

THE LORD OF THE RINGS

STRATEGY BATTLE GAME



THE FELLOWSHIP
OF THE RING



NEW LINE CINEMA
A Time Warner Company

GAMES
WORKSHOP

THE
LORD
OF THE
RINGS
STRATEGY BATTLE GAME™

*“For Isildur’s Bane shall waken,
And the Halfling forth shall stand.”*

The Fellowship of The Ring



CONTENTS

How To Use This Book 4	 5: Fog on the Barrow-downs 30	 Cave Troll 63
 Rangers 6	 Aragorn 32	 12: Balin's Tomb 64
 Ringwraiths 8	 Gandalf the Grey 33	 Dwarrowdelf 66
 Hobbits 9	 Amon Sûl 34	 13: Escape from Dwarrowdelf 70
 Scenery 10	 6: The Grey Pilgrim & the Black Riders 42	 The Balrog 72
 Rocky Outcrops 10	 7: Pursuit into the Wilds 44	 14: The Bridge of Khazad-dûm 76
 Hills 12	 8: Amon Sûl 46	 15: Lothlorien 78
 Building a Table 14	 Elves 48	 Uruk-hai Scouts 80
 1: The Hunt Begins 16	 9: Flight to the Ford 50	 Amon Hen 81
 2: The Trust of Arnor 18	 Legolas & Gimli 52	 16: Aragorn's Stand 84
 3: Short Cuts Make Long Delays 20	 Boromir 53	 17: Boromir's Redemption 86
 Rivers 22	 10: The Hounds of Sauron 54	 18: The Breaking of the Fellowship 88
 Ferry, Ford & Jetty 24	 The Mines of Moria 56	Linking the Scenarios 90
 4: Bucklebury Ferry 26	 11: The Watcher in the Water 58	Good Heroes 93
 Barrow-wights 28	 Balin's Tomb 60	Evil Heroes 95
 Tom & Goldberry 29	 Creatures of the Misty Mountains 62	Profiles 96

Inspired by the works of
John R. R. Tolkien.

By
Matthew Ward,
Dominic Murray, Steve Cumiskey
& Mark Jones

Additional Material
Adam Troke, Adrian Wood & David Cross

Cover & Graphic Design
Markus Trenkner

Conceptual Design
Rick Priestley & Alessio Cavatore

Production
Michelle Barson, Marc Elliott,
John Michelbach, Dylan Owen, Mark Owen,
Adam Shaw, Ian Strickland & Nathan Winter

'Eavy Metal
Kevin Asprey, Pete Foley, Neil Green,
David Rodriguez Garcia, Neil Langdown,
Darren Latham, Keith Robertson
& Kirsten Williams

Miniatures Design
Alan Perry, Michael Perry, Gary Morley,
Trish Morrison & Brian Nelson

Special Thanks To...
Peter Jackson, Richard Taylor
& everybody at Weta
John Mayo & David Imhoff at New Line Cinema
Laurie Battle at Tolkien Enterprises
Rob Wood, Graeme Nicoll, Andy Jones
& The Ringwraiths

PRODUCED BY GAMES WORKSHOP

Copyright © Games Workshop Limited 2005 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of the King which are © MMV New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary work *The Fellowship of the Ring* © The Tolkien Estate 1954, 1966. All rights reserved. *The Lord of the Rings*, *The Fellowship of the Ring*, *The Two Towers*, *The Return of the King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the relevant proprietary owner. British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop The Lord of The Rings website
<http://uk.games-workshop.com/thelordoftherings/>

Games Workshop website
www.games-workshop.com

The Lord of The Rings website:
www.lordoftherings.net

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

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
2679 Bristol Circle
Unit 3,
Oakville,
Ontario L6H 6Z8

NEW LINE CINEMA
A Time Warner Company



Tolkien Enterprises



AOL keyword:
Lord of the Rings

INTRODUCTION

Welcome to The Fellowship of The Ring, the first of a new range of The Lord of The Rings Strategy Battle Game supplements. This book is an ideal follow-on to the Mines of Moria set or the main rules manual, and you will need a copy of the rules to make full use of the gaming material presented here.

Within these pages you'll find out how to recreate the exciting events of the first chapter of The Lord of The Rings. Frodo Baggins, a Hobbit from the Shire, has found himself in possession of the Dark Lord Sauron's Ring of Power. Only by destroying the Ring can the world be made safe, and Frodo finds himself thrown into one of the most perilous quests in the history of Middle-earth.

The main pages of this book cover three subjects, described in detail over the page:

-  SCENARIOS
-  PAINTING
-  TERRAIN

The scenario pages link together into a campaign that allows you to play through the key events of the book and the film. As the Good player, you take control of The Fellowship of The Ring – the mightiest heroes of the age. As the Evil player, you have the chance to do what the minions of Sauron could not: slay Frodo and seize The Ring. Use Nazgûl to stalk the Ringbearer, Goblins to prowl the catacombs of Moria, and Uruk-hai to scour the banks of the Anduin.

As you travel through the story, the book will help you collect and paint all the models that you need. Detailed guides cover the techniques you'll need to swiftly apply fantastic finishes to your models.

You'll also be shown how to build all the terrain you need to play the scenarios, starting with the board itself and culminating in detailed scenes such as Weathertop and Dwarrowdelf. By the time you've reached the end of this book, you'll not only have decided the fate of The Fellowship of The Ring, but also have built up a substantial collection of models and terrain that you can use to play all manner of other battles.

Mat
W



The route of the Fellowship



HOW TO USE THIS BOOK

The pages of this book are divided into three types: Scenarios, Painting and Terrain. Each page type is explained here.



SCENARIOS

Each scenario depicts a particular scene from The Fellowship of The Ring film or book. Played in order, they follow through the entire story.

The dice icon denotes a Scenario page.

The story – setting the scene for this encounter.

The scenarios all have 'Special Rules' which apply only for that particular battle.

The photograph shows the game in progress, using the scenery described on the Terrain pages, and models painted as shown in the Painting pages.

'Layout' explains how to set up the terrain – this is also shown on the board map.

SCENARIO 4

BUCKLEBURY FERRY

Story: Frodo spends an evening in the care of Galadriel and her attendants. Frodo and his two friends set out for Bucklebury Ferry the following day. Made more cautious by their close call with the Ringwraiths, they cut across Foro – a place well remembered by Frodo from many evenings wrapping sides of a child. After a pleasant meal (accompanied by an even more pleasant meal of apples), Frodo and his companions set off for the Bucklebury Ferry, accompanied by a newly chosen messenger. They know the way falls but become concerned about their late arrival – they must still reach the ferry before sunset, for the Black Riders have passed. In the venerable ferry cabin, ever alert for the sound of hoof beats clapping on through the rafters.

Participants:
Good: Frodo Baggins, Sam Gamgee, Pippin Took, Merry and Brandybuck.
Evil: 3 Ringwraiths.
Frodo does not carry Sting or wear the Mirbll coat.

Objectives: Frodo must make his way to the ferry and escape the power of the Ringwraiths by moving off the board from the eastern edge. The Evil player must prevent this by killing Frodo.

Special Rules:
The Swords: The Nazgûl follow the rules for Swords as described in the main rules manual. As they are absent, the Good player may move the Ringwraiths during the first turn. In addition, enemies of the good world. The Nazgûl have poor daylight vision – all Good models cannot see through the fog for the purposes of this scenario.
The Cry of the Nazgûl: Once per game after the dawn has broken, the Evil player may shout or unleash the horses of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Coverage reduced to 1 point.
The Ferry: The ferry can be moved at a rate of 1000mm as a whole each turn (as a move) – there must be at least one model on the ferry to move it in this manner. Models on the ferry cannot themselves move during a turn.

Points Match: If you want to play this scenario with alternative participants, please see page 10 of the game rules. Note that the Good Force should include Frodo.

Layout: The scenario is played on a 48" (120cm) x 48" (120cm) table, representing the meadows adjoining the Brandywine river. The river itself is about 8" (20cm) wide and has 5" (13cm) from the eastern table edge. The ferry lies in the middle of the eastern riverbank. A line of hills is about 8" (16cm) from the western bank. A thin strip of heavily wooded land about 1" (2.5cm) wide. A row of bushes lines the far bank of the river (see map).

Starting Positions: The Good player deploys Frodo, Sam, Merry and Pippin in the Good deployment zone (see map). The Evil player then deploys a single Ringwraith in the Evil deployment zone. The remaining Ringwraiths are then deployed hatching the western board edge.

Participants:
Good: Frodo Baggins, Sam Gamgee, Pippin Took, Merry and Brandybuck.
Evil: 3 Ringwraiths.

Objectives: Frodo must make his way to the ferry and escape the power of the Ringwraiths by moving off the board from the eastern edge. The Evil player must prevent this by killing Frodo.

Special Rules:
The Swords: The Nazgûl follow the rules for Swords as described in the main rules manual. As they are absent, the Good player may move the Ringwraiths during the first turn. In addition, enemies of the good world. The Nazgûl have poor daylight vision – all Good models cannot see through the fog for the purposes of this scenario.
The Cry of the Nazgûl: Once per game after the dawn has broken, the Evil player may shout or unleash the horses of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Coverage reduced to 1 point.
The Ferry: The ferry can be moved at a rate of 1000mm as a whole each turn (as a move) – there must be at least one model on the ferry to move it in this manner. Models on the ferry cannot themselves move during a turn.

Points Match: If you want to play this scenario with alternative participants, please see page 10 of the game rules. Note that the Good Force should include Frodo.

'Participants' lists the models required on each side to fight this scenario.

'Objectives' describes what each side must do to win.

'Starting Positions' details where to deploy your models (again this may be illustrated on the map).

'Points Match' explains how to use the scenario with different models to those listed.

EQUIPMENT

You will see in the rules manual that many characters have various options for the equipment they carry, or mounts they ride. For the scenarios in this supplement, players should choose whichever options best match the relevant scene in the film or book. For example, the Ringwraiths would not be mounted on their monstrous Fell Beasts during this part of the story.

RANGERS



For the forces of Good, our story begins with the Rangers, battling the Ringwraiths on the borders of the Shire. This is also the beginning of our journey through miniature painting. As the book progresses, we'll be looking at various techniques that you can use on your models. As the Rangers are the first of the models we'll be looking at, we're also going to deal with two of the fundamental aspects of miniature painting here – basing and undercoating.

For the Rangers, we'll be using a technique called layering. Layering is an effective method for creating subtle, lush colouring, as well as dramatic contrasts; for this reason it's a very popular method to use when painting characters or models like the Rangers, with lots of subtle, natural tones.

UNDERCOATING

An undercoat provides a good surface for your paint to adhere to, as well as acting as a base colour for later layers of paint. It is common to undercoat either in white or black. In the case of these models, we recommend using black.

While you can undercoat your models with Chaos Black paint, we recommend using Chaos Black undercoat spray for a faster and more even coat.

COAT



Begin with a basecoat of Dark Angels Green.



Apply a layer of Snot Green.



Complete the coat with a highlight of Bleached Bone mixed with Snot Green.

SKIN



Use Tanned Flesh as a basecoat.



Apply a layer of Dwarf Flesh.



Highlight the skin with a layer of Dwarf Flesh mixed with Elf Flesh.



LAYERING

Layering is a technique for representing light and shade on a model by painting successive graduations of a colour, from dark to light. Two-tone layering over a black undercoat provides shading and highlighting and looks effective from any reasonable distance. You will need to leave some of the previous colour in the recesses.

In principle, the technique can be used with any colour of undercoat and can be refined to the point where individual layers become indistinguishable even from close up. A subtler blend of colour can be achieved by mixing the colours together to create more intermediate stages.

BASING

A model's base is every bit as important as the model itself. While simply painting all of your bases will give your force an effective, uniform appearance, the most effective way of finishing a base is to apply a textured material.

The easiest way to add textured material to a base is to paint it with PVA glue and then dip it into a tray of modelling sand. Once the sand is dry, paint it with layers of Scorched Brown, Bestial Brown and Bleached Bone. Then paint the edge of the base Bestial Brown. To complete the base, dab on patches of PVA glue and then sprinkle it with static grass.



TUNIC



Apply a basecoat of Shadow Grey.



Complete the tunic with a layer of Codex Grey.

BLADE



Begin with a layer of Boltgun Metal.



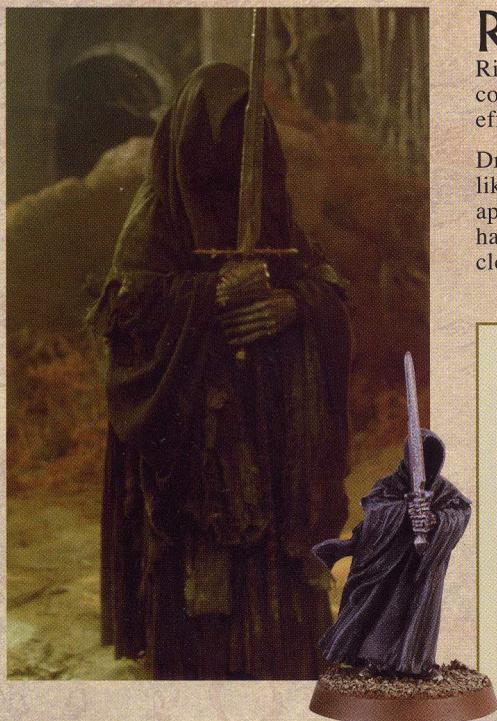
Highlight the blade with a layer of Chainmail.

RANGERS

- Boots: Chaos Black/Codex Grey mix, Codex Grey.
- Belts: Scorched Brown, Snakebite Leather.
- Buttons: Chainmail.
- Bow: Scorched Brown, Dark Flesh.
- Sample hair colours**
- Brown: Bestial Brown, Snakebite Leather.
- Blonde: Vomit Brown, Bleached Bone.



RINGWRAITHS



Ringwraiths are one of the most iconic images of evil in *The Fellowship of The Ring*, if not the entire trilogy. Their pursuit of the Hobbits from the Shire to Rivendell makes them the focus of the early part of the story for the player controlling the forces of Evil. As with the Rangers, the Ringwraiths can be effectively painted using a single technique, in this case drybrushing.

Drybrushing is a fast and effective way to add highlights to areas of raised detail, like the cloaks and intricate armour of the Ringwraiths. It can also be used to apply a fine texture to large flat areas. The finish produced by using this technique has a slightly dusty, or weathered appearance, which makes it ideal for the ragged cloaks and decaying weapons of the Ringwraiths.

DRYBRUSHING

For this technique, you'll need to use a Drybrush, and some fairly thick paint. If the paint is a little thin, let it dry slightly on the palette. Work the colour into the brush and then wipe any excess back onto the palette. Run the brush over a tissue or newspaper, or some similarly absorbent surface, until the strokes leave almost no mark even when applied with pressure.

Begin by stroking the brush gently over the surface that you wish to highlight. Ideally the brush should leave no discernible strokes, but only deposits a fine, even dusting of colour over the raised areas of the model. The drier the brush, the more the effect will appear as a dusting of even colour. By slowly building up the paint, you'll notice how repeated dusting gives naturally graduated highlights.

WEAPONS & ARMOUR



Apply a basecoat of Tin Bitz.



Drybrush the sword and armour with Boltgun Metal.



Highlight the metal parts by drybrushing them with Chainmail.

CLOAK



Begin with a basecoat of Chaos Black.



Drybrush the cloak with a mixture of equal parts Chaos Black and Codex Grey.



To finish, drybrush the edges of the cloak with Codex Grey.





HOBBITS



Much as the Ringwraiths drive the early part of the story for the Evil player, so the Hobbits are the focus for the Good. Like the Rangers before them, the Hobbits wear lush, natural tones and as such, are well suited to layering. The colour scheme for each Hobbit is presented in a series of lists, covering every part of each model; simply take each list of colours and apply them in the same way you have to the Rangers. To help make the process easier, we have also shown some of the colours on the models themselves.

FRODO

- ● **Cloak:** Dark Angels Green, Goblin Green.
- ● **Skin:** Dwarf Flesh, Elf Flesh.
- ● **Hair & Trousers:** Codex Grey.
- ○ **Waistcoat:** Scorched Brown, Bleached Bone.
- ● **Sack:** Scorched Brown, Bestial Brown.
- ● **Chain, Buttons & Sword:** Boltgun Metal, Chainmail.
- **Sword Hilt:** Shining Gold.



MERRY

- ● **Cloak:** Codex Grey.
- ● **Skin:** Dwarf Flesh, Elf Flesh.
- ● **Coat:** Dark Angels Green, Goblin Green.
- ○ **Bag & Trousers:** Scorched Brown, Bleached Bone.
- ○ **Hair:** Snakebite Leather, Bleached Bone.
- ● **Sword:** Boltgun Metal, Chainmail.
- **Sword Hilt:** Shining Gold.



FRODO'S JACKET



Begin with a basecoat of Dark Flesh.



Highlight the jacket by mixing Bleached Bone with Dark Flesh.

MERRY'S WAISTCOAT



Apply a basecoat of Vomit Brown.



Next, add a layer of Golden Yellow.



Highlight the waistcoat with a mix of Golden Yellow and Skull White.

PIPPIN'S JACKET



Begin with a basecoat of Regal Blue.



Apply a highlight with Ultramarines Blue.

SAM

- ○ **Cloak:** Catachan Green, Bleached Bone.
- ● **Skin:** Dwarf Flesh, Elf Flesh.
- ● **Jacket:** Codex Grey.
- ○ **Bag:** Scorched Brown, Bleached Bone.
- ● **Backpack:** Catachan Green, Kommando Khaki.
- ○ **Waistcoat:** Goblin Green, Rotting Flesh.
- ● **Trousers:** Dark Angels Green, Goblin Green.
- ○ **Hair:** Vomit Brown, Bleached Bone.
- ● **Sword:** Boltgun Metal, Chainmail.
- **Sword Hilt:** Shining Gold.



PIPPIN

- ● **Cloak:** Red Gore, Blood Red.
- ● **Skin:** Dwarf Flesh, Elf Flesh.
- ○ **Shirt:** Fortress Grey, Skull White.
- ● **Trousers:** Scorched Brown, Bestial Brown.
- ○ **Bag:** Snakebite Leather, Bleached Bone.
- ● **Scarf:** Codex Grey.
- ● **Hair:** Bestial Brown, Vomit Brown.
- ● **Sword:** Boltgun Metal, Chainmail.
- **Sword Hilt:** Shining Gold.

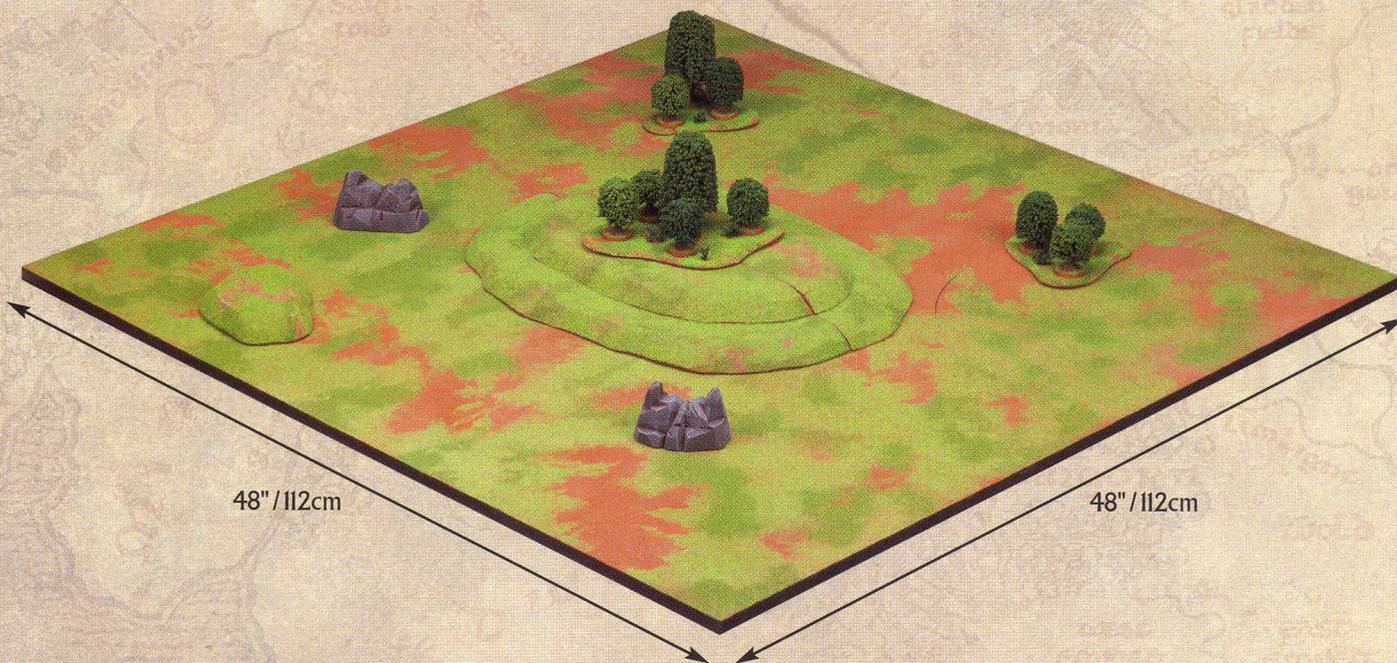


SCENERY

The Fellowship of The Ring film has some of the most stunning scenery this side of the Prancing Pony. It's exactly the sort of terrain that looks awesome on a gaming board. Good scenery transforms a table from a flat space into Middle-earth itself. It will change your games from just another battle to conflicts that rage from the verdant lands of the Shire, through to the depths of Moria, before arriving at the climactic battle of the Fellowship at Amon Hen.

We're going to show you how to recreate all your favourite moments from the film and book. You will be

able to build the eerie Barrow-downs, the decayed glory of Weathertop, and the claustrophobic dark of Balin's Tomb. These fantastic scenery pieces have been specifically designed so that you can reuse them in as many ways as possible. They are achievable to build and make your gaming table look fantastic. Your games will take on a whole new sense of drama as you race between Númenórean ruins, murky pools and along underground walkways in an attempt to foil the machinations of the forces of Evil. This means that you can re-enact any part of The Fellowship of The Ring, with your imagination being the only limit.



ROCKY OUTCROPS

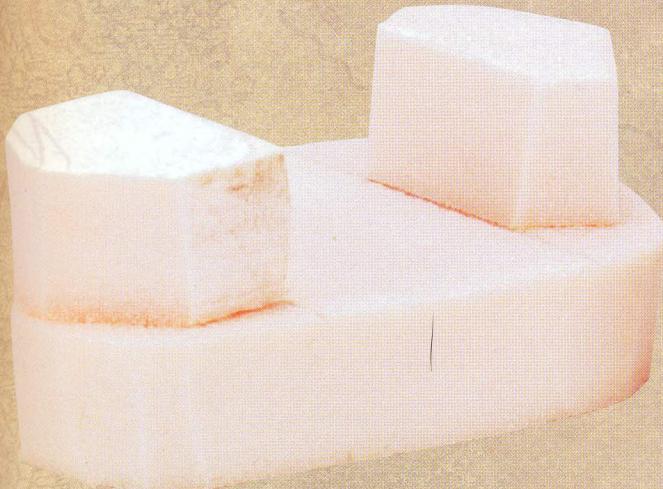
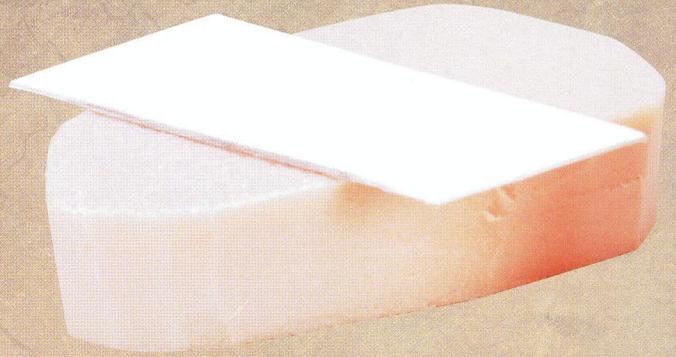
Rocks are the most versatile terrain that we will show you how to build. In games, they can represent impassable terrain, difficult ground, or even something for your warriors to jump over should you wish. If you were to make a simple rock you may choose to make it in a different shape, however, for this book they have a specific form as they are used in a variety of ways. They are stand-alone pieces in *The Hunt Begins*; barrow markers in *Fog on the Barrow-downs*; and supports for the walkways in the *Escape from Dwarrowdelf*. By making them to a set design we have ensured that you can get as much use out of them as possible. It's possible to make rocks of different height by adding layers of polystyrene. See page 66 for details.

MATERIALS

1" thick polystyrene
 Craft knife
 Thin card
 PVA glue

1. To start, cut a rough oval shape from the polystyrene. This should be approximately three inches long and two inches wide.

Cut a two-inch wide strip of card and place it on the polystyrene. Using the card as a template, take a pencil and draw two lines across the rock. This will act as a guide for when you put the outcrops on next.



2. Cut out two smaller pieces of polystyrene and glue them to the top of the rock with PVA glue. Make sure that you line them up with the pencil lines you drew to space the rocks – this ensures that you keep a two-inch gap between them. This gap will allow you to place models on the top of the rocks, and also use them later in the Escape from Dwarrowdelf scenario.



3. Using your craft knife, sculpt into the rock. Cutting into the straight surfaces allows you to create a craggy appearance that looks more natural. Once this is done you will be ready to paint your rock.

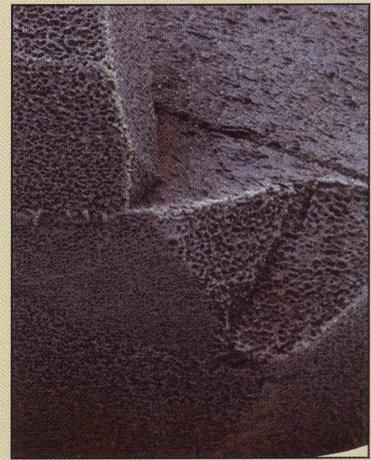
PAINING ROCKS



First, paint the rock with textured spray paint. Make sure that it covers all of the polystyrene.



Next, use Chaos Black to paint the rock. Once this is done, paint Dark Flesh into the recesses.



Using a large flat-headed brush, drybrush the rock Codex Grey followed by a final highlight of Rotting Flesh.

HILLS

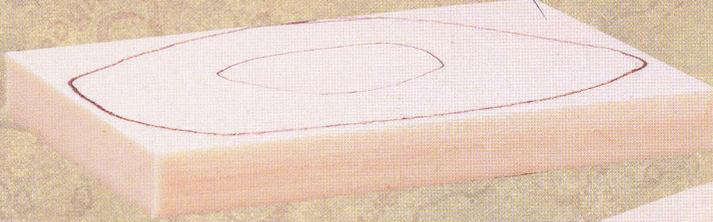
The next pieces of terrain to build are hills. During a game, hills have all sorts of uses: they can act as cover for hidden troops; provide you with a raised position in which to fire at your opponent; or act as an objective in a scenario. We will show you how to make a simple small hill, which will be used in the majority of scenarios in this book. Once you have completed that, you will be able to move onto making a larger, stepped hill. This can be split in two to provide you with more scenery, and will be used in scenarios such as The Fog on the Barrow-downs and the Ambush at Amon Hen. To play the scenarios in this book you'll need four small hills and one stepped hill.

