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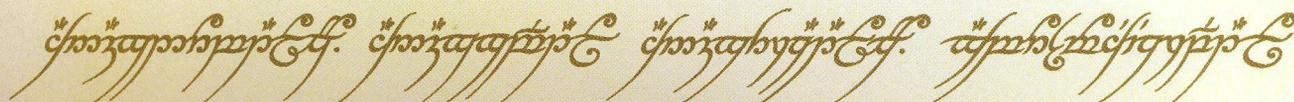
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FOREWORD

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

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

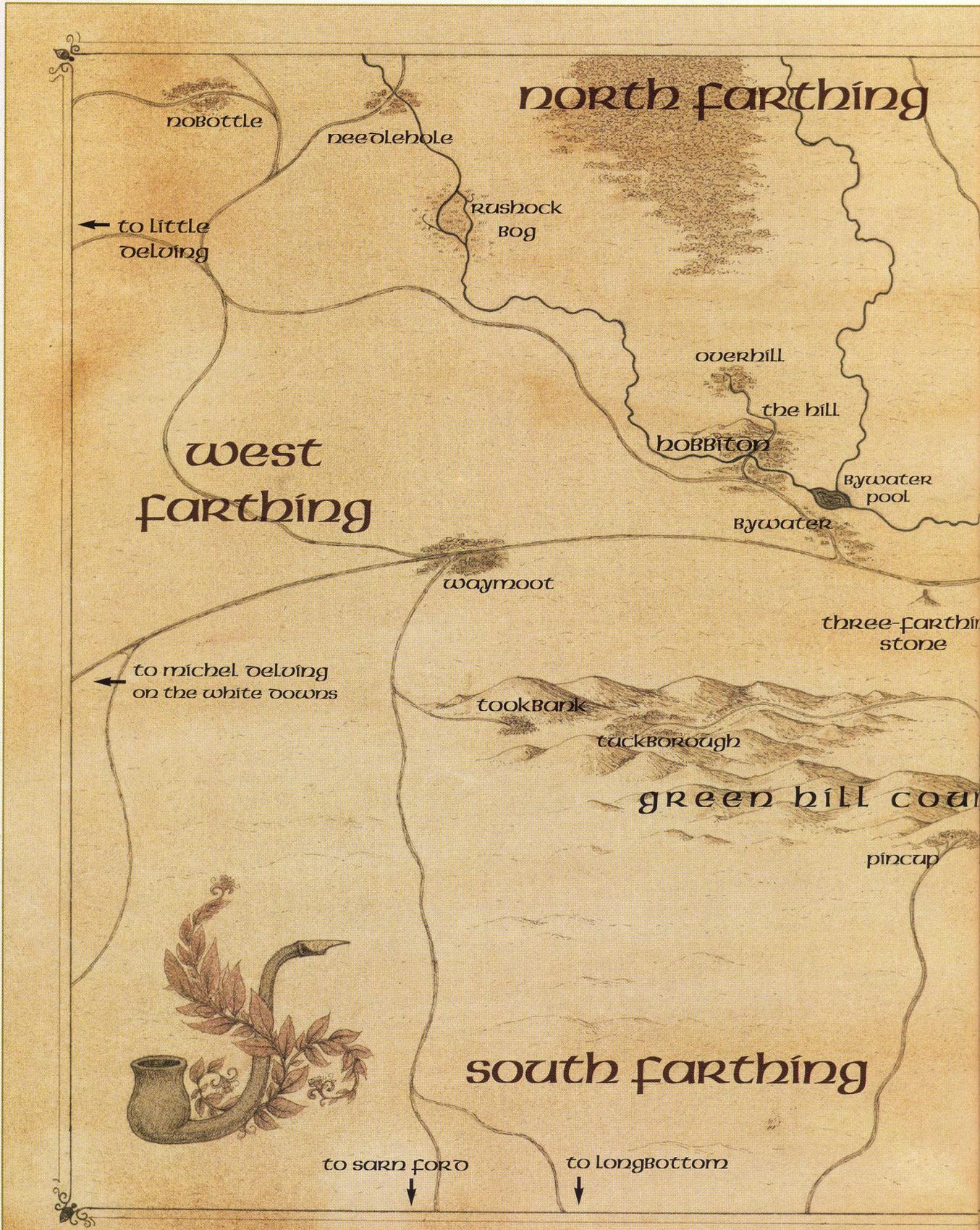
hobby material in this book. Whether you're looking for rules and profiles for the key characters of Hobbit history, a wealth of information on the Shire itself, or an array of hobby projects and modelling ideas, you've come to the right place.

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

Mat
W



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north farthing

noBottle

needlehole

rushock Bog

← to little delving

overhill

the hill

HOBBITON

Bywater pool

Bywater

west farthing

waymoot

three-farthing stone

← to michel delving on the white downs

tookBank

tookBOROUGH

green hill county

pinCup



south farthing

to sarn ford

to longbottom

the four farthings of

Handwritten text in a decorative script at the bottom of the page.

THE DEFENDERS OF THE SHIRE

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

HOBBIT SPECIAL RULES

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

GOOD HEROES

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



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

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

WARGEAR

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

<i>Elven cloak</i>	10 pts
<i>Pony</i>	5 pts

SPECIAL RULES

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

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

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

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

SAMWISE GAMGEE (HOBBIT)

Points Value: 50



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

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

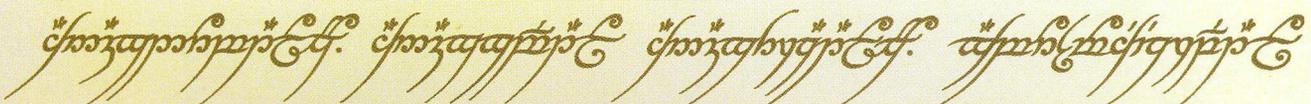
WARGEAR

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

<i>Pony</i>	5 pts
<i>Elven cloak</i>	10 pts

SPECIAL RULES

Pony. See the entry for Frodo for details.





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

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

WARGEAR

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

<i>Pony</i>	5 pts
<i>Elven cloak</i>	10 pts

SPECIAL RULES

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

Pony. See the entry for Frodo for details.

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

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

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

WARGEAR

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

<i>Shield</i>	5 pts
<i>Pony</i>	5 pts
<i>Elven cloak</i>	10 pts
<i>Horn of the Riddermark</i>	20 pts

SPECIAL RULES

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

Pony. See Frodo entry for details.

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



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

PALADIN TOOK (HOBBIT)
Points Value: 25

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

WARGEAR

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

SPECIAL RULES

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



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





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



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



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

FARMER MAGGOT (HOBBIT)

Points Value: 50

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

WARGEAR

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

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

SPECIAL RULES

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

LOBELIA SACKVILLE-BAGGINS (HOBBIT)

Points Value: 10

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

WARGEAR

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

SPECIAL RULES

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

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

FREDEGAR BOLGER (HOBBIT)

Points Value: 5

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

WARGEAR

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



GOOD WARRIORS



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

HOBBIT MILITIA

Points Value: 3

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

WARGEAR

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



HOBBIT ARCHERS

Points Value: 4



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

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

WARGEAR

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

Signal horn

20 pts

SPECIAL RULES

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



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

SHIRRIFFS (HOBBIT)

Points Value: 4

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

WARGEAR

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



HOBBIT COLOURS

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

WHITE APRON



Apply a basecoat of Fortress Grey.



Add a layer of Skull White.



Finally, stain the apron with watered down Vermin Brown.

LIGHT BROWN UNDERSHIRT



Begin with a basecoat of Snakebite Leather.



Apply a layer of Desert Yellow.



Highlight the undershirt with Kommando Khaki.

ORANGE HAT



Use Vermin Brown as the basecoat for the hat.



Apply a layer of Vomit Brown.



Highlight the hat with Bleached Bone.

BEIGE HAT



Give the hat a basecoat of Snakebite Leather.



Apply a layer of Desert Yellow.



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

LIGHT GREEN JACKET



Paint the coat with a layer of Catachan Green.



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



Highlight the coat with pure Fortress Grey.

BLUE SMOCK



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



Add Fortress Grey to the mix for the next layer.



Finish off the smock with a highlight of Fortress Grey.

BROWN JACKET



Begin with a basecoat of Scorched Brown.



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



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

DARK GREEN COAT



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



Add a little Skull White for the second layer.



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

SHARKEY'S ROGUES

Sharkey's followers are drawn from all over the western part of Middle-earth. Some, like Bill Ferny, are Breelanders, whilst others are simply roguish types that have been cast out of more civilised society to live in the hills and forests of Eriador.

A very few are Dunlendings, fled northwards from their mountainside homes in fear of Rohirric vengeance. Without exception they are all villainous and untrustworthy fellows, controlled by the promise of an easy life and plentiful rewards.

Not one of them has the courage necessary to confront a foe larger than a Hobbit, and even stubborn and determined Halflings are enough to give them a moment of pause. If not for the shrewd leadership of Sharkey and the idle pacifism of the Hobbits, it is doubtful that the Ruffians would pose any real threat to the Shire.

EVIL HEROES

SHARKEY AND WORM (WIZARD/MAN) Points Value: 60

Sharkey/Worm

	F	S	D	A	W	C	Might: 1/0	Will: 4/0	Fate: 1/0
Sharkey	4/-	4	4	1	2	4			
Worm	2/-	3	3	1	1	2			

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

WARGEAR

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

SPECIAL RULES

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

MAGICAL POWERS

Sharkey may use the following magical powers:

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

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



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

EVIL WARRIORS

RUFFIANS (MAN)

Points Value: 4

	F	S	D	A	W	C
Ruffian	3/4+	3	3	1	1	2

WARGEAR

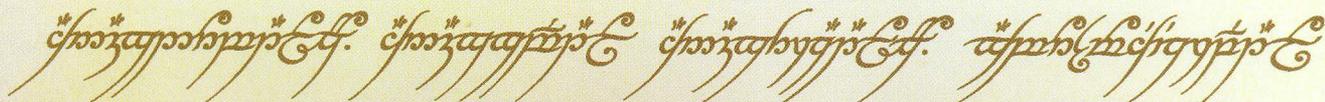
Ruffians carry a hand weapon. They may have the following items at additional cost:

<i>Bow</i>	1 pt
<i>Whip</i>	1 pt

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



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





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MAGGOT'S FARM

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

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

PARTICIPANTS

GOOD

Farmer Maggot with Grip,
Fang and Wolf

EVIL

1 Ruffian with bow
4 Ruffians with whip

LAYOUT

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



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

STARTING POSITIONS

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

OBJECTIVES

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

SPECIAL RULES

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

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

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

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

– attributed to Farmer Maggot

POINTS MATCH: RAID!

