3		37

Heroes of the Shire

	Move	F	S	D	A	W	C	M	W	F	Pg
Farmer Maggot	4"/10cm	3/3+	2	3	1	2	5	1	2	2	41
Grip, Fang and Wolf	8"/20cm	3/5+	3	3	1	1	2				41
Fredegar Bolger	4"/10cm	2/3+	2	3	1	1	3	0	0	1	40
Frodo of the Nine Fingers	4"/10cm	3/3+	2	6	1	2	6	1	3	1	39
Lobelia Sackville-Baggins	4"/10cm	2/3+	1	2	1	1	6	0	3	1	40
Meriadoc, Captain of the Shire	4"/10cm	3/3+	2	4	2	2	4	1	1	2	40
Paladin Took	4"/10cm	2/3+	2	3	1	1	5	1	1	2	40
Peregrin, Captain of the Shire	4"/10cm	3/3+	2	4	2	2	4	1	1	2	39
Samwise the Brave	4"/10cm	3/3+	3	3	1	2	5	2	2	3	39

Warriors of the Shire

	Move	F	S	D	A	W	C	Pg
Hobbit Archer	4"/10cm	2/3+	2	3	1	1	3	41
Hobbit Militia	4"/10cm	1/3+	2	3	1	1	3	41
Shirriff	4"/10cm	3/3+	2	3	1	1	3	41

The Fellowship

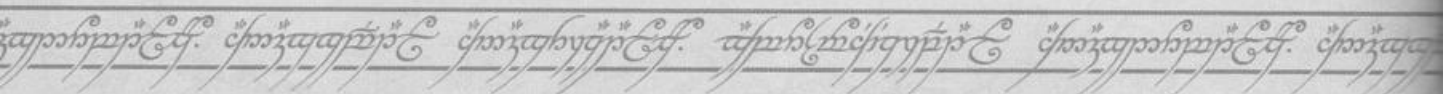
	Move	F	S	D	A	W	C	M	W	F	Pg
Aragorn – Strider	6"/14cm	6/3+	4	5	3	3	6	3*	3	3	44
Bill the pony	8"/20cm	1/6+	3	4	1	2	2	0	1	1	47
Boromir of Gondor	6"/14cm	6/4+	4	6	3	3	6	6	1	0	44
Frodo	4"/10cm	3/3+	2	3	1	2	6	2	3	3	45
Gandalf the Grey	6"/14cm	5/4+	4	5	1	3	7	3	6*	3	43
Gandalf's Cart	8"/20cm	0	3	5	0	3	3				43
Gandalf the White	6"/14cm	5/4+	4	5	1	3	7	3	6*	3	43
Shadowfax	12"/28cm	0	4	5	0	1	5				43
Gimli, son of Glóin	5"/12cm	6/4+	4	8	2	2	6	3	2	2	46
Legolas	6"/14cm	6/3+	4	4	2	2	6	3	2	3	44
Meriadoc Brandybuck	4"/10cm	3/3+	2	3	1	1	4	0	0	1	46
Peregrin Took	4"/10cm	3/3+	2	3	1	1	4	0	0	1	46
Samwise Gamgee	4"/10cm	3/3+	2	3	1	2	5	1	1	2	46
Sméagol	5"/12cm	4/4+	4	4	2	2	4	1	0	1	47

Heroes of the Wanderers in the Wild

	Move	F	S	D	A	W	C	M	W	F	Pg
Bandobras Took, the Bullroarer	4"/10cm	3/3+	3	4	2	2	4	2	1	1	51
Bilbo Baggins	4"/10cm	3/3+	3	5	1	2	6	1	3	3	51
Ghân-buri-Ghân	6"/14cm	4/3+	4	4	2	2	4	3	1	1	51
Goldberry	6"/14cm	?	?	?	?	?	?	?	?	?	49
Gwaihir	12"/28cm	8/4+	6	8	2	3	6	1	1	1	50
Tom Bombadil	6"/14cm	?	?	?	?	?	?	?	?	?	49
Treebeard	6"/14cm	8/4+	8	8	3	3	7	3	6	3	50

Warriors of the Wanderers in the Wild

	Move	F	S	D	A	W	C	Pg
Ent	6"/14cm	7/4+	8	8	3	3	6	53
Great Eagle	12"/28cm	7/4+	6	8	2	3	5	52
Woses Warrior	5"/12cm	3/3+	3	3	1	1	3	53



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