MATERIALS

1" thick polystyrene
 Craft knife
 PVA glue

LOW HILL

1. To start, draw an oval approximately 8" x 5" onto your polystyrene. Draw a smaller oval in the centre leaving a gap the width of a model's base; this will act as the slope for the hill.



2. Using your craft knife, cut out the slope of the hill.

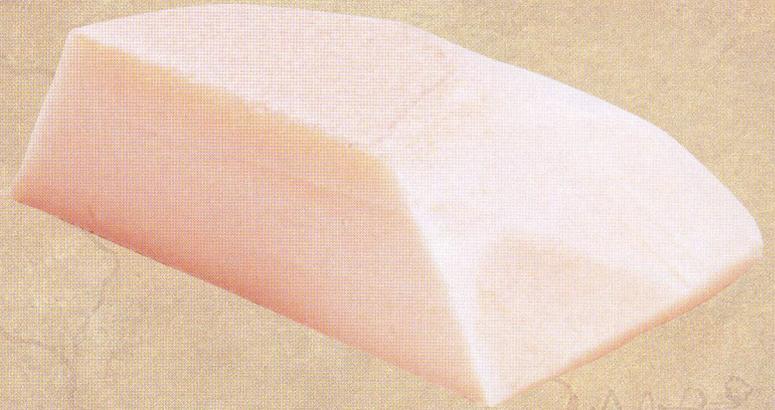


MAKING BARROWS

To create the barrows for the Fog on the Barrow-downs scenario, simply take your small rocky outcrops and put them on top of your low hills. By combining your scenery in this way you can expand your collection without having to make any new parts.



3. Next, using your pen mark as a guide, roughly carve into the polystyrene until you get a sloped effect on the hill.



4. Once you are happy with the angle of the slope, use your craft knife to blend the flat top of the hill into the sides. You can also smooth out any rough edges you have created. This will result in a smooth, natural finish to the hillside.

5. As the hill is intended to blend in with your board, you should approach painting it in exactly the same way. Refer to Painting Your Board on page 14 to see how to complete your hills.

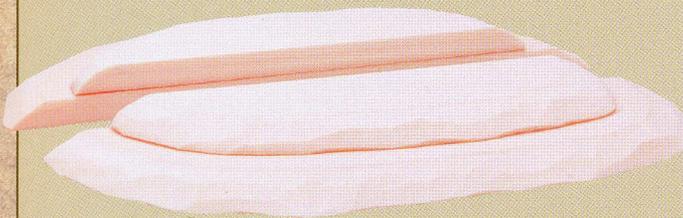
STEPPED HILL



1. To start, cut and shape a hill approximately 12" x 18" from your polystyrene. This will act as the top section of your stepped hill.



2. Place your hill on a new sheet of polystyrene and draw around it. This provides you with the top of your lower hill section. Draw an oval around this, roughly the width of a model's base; this will act as a step for you to put miniatures on. Once this is done, draw a final oval to act as the outline for the hill. With this marked out you can cut and shape your hill as described on the previous page.



3. To cut the hills in half, measure a straight line down them and cut through the polystyrene with your craft knife. When both hills have been cut in half, glue the small hill sections to the top of the large hill sections. You will now have the option of using it as one large piece of scenery or two smaller pieces.



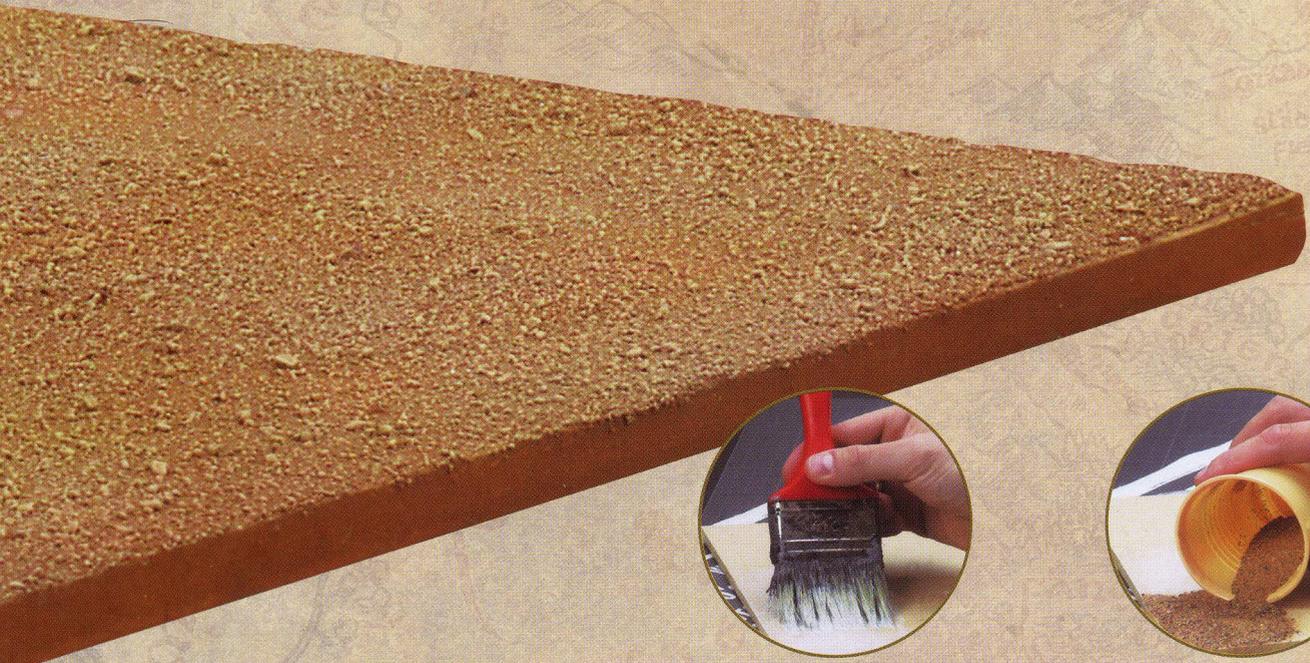
4. To finish off, you need to paint the hill to match your board.

BUILDING A TABLE

We're going to play The Fellowship of The Ring on a 4' x 4' board. This gives you enough space to plot the downfall of the plucky Hobbits, or to wreak havoc amongst the hordes of the forces of Evil. From the rolling hills of the Shire, to the eves of Mirkwood, much of Middle-earth is covered in grass and soil. This is the basis for your first gaming table, on which you will model the rest of J.R.R. Tolkien's world.

MATERIALS

- 4' x 4' wooden board
- PVA glue
- Sand
- Large flat-headed brush
- Static grass



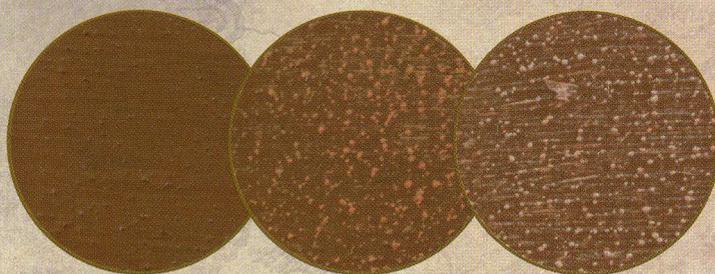
1. Apply a layer of PVA glue to the board. You may find it useful to water down the glue to help cover the large area.



2. Pour on the sand. Once the surface is dry, knock off the excess sand onto a sheet of newspaper so you can reuse it.

PAINTING YOUR BOARD

Using a large flat-headed brush paint the board using the following colours:



Basecoat
Snakebite Leather

Drybrush
Vomit Brown

Drybrush
Bleached Bone

CHOOSING A BRUSH

Painting scenery is different to painting individual models in one important area: due to the larger size of terrain it is preferable to use a bigger brush. We recommend a large flat-headed brush as it will cover a larger surface much quicker. Also, when drybrushing terrain, these types of brush are much more durable than the smaller variety.



To give the board a more natural appearance we have used static grass and modelling flock to represent different textures of scattered grassland. This should be glued to the board in random patches leaving small areas of sand showing.



1. Apply a layer of glue to patches of the board. You may find it useful to water down the glue.



2. Sprinkle on the static grass. Once the surface is dry, knock off the excess grass onto a sheet of newspaper.



3. Use modelling flock to fill the gaps between the static grass. This will give the appearance of different texture, and help to break up the flatness of the board.



4. Spray the entire board with Purity Seal. Once dry, this will minimise any damage and stop the static grass falling off the board. Make sure that you do this outside, or in a well ventilated area.

TREES

From Fangorn to Mirkwood, the forests of Middle-earth cover vast areas of land. When playing The Lord of The Rings, you can represent forests, woods and copses by using model trees. We recommend you glue your trees to 40mm round bases. This makes them more stable and allows you to base them the same way as your gaming board. To represent areas of forest we have built two types of template to stand your trees on. These are used in most of the scenarios and should be big enough to hold three and five trees respectively. Make the templates from foamcard, ensuring you have enough space to place the trees, and base them to match your gaming table.

Some of the scenarios also require the use of hedges. These are available from your local Games Workshop or hobby store.



A tree on a 40mm round base.



THE HUNT BEGINS

After long centuries of searching, the Dark Lord Sauron has at last discovered where the Ruling Ring may be found. From the twisted and ruined creature called Gollum, he has discovered the existence of a land called 'Shire' and that a creature named 'Baggins' now possesses the One Ring. Acting swiftly, he unleashes his most trusted servants, the Nazgûl, to find the Shire and the prize he seeks. In an attempt to shield their search from those who would oppose them, the Ringwraiths disguise themselves as riders in black and travel in secret. It is upon the plains of Rohan that they learn more of their quest, when treachery delivers the location of the Shire into their hands, yet they remain unopposed until they reach the borders of the Shire itself. For many long centuries, this peaceful and rich on defenceless land has been watched over by the Rangers of Arnor, who see the Shire's innocence worth protecting. Disguised though the Nazgûl are, there can be no hiding the pervading aura of evil that trails in their wake, and soon they find themselves beset by the scions of Arnor – Men who have good cause to hate the Nazgûl and everything they represent.

PARTICIPANTS

Good
9 Dúnedain

Evil
The Witch-king of Angmar
2 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king

of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

Larger Games

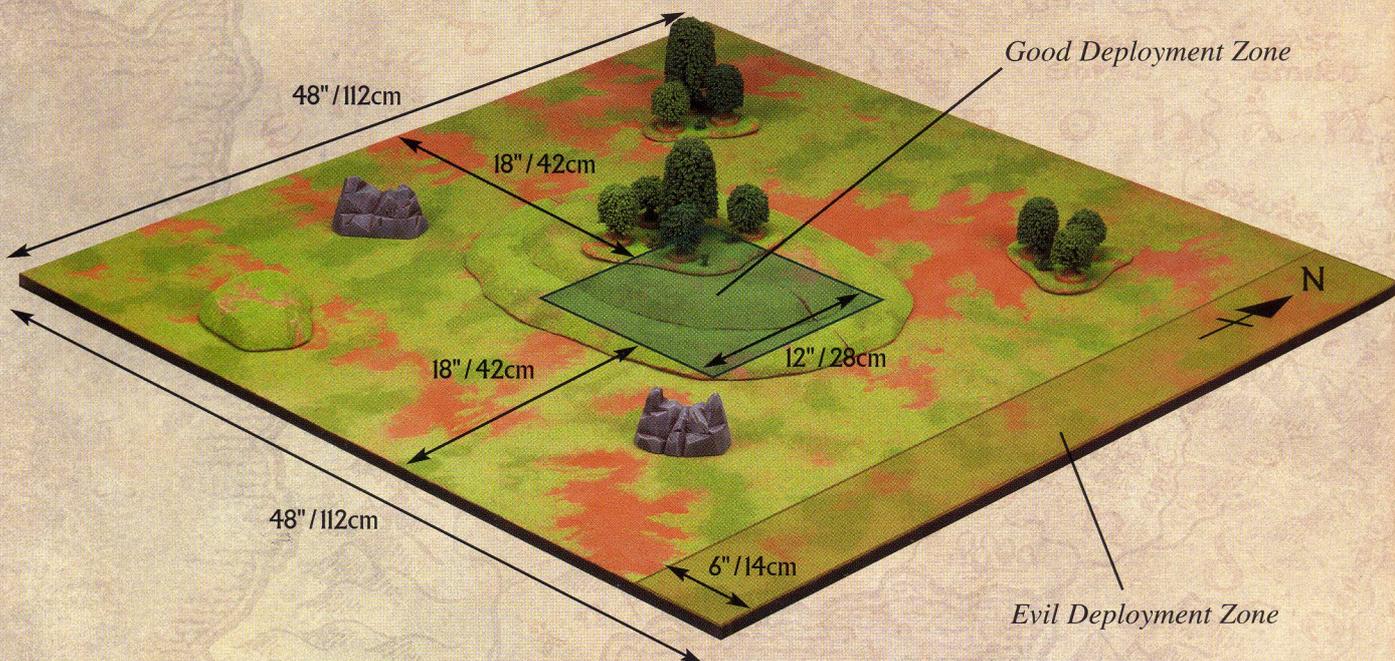
If you have more Ringwraiths and Dúnedain, you can play a larger version of this game – simply add three extra Dúnedain to the Good side for each Ringwraith that is added to the Evil side.

LAYOUT

This scenario is played on a 48"/112cm x 48"/112cm table, representing an area beyond the Brandywine river. A large hill with a wood (of about five trees) atop it dominates the centre of the table. Two smaller forests (of two or three trees) are present, one on either side of the hill, whilst a smaller hill and two rocky outcrops are scattered about the centre of the board (see map).

STARTING POSITIONS

First of all, the Good player deploys three Dúnedain in their deployment area (see map). The Evil player then deploys a single Ringwraith (which may be the Witch-king) in his deployment area. The players then alternate, with the Good player deploying three Dúnedain and the Evil player deploying one Ringwraith, until all models have been deployed. No model may be deployed within 3"/8cm of another. Any Dúnedain not deployed in this manner will be available later in the game.





OBJECTIVES

The Ringwraiths are trying to break into the Shire to track down the One Ring. The Evil player wins the game if at least half of the Evil force (two models in the case of the standard participants) exit the western table edge. The Good player wins if the Dúnedain can prevent this from happening.

SPECIAL RULES

Hue and Cry: As the battle goes on, more Dúnedain are drawn towards it. From the fourth turn onwards, the Good player may roll a D6, at the end of the Movement phase, for each Dúnedain currently not in play. For each roll of a 6, he may move a single Dúnedain onto the board from either the north or south board edges. In this way, the Good player can bring Dúnedain into play who have previously been slain, but note that the Good force is considered to be 'broken' once six Dúnedain have been killed. Newly arrived models may not charge, but may otherwise act normally.

The Cry of the Nazgûl: Once per game, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points. However, such a fearful noise will also have the effect of drawing more combatants to the battle – in the turn that this ability is used, Dúnedain will arrive on the roll of a 4+, rather than a 6 as described in the Hue and Cry special rule.

POINTS MATCH

There are many beings who watch over the Shire, not just the Dúnedain, but Elves, Dwarves and Wizards. If you want to play this scenario with alternative participants, choose two forces that are roughly equal in points value.





SCENARIO 2

THE TRUST OF ARNOR

Following the brief and bloody battle in the area around Sarn Ford, the Ringwraiths have succeeded in breaching the defences of the Shire. Many of the Dúnedain fell or were driven mad by fear, yet not even a single wraith fell to their skill, testament indeed to the dark power of the Nine Riders. However, though their losses have been heavy, the Dúnedain are determined not to fail in their self-imposed duty to protect the Hobbits. Exhausted though they are, the survivors ride hard in pursuit of the Nazgûl, hoping that there are enough of their brethren still before the wraiths to bring them to battle. In this, if in little else, the Dúnedain are fortunate, for the battle near the ford has divided the Nazgûl, hopefully giving them the advantage they need to defeat them and preserve the Shire from the Ringwraiths' intrusion. If the handful of un-blooded Dúnedain can only slow the Nazgûl for a few minutes, the northmen may yet taste victory this day.

PARTICIPANTS

Good
9 Dúnedain

Evil
The Witch-king of Angmar
8 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

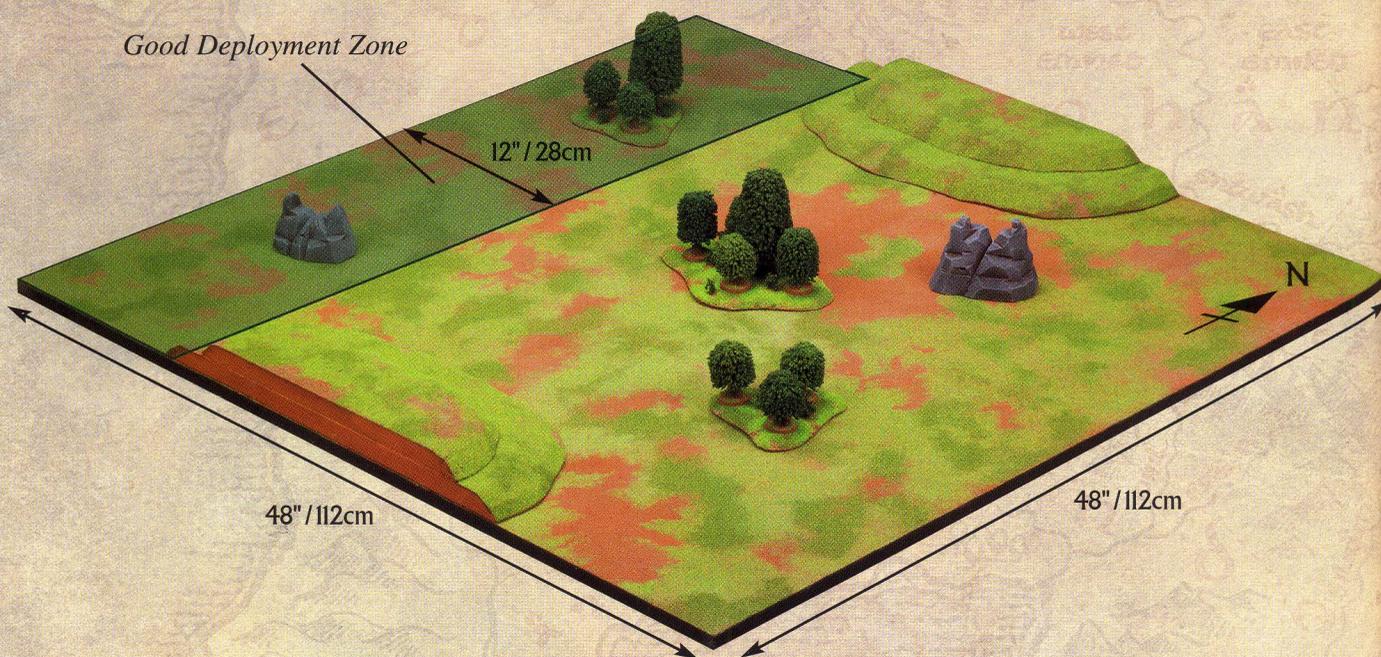
This scenario is played on a 48"/112cm x 48"/112cm table, representing an area in the Southfarthing of the Shire. Two hills project onto the board from the north and south edges with several small forests (of between three and five trees) and two rocky outcrops between them (see map).

STARTING POSITIONS

First of all, the Good player deploys six of his Rangers in their deployment area (see map). The Ringwraiths are not deployed at the start of the game, but instead will arrive as the game goes on.

OBJECTIVES

This is the last chance for the Rangers to be able to stop the Nazgûl before they reach the Shire proper. The Evil player wins the game if at least half of the Evil force (five models in the case of the standard participants) exit the western table edge. The Good player wins if the Rangers can prevent this from happening.





SPECIAL RULES

Last Stand: The Rangers are prepared to sell their lives as dearly as they can to prevent the Ringwraiths achieving their terrible goal. For the purposes of this scenario, Rangers may re-roll any Courage tests that they are called upon to take.

The Pursuit: To represent the desperate pursuit by the Dúnedain from Sarn Ford, at the end of each of his Movement phases, the Good player may bring on D3 Dúnedain. These are chosen from models not deployed at the start of the game or that have been removed as casualties. The Good player may move these on from the eastern board edge. Newly arrived models may not charge, but may otherwise act normally.

The Nazgûl: At the end of each of the Evil player's Movement phases, he may roll a D3; this is the number of Ringwraiths that have arrived, and he must move this many Nazgûl (of his choice, one of which may be the Witch-king) onto the board from the eastern board edge. Newly arrived models may not charge, but may otherwise act normally.

POINTS MATCH

There are many beings who watch over the Shire, not just the Rangers, but Elves, Dwarves and Wizards. If you want to play this scenario with alternative participants, choose an Evil force approximately three times the size of the Good force – ie, if the Good force is about 250 points in size, the Evil force should be around 750 points.



SHORT CUTS MAKE LONG DELAYS

As yet unaware of the precise danger he is in, Frodo has finally departed the Shire, urged to do so by Gandalf the Grey. His ultimate destination is the Elf haven of Imladris, more commonly known as Rivendell, yet first he needs to reach the village of Bree, where Gandalf will be waiting for him. In truth, Frodo has been less than honest with his companions, Sam and Pippin, for he has told them that he is merely travelling to Buckland to begin a new life away from the bustle of Hobbiton. Of course, being inquisitive Hobbits, Sam and Pippin are very much aware what Frodo's real goal is; though they have so far not acquainted their friend with this information. Having been advised by Gandalf to stay off the main roads, Frodo has travelled deep into the Eastfarthing when he and his friends hear hoofbeats upon the path. Believing it to be Gandalf, and thinking to surprise the wizard, they hide behind a tree, little realising that their pursuer is actually one of the Nazgûl until he is upon them. With miles to go until safety and the Ringwraiths upon them, can the Hobbits possibly escape?

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Gildor

Evil

3 Ringwraiths

Frodo does not carry Sting or wear the Mithril coat.

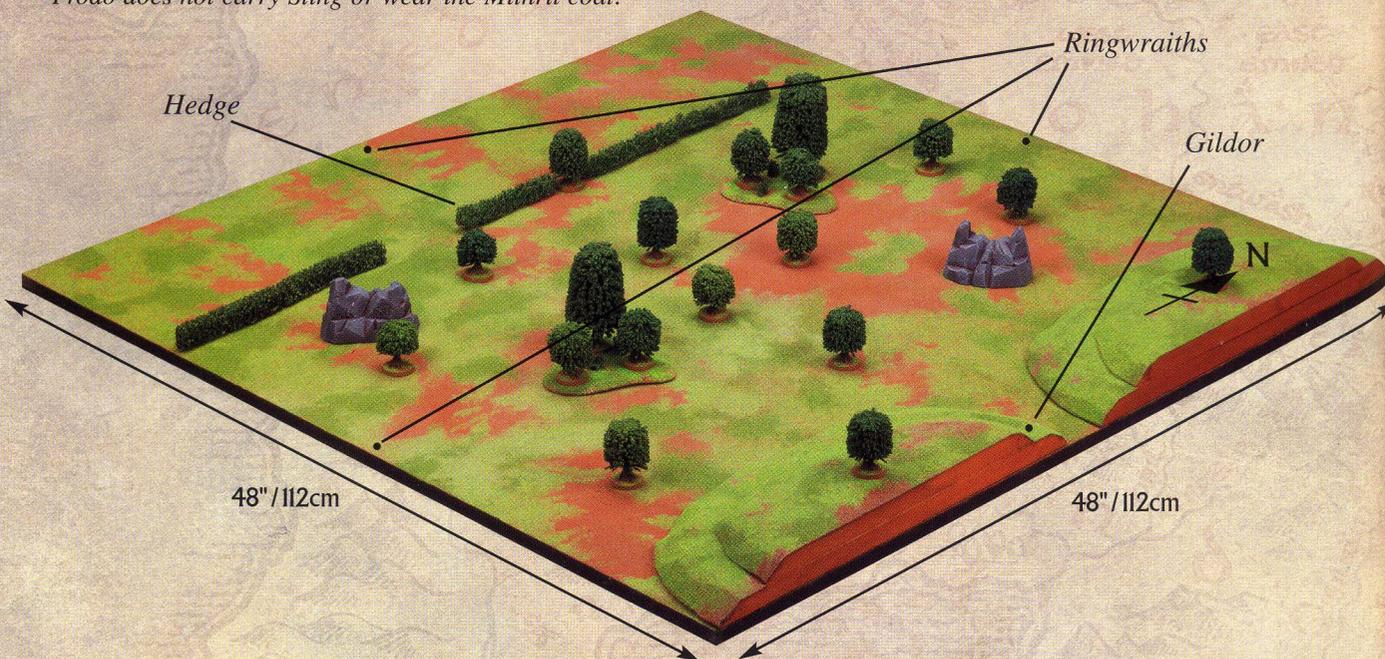
Note that the Ringwraiths have the minimum amount of Might and Fate as described in the main rules manual, and their Will is determined according to the special rule below. This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

This scenario is played on a 48"/112cm x 48"/112cm table, representing an area in the Shire's Eastfarthing. The area is quite heavily wooded, with a series of hills rising on the eastern board edge. There are two small woods (of about three trees) and several individual trees scattered across the board. A row of hedges represents the edge of the road (see map).

STARTING POSITIONS

The Good player deploys Frodo, Sam and Pippin in base contact with the hedge (see map). The Evil player then deploys three Ringwraiths; one touching the centre of the western board edge, one touching the centre of the northern board edge and one touching the centre of the southern board edge. Gildor is deployed touching the centre of the eastern board edge.





OBJECTIVES

With the Ringbearer literally a few feet away from one of the Ringwraiths, the hunt for the Ring has now truly begun. The Evil player has but one objective – kill Frodo. If Frodo is slain, the Nazgûl reclaim the Ring and the game is over. The Good player must prevent this by slaying the Nazgûl or moving Frodo off the board via the eastern edge.

SPECIAL RULES

The Search: The Nazgûl follow the rules for Sentries as described in the main rules manual. As they are almost completely unawares of Frodo's presence at the start of the game, the Ringwraiths may not move at all during the first turn. In addition, creatures of the spirit world, the Nazgûl have poor daylight vision – all Good models count as wearing Elven cloaks for the purposes of this scenario.

Each of the Nazgûl starts the game with 4+D3 Will. Note that this rule is ignored if you are playing The Fellowship of The Ring campaign.