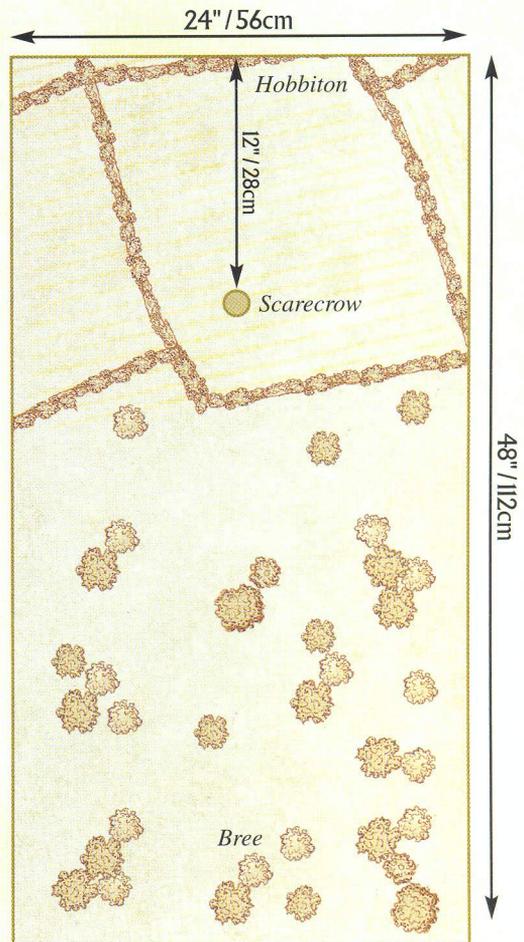
Rather than using this scenario to represent Maggot thwarting the Ruffian incursion, you can play it with different forces – such as a band of Orcs trying to sneak past some Gondor sentries. To play this scenario with alternate forces, choose two forces of roughly equal points. The most expensive model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

THE SCOURING OF THE SHIRE

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

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

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



SNARES AND PITFALLS

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

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

PLACING TRAP COUNTERS

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

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

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

TRIGGERING TRAPS

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

SNARE

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

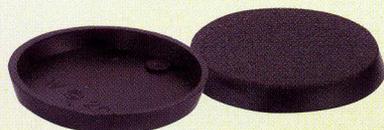
MAKING TRAPS

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

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

To make a pit trap, cover the inside of the base with a small amount of modelling putty or ready mixed filler, then create a slight depression in the middle. Once this is dry, add static grass or flock around the edges and paint the depression with Chaos Black paint.

To make a tripwire, use the same filler or putty to create a path, drybrush it with Bestial Brown paint, and then glue a piece of string across the middle.

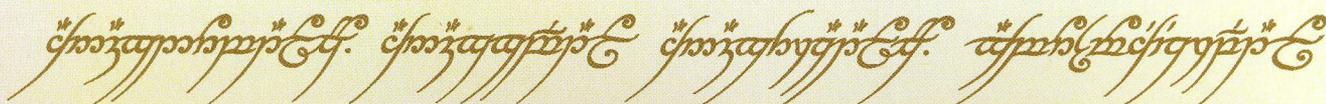


Pitfall



Snare

Tripwire



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

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

PIT

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

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

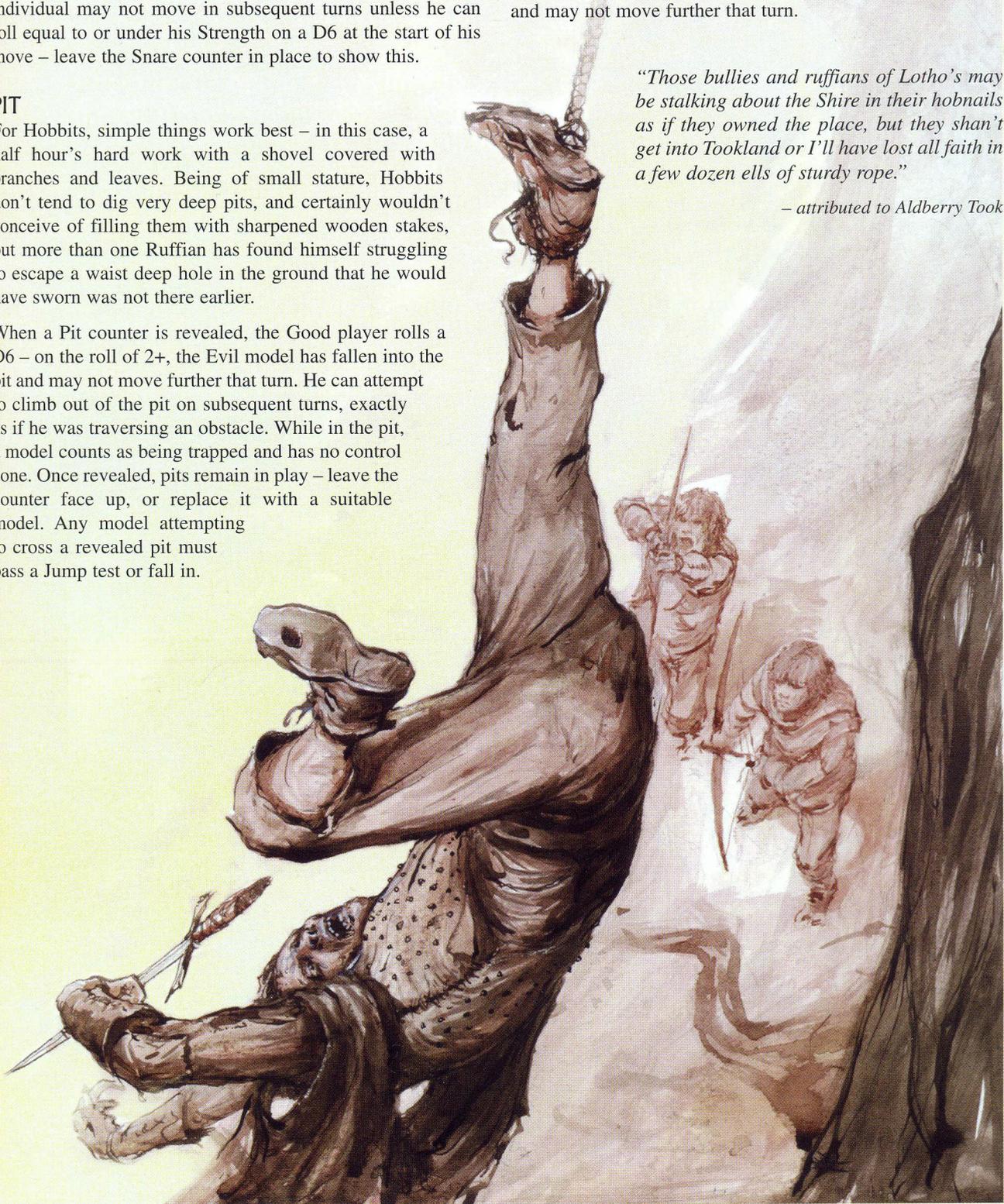
TRIPWIRE

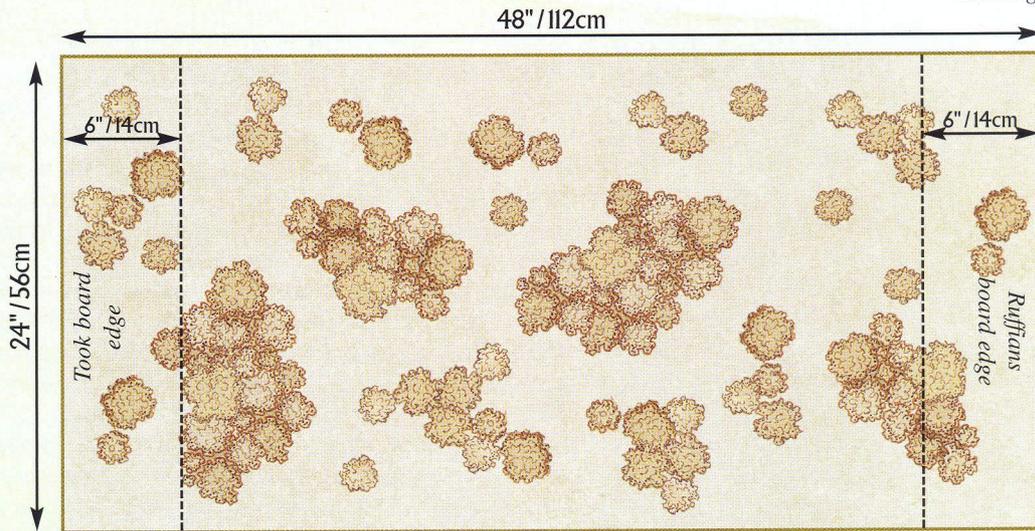
Simple, but oft-times effective, a length of rope stretched taught across a path can bring a foe to his knees. Though not overtly dangerous, a careless tumble onto an exposed rock can lead to incapacitation.

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

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

– attributed to Aldberry Took





LAYOUT

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

STARTING POSITIONS

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

OBJECTIVES

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

SPECIAL RULES

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

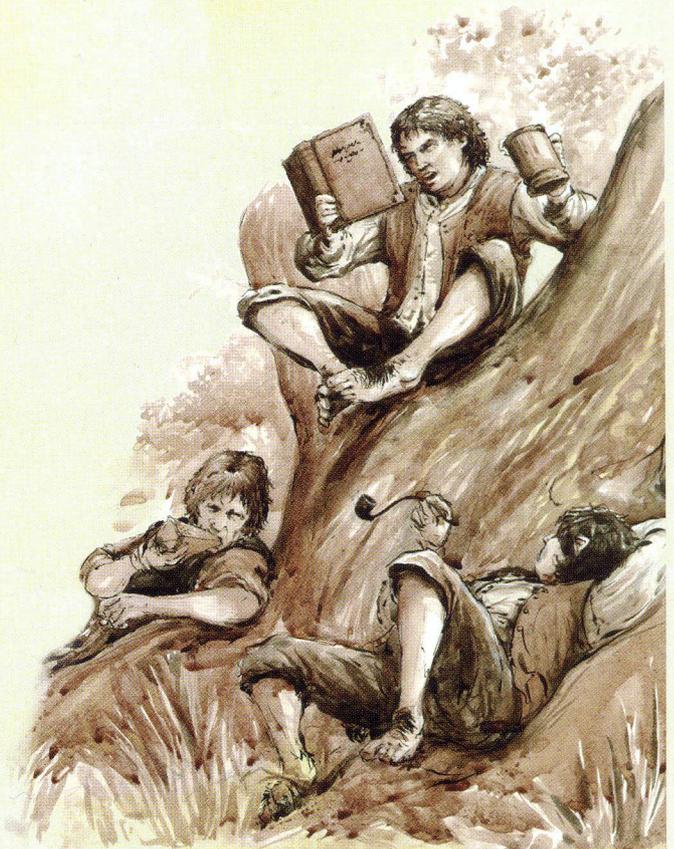
POINTS MATCH

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

THE SCOURING OF THE SHIRE

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

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



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

STARTING POSITIONS

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

OBJECTIVES

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

SPECIAL RULES

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

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

*– Saruman the Wizard/Sharkey
The Return of The King*



POINTS MATCH

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

THE SCOURING OF THE SHIRE

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

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

THE OLD STORE HOUSE

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

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

FORCES

GOOD

4 Hobbit Shirriffs
8 Hobbit Militia

EVIL

8 Ruffians with whip

LAYOUT

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

STARTING POSITIONS

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

OBJECTIVES

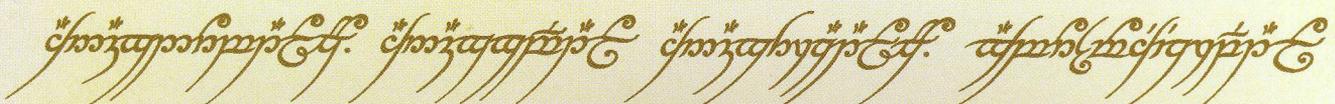
If the Hobbits can carry four bags of supplies off the table within 6"/14cm of the southwest board edge the Good player is victorious, should they fail the Evil player wins. The Game ends if 50% of the Hobbits are unconscious at the end of any turn.

SPECIAL RULES

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

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

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



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

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

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

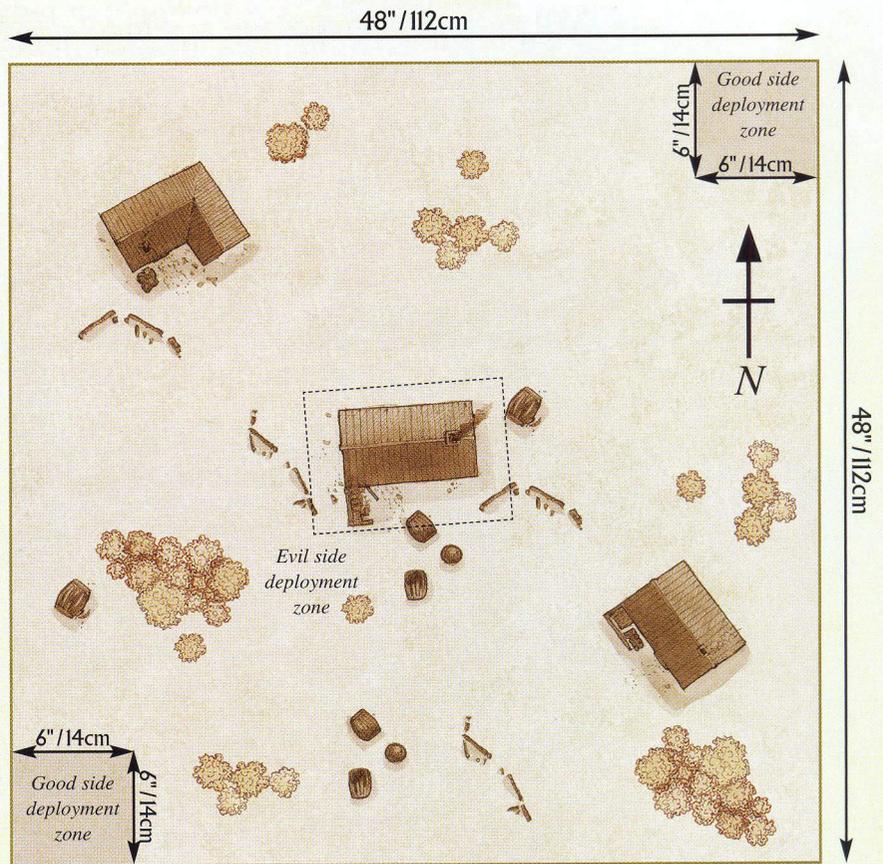
- A Sentry is hit, but not knocked unconscious by enemy shooting.
- A Sentry is conscious at the end of the turn and there is an enemy model within 4"/10cm.
- A Sentry is conscious at the end of the turn and there is an unconscious friendly model within 4"/10cm.
- A Sentry regains consciousness after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

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

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

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

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



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

THE SCOURING OF THE SHIRE

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

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

SENTRY MOVEMENT TABLE

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

POINTS MATCH

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

HOW TO MAKE HOBBIT-HOLES

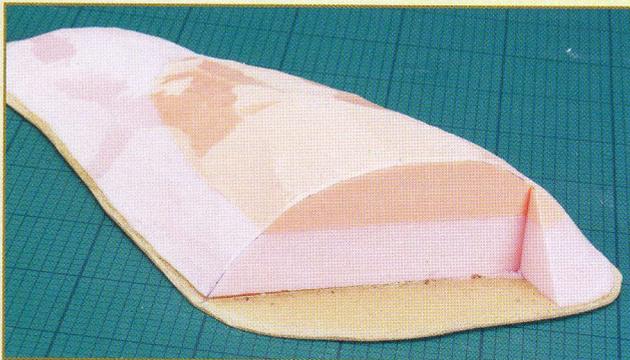
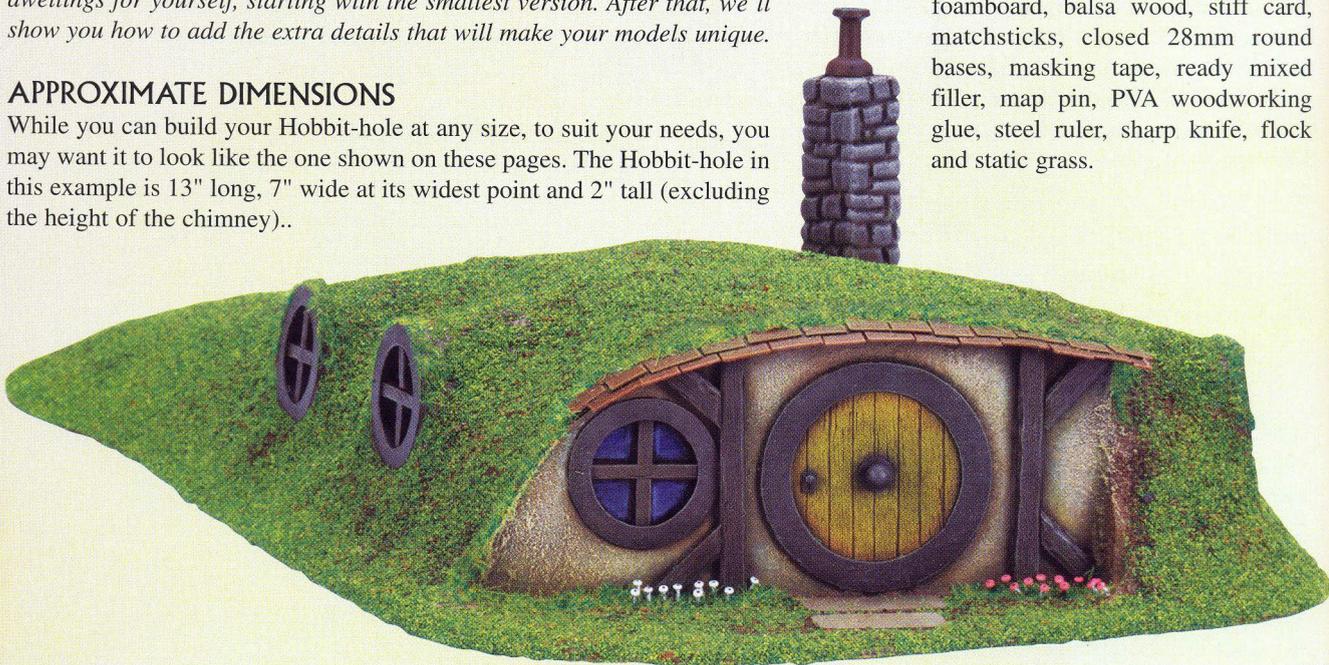
No guide to the Shire would be complete without Hobbit-holes. Over the following pages we'll be showing you how to make some of these dwellings for yourself, starting with the smallest version. After that, we'll show you how to add the extra details that will make your models unique.

APPROXIMATE DIMENSIONS

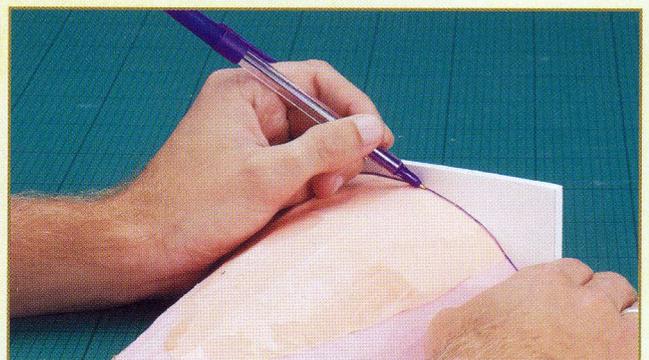
While you can build your Hobbit-hole at any size, to suit your needs, you may want it to look like the one shown on these pages. The Hobbit-hole in this example is 13" long, 7" wide at its widest point and 2" tall (excluding the height of the chimney)..

TOOLS AND MATERIALS

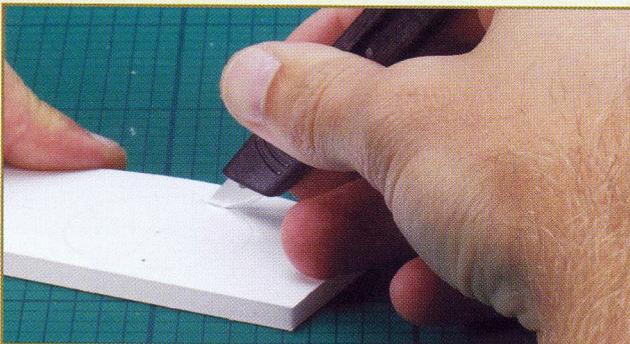
Hardboard or thick card, polystyrene, foamboard, balsa wood, stiff card, matchsticks, closed 28mm round bases, masking tape, ready mixed filler, map pin, PVA woodworking glue, steel ruler, sharp knife, flock and static grass.



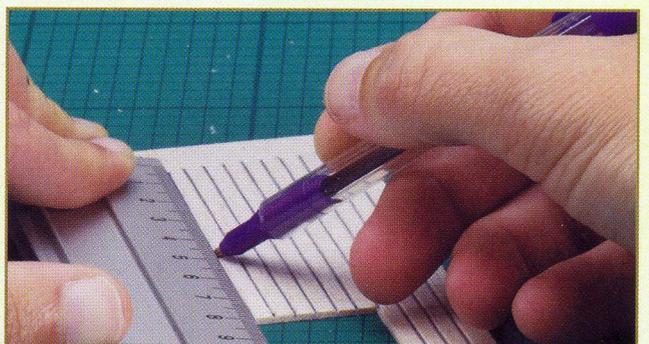
- Begin by making a base from wood, foamboard or thick card, and then glue two layers of polystyrene to it. Once the glue is set, use a long bladed knife to shape the hill, and then cut away a recess at the front of the house.



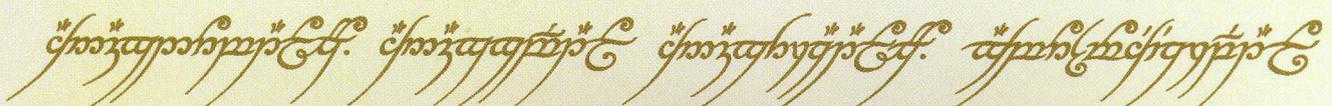
- Take a sheet of foamboard and place it in the recess. Mark the shape of the hill on the board, and then cut it out.