Lost in the Woods: The three Hobbits are more than a little apprehensive after their close call with the Black Rider. Until the alarm has been raised, each Hobbit must test their

Courage before they move – if they fail, the Evil player may move them (though he may not have them charge an enemy). Once the alarm has been raised, the Hobbits are very much aware that there is something tangible to be avoided and, with their attention thus focused, may move normally.

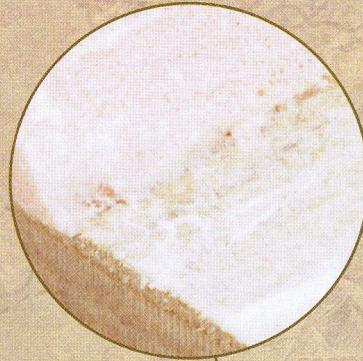
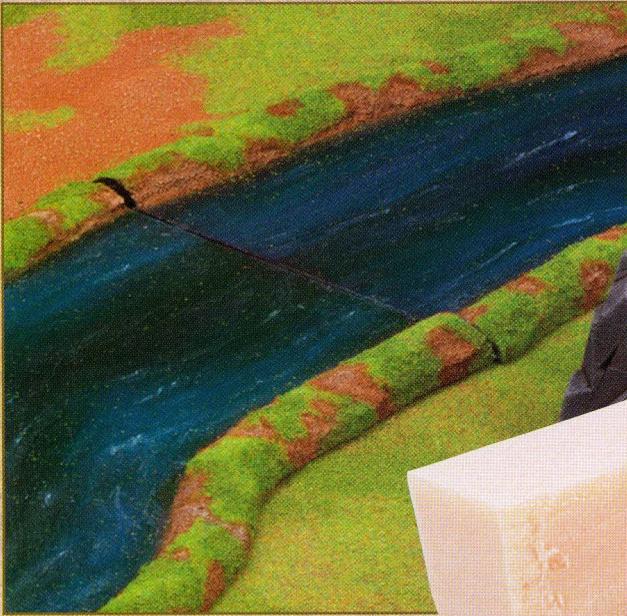
The Cry of the Nazgûl: Once per game after the alarm has been raised, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by three points.

POINTS MATCH

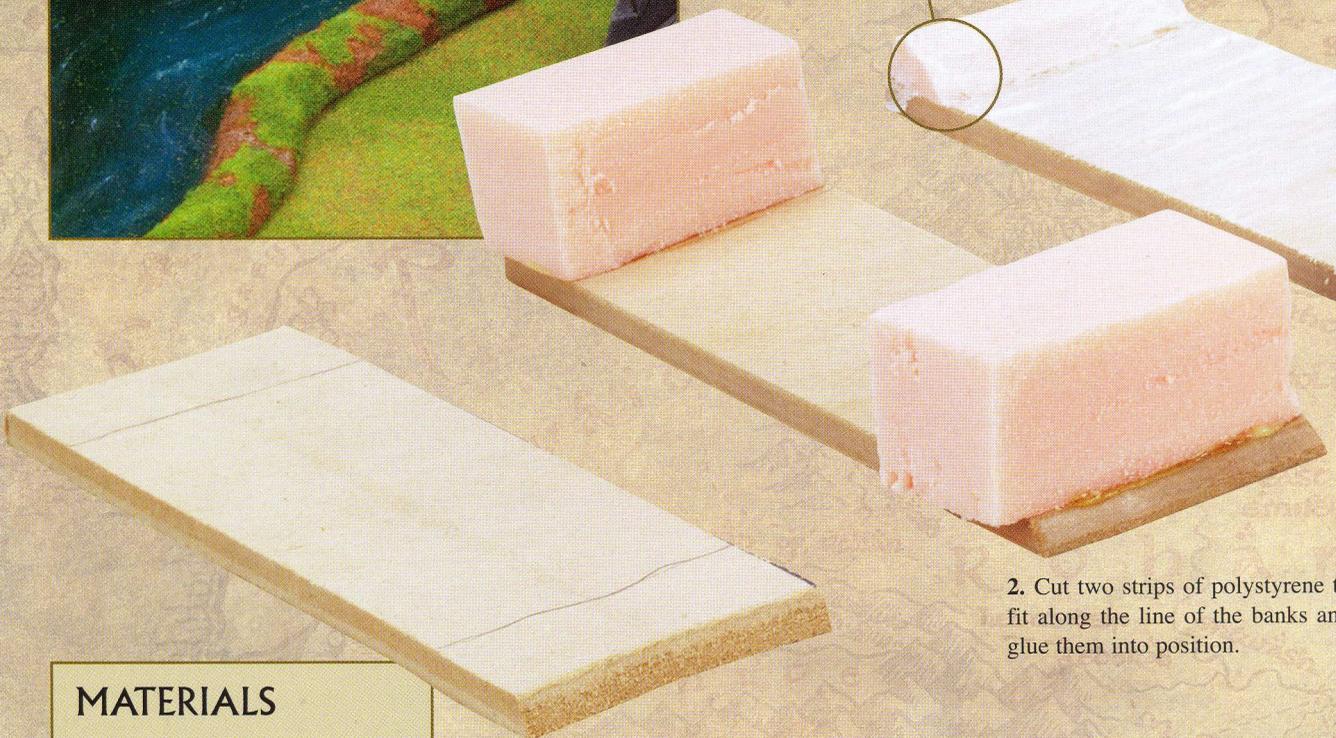
Although it is Gildor who appears in this scenario, there are many other Heroes who wander the lands of the Shire. If you want to play this scenario with alternative participants, choose two forces of about the same size. The Good force should include Frodo.

RIVERS

Rivers play host to vital encounters in The Fellowship of The Ring. From the flight to Bucklebury Ferry, to the crossing of Bruinen Ford, these waterways have a direct impact in the way you will play your games. They can be treated as impassable, or as difficult terrain, or be negotiated via bridge, ferry or ford. To make your river more versatile, and easier to store, we have made them in sections that can be put together to create a larger waterway. For the purposes of this book, you will need to make four river sections for use in the scenarios.



3. Shape the bank to match the bevelled edge and round off the shape. To finish off, blend the bank to the base with ready-mix filler, then use the filler to create the contours of flowing water.



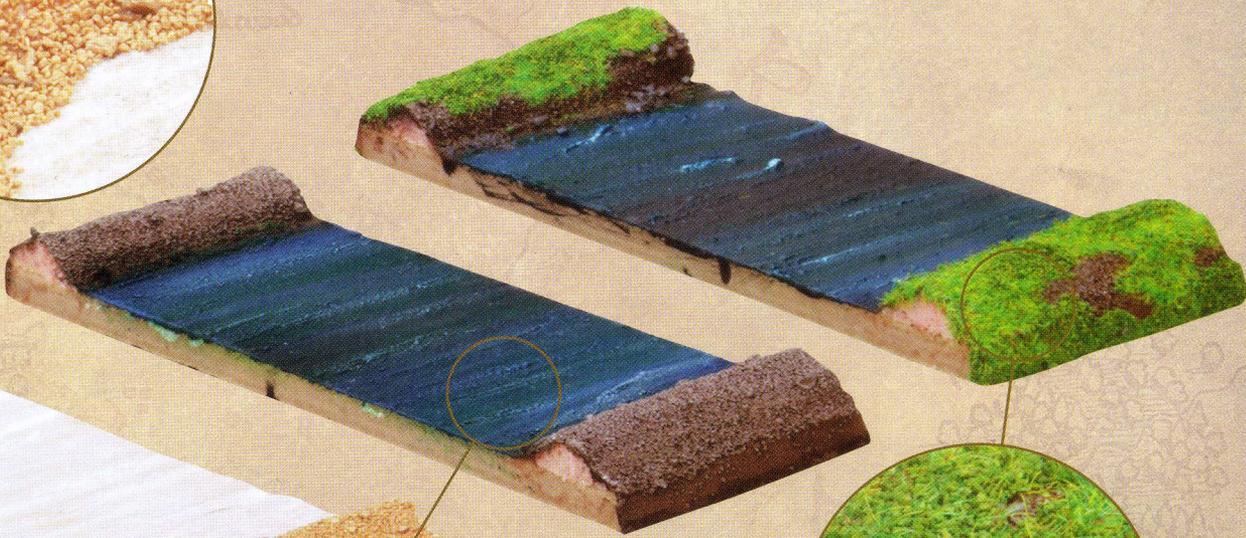
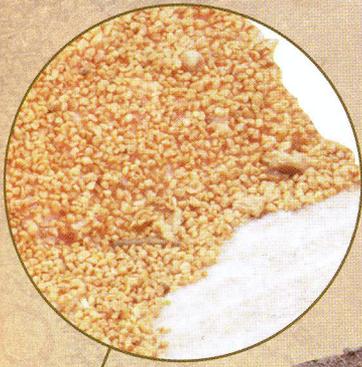
2. Cut two strips of polystyrene to fit along the line of the banks and glue them into position.

MATERIALS

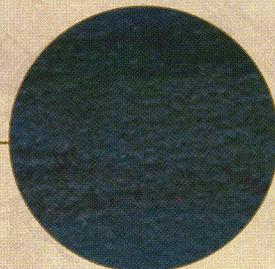
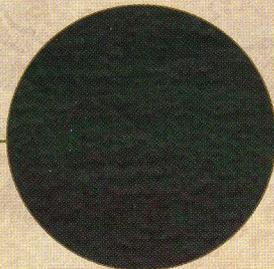
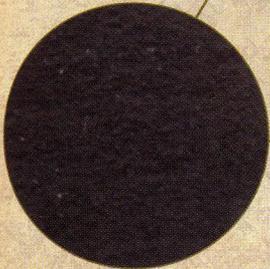
Wooden basing material
 1" thick polystyrene
 Craft knife
 PVA glue
 Ready-mix filler
 Sand
 Static grass
 Flock
 Gloss varnish

1. Cut out a 12" x 8" rectangle from your wooden board. Mark out the position of the banks, 1" in from each long edge. Bevel the long edges of the section, allowing the line of the edge to become more naturally curved. The short edges must remain the same width to allow the sections to be joined together in any order.

4. To create the texture on the riverbanks, apply PVA glue to the polystyrene and sprinkle sand over the top. Once the sand is dry, shake any excess onto a newspaper.



6. Next, use static grass and modelling flock to texture the banks, and, to finish off the water, apply a coat of gloss varnish.



5. The water is painted with Dark Angels Green.

Apply a highlight of Scaly Green towards the edges of the river.

Highlight with an equal parts mix of Scaly Green and Ultramarines Blue working out towards the riverbanks.

Finally, add streaks of Skull White to imitate light catching on the flowing water.



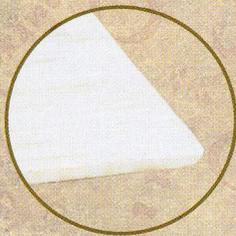
FERRY, FORD & JETTY

The ferry at Bucklebury was used by the Hobbits to escape from the clutches of the Ringwraiths and flee to Bree. A ferry is a great way of crossing water as it means you don't have to struggle across a river on foot. As well as being a gaming piece, it can also count as an objective in scenarios such as Bucklebury Ferry. We'll show you how to build both the ferry and the jetty itself, so that you can re-enact the Hobbits' flight to the safety of the Prancing Pony Inn.

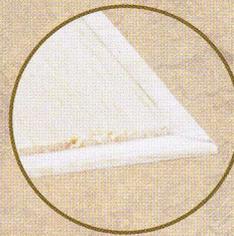
An alternative way of creating a river crossing is to use a ford. This natural effect is a build-up of rocks and stones that allows the river to be traversed on foot. Arwen crossed the Bruinen Ford when racing Frodo to the safety of Rivendell, which is recreated in the Flight to the Ford scenario. By carefully positioning fords, a river crossing can become a place of vital strategic importance. It can also act as a goal in an objective, whether you wish to escape to a ford or cut your enemy's escape route just as they think they are set to win.

MATERIALS

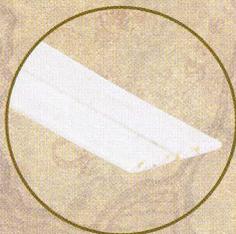
Balsa wood
 Craft knife
 PVA glue
 Matchsticks without their heads.
 Small rocks
 Ready-mix filler
 Paper
 Thick card
 Square wooden dowel
 5mm thick foamcard



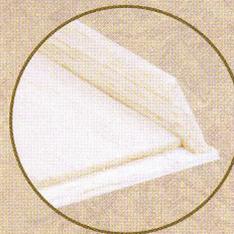
1. To make the floor of your ferry, cut a 70mm x 55mm rectangle from your balsa wood. Draw lines across with a pencil.



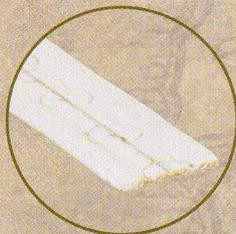
2. As balsa wood is soft, you will need to reinforce it. Cut a 60mm x 45mm rectangle and glue it to the back of the wood you just cut out. Make sure that you glue the grain of the wood in an opposite direction as this strengthens the piece. This will act as the underside of the ferry.



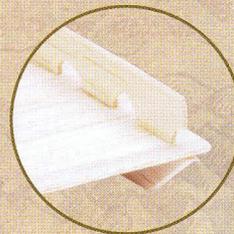
3. The runners of the ferry are made by gluing two sheets of balsa wood together. Once this is done, cut out a rectangle 70mm long and 10mm thick. To create the diagonal ends of the runner, measure 10mm into each long edge and cut the excess wood away.



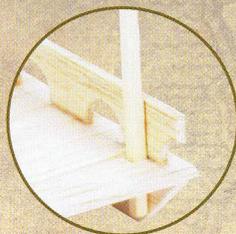
4. With both your runners built, glue them to the underside of the ferry deck. This is the side that you glued the smaller balsa wood section to.



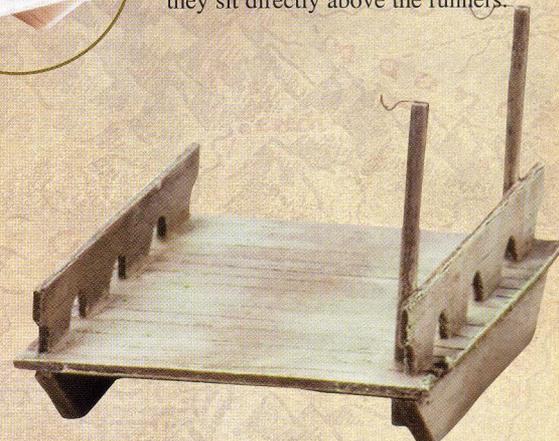
5. The rails of the ferry are made by cutting out two rectangles 70mm x 20mm. Using a pencil, draw a line down the centre and mark out three small circles along the length of the wood, and one semicircle at each end. These will act as the template for the rails arches.



6. Cut the rectangles in half lengthways. Using your craft knife, cut away the circles to leave yourself with a series of arches. With this done, glue the rails to the deck so that they sit directly above the runners.



7. To finish the ferry, drill a hole through one end of the deck and glue a matchstick into place. This will act as the lantern post.



THE JETTY



1. To build the bank that the jetty sits on, you will need to use foamcard. Build up layers of it until they are slightly higher than your river.

Cut out a length of balsa approximately 55mm wide. Place this on top of your hill and make sure it reaches over the riverbank. Once you are happy with the length, cut it out and reinforce the wood as you did the ferry. You can now glue this to the hill to create the jetty.



2. Using a craft knife, cut a hole in either side of the jetty. Next, glue lengths of square dowel to act as supports for the wood. You can now use a pencil to draw planks into the wood.

To create the front supports, place your jetty next to the river. Glue four pieces of dowel together and place them so that they touch the river. Once you are happy with the height, cut them to fit your jetty. All that is left is to paint it.

PAINTING BUCKLEBURY FERRY AND JETTY

Creating a weathered appearance for Bucklebury Ferry is really straightforward. After undercoating it Chaos Black, simply drybrush the following colours in the order shown:

- | | |
|----------------------|--------------------|
| 1. Scorched Brown ● | 2. Bestial Brown ● |
| 3. Graveyard Earth ● | 4. Rotting Flesh ○ |



BRUINEN FORD



1. To start building the ford, draw on some paper a shape that fits between one of your riverbanks.

Trace around the shape onto a piece of thick card. Then bevel the edges with your craft knife. This will act as the base for your ford.



2. To create the effect of a ford, glue rocks and sand to the card.

To finish the ford, fill any gaps with ready-mix filler. Using a large brush, create the impression of water flowing through the ford.

All that's left is to paint the ford. Refer to the 'Rivers' on page 22 for a reminder.



BUCKLEBURY FERRY

Having spent an evening in the care of Gildor and his companions, Frodo and his two friends set out for Buckland anew the following day. Made more cautious by their close call with the Ringwraiths, they cut across country and before long find themselves at Maggot's Farm – a place well remembered by Frodo from many abortive scrumping raids as a child. After a pleasant evening (accompanied by an even more pleasant and much appreciated meal) with Farmer Maggot and his family, Frodo and his companions set off for the Bucklebury Ferry, concealed by both a newly risen mist and the cart in which they ride. Though they reach the river meadows without incident – and even encounter Merry upon the way (who has become concerned about their late arrival) – they must still reach the ferry before all threat from the Black Riders has passed. In the swirling mists, the Hobbits pick their way down to the venerable ferry station, ever alert for the sound of hoof beats ringing out through the still air.

PARTICIPANTS

Good

Frodo Baggins

Sam Gamgee

Peregrin Took

Meriadoc Brandybuck

Evil

3 Ringwraiths

Frodo does not carry Sting or wear the Mithril coat.

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

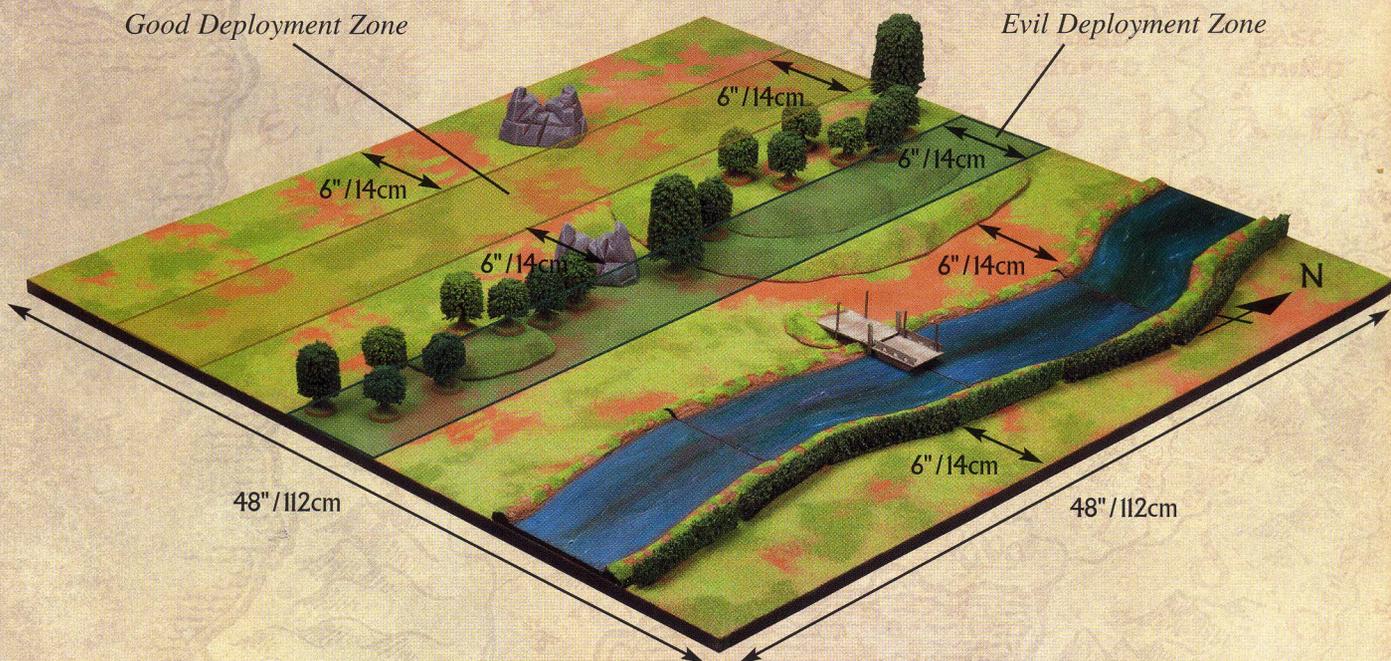
This scenario is played on a 48"/112cm x 48"/112cm table, representing the meadows adjoining the Brandywine river. The river itself is about 8"/20cm wide and lies 6"/14cm in from the eastern table edge. The ferry lies in the middle of the western riverbank. A line of hills is about 6"/14cm from the western bank. A thin strip of heavily wooded land lines the hills – represent this with a double row of trees about 3"/8cm wide. A row of hedges lines the far bank of the river (see map).

STARTING POSITIONS

The Good player deploys Frodo, Sam, Merry and Pippin in the Good deployment zone (see map). The Evil player then deploys a single Ringwraith in the Evil deployment zone. The remaining Ringwraiths are then deployed touching the western board edge.

OBJECTIVES

Frodo must make his way to the ferry and escape the pursuit of the Ringwraiths by moving off the board from the eastern edge. The Evil player must prevent this by killing Frodo.





SPECIAL RULES

The Search: The Nazgûl follow the rules for Sentries as described in the main rules manual. As they are almost completely unaware of Frodo's presence at the start of the game, the Good player may move the Ringwraiths during the first turn. In addition, as creatures of the spirit world, the Nazgûl have poor daylight vision – all Good models count as wearing Elven cloaks for the purposes of this scenario.

The Cry of the Nazgûl: Once per game after the alarm has been raised, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

The Ferry: The ferry can be moved at a rate of D6"/2D6cm a turn (roll each time it is moved) – there must be at least one model on the ferry to move it in this manner. Models on the ferry cannot themselves move during a turn

in which the ferry moves – unless as a result of a heroic action or Magical Power. Heroic actions cannot be used to move the ferry.

The Brandywine: Should a model find itself in the river (either by choice or accident), it uses the Swimming rules from the main rules manual. However, as Hobbits have a great fear of water, any Hobbit in the river (not counting those on the ferry) must make a Courage test before rolling on the Swimming chart. If the test is failed they must move towards the nearest bank of the river as quickly as the Swimming chart allows them to. The Nazgûl will not enter the river under any circumstances (though they will get on the ferry if they have to).

POINTS MATCH

If you want to play this scenario with alternative participants, choose two forces of about the same size. Note that the Good force should include Frodo.

BARROW-WIGHTS

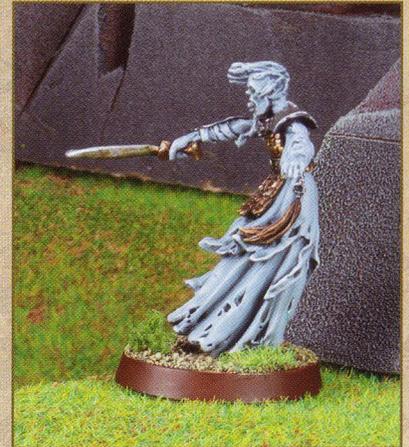


In many ways, the Barrow-wights are a lot like the Ringwraiths, as both are more or less one colour. Like the Ringwraiths, the Barrow-wights could easily be painted using the same drybrushing technique, with a succession of greys built up over a black undercoat. The main difference between these models is that the Ringwraiths wear heavy, dusty black clothing, while the Barrow-wights are pale, luminous phantoms.

Fortunately, there is a technique perfectly suited to capturing the ethereal appearance of a Barrow-wights – washes. Using washes of colour is an effective way to create shading while preserving the bright quality of a white undercoat, and it's this technique that we'll be demonstrating here.

BARROW-WIGHT

- **Weapons & Armour:** Chainmail.
- **Gold Details:** Shining Gold, Brown Ink.



Undercoat the model with Skull White spray.



Apply a wash of Codex Grey mixed with Shadow Grey.



Drybrush the model with Skull White paint.

INK WASHES

Traditionally, a 'wash' is a mix of strongly coloured paint or ink and just sufficient water to give an overall fluid consistency. This mixture is applied over a light base colour and will tend to run into the cracks and crevices.

If you want to thin down an ink wash to reduce the intensity of colour then add water plus PVA glue. The

PVA glue enhances the gathering qualities of the wash and produces a stronger contrast once dry. You will have to experiment to judge the effect for yourself.

Conversely, if you want to reduce the gathering quality of an ink wash, producing a more overall tone, add a little liquid soap, such as washing up liquid. This breaks the surface tension so that the ink stains the surface more uniformly without forming patches.





TOM & GOLDBERRY

PAINTING IN PRACTICE – WASHES

With two characters as unique as Tom Bombadil and Goldberry, it's worth spending a little extra time to get them just right. They also provide us with a chance to combine more of our techniques. Most of the colour on both models can be built up using layering; washes can then be used to stain the finished colour – adding a fresh red to Tom Bombadil's cheeks while still retaining the underlying colour of the skin.



GOLDBERRY

- ○ **Dress:** Scaly Green, Skull White.
- ○ **Candle:** Golden Yellow, Skull White.
- ○ **Headband:** Boltgun Metal, Mithril Silver.
- ○ **Jewellery & trims:** Shining Gold, Chestnut Ink, Burnished Gold.



TOM BOMBADIL

- ● **Coat:** Regal Blue, Enchanted Blue.
- ● **Boots:** Snakebite Leather, Bubonic Brown.
- ● ○ **Smock:** Scorched Brown, Bestial Brown, Bestial Brown/Bleached Bone.
- ● ● **Hat:** Scorched Brown, Dark Flesh, Dark Flesh/ Snakebite Leather.
- ● **Feather:** Regal Blue, Enchanted Blue.
- ○ **Beard:** Scorched Brown, Scorched Brown/ Bleached Bone.



BOMBADIL'S SKIN



Begin with a basecoat of Elf Flesh.



Apply a wash of Flesh Wash.



Highlight the skin with a mix of Elf Flesh and Red Gore.

GOLDBERRY'S HAIR



Begin with a basecoat of Snakebite Leather.



Drybrush the hair with Bleached Bone.



Apply a wash of Chestnut Ink.



Highlight the hair with Bleached Bone.



FOG ON THE BARROW-DOWNS

From Buckland the Hobbits travel through the Old Forest and find themselves at the house of Tom Bombadil. Upon taking leave of him, the Hobbits travel through the Barrow-downs towards Bree. As night comes on, a chill mist comes down, and the Hobbits stray from the path, soon losing each other in the hills. Danger lurks within the mist as the dread Barrow-wights try to lure the Hobbits into their dank tombs and, there, slay them. Will the Hobbits realise their danger in time to call for help or will they be slain and their remains doomed to lie in ancient tombs for the remaining ages of the world?