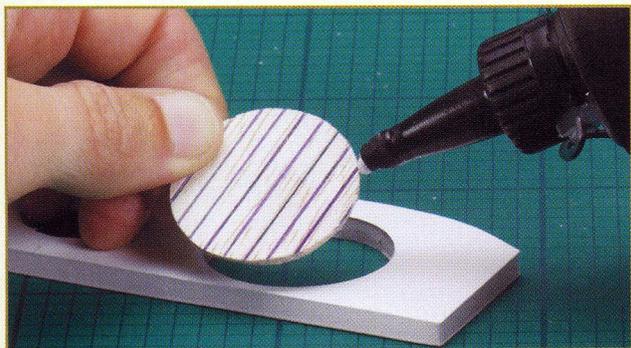


- Mark out the position of the door and window (the window should be big enough to fit a small plastic base), and then cut them out too.

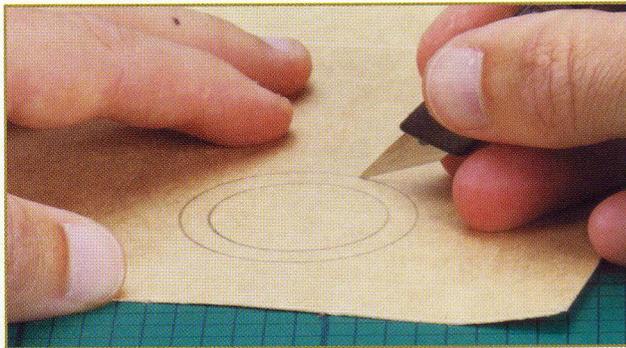


- Take a piece of balsa wood, and score lines to represent planking across it.

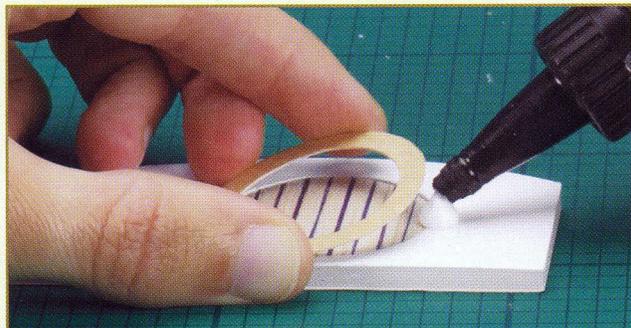




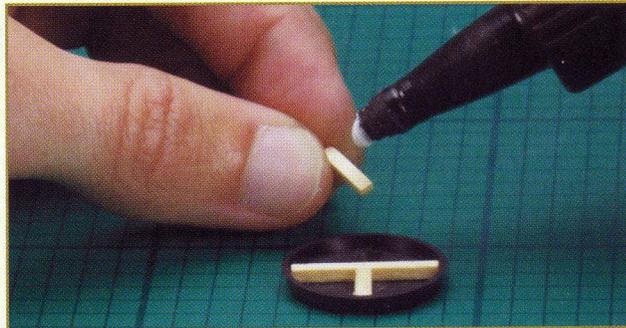
• Cut a circle from the wood to fit the hole you've already cut for the door, and then glue it in place.



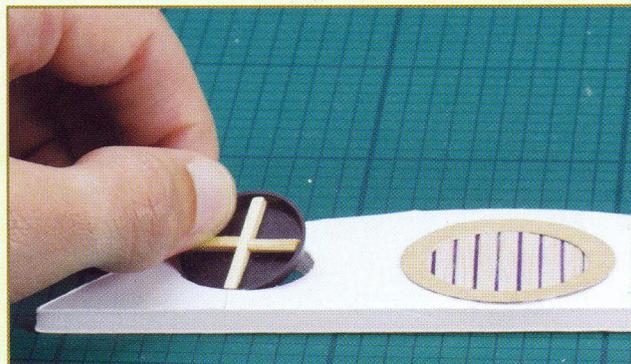
• Cut a door frame from a sheet of stiff card.



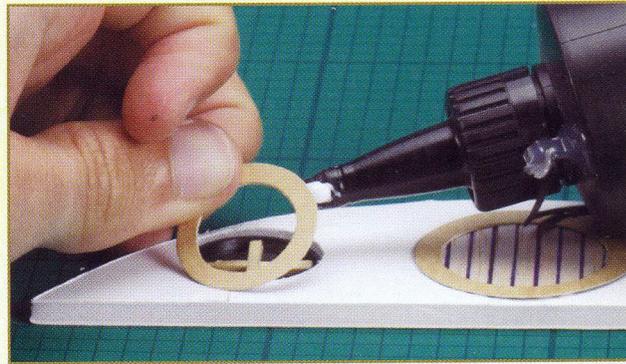
• Glue the frame in place around the door.



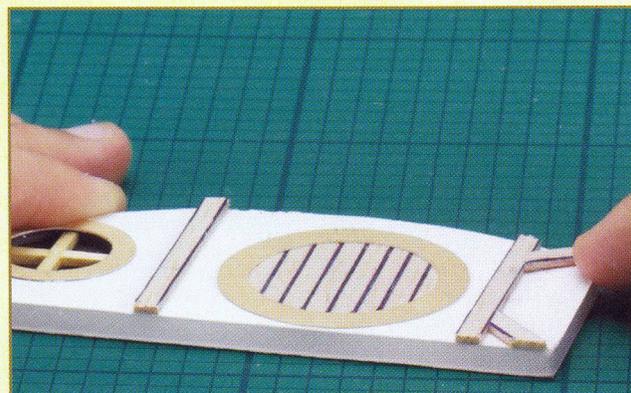
• Take a round base without a slot and glue pieces of matchstick into it to represent the window.



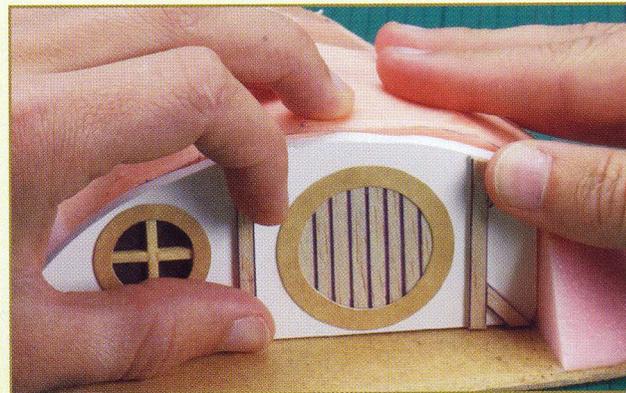
• Glue the window into the hole that you've already cut.



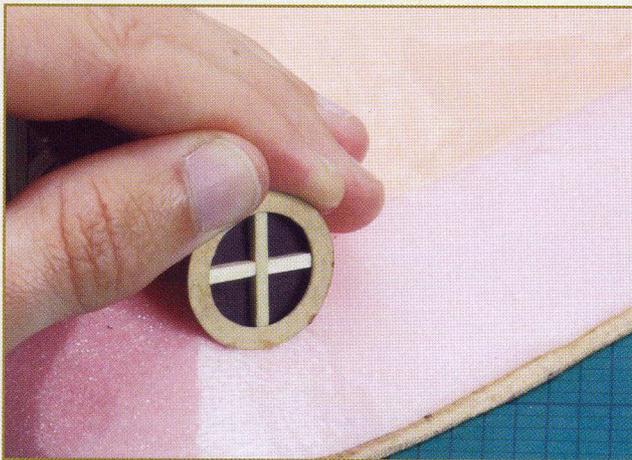
• Cut out a second frame from stiff card and then glue it in place around the window.



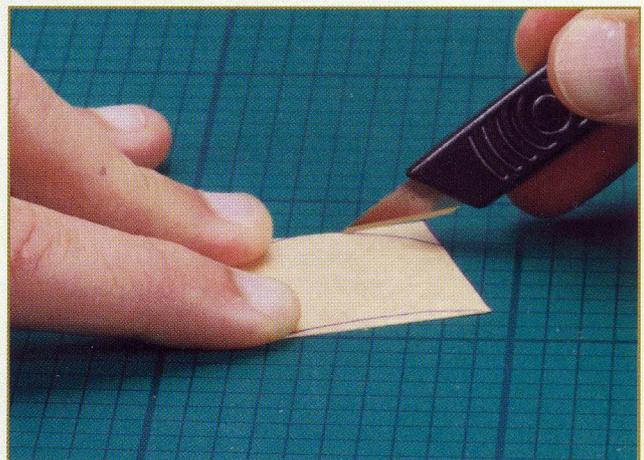
• Use some of your leftover balsa wood, cut two strips, and then glue them in place, either side of the door. Take a few more, shorter strips and glue them in place at roughly 45° to the first strips.



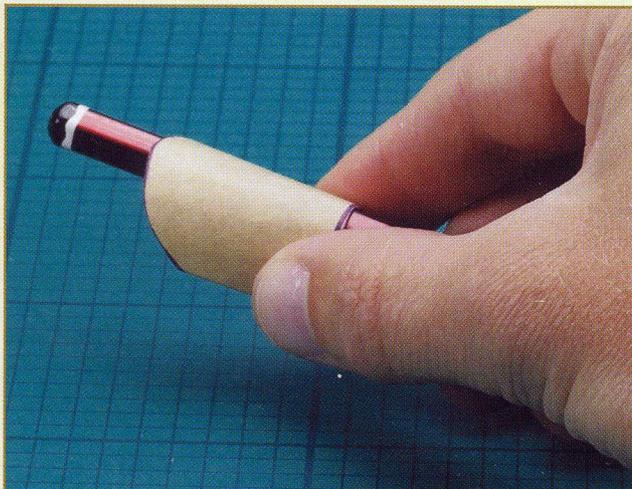
• Glue the front wall in place.



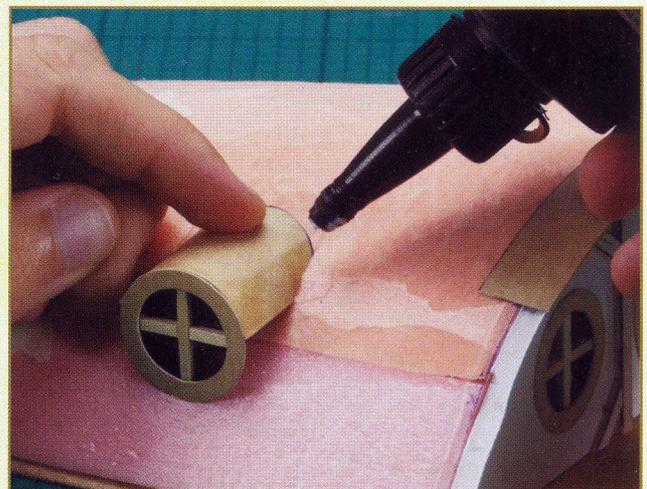
• Make three windows with frames, in the same way as you did for the window in the front wall. Cut a shallow, curved recess in the hill for each one to fit into, and then glue them in place.



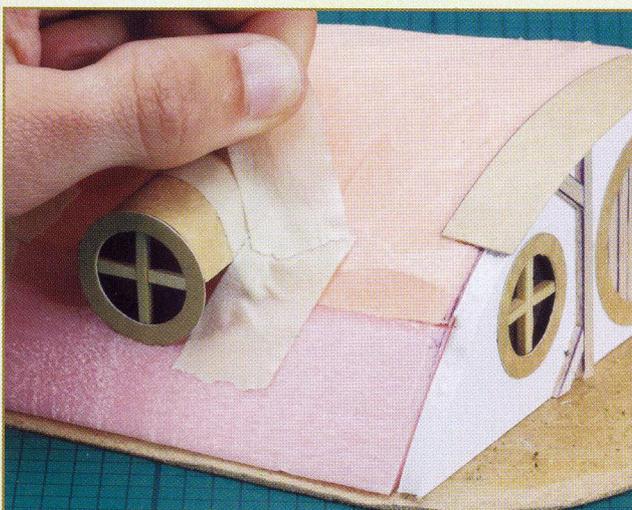
• Cut out 35mm wide strips from thin card, and then, using the hill and window as a guide, cut strips long enough to reach between the hill and window.



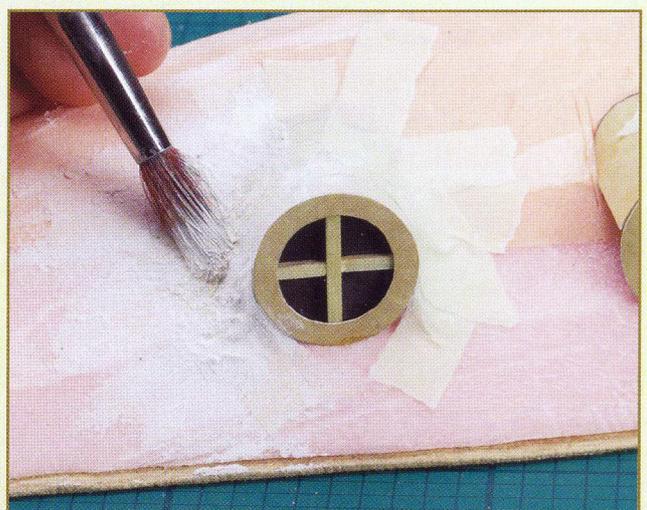
• Wrap each strip around a pencil to put a curve into it, and then glue it in place.



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



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

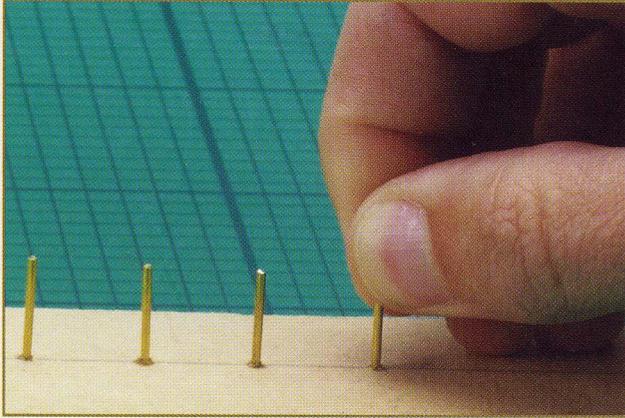


• Paint ready mixed filler over the tape to help it blend into the hill.

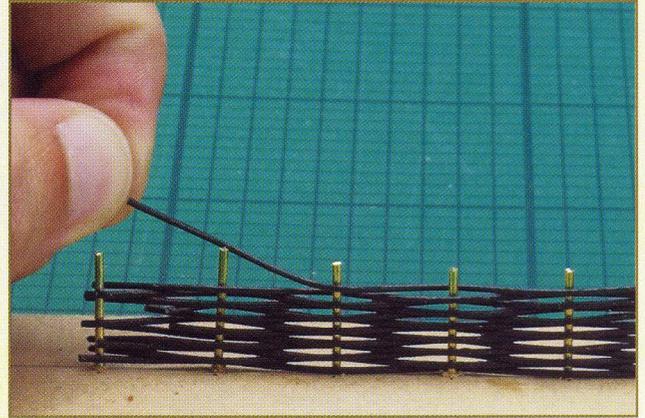
EXTRA DETAILS

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

FENCES

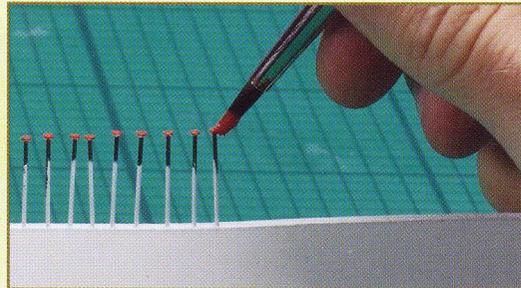
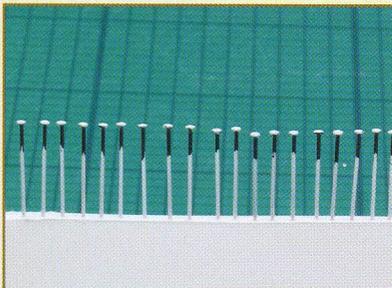


• Drill or cut a series of holes into the base, and then glue a series of bamboo skewers into the base.



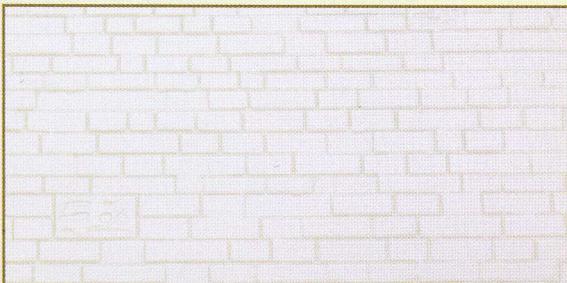
• Once dry, weave thin wire between the skewers and glue them in place with watered down PVA woodworking glue.

FLOWERS

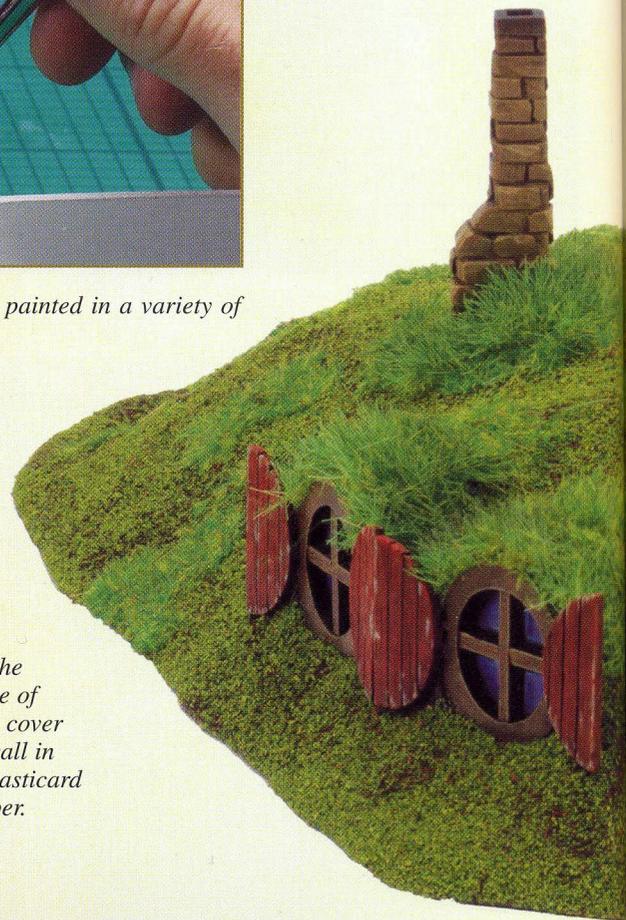


The flowers around the model are made from pins, with their heads painted in a variety of colours and finished off with a dot of black in the middle.

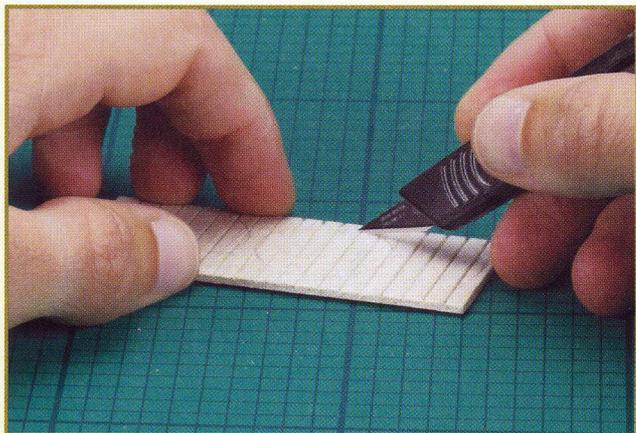
The grass on the hill is a mix of brown and green modelling flock, and thick modelling prairie grass.



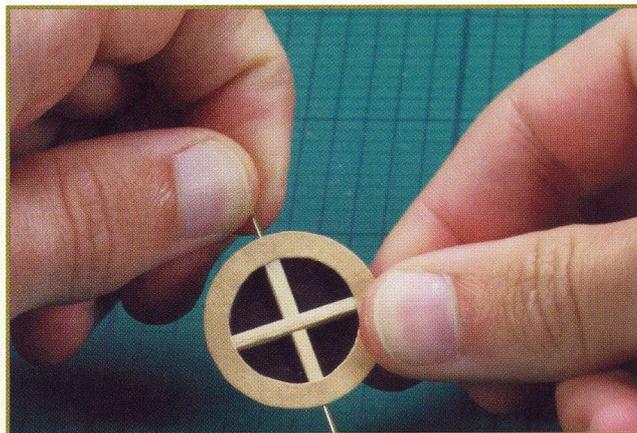
To create the appearance of brickwork, cover the front wall in textured plasticard or wallpaper.



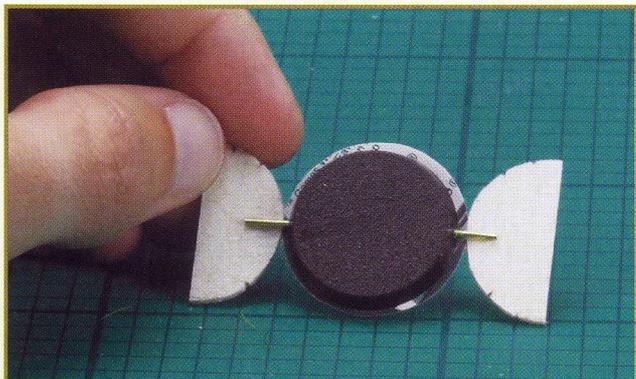
WINDOW SHUTTERS



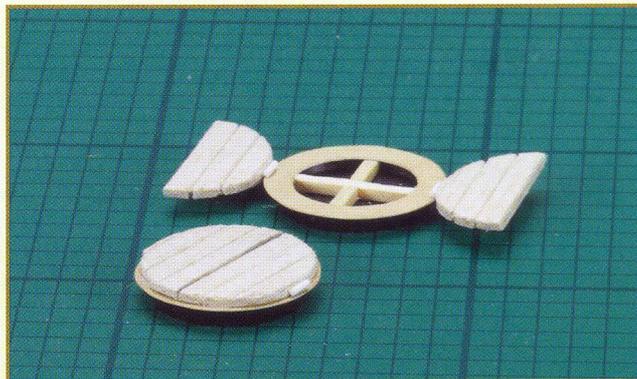
• Score a series of lines across a sheet of balsa wood to represent planking, and then cut a circle from it, the same size as the windows that you've already created.