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Meriadoc Brandybuck
Peregrin Took
Tom Bombadil

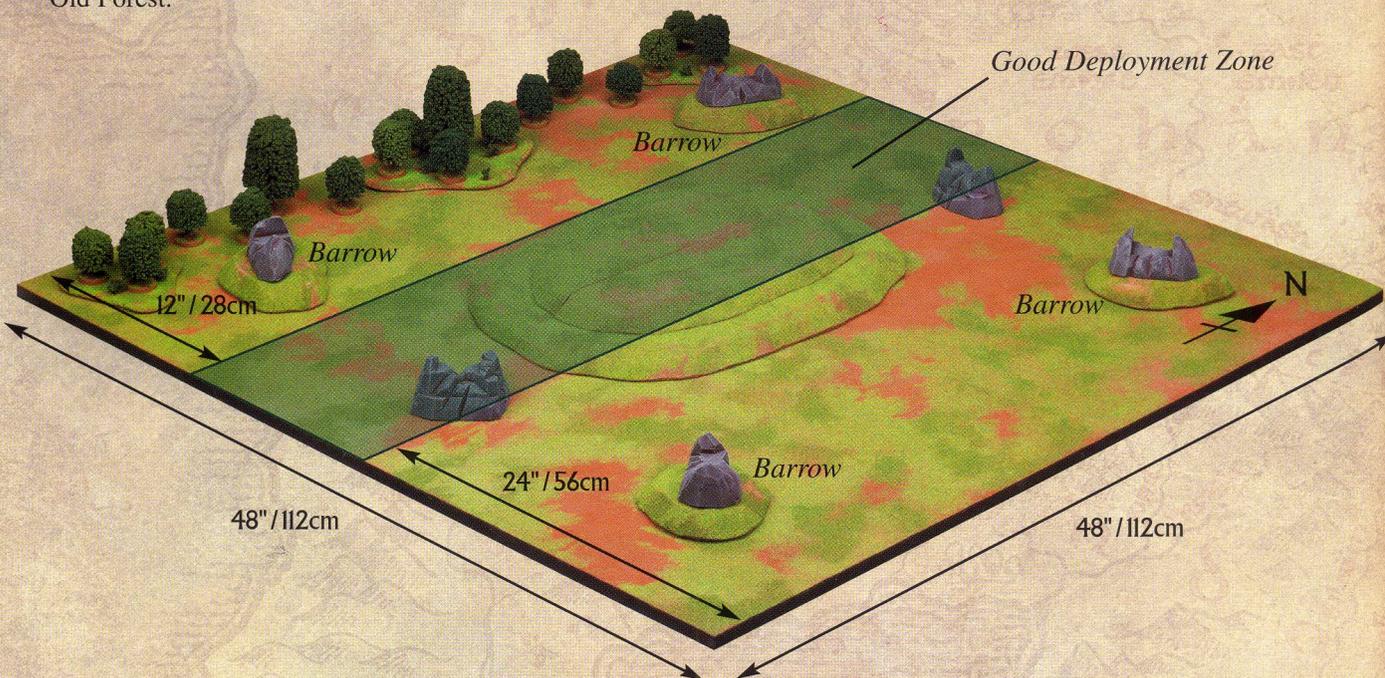
Evil

4 Barrow-wights

No extra wargear options can be given to the Hobbits.

LAYOUT

The Barrow-downs are a series of hills and valleys covered in ancient ruins and monoliths. Four Barrows should be placed on the table, one approximately 12"/28cm in from each corner. One edge of the board is covered in dense trees to represent the trailing edge of the Old Forest.



STARTING POSITIONS

The Good player deploys the Hobbits at least 12"/28cm from the west table edge and no closer than 24"/56cm to the east edge of the board (see map). In addition, as this scenario takes place after the Hobbits have become separated in the mist, no character may be placed within 6"/14cm of another. Tom Bombadil is set to one side and may be available to the Good player later in the game. If playing the game with different forces, the most expensive character is kept to one side and the others are deployed as above.

The Evil player deploys a Barrow-wight on each Barrow. If playing the game with different forces, the Evil player must deploy at least one character in each Barrow unless he has less than four characters in his force.

OBJECTIVES

The Evil player must sacrifice two Hobbits within a Barrow to win. The Good side wins if three Hobbits escape off the east table edge (see map).

The Good side automatically loses if Frodo is slain.

SPECIAL RULES

The Barrow: The powers of the Barrow-wights are deeply rooted within their Barrows and while they remain within their Barrow both their power and their resolve increase.



In addition, as long as a Barrow-wight remains within 3"/8cm of a Barrow, it can expend 1 point of Will each turn without reducing its own Will store. Note that these rules only have effect whilst it remains within a Barrow. Should the Wight be forced to leave, these abilities are lost until it is within a Barrow once more.

Fog on the Barrow-downs: The chill mist on the Barrow-downs is magical in nature, woven by the Barrow-wights to help them ensnare their prey. In addition to causing the Hobbits to become separated at the start of the scenario, the following rules apply:

The mist reduces visibility to 6"/14cm. As such the Hobbits will not be aware of the Barrow-wights until they are within 6"/14cm of them whilst the mist is present. If the game is being played with different forces, no missile attacks, magical powers, or charges can be directed at targets more than 6"/14cm away while the mist endures. The only exceptions to this rule are Barrow-wights and Ringwraiths who do not see in the same way as mortal creatures.

Just before moving each Good model, the Good player rolls a D6. On a roll of 2-6, the Good player moves the character as normal; if a 1 is rolled the Evil player may move the character. The Evil player may not move the model into or out of combat in this way and the model cannot be forced to perform any actions that would cause direct harm to it. Might may not be used to influence this roll.

The mist clears if Tom Bombadil enters the table.

Ho! Tom Bombadil! When the Hobbits realise the seriousness of their plight, they can call Tom Bombadil to aid them. To represent this, from the turn a Hobbit first sees a Barrow-wight he can call Tom. He can do this once in every Move phase at any point during his movement. On a roll of 6, Tom has heard and moves on from the western table edge the following turn. Might may not be used to influence this roll. Once Tom has arrived, the Good player can continue to roll in subsequent turns. If a

second 6 is rolled, Goldberry moves on from the western table edge.

It is important to make a note of which Hobbits have seen a Barrow-wight as a Hobbit can only call Tom Bombadil if he has seen a Barrow-wight.

Sacrifice: The Barrow-wights are not trying to kill the Hobbits in combat. Instead they intend to drag them back to a Barrow and ritually sacrifice them to dark powers. To represent this, rather than losing their last wound in combat, the Hobbits are instead paralysed, as per the Paralyse magical power (you could replace the captured Hobbit with a Paralysed Hobbit model if you wish).

A Barrow-wight may drag a single paralysed Hobbit by moving into base contact with it. Once a Barrow-wight is in base contact with a paralysed Hobbit, it can complete its move normally, dragging the Hobbit alongside. A Barrow-wight dragging a Hobbit will automatically release the Hobbit if engaged in combat. If Tom uses his restorative powers on a Hobbit, or if the Hobbit rolls a 6 and recovers from the effects of the Wight's power while he is being dragged, place the Hobbit 1"/2cm from the Wight.

For each unengaged Wight that starts its move on a Barrow and in base contact with a paralysed Hobbit the Evil player can roll a dice. If the result is 4 or more, the Hobbit is sacrificed and removed as a casualty. The Wight can then move as normal.

POINTS MATCH

If you want to play this game with other forces, choose 200 points of characters for each side. As much of this Scenario relies on the special abilities of the Barrow-wights, it is recommended that at least 1 Barrow-wight is included on the Evil side.

ARAGORN



Before rising to claim his crown in Gondor, Aragorn spent his life in the Wilds as a Ranger and, as such, the techniques used to paint them work perfectly well for him too. Of course, Aragorn is more than just a Ranger, and so on this page, we'll also be looking at ways to add more detail to him.

The weathering effects shown here are ideal for giving Aragorn a suitably worn appearance, but work just as well on any other character. Much the same can be said of painting eyes, but it's worth noting that it is in no way essential to do this to your models. It works perfectly well to simply leave the eyes as dark recesses.



ARAGORN

- Cloak: Dark Angels Green, Camo Green
- Jacket: Dark Flesh, Bestial Brown
- Hair: Scorched Brown, Bestial Brown
- Blade: Boltgun Metal, Chainmail
- Boots: Scorched Brown, Dark Flesh
- Bow: Scorched Brown, Bestial Brown
- Baggage: Codex Grey mixed with Chaos Black

WEATHERED CLOTHING



Before weathering, paint Aragorn's clothing as you would normally.



Drybrush the lower part of his cloak and boots with Graveyard Earth.



Lightly drybrush the edges of the cloak with Bleached Bone.

WEATHERED SKIN



Paint the skin Dark Flesh.



Paint the skin with Dwarf Flesh.



Apply a wash of Chestnut Ink.



Highlight with Dwarf Flesh.

EYES

- 1) Begin by painting the area where the eye will be with Chaos Black paint.
- 2) Paint the whole eye with Skull White.
- 3) Paint the pupil with Chaos Black paint, making sure it touches both eyelids.





GANDALF THE GREY



Ancient and weathered, Gandalf has wandered the roads of Middle-earth for centuries in his dusty grey robes. In some ways, the fact that the model is covered in layers of travel worn clothing suggests that he should be painted in the same way as the Ringwraiths. Gandalf, however, is the leader of the Fellowship for most of this part of their story, and so it's only fitting that he should get some individual attention. His collection of dusty robes also make him ideal for the same weathering and layering techniques used on Aragorn.

GANDALF

- ● **Hat:** Shadow Grey, Codex Grey
- ● **Skin:** Dark Flesh, Dwarf Flesh, Dwarf Flesh mixed with Elf Flesh
- ● **Blade:** Boltgun Metal, Chainmail
- ● **Belt:** Scorched Brown, Bestial Brown
- ● **Crystal:** Fortress Grey, Skull White

CLOAK



Paint the cloak with Codex Grey mixed with Chaos Black.



Apply a layer of Codex Grey.



Highlight the cloak with Fortress Grey.

HAIR



Paint the hair with Snakebite Leather.



Drybrush the hair with Bleached Bone.

STAFF



Begin with a basecoat of Dark Flesh.



Apply Bestial Brown in streaks onto the staff.



Apply streaks of Bestial Brown mixed with Bleached Bone.



AMON SÛL



The watchtower of Amon Sûl, located on the hill known as Weathertop, is the scene for two of the scenarios in the story of the Ring. Not only is it the place where Aragorn and the Hobbits make their stand against five Nazgûl, but it's also the scene of an earlier battle between Gandalf the Grey and The Nine. Amon Sûl is the largest, single piece of terrain in this book; in fact, it's a small gaming table in its own right. Despite its size, it's actually fairly straightforward to build, once it's broken down, especially with the help of the templates provided. The model has also been designed so that you can separate some parts from the rest and use them to add more pieces of scatter terrain to your collection.

MATERIALS

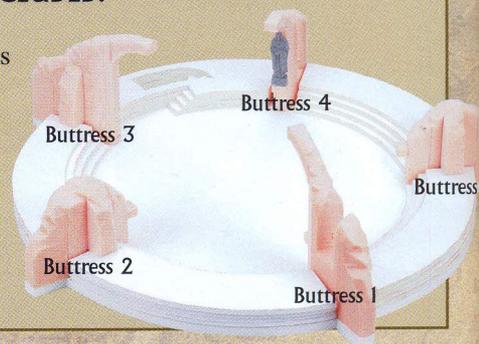
Polystyrene
5 mm foamboard
10 mm foamboard
2 boxes of Ruins of Middle-earth
Sand
Gravel
Flock
Static grass
Wooden dowel

A NOTE ON TEMPLATES

Amon Sûl includes a few pieces that would be quite tricky to mark out using instructions and measurements only. To make building the model a little easier, we've included templates for these parts. Simply make copies on a photocopier, glue them to pieces of thin card and cut them out. Some templates, such as the hub steps, represent several slightly different parts in one. Where this is the case, a small diagram will appear nearby, telling you how to make them into separate templates.

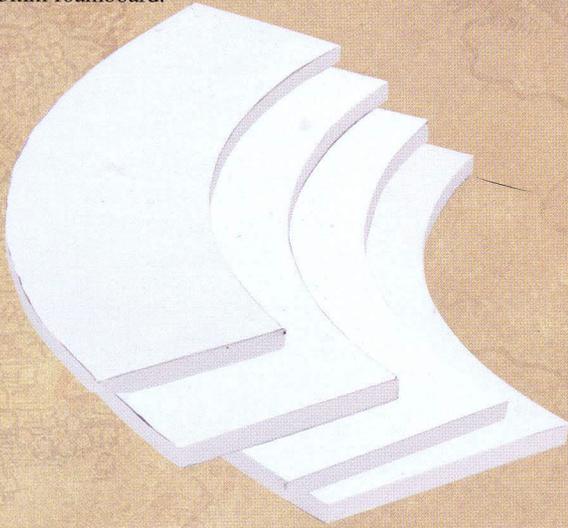
TEMPLATES INCLUDED:

- Hub steps
- Hub spiral steps
- Stairs
- Stair top
- Stair walls
- Arch
- Walls 1 to 6



BUILDING THE BASE AND THE HUB

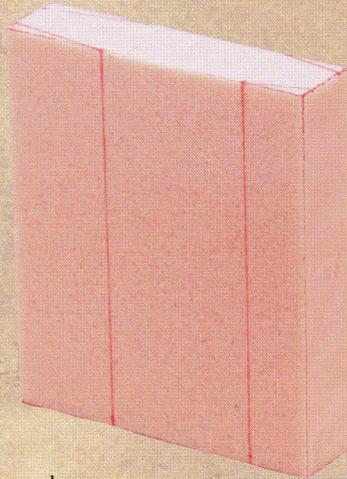
1. Take the hub step templates and make four sets of hub steps from 5mm foamboard.



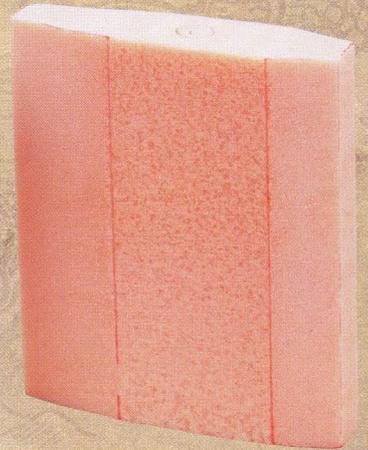
2. Using the hub spiral steps templates, make one set of steps from 5mm foamboard.



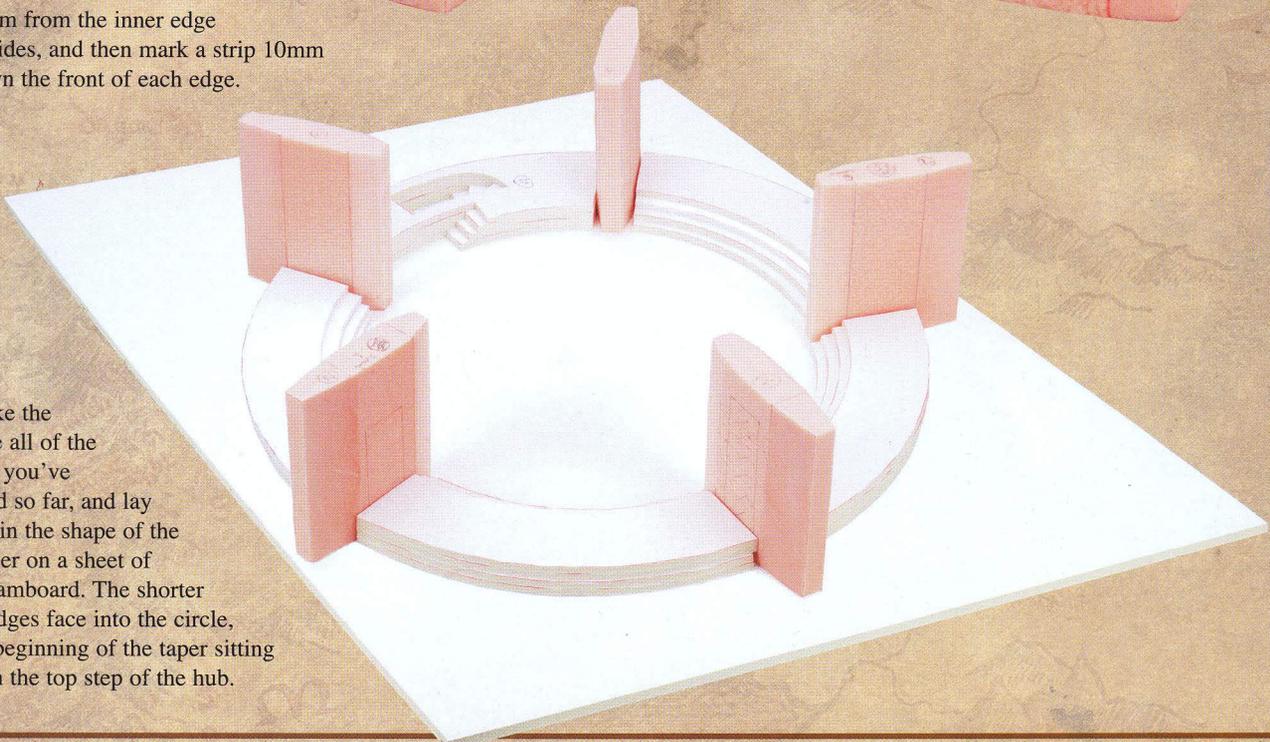
3. To make the basic shape of the buttresses, cut five blocks of polystyrene, 125mm high, 25mm thick and 105mm long. The buttresses taper to 10mm wide at their inner and outer edges. Measure two lines running from the top to the bottom of each buttress, 20mm and then 70mm from the inner edge on both sides, and then mark a strip 10mm wide down the front of each edge.



4. Use your knife to taper the buttresses, following your lines as a guide.



5. To make the base, take all of the parts that you've assembled so far, and lay them out in the shape of the watchtower on a sheet of 10mm foamboard. The shorter tapered edges face into the circle, with the beginning of the taper sitting level with the top of the hub.



6. Draw around the outside of the circle formed by the parts, take the parts away, and then cut out the base using your knife. Once the cutting is complete, you can glue the hub pieces in place, but NOT the buttresses.

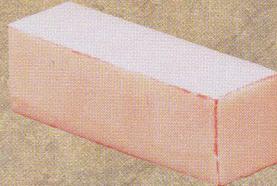


AGING STONE

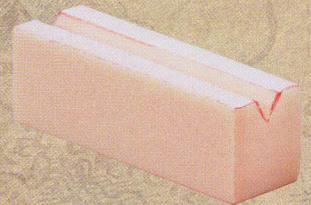
Most of the stonework in Amon Sûl is damaged to some extent. In the case of the pillars and buttresses, most of the tops are missing, and there are a lot of chips taken out of the edges. This effect can easily be achieved by carving pieces of the structure away with your knife. In most cases, precisely how much you carve away is up to you, just make sure you understand how the model goes together, to make sure you don't remove anything important.

BUILDING THE PILLARS AND STAIRS

1. Cut out nine blocks of polystyrene measuring 18mm wide, 20mm long and 60mm high.



2. Cut a V-shaped dent into the face of each pillar, from top to bottom, and then age each pillar.



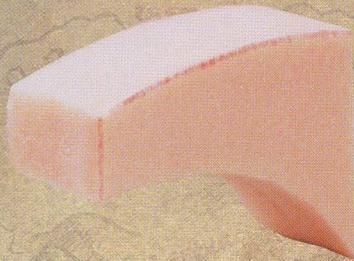
3. Cut a piece of wooden dowel to fit into the V-shaped groove in each pillar and glue it in place.



4. Use the stairs template to make three sets of stairs from 5mm foamboard, one with four steps and the others with five. Use the stair top template to make one piece from the same material.



5. Use the arch template to make three arches, 10mm thick, from polystyrene.



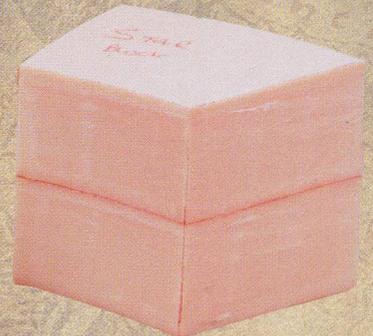
6. Make five pillars from polystyrene, 20mm long, 15mm wide and 100mm high.



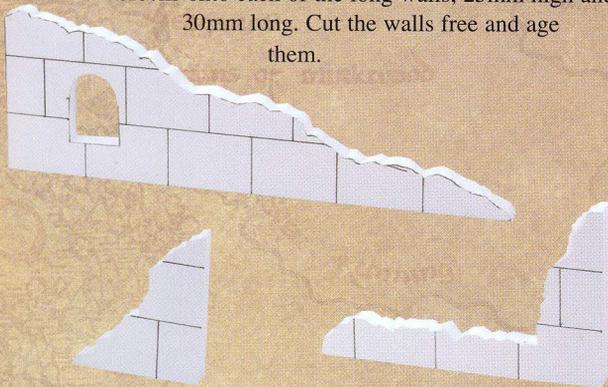
7. Cut three plinths, 10mm in height, length and width.



8. Create a single block, made from two pieces of polystyrene, 50mm wide, 25mm high and 35mm long, glued on top of each other.



9. Take a sheet of 10mm thick foamboard, and mark out a wall to match each wall template. Before cutting the walls free, mark blocks onto each of the long walls, 25mm high and 30mm long. Cut the walls free and age them.



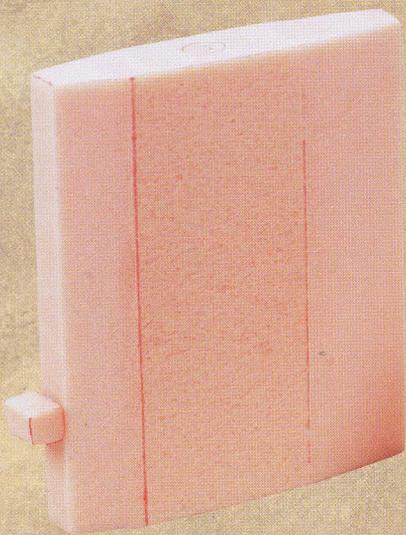
MAKING YOUR WALLS CURVE

Some of the longer walls in your model will need to curve to match the hub they're attached to. To do this, mark the shape of blocks, 25mm high and 30mm long, onto the walls, and then cut them into strips, using the tops of each row of blocks as a guide. Take each strip, and carefully make a slice along the line separating each block. Make sure that you only cut about half way through.

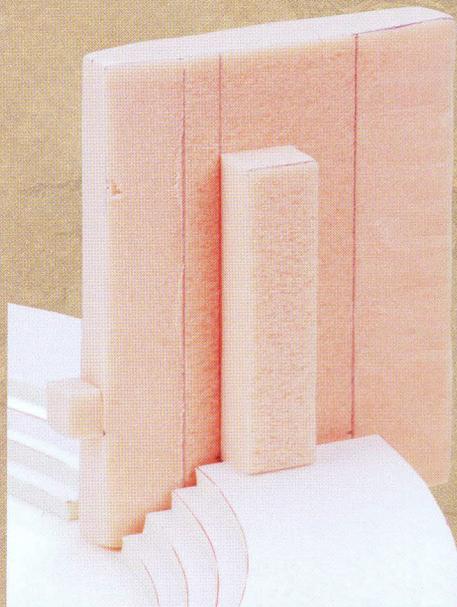
Carefully bend each section of wall along the cut until the polystyrene inside snaps, and the wall is held together only by the card on one side. You can now glue the wall in place, one row of blocks at a time.

SHAPING THE BUTTRESSES

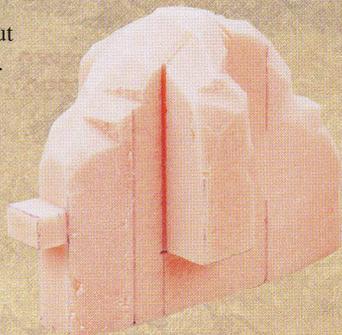
1. Begin by taking buttresses 2 and 5 (see diagram on page 40) and gluing a plinth to the front of each, 30mm from the bottom.



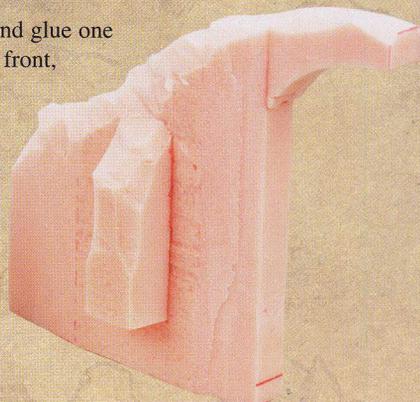
2. Put each buttress into place in the circle and glue a pillar, 10mm from the top step.



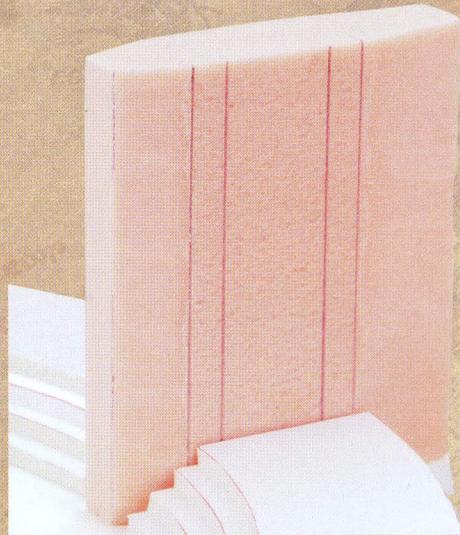
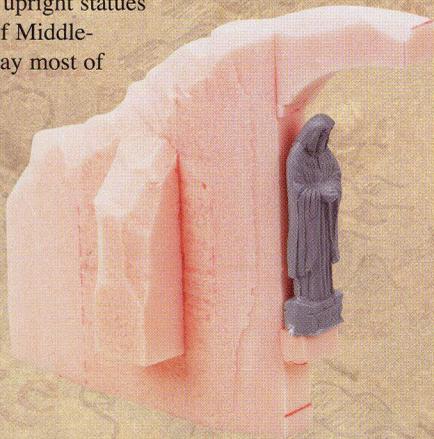
3. Lift the buttresses back out and age their upper surfaces. They should end up being roughly 70mm high at their highest point.



4. Take buttress 3 and glue one of the arches to the front, 95mm from the bottom. Add a pillar to the side, in the same position as the pillars on the previous buttresses and weather the upper surface.