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



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



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



DETAILING BAG END

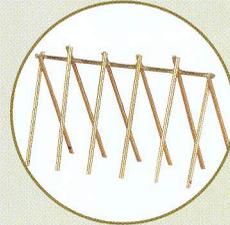
Once you've had a chance to try building a Hobbit-hole or two, you may want to have a go at building the most famous Hobbit-hole in the Shire – Bag End. You can make the bulk of the model by following the instructions on the previous pages (albeit on a larger scale). For the details that help to give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

BIRD HOUSE



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

TRELLIS



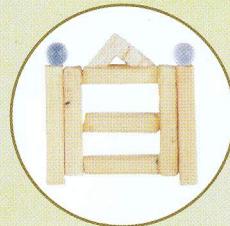
Build up the base under the trellis with polystyrene, and then make the crossed frame from lengths of brass rod. Glue the frame together with superglue and secure it in place by driving the rods into the polystyrene.

BENCH



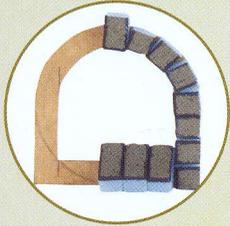
Start by making the legs from thin plasticard, and then cut the seat and backrest from balsa wood.

GARDEN GATE

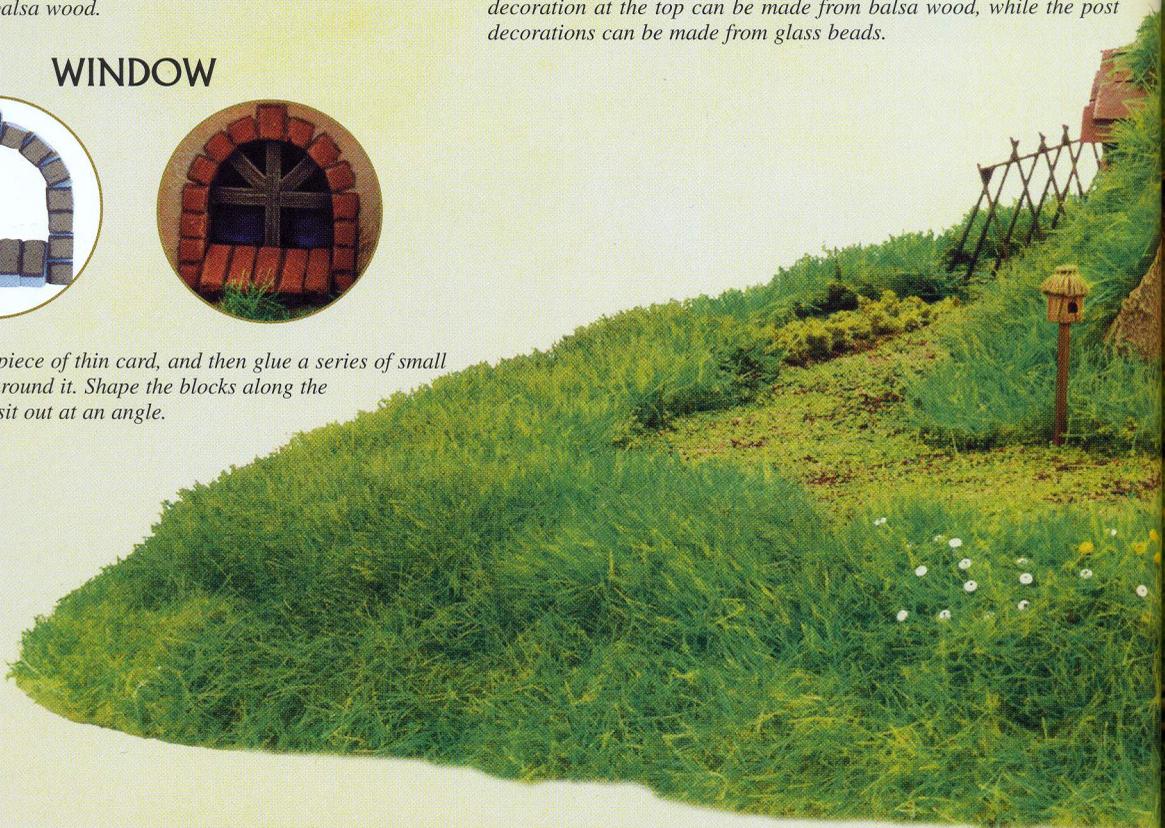


Most of the gate can be made from matchsticks. The triangular decoration at the top can be made from balsa wood, while the post decorations can be made from glass beads.

WINDOW

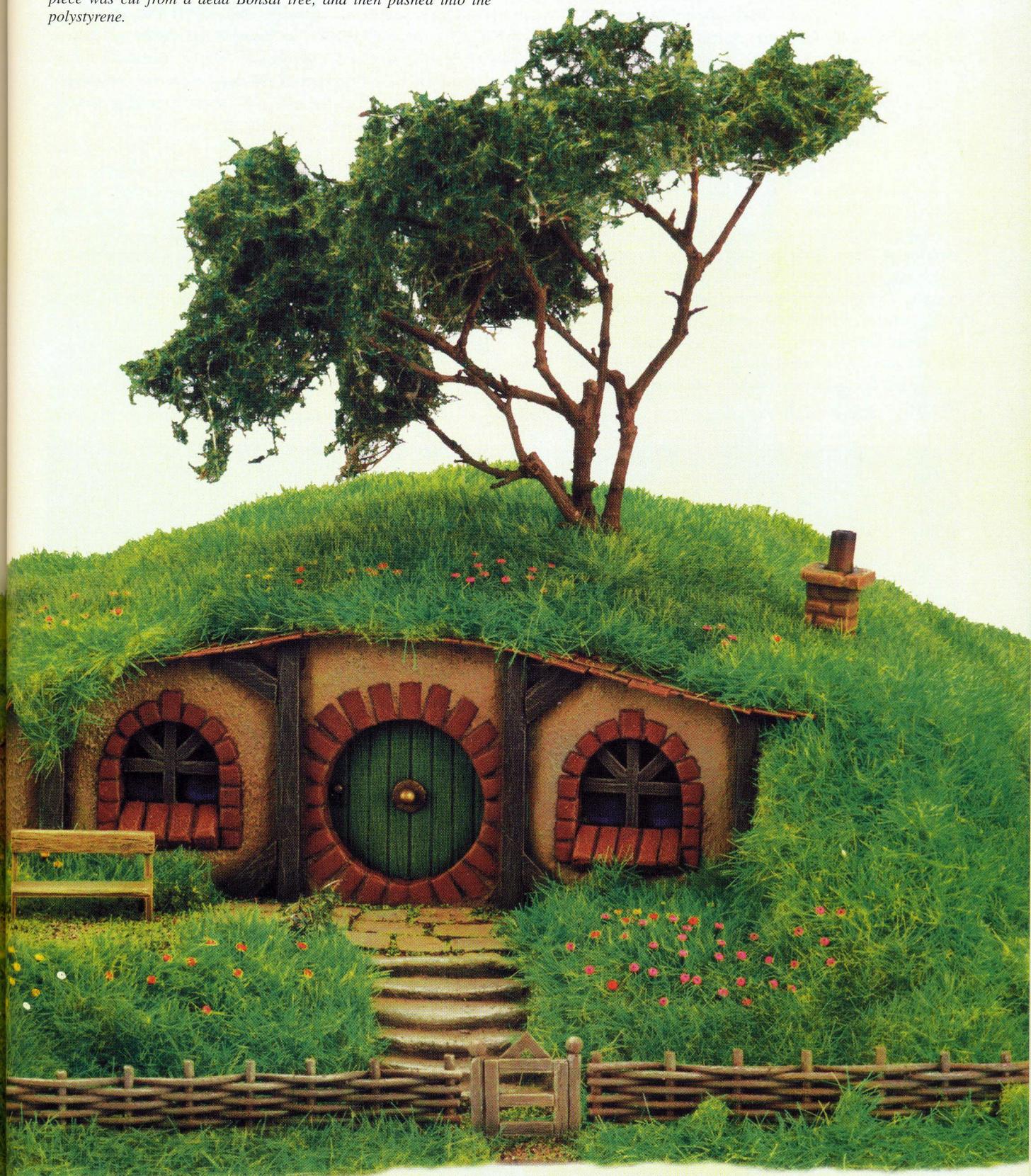


Cut a frame from a piece of thin card, and then glue a series of small polystyrene blocks around it. Shape the blocks along the bottom so that they sit out at an angle.



TREE

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



LAYOUT

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

STARTING POSITIONS

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

OBJECTIVES

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

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

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

SPECIAL RULES

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

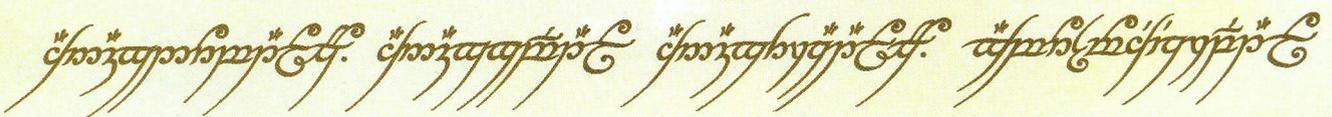
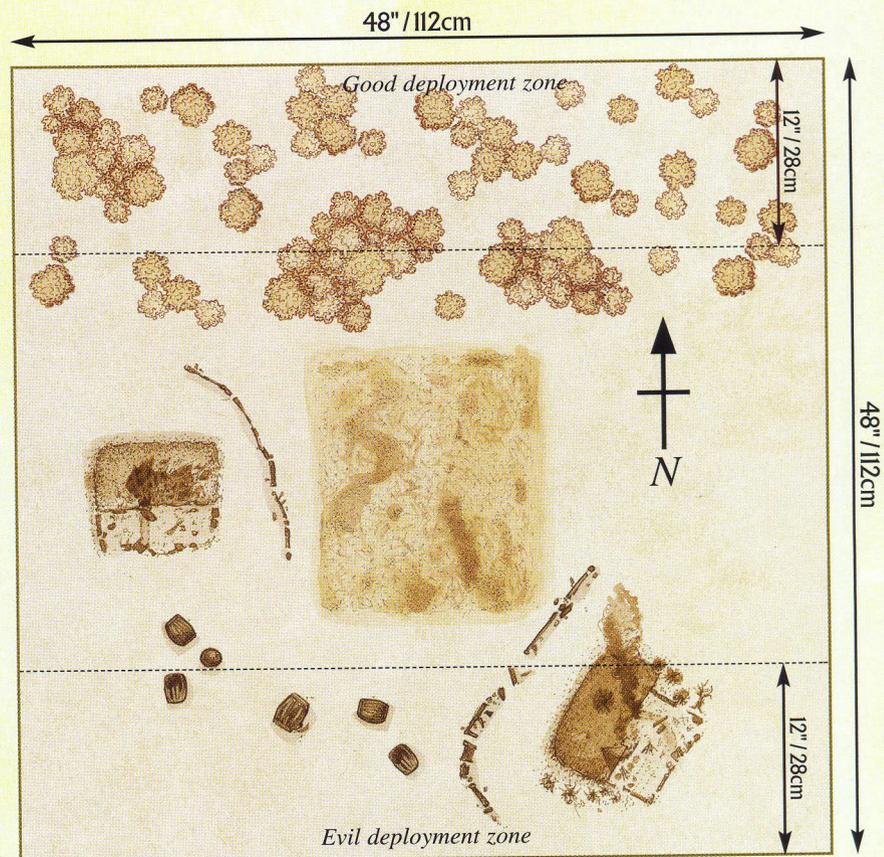
POINTS MATCH

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

THE SCOURING OF THE SHIRE

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

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



THE BATTLE OF BYWATER

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

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

FORCES

GOOD

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

EVIL

Sharkey and Worm
9 Ruffians with whip
6 Ruffians with bow

LAYOUT

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



STARTING POSITIONS.