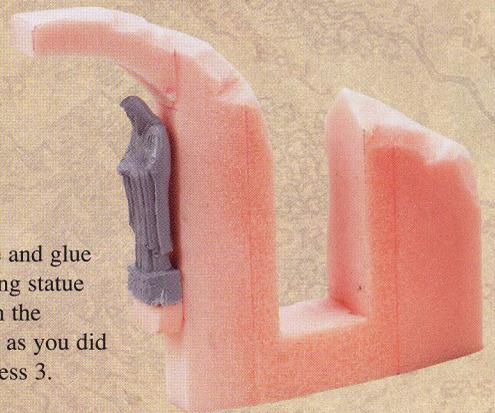
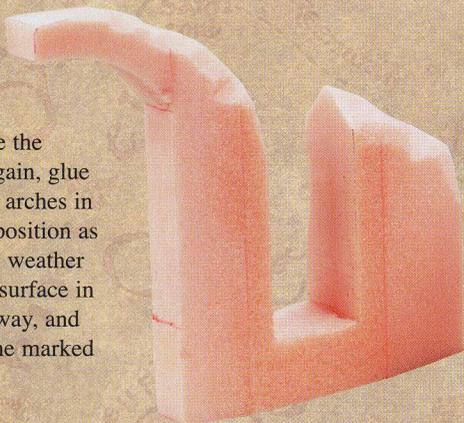


5. Take one of the upright statues from your Ruins of Middle-earth box, trim away most of the base, leaving only the plinth, and then glue it to the front of the buttress, 30mm from the bottom.

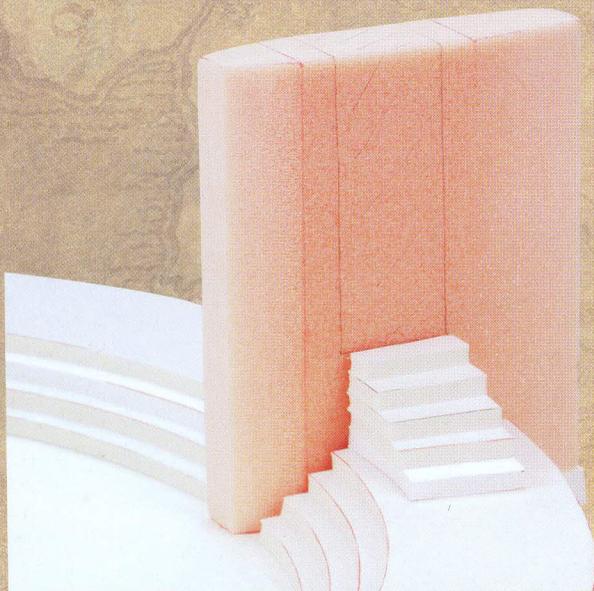


6. Take buttress 4 and draw two lines from top to bottom on both sides, 10mm from the beginning of each tapering edge. Set the buttress in place in the hub and mark the height of the top step.

7. Remove the buttress again, glue one of the arches in the same position as buttress 3, weather the upper surface in the same way, and then cut the marked area out.

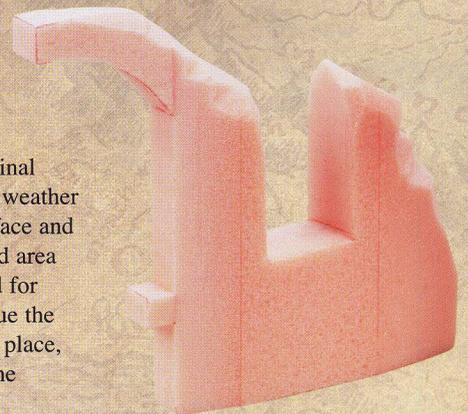


8. Prepare and glue the standing statue in place in the same way as you did with buttress 3.



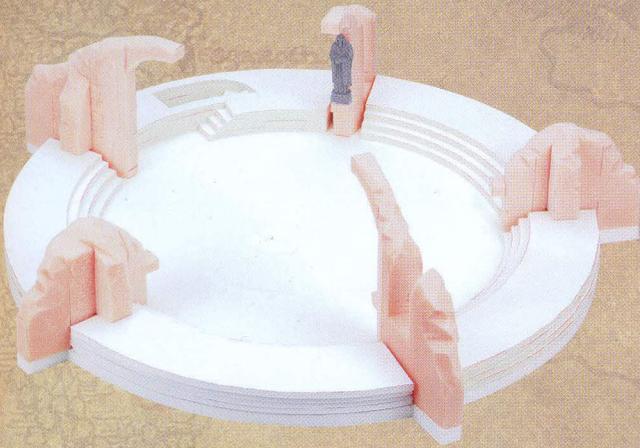
9. Take buttress 1 and draw extra lines onto both sides, exactly as you did for buttress 4, but this time, set the buttress in place in the hub and place one of the stairs with five steps against it. Mark the height of the steps against the buttress on both sides.

10. Glue the final arch in place, weather the upper surface and cut the marked area out as you did for buttress 4. Glue the final plinth in place, 30mm from the bottom.

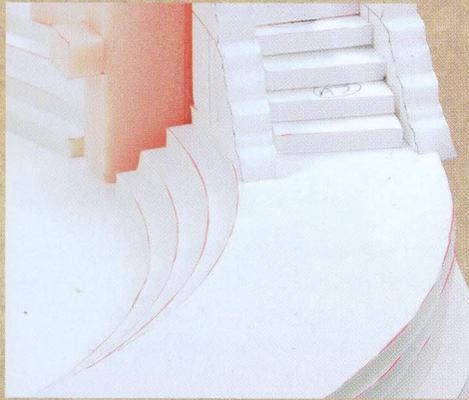


PUTTING IT ALL TOGETHER

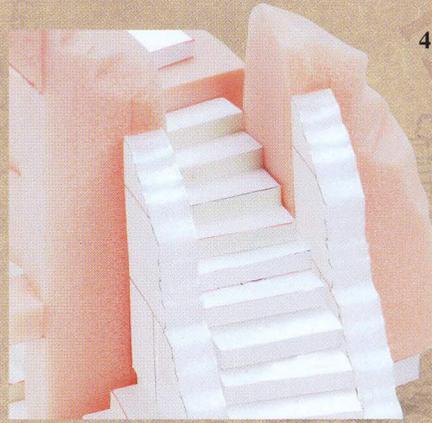
1. Begin by gluing each buttress in place on the hub.



2. Glue one set of five steps on one side of buttress 1, level with the slot, and then glue the large polystyrene block on the other side.

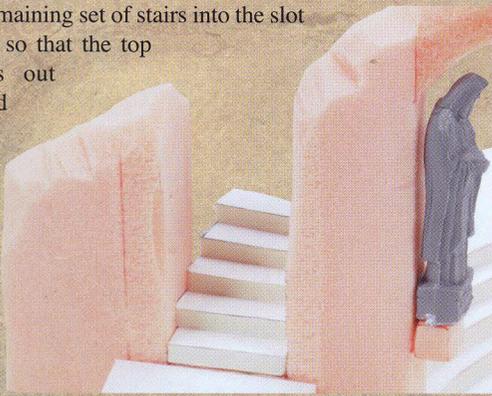


3. Glue the stair walls in place, on either side of the stairs.

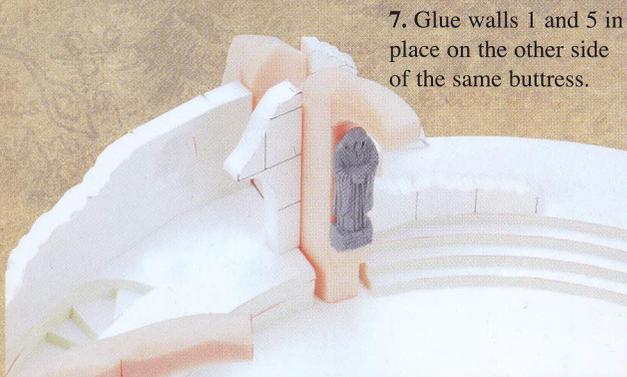


4. Push the set of four steps into the slot in the buttress and glue it in place, and then glue the foamboard stair top in place on the polystyrene block.

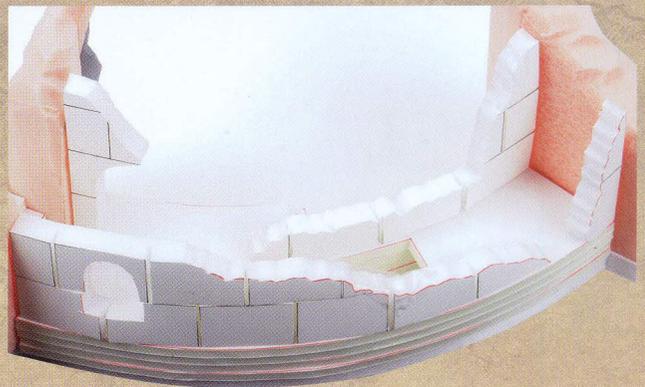
5. Push the remaining set of stairs into the slot in buttress 4, so that the top step projects out the back, and then glue them in place.



6. Glue walls 3 and 4 in place on either side of the stairs on buttress 4.



7. Glue walls 1 and 5 in place on the other side of the same buttress.



8. Glue walls 2 and 6 to buttress 3.

BREAKING THE CIRCLE – GETTING MORE FROM YOUR MODEL

Most of the terrain models in this book have been designed to be usable in as many different ways as possible. Naturally, the ruins of Amon Sûl are very recognisable, and are so big that they tend to dominate the average gaming table.

One way to get more use out of your model is to make several smaller models from it. Middle-earth is filled with the ruins of its long history, and so, after building our model, but before painting it, we cut the three freestanding buttresses away. These can then be used to add character to any other battle scenes set in the wilds of Middle-earth.

PAINTING AMON SÛL

To paint Amon Sûl, treat it exactly the same as the rocky outcrops on pages 10-11. However, use the following steps to add extra detail:



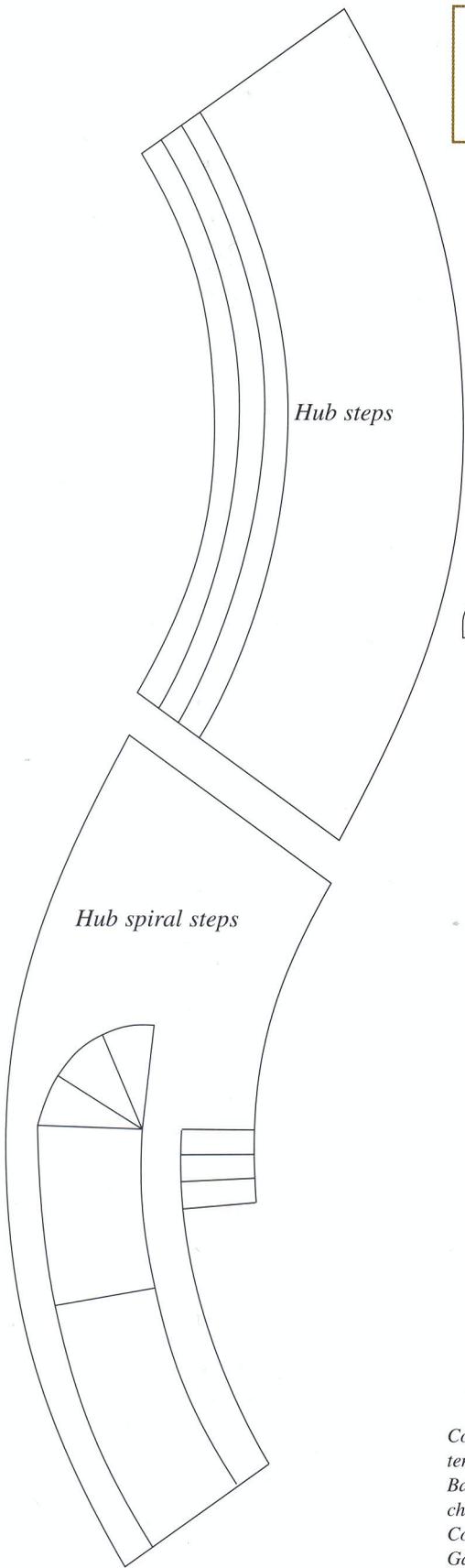
1. Paint the surrounding rocks and any clumps of sand in the circle with the same set of colours as you've been using to base your models.



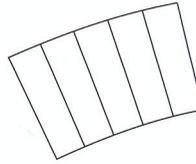
2. Add some isolated streaks of Catachan Green in the corners and recesses of the model. Apply highlights with Rotting Flesh and a little Skull White. Add flock and static grass to the rim, to match your table, and add isolated clumps inside the circle.



All templates are shown at 50%. Photocopy at 200% to produce templates at the correct size. For a complete set of templates, you will need to make 4 copies of this page.



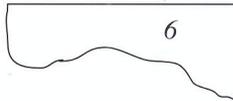
Stairs



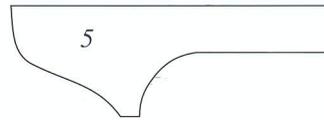
Stair top



6



5



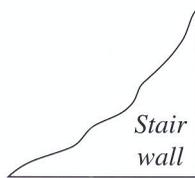
4



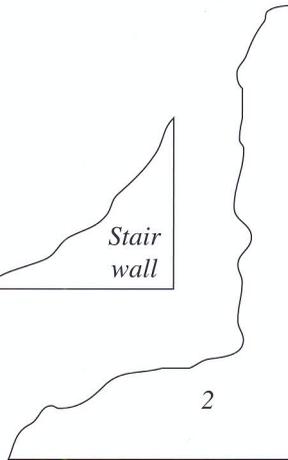
Arch



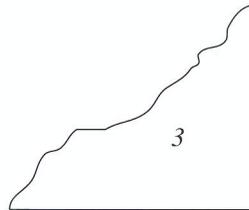
Stair wall



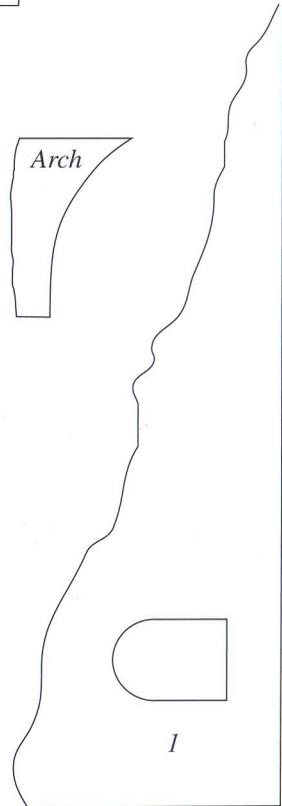
2



3



1



Copyright © MMV New Line Productions, Inc. Permission granted to photocopy the templates on this page for personal use only, to play *The Lord of The Rings Strategy Battle Game*. All further rights reserved. *The Lord of The Rings* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd.

THE GREY PILGRIM AND THE BLACK RIDERS

Delayed by treachery at Orthanc, Gandalf hurries back to assist Frodo and his companions. It is a long a wearisome road ahead of him, even with the speed of Shadowfax to aid him, and when he arrives at Bree he finds the Hobbits already gone. Stopping only to receive news from the innkeeper of the Prancing Pony, Gandalf rides like the wind, hoping to find Frodo. Unfortunately, Aragorn has led the Hobbits into the wild and so the Wizard can find no trace of them. He therefore makes for the hill of Weathertop and the ruin of Amon Sûl in an attempt to catch them. Alas, Gandalf arrives at Weathertop before Frodo, and finds the Ringwraiths waiting for him. By daylight they do not attack, content to imprison the Wizard within the crumbling walls, yet as darkness falls, the Nazgûl move to destroy Gandalf. Though their mission calls to them, the chance to overwhelm and destroy such an obstacle as one of the White Council is too tempting to resist. As night draws on, the Ringwraiths advance upon the hill – Gandalf will likely be very hard put to defend himself indeed...

PARTICIPANTS

Good

Gandalf the Grey

Evil

The Witch-king of Angmar
8 Ringwraiths

All models are on foot for this scenario.

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

This scenario is played within the ruin of Amon Sûl itself – a circle 12"/28cm in diameter. The boundary of the playing area should be crumbling walls that can be climbed by a man-sized figure (ie, between 1"/2cm and 2"/4cm tall). The floor of Amon Sûl is littered with ruined and broken stone – the entire playing area counts as difficult ground.

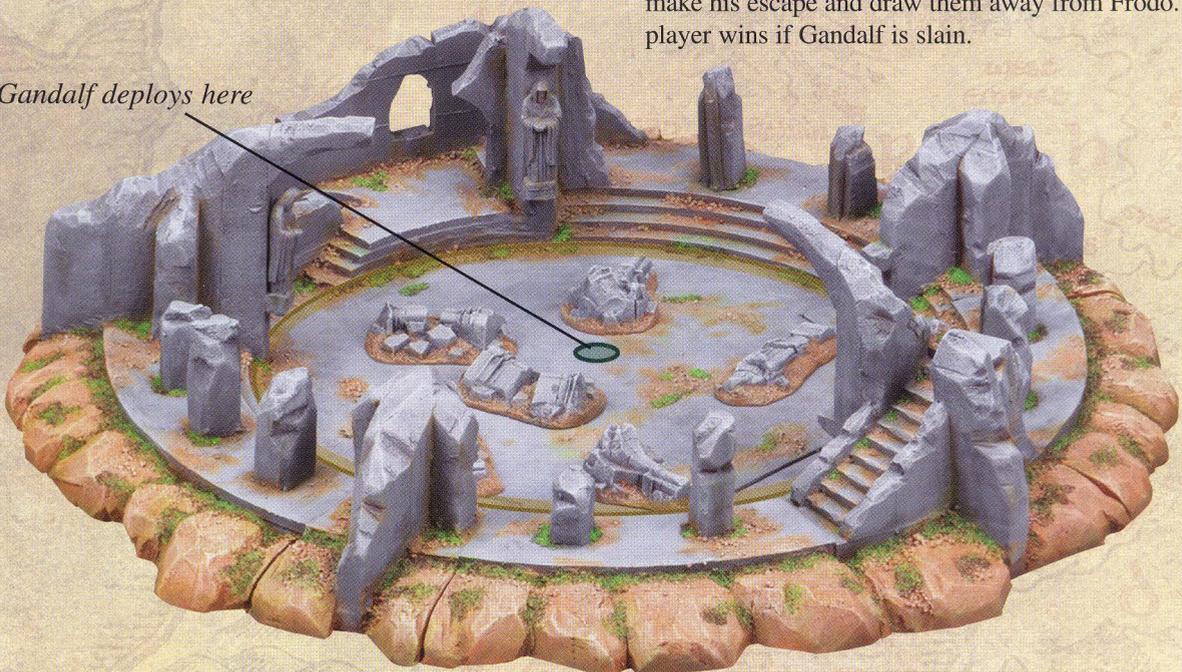
STARTING POSITIONS

The Good player deploys Gandalf in the centre of the playing area. The Evil player then deploys two Ringwraiths touching the edge of the playing area. The Witch-king and remaining Ringwraiths are kept in reserve and will be available later in the game.

OBJECTIVES

The Good side wins if Gandalf survives and at least four Ringwraiths have been slain – this is enough to allow him to make his escape and draw them away from Frodo. The Evil player wins if Gandalf is slain.

Gandalf deploys here





SPECIAL RULES

Servant of the Secret Fire: Gandalf has fortified his resolve as best he can for the coming confrontation and knows the natures of the terrors that he will have to face. Gandalf will automatically pass any Courage test required of him in this scenario. In addition, the Ringwraith's 'Sap Will' power has no effect on him.

Gandalf begins the game with both *Terrifying Aura* and *Cast Light* in effect. In addition to the usual effects of these spells, when he wins a combat any surviving opponent must immediately retreat directly backwards D6"/2D6cm. This can force the Evil model to leave the playing area.

The effects of these spells will not end if Gandalf's Will is reduced to zero.

Seat of Power: The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Therefore, any Evil model in the playing area at the start of its move must test its Courage in the same way as if its force was broken. In addition, Evil models may not use Might or Fate points.

Ringwraiths: At the end of each of the Evil player's Movement phases he may roll a D6. On the roll of a 5+, one Evil model may move onto the board from any point on the circumference. If there are no Evil models in play, this roll is passed automatically. You may not bring on Evil models which have been slain previously in the scenario.

POINTS MATCH

Though historically it was Gandalf who was forced to fight atop Amon Sûl, it could easily have been another champion of Good, such as Glorfindel or Aragorn. If you want to play this scenario with alternative participants, choose an Evil force approximately four times the size of the Good force – ie, if the Good force is about 250 points in size, the Evil force should be around 1,000 points. The Good force should include a single Hero. The Evil side should consist entirely of Heroes.

PURSUIT INTO THE WILDS

After great effort and toil, Gandalf escapes from Amon Sûl and the Ringwraiths who seek to destroy him once and for all. Mounting Shadowfax, he rides north as fast as the steed will carry him, hoping that the Nine will follow him rather than continue their search for Frodo. In this he is at least partially successful and four of the Black Riders turn aside from their original prey to pursue him. No longer hopeful of reaching Frodo – indeed it would be folly to do so with the Nazgûl still upon his trail – Gandalf trusts Aragorn to keep the Hobbits safe and draws his pursuers as far north as he can. Shadowfax has carried Gandalf to the north, the oncoming Nazgûl not far behind, when the roles of hunter and prey are once more reversed. A small group of Dúnedain, alerted by the battle at Amon Sûl, springs an ambush upon the pursuing wraiths. As arrows fill the air, the Nazgûl attempt to flee southwards once more leaving Gandalf free to escape north.

PARTICIPANTS

Good
Gandalf the Grey
6 Dúnedain

Evil
4 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

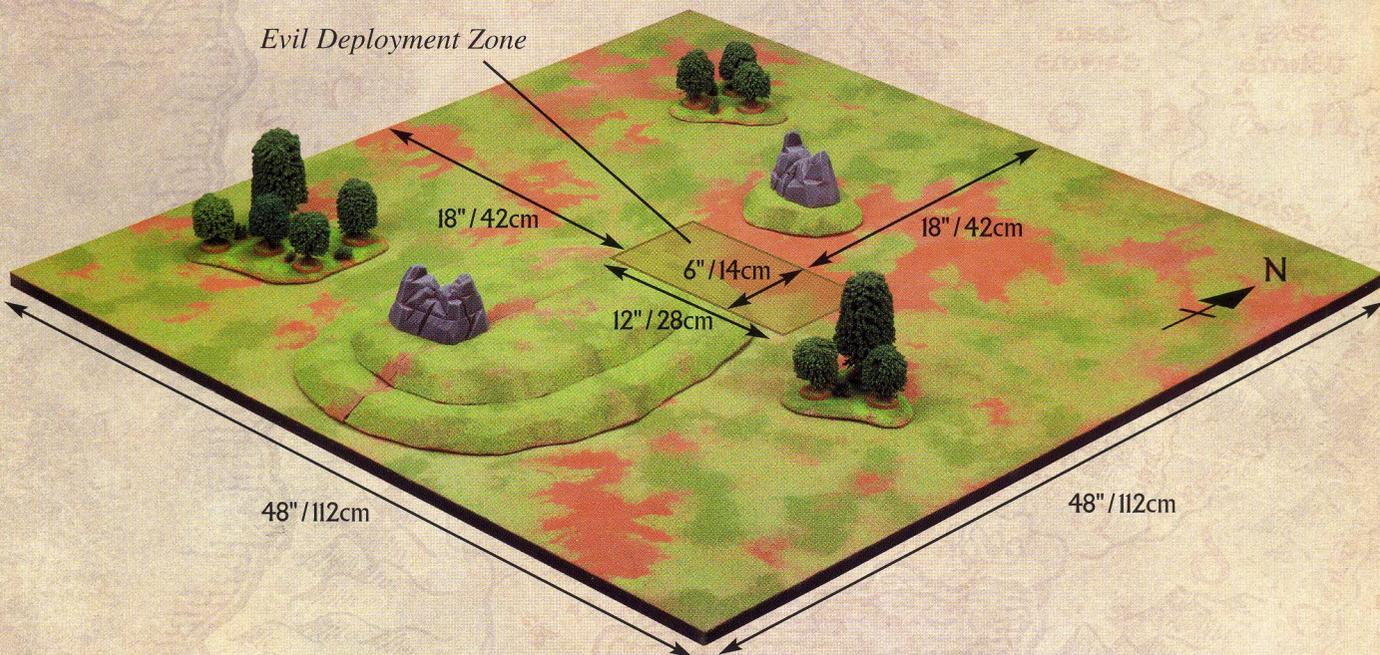
This scenario is played on a 48"/112cm x 48"/112cm table, representing an area at the very north of the Weather Hills. Two hills, with rocky outcrops atop them, sit on the north/south line in the middle of the table, with two small woods (of about three trees) and one larger wood (of about five trees) are placed to either side (see map).

STARTING POSITIONS

The Good player deploys Gandalf in contact with the north board edge. He then deploys the Dúnedain in contact with the south board edge. When this has been done, the Evil player places the Ringwraiths in the Evil deployment zone.

OBJECTIVES

The Good side wins if Gandalf survives and at least two Ringwraiths have been slain. The Evil player wins if Gandalf is slain or if three of the four Ringwraiths manage to escape from the southern board edge. In any other result or if both players meet their victory conditions in the same turn, the game is a draw.





SPECIAL RULES

The Cry of the Nazgûl: Once per game, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

Gandalf: The Grey Pilgrim is weary and worn – his priority is to reach Frodo now that the Ringwraiths have turned back. Gandalf starts the game with only a single point of Might, 2 points of Will, and 1 point of Fate. He may voluntarily leave the board from any edge, but will take no further part in the game if he does so (but does not count as slain).

POINTS MATCH

The nearer Frodo gets to Rivendell, the more of its household are out looking for him and the Ringwraiths who pursue him. Though this conflict is not recorded in the story of The Lord of The Rings, it is likely that the Ringwraiths continued to encounter difficulties as they themselves became hunted by the forces of Good. If you want to play this scenario with alternative participants, choose an Evil force approximately half the size of the Good force – ie, if the Good force is about 250 points in size, the Evil force should be around 125 points. The Evil side should consist entirely of Heroes.



AMON SÛL

Whilst Gandalf leads four of the Nazgûl away from Frodo, Aragorn has led the Hobbits to Amon Sûl – lately the site of a great battle between Gandalf and the Ringwraiths. Whilst Aragorn leaves to spy out the land and find food, the Hobbits are left alone in the ruined grandeur of the old outpost, the graven faces of kings long dead staring down at them from the walls. It is in the still watches of the night that their situation takes a turn for the worst, for the five Nazgûl who did not follow the Grey Wizard spy their prey atop the crumbling edifice and, shortly thereafter, attack out of the shadows. Against the terror and fury of the five Ringwraiths the Hobbits cannot possibly hope to prevail, yet Frodo's companions rush to his defence in the hope that Aragorn will return before all is lost.

PARTICIPANTS

Good

Frodo Baggins
Samwise Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn

Evil

The Witch-king of
Angmar
4 Ringwraiths

Frodo does not carry Sting or the Mithril coat.

The Witch-king carries the Morgul blade.

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

This scenario is played within the ruin of Amon Sûl itself – a circle 12"/28cm in diameter. The boundary of the playing area should be crumbling walls that can be climbed by a man-sized figure (ie, between 1"/2cm and 2"/4cm tall). The floor of Amon Sûl is littered with ruined and broken stone – the entire playing area counts as difficult ground.

STARTING POSITIONS

The Good player deploys the Hobbits within 3"/8cm of the centre of the board. The Evil player then deploys the Ringwraiths touching the edge of the playing area. Aragorn is not deployed at the start of the game, but will be available as the game goes on.

OBJECTIVES

The Evil side wins automatically if Frodo is slain – the Ring is recaptured and the fate of the world is forever altered. The Good side wins if all of the Ringwraiths are slain or driven off. In any other result or if both players meet their victory conditions in the same turn, the game is a draw.

Hobbits deploy here





SPECIAL RULES

Flaming Brands: All of the Hobbits are clutching flaming brands as well as the swords they have taken from the barrows near the Old Forest. If they win a combat any surviving opponent must immediately retreat D6"/2D6cm.

Seat of Power: The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Any Evil model in the playing area at the start of its move must test its Courage in the same way as if its force was broken. In addition, Evil models may not use Might or Fate points.

Aragorn: Aragorn is not present at the start of the game and is instead out in the wilds foraging for food, unaware that the wraiths are so close. From the second turn onwards, the Good player may roll a D6 at the end of his Movement phase. On the roll of a 4+, he must move Aragorn onto the playing area from any point on the circumference. Newly arrived models may not charge, but may otherwise act normally.

The Cry of the Nazgûl: Once per game, in the Priority phase (but before any dice have been rolled), the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

However, such a fearful noise will also have the effect of drawing more attention to the Nazgûl – in the turn that this ability is used, Aragorn will arrive on the roll of a 2+, rather than a 4+ as described in the Aragorn special rule.

POINTS MATCH

If you want to play this scenario with alternative participants, choose two forces of approximately the same points value. The Good force should consist of five Heroes. The Evil side should consist entirely of Heroes.

ELVES

There are a number of Elven peoples on Middle-earth, but all prefer to wear natural grey and green clothing and have a paler shade of skin. On these pages we'll be looking at how to paint Elven skin and the grey of their clothing. We'll also be looking at how to apply these colours to a number of the Elven characters who appear in The Lord of The Rings.



ELVES

- **Hair:** Vomit Brown basecoat, Bleached Bone, Chestnut Ink.
- **Undercloth:** Graveyard Earth/Chaos Black, Graveyard Earth.
- **Bow:** Scorched Brown, Dark Flesh.
- **Gold details:** Shining Gold.
- **Silver details:** Chainmail.
- **Leather:** Scorched Brown, Dark Flesh.
- **Arrow shafts:** Bestial Brown, Snakebite Leather, Bubonic Brown.
- **Arrow flights:** Bleached Bone, Skull White.

SKIN



Apply a basecoat of Bestial Brown.



Paint the skin with Dwarf Flesh.



Highlight the skin with a mix of Dwarf Flesh and Elf Flesh.

ELVEN GREY



Paint the cloth Catachan Green.



Apply highlights with a mix of Catachan Green and Codex Grey.

ARWEN

- **Hair:** Scorched Brown, Bestial Brown.
- **Dress:** Hawk Turquoise/Chaos Black, Hawk Turquoise/Chaos Black/Bleached Bone
- **Sword:** Chainmail, Mithril Silver.
- **Boots:** Codex Grey.
- **Sleeves:** Kommando Khaki, Skull White



GLORFINDEL

- ○ **Cloak:** Fortress Grey, Skull White
- ○ **Cloak inner lining:** Ice Blue, Ice Blue/Skull White.
- ○ **Cloth:** Codex Grey, Fortress Grey.
- ○ **Inner clothing:** Chaos Black, Codex Grey.
- ○ **Hair:** Vomit Brown basecoat, Bleached Bone, Chestnut Ink.
- ○ **Skin:** Bestial Brown, Dwarf Flesh, Dwarf Flesh/Elf Flesh.
- ○ **Bridle leather:** Scorched Brown, Bestial Brown.
- ○ **Armour plating:** Codex Grey, Fortress Grey.
- ○ **Saddle leather:** Bestial Brown, Bleached Bone.



GILDOR

- ○ **Tunic:** Catachan Green/Chaos Black.
- ○ **Sleeves:** Shadow Grey/Chaos Black, Shadow Grey, Shadow Grey/Fortress Grey.
- ○ **Boots:** Scorched Brown, Scorched Brown/Bleached Bone.
- ○ **Cloak:** Chaos Black/Scorched Brown, Fortress Grey.
- ○ **Hair:** Bestial Brown, Snakebite Leather, Bleached Bone.



HALDIR

- ○ **Hair:** Vomit Brown, Bleached Bone, Chestnut Ink.
- ○ **Leggings:** Catachan Green, Brown Ink, Catachan Green/Fortress Grey.
- ○ **Cloak:** Scorched Brown, Bleached Bone, Black Ink.
- ○ **Tunic:** Graveyard Earth, Bleached Bone, Black Ink.



ELVEN HORSE BODY



Apply a basecoat of Codex Grey onto the body.



Drybrush the horse with Fortress Grey.



Drybrush the horse with Skull White.

ELVEN HORSE MANE



Paint the mane with Codex Grey.



Drybrush with Kommando Khaki.



Apply a light drybrush of Bleached Bone.

FLIGHT TO THE FORD

It all comes down to this... Aragorn, with a little Elvish assistance, has seen the four Hobbits to the very borders of Rivendell – the Bruinen Ford. Unfortunately, with their destination in sight and hope rising, they discover that the Ringwraiths have once more found their trail. Both hunters and prey are now weary from the chase, yet they are well matched in determination. Aragorn has no choice but to entrust Frodo's safety to the speed of the Elven steed Asfaloth, whose rider has at last found the wayward company. The final chase begins, with the future of Middle-earth riding in the balance, for if Asfaloth cannot carry Frodo clear from the Nazgûl, Aragorn and the others will be too far behind to help. Only by reaching Rivendell and the veiled power within can Frodo be saved and the Ring secured from the clutches of the Ringwraiths.

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Glorfindel or Arwen

Evil

The Witch-king of Angmar
8 Ringwraiths

Frodo does not carry Sting or the Mithril coat.

The Witch-king does not carry the Morgul blade.

To represent the two different versions of this part of the story, we have included the option for players to either follow the book (with Glorfindel) or the film (with

Arwen). There are slightly different deployment rules for these two characters, and you can only use one or the other.

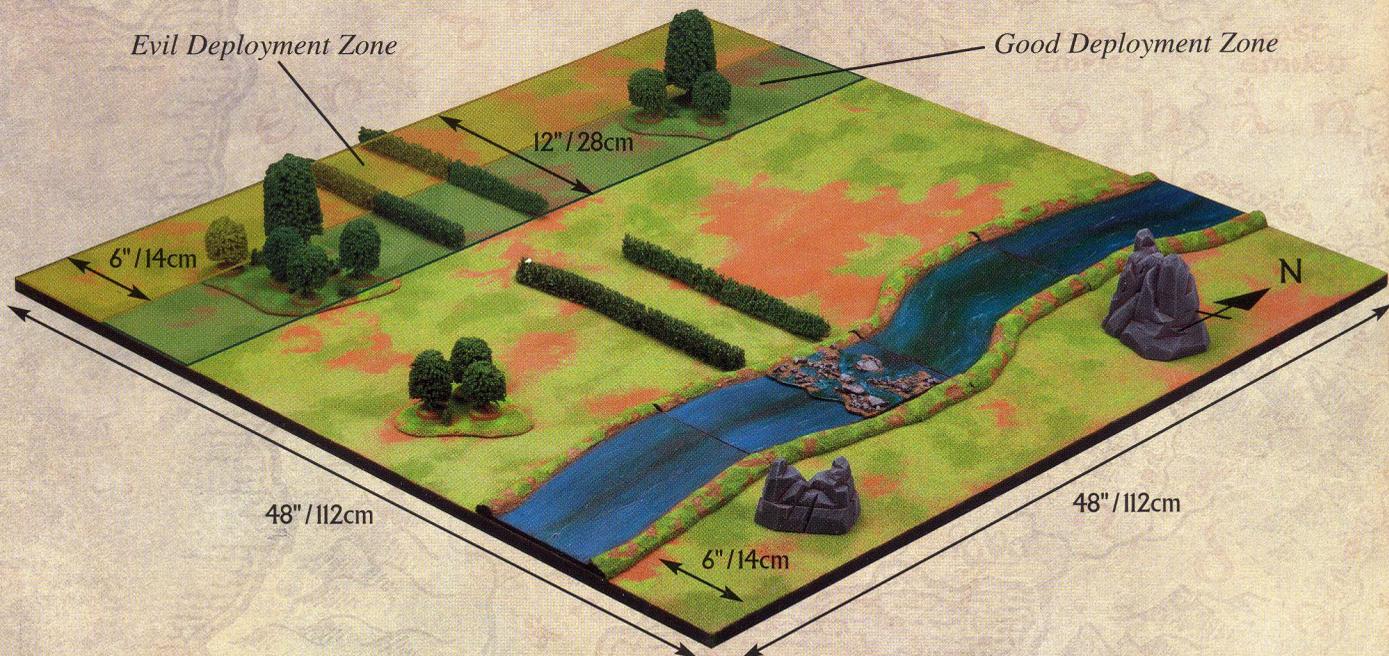
Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The River Bruinen sits 6"/14cm in from the eastern board edge and is about 8"/20cm wide – it is spanned in the centre by a ford about 4"/10cm wide. The river initially counts as difficult terrain, although the ford counts as clear terrain. Two small woods (of about three trees) and one larger wood (of about five trees) lie to the west of the river. The path of the road is marked by a line of hedges (see map).

STARTING POSITIONS

The Good player deploys Frodo and Asfaloth (if using Arwen, rather than Glorfindel, she rides Asfaloth with Frodo as a passenger, see page 73 of the main rules manual) anywhere up to 12"/28cm in from the western table edge (see map). The Evil player then deploys at least 5 Ringwraiths anywhere within 6"/14cm of the western board edge. Any remaining Ringwraiths are kept in reserve. The remaining Good models (including Glorfindel, if he is being used) move onto the board from the western board edge in the first turn.





OBJECTIVES

This is the last chance for both the Ringwraiths and for Frodo – if the Hobbit does not reach Rivendell, he will be consumed by the Morgul blade and the Ring will be taken. The Good side wins if all the Ringwraiths are slain. The Evil force wins if Frodo dies. If both sides meet their victory conditions in the same turn, the game is a draw.

SPECIAL RULES

Weakened by the Chase: All of the participants have been on the road for days and are utterly exhausted. Aragorn, Frodo and Sam have no Might for this scenario (although Aragorn may still use his free point of Might per turn, as normal). In addition, Frodo has no Fate remaining to him.

The Ringwraiths are also nearly spent, having recovered only slightly from their near defeat at Amon Sûl. Each Ringwraith starts this scenario with only 3 points of Will, while the Witch-king starts with only 5 points of Will. In addition, to represent the fatigued horses, each Ringwraith's steed moves $D6+4"/2D6+8\text{cm}$. If a 6 is rolled (or any double if playing in cm) when calculating the movement of the Ringwraiths, after the model is moved, the horse expires on the spot and is removed – the Ringwraith is thrown.

Asfaloth: Asfaloth is an Elven steed, swift and powerful. He has the same statistics as a normal horse. As he is under Glorfindel's instructions, Asfaloth can carry Frodo, even though Frodo is not normally permitted to ride a horse.

The Ford of Bruinen: The waters of the Bruinen can rise up at Elrond's command in a torrent of floodwater, although it does take some time to prepare. Once Asfaloth steps foot in the Ford, the Good player may roll a D6 at the

start of each following turn. On the roll of a 4+, Elrond is ready and the waters can be unleashed at any point during a subsequent Move phase of the Good player's choice.

When the waters are unleashed, a boiling and writhing torrent sweeps down the river washing away anyone caught in its path – remove any models (Good or Evil) in the river or on the ford as casualties. For the rest of the game, the entire river counts as impassable terrain and the ford counts as difficult terrain.

Ringwraiths: Several Ringwraiths have split off from the main group in an attempt to outflank their fleeing quarry. From the second turn onwards the Evil player may roll a D6 at the end of each of his Movement phases. On the roll of a 1, one of the Ringwraiths that was not deployed at the beginning of the game has met with an accident and is removed as a casualty. On the roll of a 4-5, one Ringwraith model may move on to the table. On the roll of a 6, two Ringwraith models may move on to the table. These models may not enter play east of the Bruinen River. You may not bring on Ringwraiths that have been slain previously in the scenario.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately half as large again as the Good force – ie, if the Good force is about 200 points in size, the Evil force should be around 300 points. Both the Good and Evil sides should be composed entirely of Heroes.

LEGOLAS & GIMLI



Legolas and Gimli represent the ancient races of Middle-earth in the Fellowship. Despite the differences in their style of dress, the clothing and war gear of both characters share a degree of delicate gold detailing that suggests the fine crafts of their races. On this page, we're going to look at painting these characters, paying particular attention to the gold detailing, and how to apply it to these, and other characters.

LEGOLAS

- ○ **Jacket:** Dark Angels Green, Dark Angels Green/ Bleached Bone
- ○ **Underclothing:** Shadow Grey, Fortress Grey
- ● **Leather:** Scorched Brown, Bestial Brown
- ● **Bow:** Dark Flesh, Bestial Brown
- ● ● **Skin:** Bestial Brown, Dwarf Flesh, Dwarf Flesh /Elf Flesh
- ○ ● **Hair:** Vomit Brown basecoat, Bleached Bone, Chestnut Ink

GIMLI

- ● **Jacket:** Dark Flesh, Red Gore
- ● **Boots & Gloves:** Scorched Brown, Bestial Brown
- ● **Axe haft:** Dark Flesh, Bestial Brown
- ● ○ **Axe blade & helmet:** Boltgun Metal, Chainmail, Mithril Silver
- ● ● **Skin:** Dwarf Flesh, Chestnut Ink, Elf Flesh
- ● ○ **Beard:** Dark Flesh, Dark Flesh/Bleached Bone
- ● **Top sleeves:** Shining Gold, Chaos Black detailing.
- **Backpack:** Codex Grey.



GOLD DETAILING



Pick out the gold decoration with Shining Gold.



Apply a wash of Chestnut Ink.



Highlight the detailing with Burnished Gold.





BOROMIR

PAINTING IN PRACTICE

As the son and heir of the steward of Gondor, it's only right that Boromir's clothing should be richly ornamented. The technique for painting the gold details on the opposite page can be used here too. We're also going to look how to paint the paler gold and bone of the horn of Gondor, and at how to translate the complex and fine detail on Boromir's sleeves from the film onto your model.



BOROMIR

- ● Cloak & shield: Chaos Black, Chaos Black/Codex Grey
- Cloak lining: Codex Grey
- ● Under cloak: Scab Red, Red Gore
- ● Wrist braces & boots: Scorched Brown, Bestial Brown.

- ● ● Metal: Boltgun Metal, Chainmail, Mithril Silver
- ● Belt: Dark Flesh, Dark Flesh/Vomit Brown
- ● ● Gold details: Shining Gold, Chestnut Ink, Burnished Gold.
- ● ● Skin: Bestial Brown, Dwarf Flesh, Dwarf Flesh/Elf Flesh
- ● Hair: Dark Flesh, Bestial Brown/Fiery Orange.

DECORATIVE SLEEVES



Paint the sleeve with Red Gore.



Paint triangles of Dwarf Bronze around the edge of the sleeve.



Apply a layer of Shining Gold to the triangles.



Highlight with a mix of Shining Gold and Mithril Silver.

THE HORN OF GONDOR



Paint the bone with Snakebite Leather.



Apply a layer of Bleached Bone.



Highlight the bone with Skull White.



To finish the Horn of Gondor, paint the gold detail in exactly the same way as you did for Legolas. See the opposite page.

THE HOUNDS OF SAURON

With their number and quest decided, the Fellowship of The Ring have set out from Rivendell and begun their long and dangerous journey to Mount Doom. With Gandalf and Aragorn to guide them, they swiftly make their way through the empty and silent land of Eregion, making for the Redhorn pass, high atop the peak of Caradhras, in the hope of crossing the Misty Mountains before their presence is noticed. Unfortunately, they are thwarted by the weather, with snowstorms and gales buffeting them every step of the way. A fell voice is upon the air, a voice that exults Caradhras to inflict all manner of fury upon the Fellowship. Faced with a cold and lingering death, Gandalf is forced to turn back from the pass and they head south once more. Shortly after, debate breaks out amongst the Fellowship, with Boromir arguing for travelling the Gap of Rohan and Gimli proposing that they head through the Mines of Moria. With reluctance, it is agreed to try the passage of Moria, but as they camp a short distance from its walls, they are attacked out of the night by howling and snarling Wargs.

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

1 Warg Chieftain
18 Wild Wargs

LAYOUT

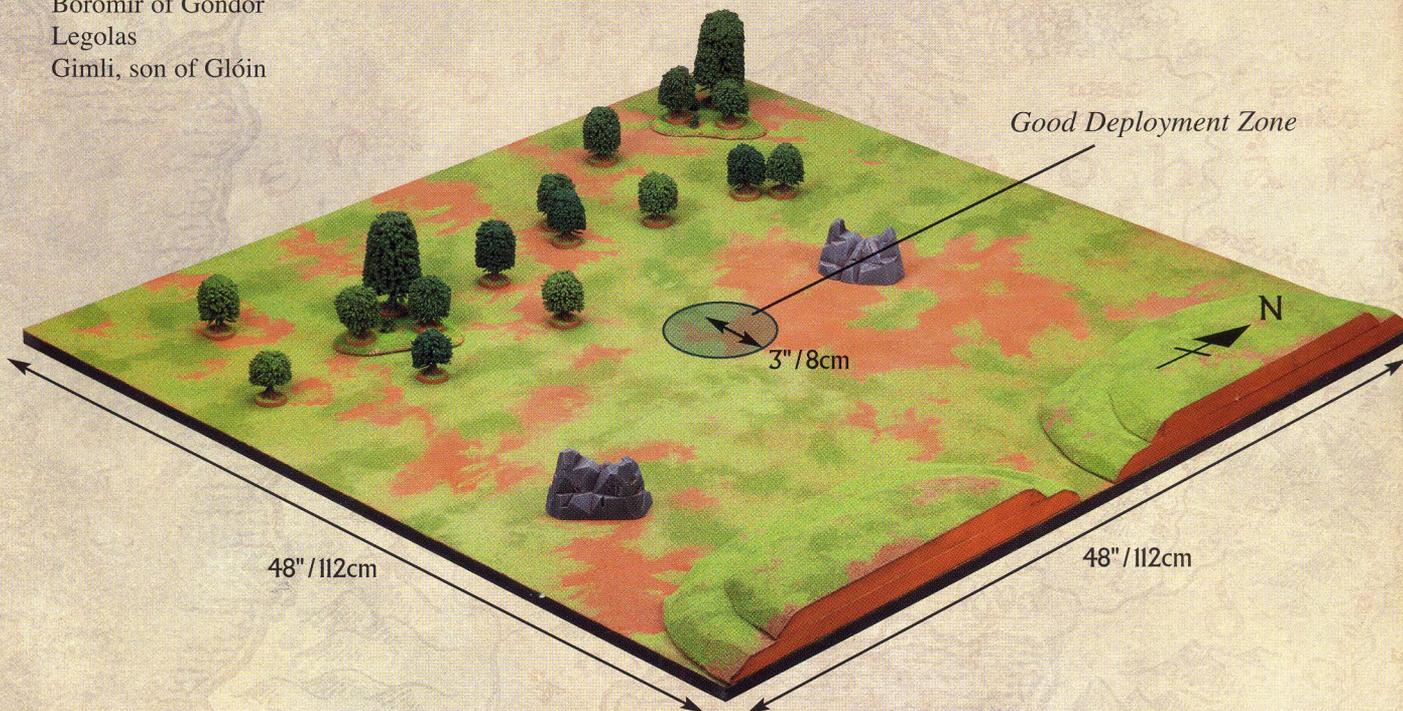
This scenario is played on a 48"/112cm x 48"/112cm table, representing an area of the Misty Mountain foothills. The western side of the board is quite heavily wooded, with a series of hills rising on the eastern board edge to represent the start of the mountains. There are two small woods (of about three trees) and several individual trees scattered across the board.

STARTING POSITIONS

The Good player deploys the entire Fellowship within 3"/8cm of the centre of the board. The Evil player then deploys six Wargs in base contact with each of the north, south and west board edges. The Warg chieftain is then deployed in base contact with any one of those board edges.

OBJECTIVES

Whether or not these Wargs are guided by Sauron's will, they seem determined to attack, without any thought for their own losses. The Evil side wins if five or more members of the Fellowship are slain or if Frodo is slain. The Good side wins if the game ends before this happens (see below).





SPECIAL RULES

Random Game Length: If the Priority roll is drawn from turn eleven onwards, the game ends instantly.

Unstoppable Tide: As the battle goes on, more Wargs are drawn towards it. Each time a Warg (but not the Chieftain) is slain, the Evil player may put it to one side. At the end of each Evil Movement phase, the Evil player may take any Wargs removed in this way and move them on from a board edge chosen by the player who holds priority. The Good player may choose a different edge for each Warg, if he so wishes.

Fearless: The Wargs are driven by a force that they fear more than any other-worldly peril – they will automatically pass Courage tests for the duration of this scenario.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately a third of the size of the Good force – ie, if the Good force is about 900 points in size, the Evil force should be around 300 points. The Good side should be composed entirely of Heroes.



THE MINES OF MORIA

The cavernous depths of Moria require you to make some additions to your terrain. Starting with the encounter with the Watcher in the Water, the Fellowship are forced to journey deeper underground, first making a heroic last stand against the Goblin hordes at Balin's Tomb then escaping down the crumbling staircases of Dwarrowdelf, before facing the might of a Balrog on the Bridge of Khazad-dûm. The scenery you build can be used to create all the different scenarios within Moria. By combining parts you will be able to make Moria's outer walls, Balin's Tomb, Dwarrowdelf, and the bridge of Khazad-dûm. This type of modular scenery allows you to make bigger scenery pieces should you wish to expand your games.

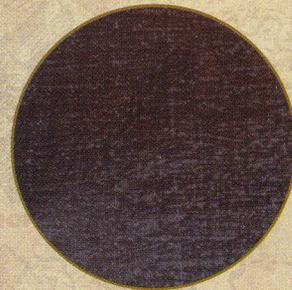
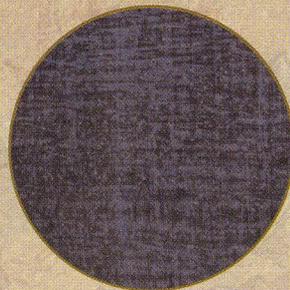
MATERIALS

Upside down green board
PVA glue
Sand
Large flat-headed brush

BUILDING A MORIA TABLE

As it's set underground, the playing surface of your Moria board should reflect the rocky texture of the terrain you will be building. For this reason we will paint it grey, which also matches the rocky outcrops you have made. Since you have already built a board, you know how to texture it. However, if you want to save space, turn your green board over and build Moria on the reverse side. If doing this, it's advisable to put a cloth when playing games. The sand may scratch the surface of the table you have placed your board on, and you risk damaging the underside of your own gaming table.

To make your Moria base, glue the sand to your board exactly as you did with the green table. When this has dried, undercoat it Chaos Black and paint it the following colours:



1. Using a circular motion drybrush the board Codex Grey.
2. Next, lightly drybrush patches of Dark Flesh onto the Codex Grey.

To finish the board, paint the rim Chaos Black. This will smarten the appearance of your gaming table.

THE WATCHER'S POOL

As the Fellowship search for a way into the Mines of Moria, they are ambushed by the Watcher. The pool where it lives is simple to build and can be used either on its own in The Watcher in the Water scenario, or combined with your river sections to create a larger terrain piece.

MATERIALS

Thick card
PVA glue
Masking tape
Large flat-headed brush
Craft knife



1. Draw a rough rectangle approximately 18" x 12" on your thin card. The shape doesn't have to be exact as you are building a large pool. Use your craft knife to cut the shape out.

2. Using masking tape, create a grid on one side of the card. When you paint the other side of the pool, the tape will stop the card bending.

3. Paint the pool in the same way you painted the river sections.



BUILDING A ROCK WALL

In their bid to escape the grasp of the Watcher in the Water, the Fellowship were forced to pass through Durin's Door. Built into the mountainside, it leads down into the depths of Moria itself. A terrain piece of this size has many uses: it can be used as a gateway; an impenetrable wall; or even a cliff face that can be negotiated by climbing and jumping. The rock wall will be used as the Fellowship's goal in The Watcher in the Water scenario, as they have to battle to the entrance of Moria. It will also be used in the Escape From Dwarrowdelf, as the sheer rock wall the

MATERIALS

1" thick polystyrene
PVA glue
Craft knife

Goblin archers attempt to shoot the Fellowship from. The wall is made from three layers of polystyrene that build on top of each other to form your terrain piece.

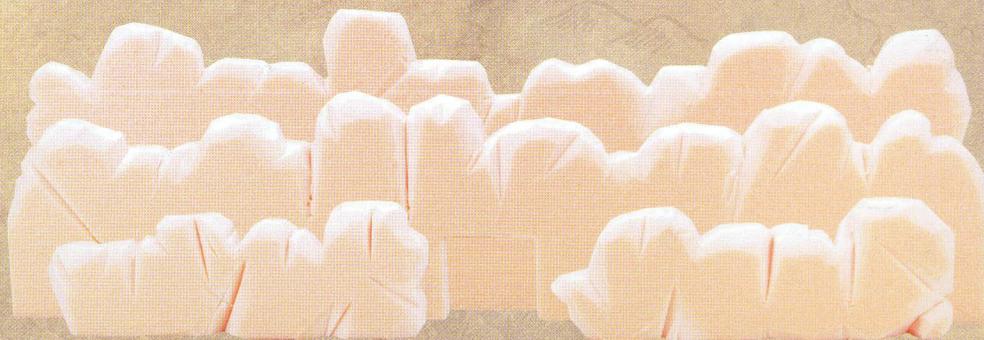
1. To start, cut a rectangle from your polystyrene 2' long and 8" tall. Cut an irregular rock pattern into the top to represent the outcrops at the top of the wall.