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

OBJECTIVES.

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

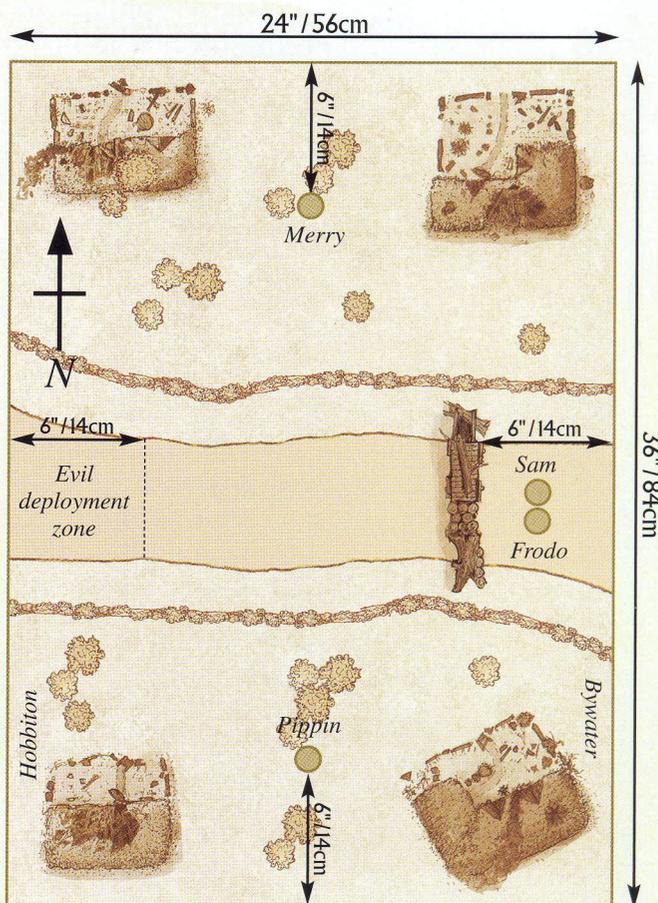
SPECIAL RULES:

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

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

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

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



POINTS MATCH

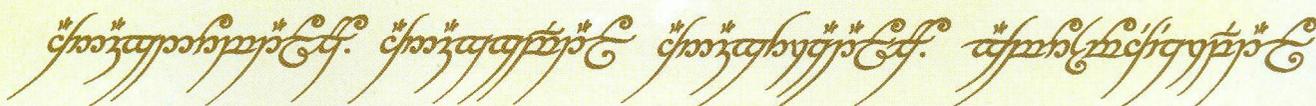
This scenario recreates the desperate final battle fought in the Shire. If you wish to play this scenario with different forces, both players should select forces of roughly equal points.

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

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

THE SCOURING OF THE SHIRE

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



THE WILDS OF ERIADOR

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

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



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



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

GOOD HEROES

BANDOBRAS TOOK

Points Value: 40

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

WARGEAR

Bandobras Took carries a hand weapon and rides a horse.

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



RANGER OF THE NORTH (MAN)

Points Value: 25

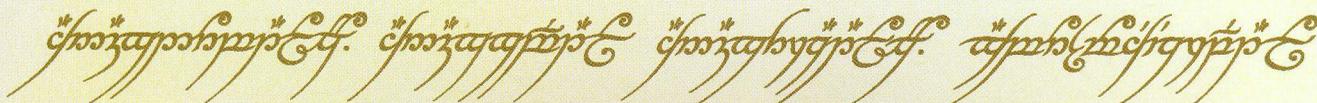
	F	S	D	A	W	C	Might: 1
Ranger of the North	4/3+	4	5	1	1	5	Will: 1
							Fate: 1

WARGEAR

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

Spear	1 pt
Horse	6 pts

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





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



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

– Tom Bombadil
The Fellowship of The Ring

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

TOM BOMBADIL (MAN?)

Points Value: 80

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

WARGEAR

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

SPECIAL RULES

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

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

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

MAGICAL POWERS

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

GOLDBERRY (WOMAN?)

Points Value: 70

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

WARGEAR

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

SPECIAL RULES

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

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

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

MAGICAL POWERS

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



EVIL HEROES



After the Last Alliance of Elves and Men and the fall of Sauron, the Witch-king fled to the North and there built the kingdom of Angmar. He sent dark spirits south to the Barrow-downs and the skeletal forms of the long-dead rulers walked once more, bedecked with gold and carrying dark blades, their actions directed by the dread will of Sauron's chief servant. In time, the Witch-king was defeated and his kingdom of Angmar destroyed, but the Barrow-wights remain within their tombs, luring the unwary to their doom.

BARROW-WIGHT

Points Value: 50

	F	S	D	A	W	C	Might: 0
Barrow-wight	3/-	2	7	1	1	6	Will: 5
							Fate: 0

WARGEAR

A Barrow-wight wears heavy armour and carries a sword of great age and exceptional craftsmanship.

SPECIAL RULES

Movement. The Barrow-wights were once Men and therefore have a Move value of 6.

Terror. A Barrow-wight is a terrifying supernatural creature. Barrow-wights cause terror in their enemies, as described in the Courage section of the rules.

MAGICAL POWERS

Paralyse. Range 6"/14cm. Dice score to use 4+. The affected model is immediately *paralysed*. A *paralysed* victim is knocked to the ground and may do nothing until it recovers. If engaged in close combat, the victim rolls no dice (automatically losing any Fight if no other friendly models are involved) and counts as trapped. At the end of the Fight phase, the opposing player must roll a dice for each of his models that are *paralysed*, on the roll of a 6 that model recovers and is immediately stood up. Friendly models that spend the Fight phase in contact with a *paralysed* model without doing anything else can attempt to revive them. To do so, they roll a dice and need to obtain a 6, as described above. Note that Heroes can use Might to modify this roll.

GOBLIN SHAMAN

Points Value: 45

	F	S	D	A	W	C	Might: 1
Goblin Shaman	2/-	3	4	1	2	3	Will: 3
							Fate: 1

WARGEAR

The Goblin Shaman represented by the profile has a spear and wears armour.

MAGICAL POWERS

Fury. Range 6"/14cm. Dice score to use: 3+. This power is targeted on the Shaman itself and, once in action, its 6"/14cm area of effect follows the Shaman as he moves around. The Shaman and all Moria Goblins (including Heroes) within range of the power are possessed by an insane fighting frenzy, which allows them to ignore the most serious of wounds. They automatically pass any Courage test they are required to take. In addition, every time they suffer a wound, they can roll a dice: if a 6 is rolled, the wound is recovered. This is effectively like using a point of Fate, with the only exception that the Wound is recovered only on the roll of a 6 rather than on a 4+. If the wound is not recovered, Heroes can then make use of their Fate as normal.

Once the magical power is in action, both its effects will last until the Shaman is engaged in a Fight and his side loses the fight. The Shaman can of course employ the power again later as long as he has Will left.

Transfix. Range 12"/28cm. Dice score to use: 5+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will, and Fate but cannot make any heroic actions. The effect lasts for the remainder of that turn.



For centuries untold, the Shamans of the Goblins of Moria have been the tools by which the Red Eye of Mordor has enacted his will upon these lowest of his minions. Their mind-bending powers are far inferior to those of the Wizards, but they also have the ability of working the warriors of their tribe into a blind frenzy, invoking upon them the protection of their dark god.





Though he will never rank amongst the mightiest of Orc chieftains to lead his followers to war, Golfimbul has surely gone down in history as one of the most determined. At his command, dozens of Warg Riders descended upon the Shire, eager to despoil it and claim it for their own. Breaking through the Dúnedains' defences – no small feat in itself – Golfimbul's horde seemed poised for a great victory...

GOLFIMBUL (ORC)

Points Value: 45

	F	S	D	A	W	C	Might: 2
Golfimbul	3/-	4	5	2	2	4	Will: 2
							Fate: 0

WARGEAR

Golfimbul wears armour. He carries a hand weapon and rides a Warg.

	F	S	D	A	W	C
Warg	0	4	4	0	1	2



To the far north of the Shire, past Evendim and into the icy land of Forochel, live the White Wargs. Unlike their cousins in the lands to the south, these beasts have never been broken to the service of Orcs and exist solely to roam the plains and hills of northern Eriador, slaking their hunger where they can.

WHITE WARG CHIEFTAIN

Points Value: 75

	F	S	D	A	W	C	Might: 1
White Warg Chieftain	5/-	6	5	2	3	3	Will: 3
							Fate: 1

WARGEAR

Teeth and claws (counts as a hand weapon).

SPECIAL RULES

Packlord. A White Warg Chieftain is little more than a cunning beast, and certainly has little or no grasp of tactics and leadership. Only White Wargs may use his Stand Fast! or benefit from his heroic actions.

Terror. An enraged Warg Chieftain is a vicious and terrifying creature. White Warg Chieftains cause terror in their enemies, as described in the Courage section of the rules.

EVIL WARRIORS



White Wargs are every bit as ferocious and determined as their chieftains – fast and deadly beasts whose hunger knows no bounds.

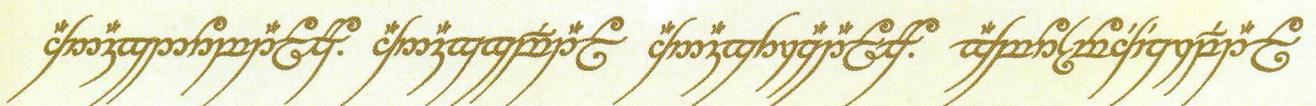
WHITE WARG

Points Value: 8

	F	S	D	A	W	C
White Warg	3/-	4	4	1	1	2

WARGEAR

Teeth and claws (count as a hand weapon).