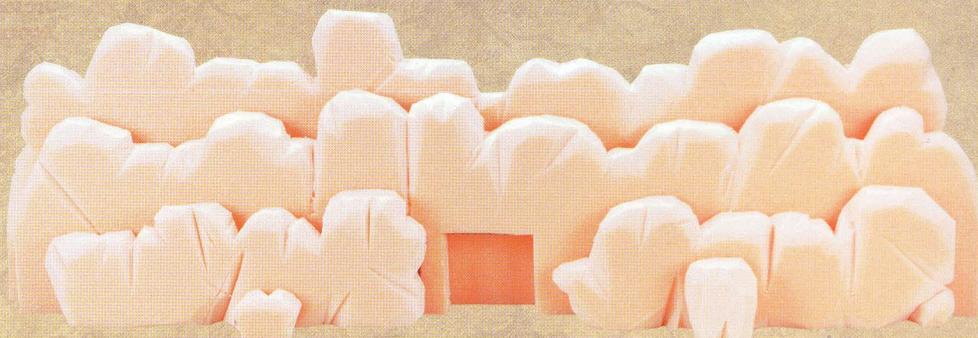
2. Next, cut a rectangle from your polystyrene 2' long and 6" tall. Place this on the piece you have just built and carve the layer so it resembles rocks. To build a door, cut a man-size rectangle in the front, then glue the two sections together. Wait until the glue has dried before moving onto the next stage.



3. The front section of the rock wall is split into two sections. Cut them to fit, and shape them to match the rest of your rocks. Once you are happy with the finish, glue them in place.



4. To finish off your wall take some offcuts of polystyrene and shape them into small rocks. You can then glue these to the front of your wall to give it extra support.



With your wall built, it just remains for you to paint it to match the rocky outcrops you built earlier.



THE WATCHER IN THE WATER

Driven to Moria by the Warg attack, the Fellowship stand on the shores of a dank and sinister pool and watch impatiently as Gandalf attempts to open the Doors of Durin. For what seems like an eternity, the Nine Walkers take what shelter they can in the lee of the mountainside as Gandalf tries every opening spell he knows – and not a few curses also. As the wind picks up, Warg voices can once more be heard upon the wind, yet there is more immediate danger in the water at their feet. Deep in the murk dwells a nameless creature, a thing of slime and immense strength and patience. It has not fed well since the fall of the Dwarven realm and in Frodo and his companions it sees a chance to satisfy its hunger again. With the bulk of the Fellowship's attention on the door and what may lie inside, the monstrous beast stirs and seizes Frodo. Can the rest of the Fellowship rescue Frodo and escape into Moria?

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

6 Tentacles

LAYOUT

The scenario is played on a board 24"/56cm by 36"/84cm. The main section of the board is dominated by the Watcher's pool. Durin's Door is located 6"/14cm in from one board edge. Around the pool there should be scattered trees, along with a pair of rocky outcrops (see map).

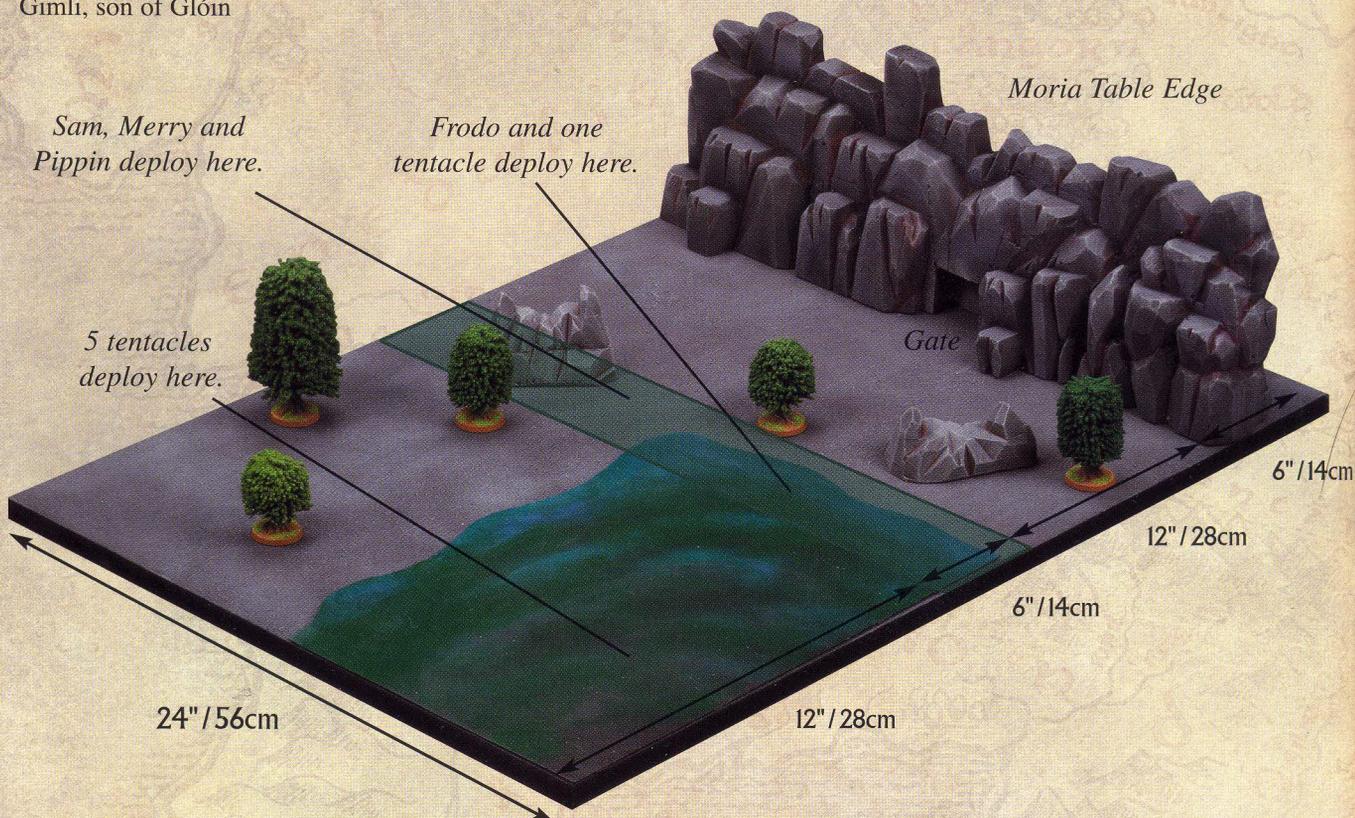
STARTING POSITIONS

The Good player deploys Sam, Merry, and Pippin between 18"/42cm and 24"/56cm from the Moria board edge. He then deploys Aragorn, Boromir, Legolas, Gimli, and Gandalf touching the gate.

The Evil player may then deploy one tentacle and Frodo (Frodo begins the game enveloped – see below), anywhere on the shore of the pool, up to 24"/56cm in from the Moria table edge. He then deploys the remaining tentacles 12" away from Frodo.

OBJECTIVES

The Good side wins if five or more members of the Fellowship escapes the board through the doorway and up the stairway. The Evil side will win if five or more members of the Fellowship are slain, or if Frodo is slain.





SPECIAL RULES

The Watcher in the Water: The Watcher consists of two distinct parts, the main body, and the tentacles, but for the purposes of this scenario we only worry about the tentacles.

The tentacles each have the following profile:

F	S	D	A	W	C
6	1	6	1	-	8

The tentacles may move 6"/14cm per turn and always ignore terrain. A tentacle may charge as if it were an independent model. Should a tentacle win its combat it will not try and deal any damage. Rather, it will envelope a single defeated model and instantly drag them D6"/2D6cm in a direction nominated by the Evil player. If there are multiple tentacles engaged in a single fight, the Evil player may choose which tentacle envelopes the loser. Represent which tentacle has enveloped which model by placing the enveloped model on its side in base-to-base contact with the tentacle.

In successive Movement phases the Evil player may drag the Good model an additional D6"/2D6cm. The enveloped model may not make any actions while enveloped. An enveloped model will only be freed if the tentacle is charged, or is wounded (see below). If an enveloped model is freed, the Evil player places it on its side within 1" of its former captor.

Tentacles may be charged as normal. If a tentacle is charged while it is enveloping a model, that model is instantly released as discussed above. If a tentacle is wounded, the tentacle drops any enveloped model and is instantly moved D6"/2D6cm directly away from the source of the attack.

Tentacles that have enveloped a model may be targeted with shooting attacks without the enveloped model (or in fact any Good model) being considered to be 'in the way'.

This is to represent the fact that the end tentacles are actually flailing about high above the ground. *Sorcerous Blasts* aimed at tentacles with an enveloped model will not cause any damage to the enveloped model, although they will be moved back with the tentacle if the tentacle itself is not wounded. Tentacles are never knocked to the ground.

Enveloped models take D3 automatic Strength 8 hits at the end of the Fight phase, to represent the Watcher attempting to crush them.

The Pool: Whenever a Good model starts its movement in the pool (even a heroic move or as part of a heroic combat), it must test to see whether or not it is hindered. Legolas gets a +1 modifier to this roll.

D6 score Result

- 1 The model loses their footing and falls down. The model is knocked to the ground and may not move this turn.
- 2-5 The footing is unsteady. The model may move at half speed as if in difficult terrain.
- 6 The model is unhindered by the water and may move at full rate this turn.

POINTS MATCH

If you want to play this scenario with alternative participants, choose a Good force of at least 500 points, chosen (in any combination) from the main rules manual. The Evil side should always be the Watcher in the Water. The Good side should be composed entirely of Heroes.

BALIN'S TOMB

Balin's Tomb is one of the most iconic battle scenes in *The Fellowship of The Ring*. The Good heroes are pitted against a Goblin horde and a monstrous Cave Troll in an attempt to escape the Mines of Moria. The terrain that forms Balin's Tomb is all made from templates. This means that you can make a lot of scenery to the same dimensions very quickly. Not only that, you can use the scenery available in *The Mines of Moria* boxed game to add extra detail to the Balin's Tomb scenario.

The following templates will allow you to build all the shapes required for Balin's Tomb.

MATERIALS

1" thick polystyrene
PVA glue
Craft knife
Thick paper
Metal ruler

All templates are shown at 50%. Photocopy at 200% to produce templates at the correct size.

4 x Corner Section

2 x Stair Section

3 x Wall

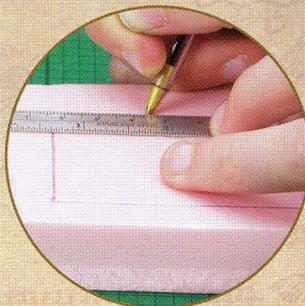
Copyright © MMV New Line Productions, Inc. Permission granted to photocopy the templates on this page for personal use only, to play The Lord of The Rings Strategy Battle Game. All further rights reserved. The Lord of The Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd.

USING TEMPLATES

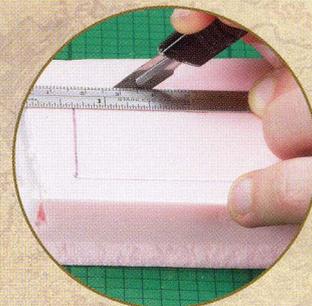
When using templates, we recommend that you photocopy the originals and use the copies – that way the originals don't get damaged.



1. First, photocopy your template onto thick paper and cut it out. Then place this onto your polystyrene and carefully draw round it.



2. Next, use a ruler to neaten up any edges, making sure they are straight.



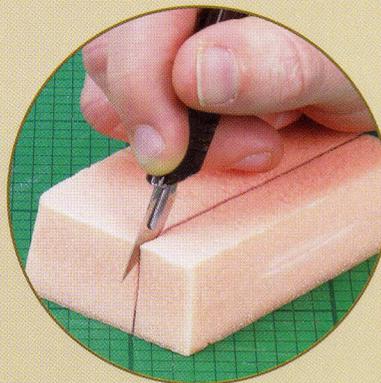
3. Finally, cut the shape from your polystyrene with a craft knife.



CUTTING STRAIGHT



When cutting thick polystyrene, the knife blade can bend or deviate as it goes through the material, causing your straight lines to become slanted. A simple way of solving this is to cut a guide mark on the side of the polystyrene that sits at a right angle to the line you are about to cut.



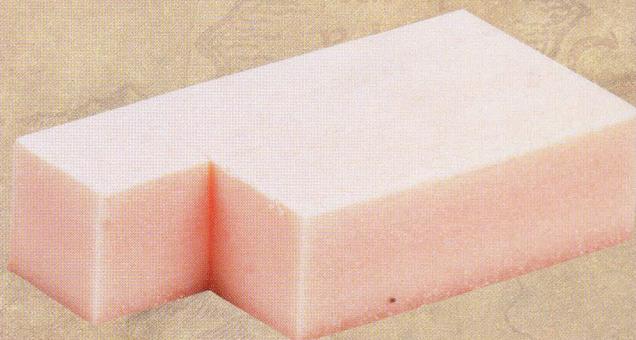
As you start cutting, make sure the knife blade sits in the guide mark. This will ensure that when you cut, your blade will stay at the same angle giving you a straight edge which allows you to fit your terrain together without gaps.

BUILDING STEPS

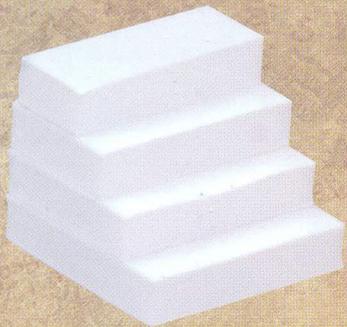
The steps in Balin's Tomb allow players to move models up to the elevated walls. This allows players to avoid the mass of combat in the middle of the board, or to jump down upon their foes from above.

MATERIALS

1" thick polystyrene
PVA glue
Craft knife
5mm thick foamcard
Metal ruler



1. Using your stairs template, cut the section from polystyrene. To make the stair on the opposite side, simply turn the template over and repeat the process on a new piece of polystyrene.



2. Using the polystyrene section as a guide, cut four steps from your foamcard. This is done in exactly the same way as when you built Amon Sûl.



3. To finish, glue the steps together and attach them to the polystyrene section as illustrated.



CREATURES OF THE MISTY MOUNTAINS

The Misty Mountains play host to a variety of malevolent creatures, from the Wargs roaming the mountainside, the Watcher in the Water and the Goblins and Trolls of Moria. The colours palette for the Moria Goblins has been deliberately picked to be as simple as possible, allowing you the paint a suitably impressive horde in a short time. For the Watcher's tentacles, you can apply some of the techniques you used to paint water. A coat of gloss varnish will give them a suitably wet appearance. The fur-covered Wargs provide an ideal surface for the use of the drybrushing technique.



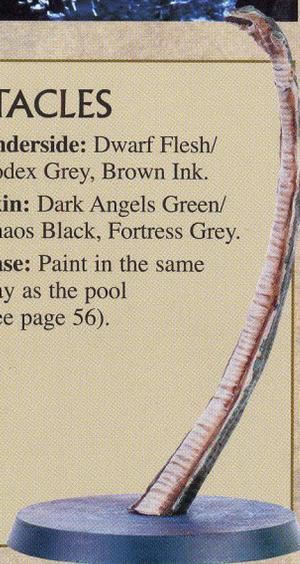
GOBLIN

- ● **Metal:** Boltgun Metal, Brown Ink
- **Skin:** Catachan Green.
- **Cloth:** Red Gore.
- **Hair:** Chaos Black.
- **Weapon shaft:** Bestial Brown.



TENTACLES

- ● **Underside:** Dwarf Flesh/ Codex Grey, Brown Ink.
 - ● **Skin:** Dark Angels Green/ Chaos Black, Fortress Grey.
- Base:** Paint in the same way as the pool (see page 56).



WARG

- ● **Fur:** Scorched Brown/ Graveyard Earth, Graveyard Earth/Bubonic Brown.
- **Crest:** Bleached Bone.
- **Face & legs:** Bleached Bone/ Chaos Black.
- **Teeth & claws:** Skull White.
- ○ **Tongue & gums:** Scab Red/ Skull White.



MORIA BASING

The style of basing we've been looking at up until now is intended to look like earth and grasslands. For the denizens of Moria, it's more appropriate to make their bases resemble the stony ground of the mines.

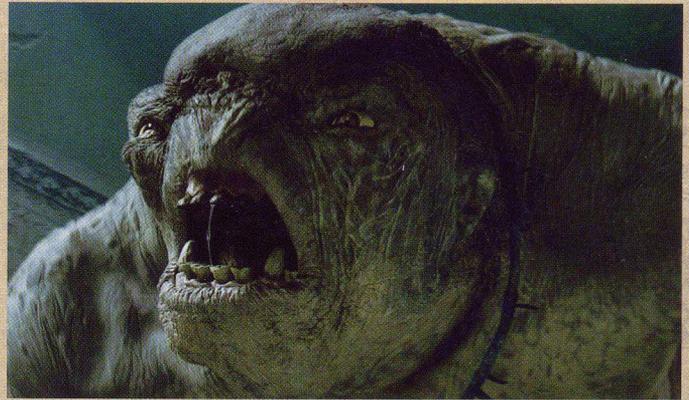
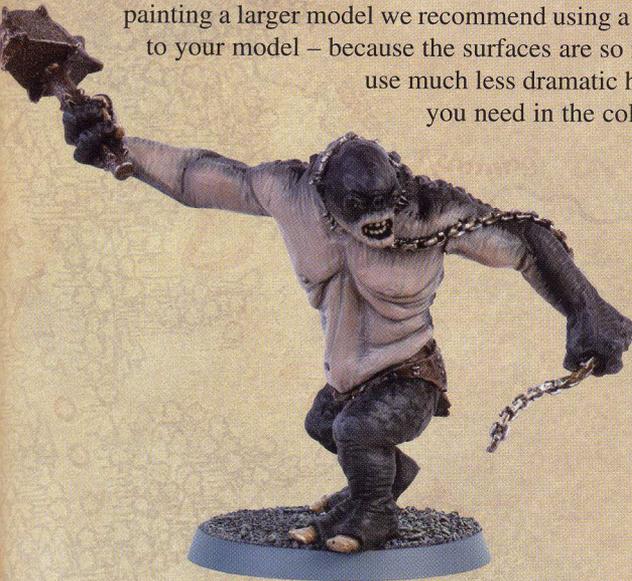
Texturing the base works much as before, with sand glued to the base with PVA glue, but this time, there's no additional material to add. Once the sand has set in place, paint the base with Codex Grey, and then drybrush it first with Fortress Grey and then Rotting Flesh.





CAVE TROLL

No battle in the depths of Moria would be complete without a Cave Troll (or two, if the Evil side get their way). So far, all of the models in this book have been roughly man sized or smaller. Larger models like the Cave Troll or Balrog need to be approached in a slightly different way. Firstly, although it may seem an obvious thing to say, when painting a larger model we recommend using a standard brush. The second difference is in how you apply highlights to your model – because the surfaces are so much larger and easier to distinguish at a distance, you can afford to use much less dramatic highlights. Similarly, the larger the model, the less dramatic contrasts you need in the colour scheme to make the model look interesting.



SKIN



Apply a mix of Chaos Black and Dwarf Flesh as a basecoat.



Apply a layer of Dwarf Flesh mixed with Codex Grey.

CAVE TROLL

- **Cloth:** Scorched Brown, Graveyard Earth, Black Ink.
- **Troll Chain:** Drybrush Boltgun Metal, drybrush Chainmail.
- **Club:** Drybrush Tin Bitz, drybrush Chainmail.
- **Teeth & toes:** Vomit Brown, Bleached Bone.

SCALES



Wash the recesses of the back with a watered down mix of Dwarf Flesh and Codex Grey paint.



Once dry, drybrush the scales with Codex Grey.



BALIN'S TOMB

Driven into the long dark of Moria by the fury of the Watcher in the Water, the Fellowship must trust once more to the skill of Gandalf and Aragorn to see them safe through the ruined Dwarven realm. All about them are signs a great kingdom brought low, yet no trace is to be seen of the most recent attempt to reclaim Moria – that of Balin's expedition some years earlier. Part of Gimli's eagerness to journey through Moria was fuelled by the hope of finding his cousin alive and well, yet as the Nine Walkers wind their way through the darkness that hope seems further and further distant. It is not until the Fellowship leaves the mines and enters the city itself that their fears are confirmed. In a small chamber off the main hall lies a simple stone tomb surrounded by the long-dead corpses of Dwarves. This is the last resting place of Balin son of Fundin, lord of Moria. As Gandalf searches through the records, the Goblin Drums begin to sound in the deep, and running feet can be heard in the halls outside...

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

2 Goblin Captains
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows
1 Cave Troll

LAYOUT

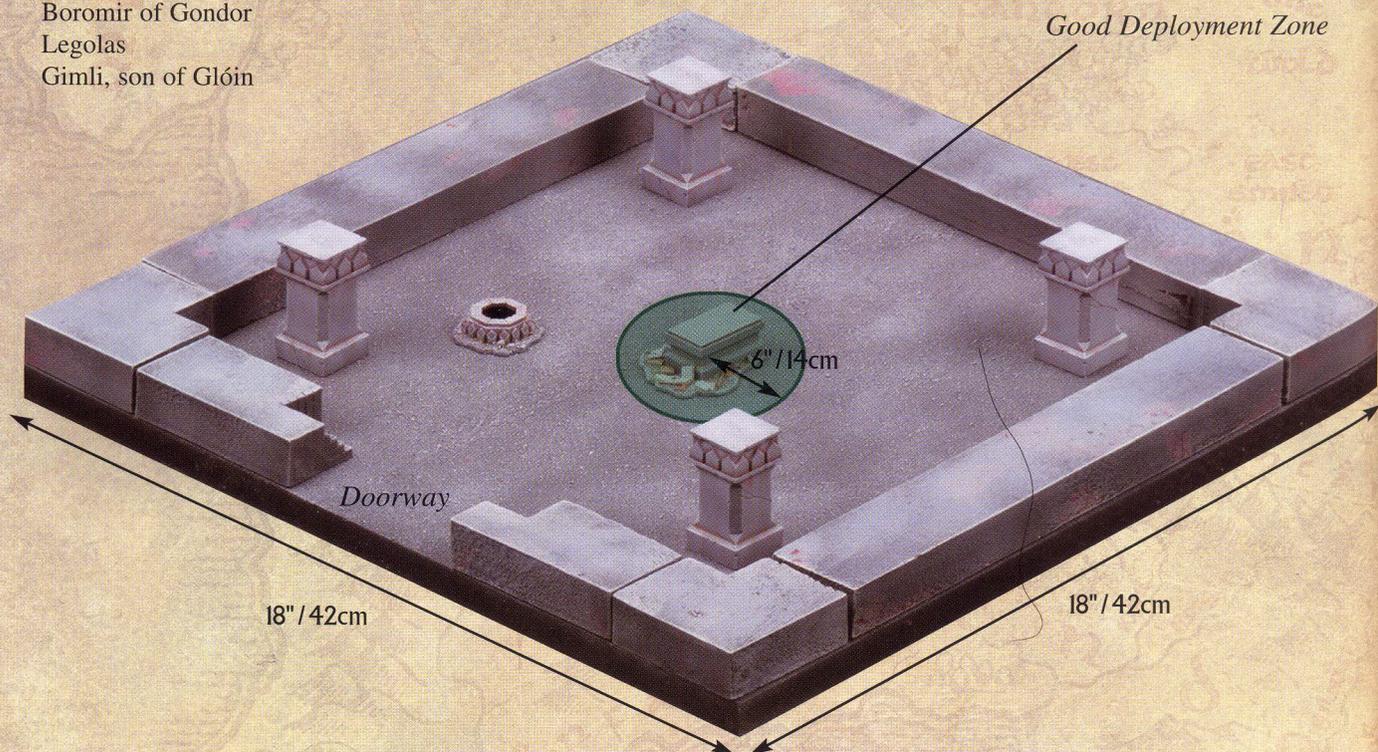
Using the scenery you made on pages 60-61, lay out Balin's Tomb as shown on the photograph below. This represents the inside of the Chamber of Mazarbul, the site of Balin's tomb. The tomb itself lies in the centre of the board. There are also four pillars, about halfway between the tomb and each corner, and a well. The door to the halls outside lies in the centre of the south board edge (see map).

STARTING POSITIONS

The Good player deploys his models within 6"/14cm of the centre of the board. The Evil player does not deploy any models at the start of the game, they move onto the board as the game goes on.

OBJECTIVES

The Evil side wins if five or more members of the Fellowship are slain or if Frodo is slain. The Good side wins if the game ends before this happens (see below).





SPECIAL RULES

Unstoppable Tide: The game lasts for ten turns. As the battle goes on, more Goblins are drawn towards it. At the end of each Evil Movement phase, the Evil player may take any Goblins not currently on the board (including those removed as casualties earlier in the game, but not including captains that were earlier removed as casualties) and move them onto the board through the doorway. If there is not room to move the models on, the Goblins will have to be kept to one side until there is room.

The Cave Troll may be brought onto the board in this way from turn four onwards, but note that once it is slain it cannot be brought back.

Without Number: It's difficult to be sure how many Goblins are attacking the Fellowship, but they certainly number in the hundreds, if not thousands – for the duration of this scenario, Evil models will automatically pass Courage tests for being Broken.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately a third of the size of the Good force – ie, if the Good force is about 900 points in size, the Evil force should be around 300 points. The Good side should be composed entirely of Heroes.



DWARROWDELF

The terrain you have built for Balin's Tomb can be used to recreate one of the most exciting parts of *The Fellowship of The Ring*: the stairs of Dwarrowdelf. This is the part of the book where you get to put all manner of scenery together to build the most stunning gaming table this side of the Black Gate of Mordor. Not only will you see how all the Moria scenery interconnects, but you'll also experience a completely different way of playing *The Lord of The Rings* as you will replay the perilous sprint across crumbling stairs, dodging Goblins arrows, and slaying your foe as you make your way down to the Bridge of Khazad-dûm. For the first time in this book, you won't be playing on a flat board. To play the perilous escape you will construct a three-dimensional web of walkways, pillars and stairs, using all the skills you have learned up to this point.

To make the supports for the different levels of walkways, you will need to make bigger versions of the rocky outcrops you made at the start of this book. To raise the height of your rocks simply use more layers of polystyrene. However, make sure you keep a 2" gap on the top layer, as this will hold the walkways when you build your board. Below are examples of the different heights of rock you need to build in order to play the Escape from Dwarrowdelf scenario.