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

STARTING POSITIONS

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

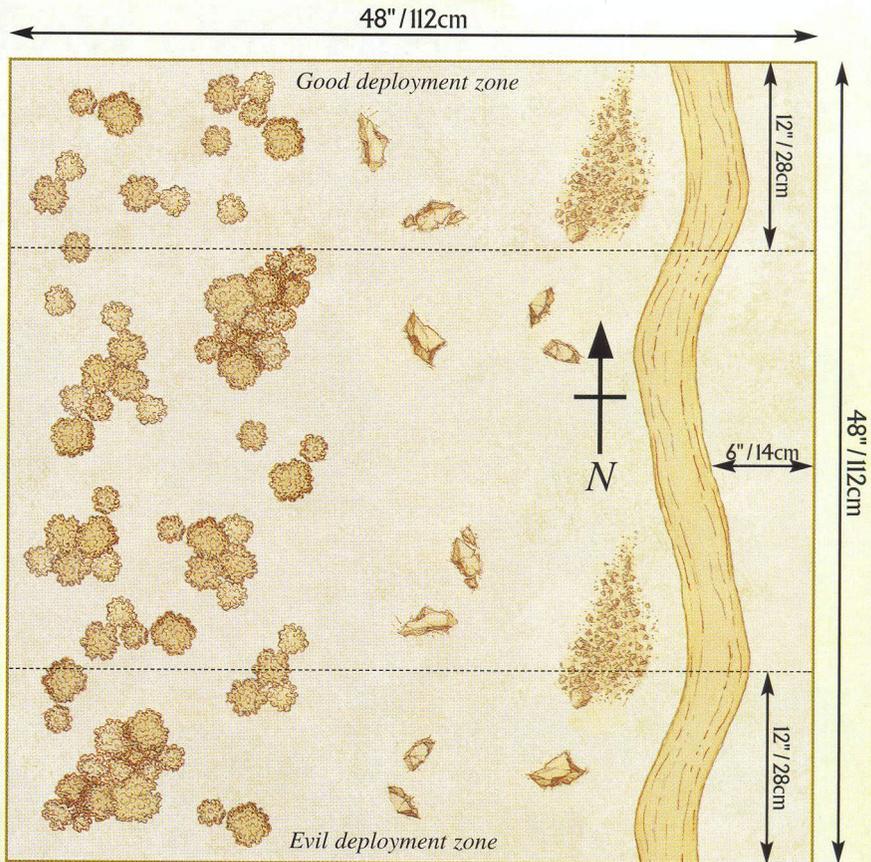
When this has been done, the Evil player deploys his entire force within 12"/28cm of the southern board edge.

OBJECTIVES

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

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

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



SPECIAL RULES

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

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

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

SWIMMING CHART

Dice Result

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

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

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

These modifiers are cumulative.

POINTS MATCH

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



PAINTING WARGS

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

WARGS



Drybrush the model with Scorched Brown.



Drybrush the fur with Bestial Brown.



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



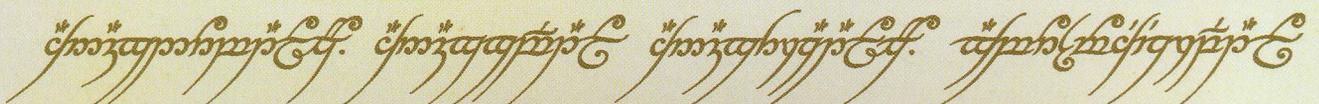
Add the first highlight to the skin with a mix of Scorched Brown, Chaos Black and Fortress Grey. Drybrush the mane with Graveyard Earth, and then with Kommando Khaki.



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



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



WHATEVER HAPPENED TO HALFAST?

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

Taken from the Red Book of Westmarch

By 1903, the Shire had been established for more than 300 years, and some of the Periannath were starting to grow restless. Though life in the Shire was good, and its people prosperous, for some the chance of finding new lands was too much of a lure. Though a semblance of stability had come over Eriador in recent years, some areas were not safe for the unwary to venture into. Whole sections of the Eryn Uial, the hills of Evendim, were inhabited by Wargs and Goblins, and indeed by creatures far worse. It was into this region that Halfast and his companions strayed, heedless of the warnings given to them by the Rangers who guarded the area. For two days, nothing untoward occurred, but on the third day a mist arose, swallowing all trace of Halfast and his companions.

PARTICIPANTS

GOOD

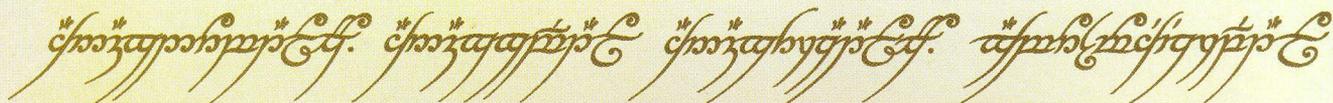
Halfast Bracegirdle (Shirriff)
4 Hobbit Archers
8 Hobbit Militia

EVIL

4 Barrow-wights
4 White Wargs

LAYOUT

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



STARTING POSITIONS

The Good player deploys the Hobbits (including Halfast Bracegirdle) within 6"/14cm of the centre of the board.

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

OBJECTIVES

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

The Evil player wins if he can sacrifice, disembowel, eat or otherwise violently kill enough Hobbits to prevent the Good player from achieving his victory.

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

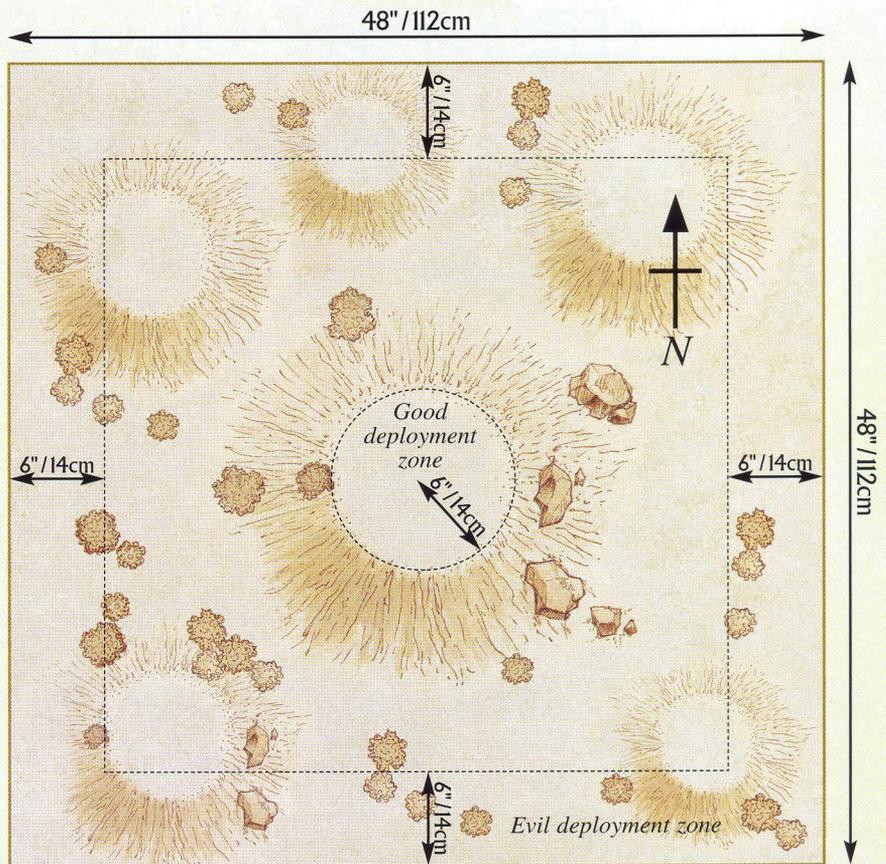
SPECIAL RULES

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

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

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

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



POINTS MATCH

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

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

– from a nursery rhyme told in Arthedain



OBJECTIVES

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

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

SPECIAL RULES

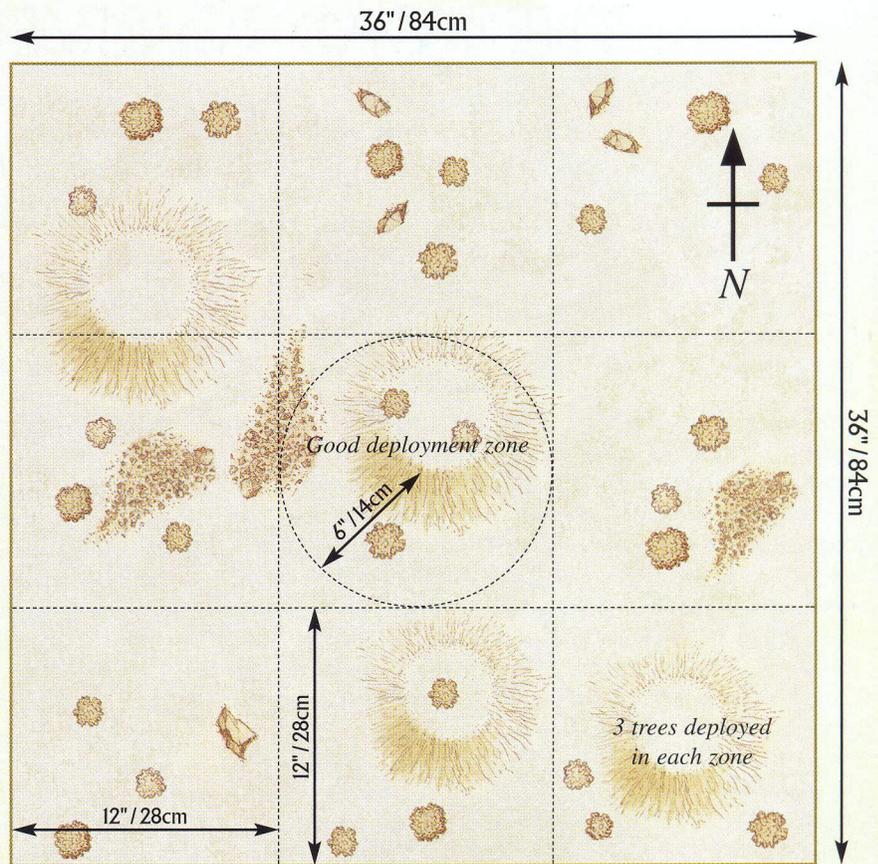
Ho Tom Bombadil! Though Tom Bombadil does not often concern himself with the world outside his door, he is often drawn to the plight of innocents. From the fourth turn onwards, the Good player may roll a D6 at the start of each turn, before Priority is established. On the roll of a 4+ or greater, Tom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

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

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

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

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

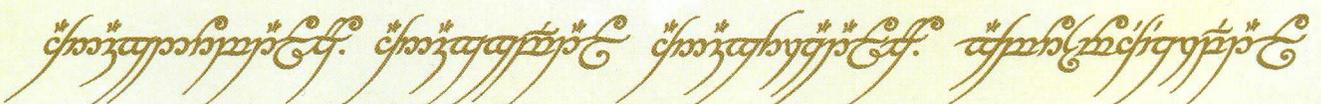


If a Restless Tree is charged while it is enveloping a model, that model is instantly released and placed within 1 1/2 cm. If a Restless Tree is wounded, defeated in combat, or is targeted by either the Hey! Come Merry Dol! or Refreshing Song magical powers, it releases any enveloped model and instantly retreats $D3 \times D6$ cm directly away from the source of the attack.

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

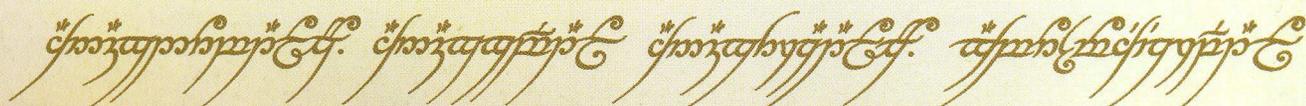
POINTS MATCH

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



SUMMARY

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



THE LORD OF THE RINGS

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