MATERIALS

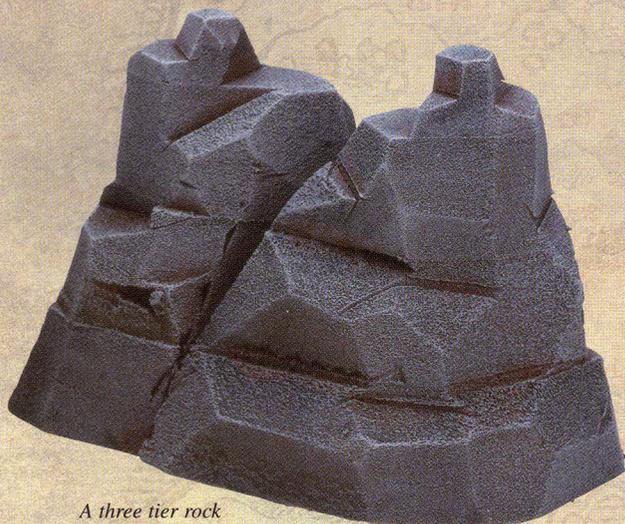
PVA glue
1" thick polystyrene
Craft knife



A two tier rock



A four tier rock



A three tier rock

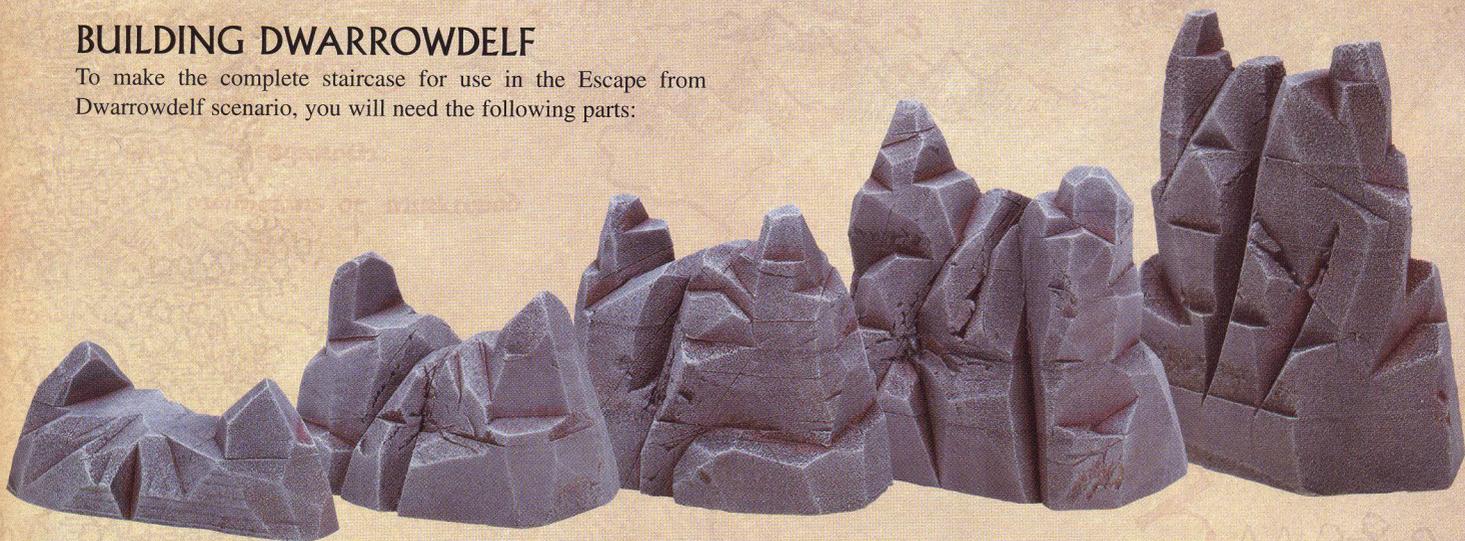


A five tier rock

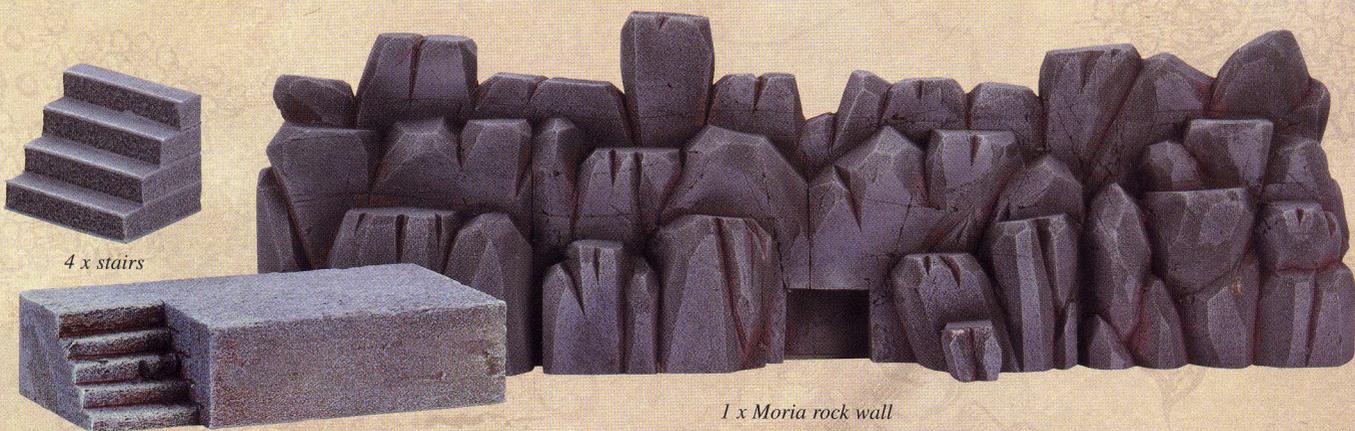


BUILDING DWARROWDELF

To make the complete staircase for use in the Escape from Dwarrowdelf scenario, you will need the following parts:



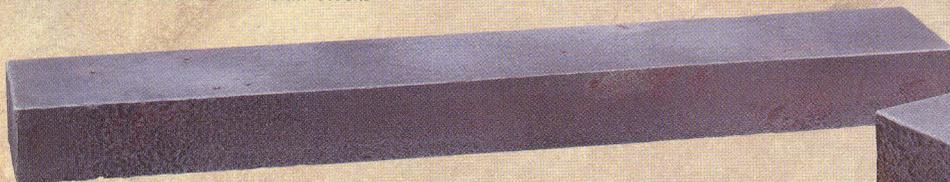
2 x each of these rock types



4 x stairs

2 x Balin's Tomb stair blocks

1 x Moria rock wall



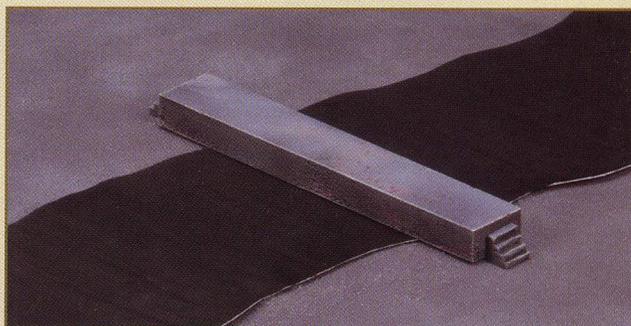
5 x Balin's Tomb walls

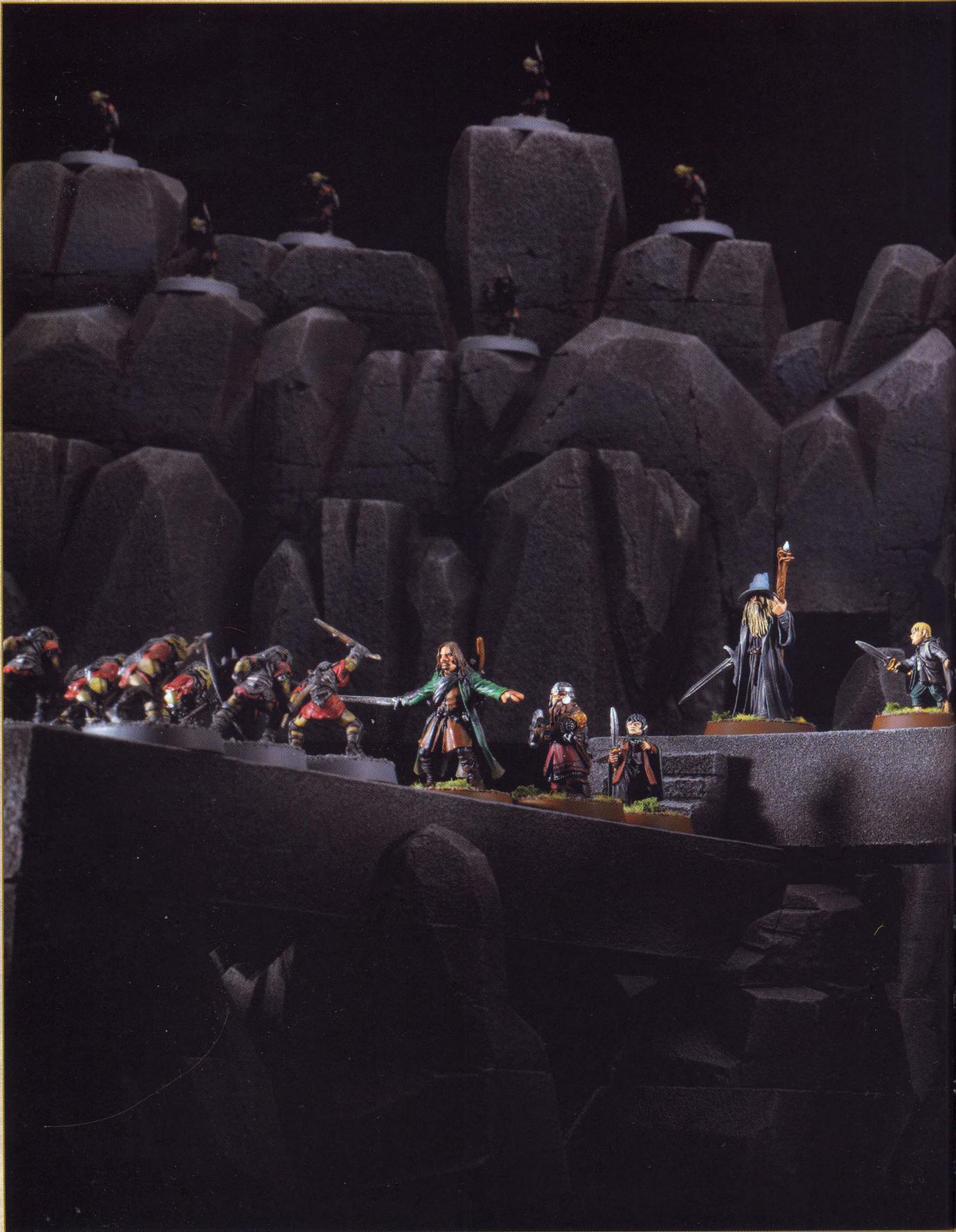


4 x Balin's Tomb corner sections

KHAZAD-DÛM

The final part of the Fellowship's progress in Moria is the climactic battle at the Bridge of Khazad-dûm. The focal point of this scenario is the bridge itself and the chasm that it sits upon. As you can see from the photo, the bridge is simply made from one of the wall sections of Balin's Tomb, with stairs at either end. The chasm has been created in a similar way to the Watcher's Pool, using thick black card to act as the gap. Using simple techniques allows you to create a striking board that conveys the drama of the scenario.





†·†Ж:†·†Л††·ЛР·†·†Ж:†·†Л††·ЛР·†·†Ж:†·†Л††·ЛР·†·†Ж:†·†Л††·ЛР·†·†Ж

THE ESCAPE FROM DWARROWDELF

After a desperate and vicious battle that leaves its mark upon all in the Fellowship, they manage to flee the confines of the Chamber of Mazarbul and escape into the great pillared halls of Dwarrowdelf. It is there that they realise the full horror of their plight – it is not merely Goblins and Trolls that pursue them, but a much greater evil from the earliest days of the world – a Balrog of Morgoth. Against this fell being the Fellowship stand little chance so, exhausted though they are, they make with all speed to the eastern gates of Moria and the Bridge of Khazad-dûm. Before they reach there, however, they must negotiate the spiralling maze of platforms and stairs that serve as defence for the Dwarven realms. A single wrong turn in this crumbling maze could yet tumble one of their number onto the rocks far below, yet there is no time to cautiously negotiate this decaying edifice – the Balrog gains ground with every moment, and the Goblins are still determined to feast on their bones...

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

2 Goblin Captains
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows
1 Cave Troll

LAYOUT

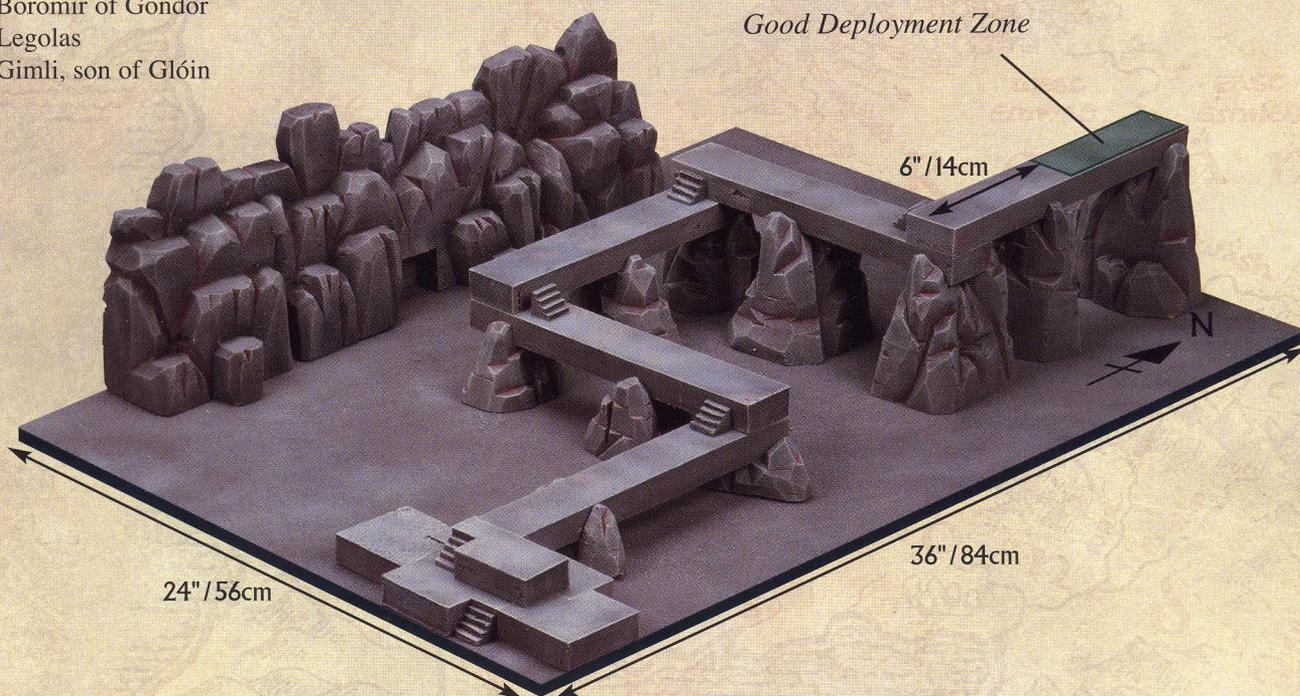
The scenario is played on a board approximately 24"/56cm by 36"/84cm, representing the torturous span of platforms and staircases that lead from the halls of Dwarrowdelf to the Bridge of Khazad-dûm. The exact layout of the platform doesn't matter too much, but it should change direction at least three times. Using the scenery you built to make Balin's Tomb, lay your board out as shown on the photograph below. Use your Moria wall to create the rock face; this should be placed about 6"/14cm from the stairs of Dwarrowdelf.

STARTING POSITIONS

The Good player deploys his models within 6"/14cm of the north edge of the platform. The Evil player does not deploy any models at the start of the game, they move onto the board as the game goes on.

OBJECTIVES

The Evil side wins if five or more members of the Fellowship are slain or if Frodo is slain. The Good side wins if five or more members of the Fellowship (including Frodo) exit the board from the south board edge.





SPECIAL RULES

Unstable Realm: There is a long drop from the platforms – if a model leaves the platforms for whatever reason (except for a member of the Fellowship escaping), it is removed from play as a casualty. In addition, whenever both players score a 5 or a 6 on the Priority roll, the Evil player may place a Chasm counter (about 2"/4cm by 1"/2cm) anywhere on one of the platforms. This counts as an obstacle and must be jumped – if the model rolls a 1 whilst jumping a Chasm counter, they fall to their death. Chasm counters cannot be placed within 3"/8cm of each other.

Without Number: It's difficult to be sure how many Goblins are attacking the Fellowship, but they certainly number in the hundreds, if not thousands – for the duration of this scenario, Evil models will automatically pass Courage tests for being Broken.

Goblin Pursuit: The Fellowship is not being pursued solely by the Balrog – their footsteps are also being dogged by the Goblins of Moria, who are looking to avenge their fallen. At the end of each Evil Movement phase, the Evil player rolls a D6 – this is the number of Goblins that have caught up with the Fellowship. He then selects this number of Goblins (in any combination) from the models not in play (including those that have previously been slain) and rolls a D6 for each to determine where it appears.

D6 score	Result
1	The Goblin moves onto the board from the north edge.
2-5	The Goblin moves onto the board from the south edge.
6	The Goblin moves onto the board from an edge of the Evil player's choice, including the second platform.

The Cave Troll and Captains can be brought into play in this way, but the Captains count as three Goblins and the Cave Troll counts as five Goblins. Reinforcements cease once a member of the Fellowship exits the board.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately a third of the size of the Good force – ie, if the Good force is about 900 points in size, the Evil force should be around 300 points. The Good side should be composed entirely of Heroes.



THE BALROG



The Balrog is a mighty creature of smoke and fire that appears at the Bridge of Khazad-dûm and fights Gandalf. Unsurprisingly, it is also a very large model. This miniature requires substantially more preparation than any other model you have put together in this book. Once the initial model has been built you will need to use Green Stuff to fill some of the gaps, and blend different areas together. You will also have to paint it, as a model of this size gives you a great opportunity to produce a miniature that really stands out on the battlefield.

Glue your model together following the instructions that come with the Balrog. Once this has been left to dry you will notice that there are gaps on the miniature, these are perfectly normal when casting such a large piece. You will need to use modelling putty, such as Green Stuff, to fill these. Green Stuff is a two-part putty that comes in a strip of yellow resin and blue hardener, and is designed to fill gaps and smooth joins although it can also be used to sculpt with. Perfect for models such as this! On this page we will show you how to apply Green Stuff to your Balrog, so that it's ready for you to paint.

MATERIALS

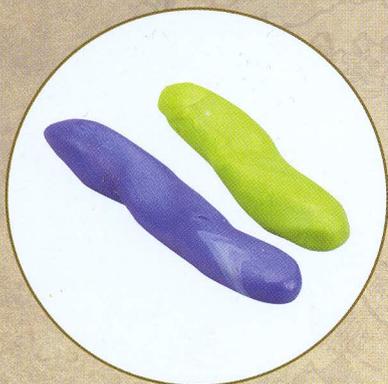
Green Stuff
Sculpting tool
Craft knife

SAFETY TIP

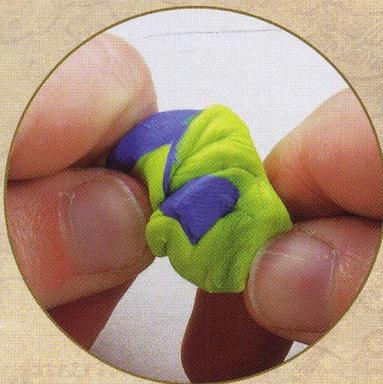
When using Green Stuff, always read and follow the instructions on the packaging.

MIXING GREEN STUFF

Green Stuff is split into two parts: the blue hardener, and the yellow resin. By mixing these together you will create a green modelling putty that you can use to fill any gaps on your Balrog.



1. To prepare your Green Stuff, start by cutting a strip of equal parts blue and yellow using your craft knife.



2. Mix the blue and yellow parts together between your fingers.



3. You will end up with a consistent green colour. If there are still blue or yellow streaks, you need to keep mixing until you get the right colour.



PAINTING THE BALROG

To make your Balrog even more impressive you'll need a suitably striking paint job. We're going to show you how to paint your Balrog in five easy stages.

Despite the size of the model the actual painting of it isn't any more complex than anything you've done so far. In fact, it uses the techniques of layering, drybrushing and ink-washing that are highlighted elsewhere in this book.

To start, undercoat the model with Chaos Black spray.



1. Once the undercoat has dried, paint the cracked and flaming parts of the Balrog Skull White.



2. Paint the white parts with Golden Yellow.



3. Apply a mix of Yellow and Red inks over the Golden Yellow.



4. When the ink has dried, carefully paint the scales Chaos Black.



5. To finish, drybrush the black parts of the Balrog Codex Grey.



THE BRIDGE OF KHAZAD-DÛM

The Bridge of Khazad-dûm is in sight, and the outside world lies beyond it. This slender span has long been the heart of the eastern defences of Moria, and now it promises to be the Fellowship's salvation. Though Goblins mill around in the hall behind them, and the Balrog is coming ever-closer, the company's hearts begin to lift, for there are no enemies between them and the bridge, and nor are there any to be seen on the other side of the chasm. As the fire daemon's footsteps shake the halls, Gandalf urges his companions onwards, and with one last effort, the Fellowship make for the bridge. Goblins close in all about them, and though the Travellers are not to be denied their freedom by such creatures, the twisted lesser-Orcs may yet slow the Nine Walkers enough to allow the Balrog to catch them. If that happens, only a great act of sacrifice will save them...

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

The Balrog
2 Goblin Captains
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows

LAYOUT

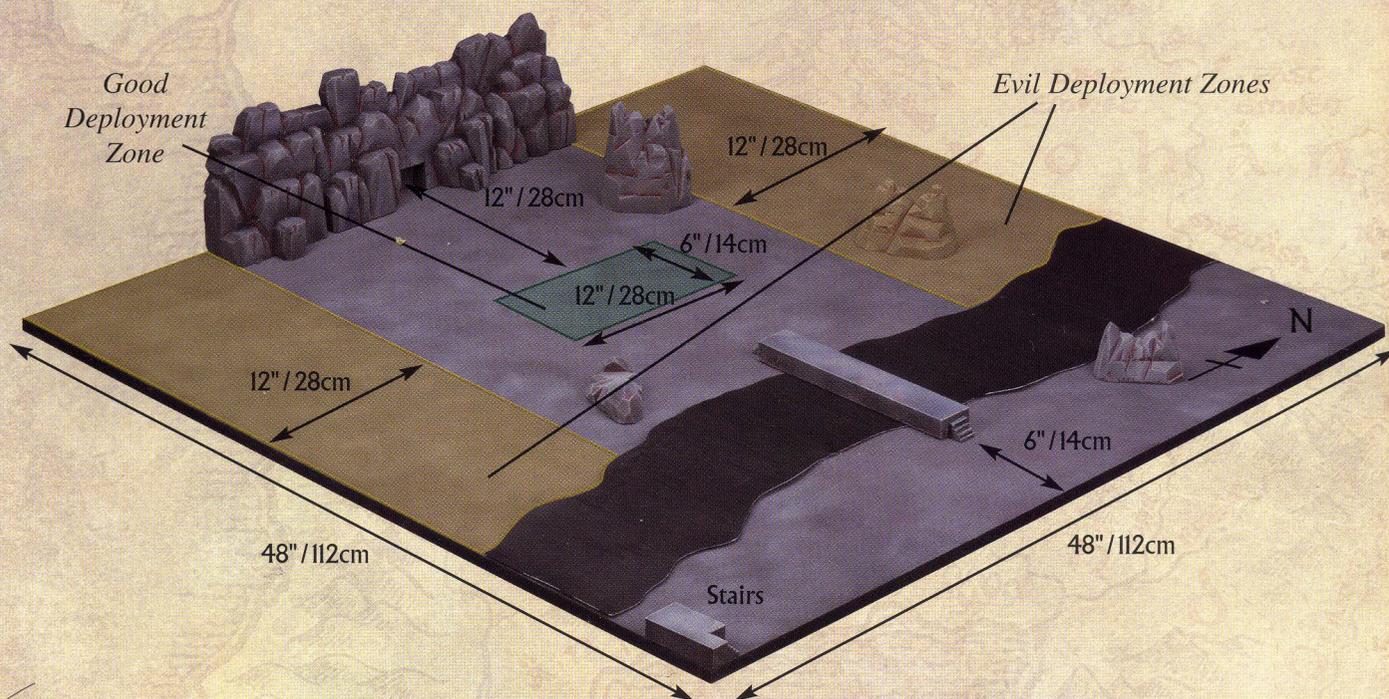
The scenario is played on a board 48"/112cm by 48"/112cm. The chasm sits 6"/14cm in from the eastern board edge and is about 8"/20cm wide – it is spanned in the centre by a narrow stone bridge which is made by using one of your Balin's Tomb walls. The chasm is impassable and also cannot be jumped (it is too wide). There is a doorway in the middle of the western board edge, represented by the Moria wall you built on page 57, and a small set of stairs in the southeast corner.

STARTING POSITIONS

The Good player deploys his models in the Good deployment zone. The Evil player splits his Goblins into two equal groups and deploys one group in each of the Evil deployment areas. The Balrog is not deployed at the start of the game, but will be available as the game goes on.

OBJECTIVES

The Evil side wins if five or more members of the Fellowship are slain or if Frodo is slain, or if the bridge has not been destroyed. The Good side wins if five or more members of the Fellowship (including Frodo) exit the board from the southeast corner (remove them once they move onto the stairs) and the bridge has been destroyed. Any other result is counted as a draw.





SPECIAL RULES

The Bridge of Khazad-dûm: Gandalf can inflict damage on the bridge by using the *Sorcerous Blast* magical power. He must be standing on the bridge to do this and no other targets will be affected by the spell if he targets the bridge. Roll a D6 to see what happens.

D6 score Result

- | | |
|-----|--|
| 1 | No effect. |
| 2-5 | The bridge is badly damaged, but holds. You may add 1 to the total each time you roll on this table. These modifiers are cumulative. |
| 6 | The bridge is destroyed! Any models on the bridge are removed from play as casualties as they tumble into the chasm. |

The Flame of Udûn: The Balrog does not start the game on the board, but will arrive as the game goes on. From the second turn onwards, the Balrog will arrive if the total rolled for Priority (by both players) is seven or more – the Evil player may move the Balrog onto the board via the west door during his subsequent Move phase. Newly arrived models may not charge, but can otherwise act as normal.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately the same size as the Good. The Good force should be composed entirely of Heroes and must include Gandalf the Grey.



LOTHLORIEN

Though Gandalf has fallen into the shadow of Khazad-dûm, the Fellowship have no time to grieve, for the Goblins still pursue them with relentless ferocity. Desperate for refuge, Aragorn leads his companions eastwards, towards the fabled forest of Lothlorien – an Elf haven of great age and power. It is a difficult journey, for they are still high up in the mountains, yet by pushing the walkers to their limits, Aragorn brings them safely to the border of the golden wood. Even so, the Goblins are close behind, and many of their Warg allies have joined them. The Fellowship cannot hope to outrun the Wargs, yet the numbers of their foe seem too great for any hope of survival. Fortunately, the borders of Lothlorien are always guarded from intruders, and this stretch is no different. Help is closer at hand than the Fellowship would dare hope.

PARTICIPANTS

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin
Haldir
6 Elves with Elf bows
& Elven blades

Evil

2 Goblin Captains
1 Warg Chieftain
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows
18 Wild Wargs

LAYOUT

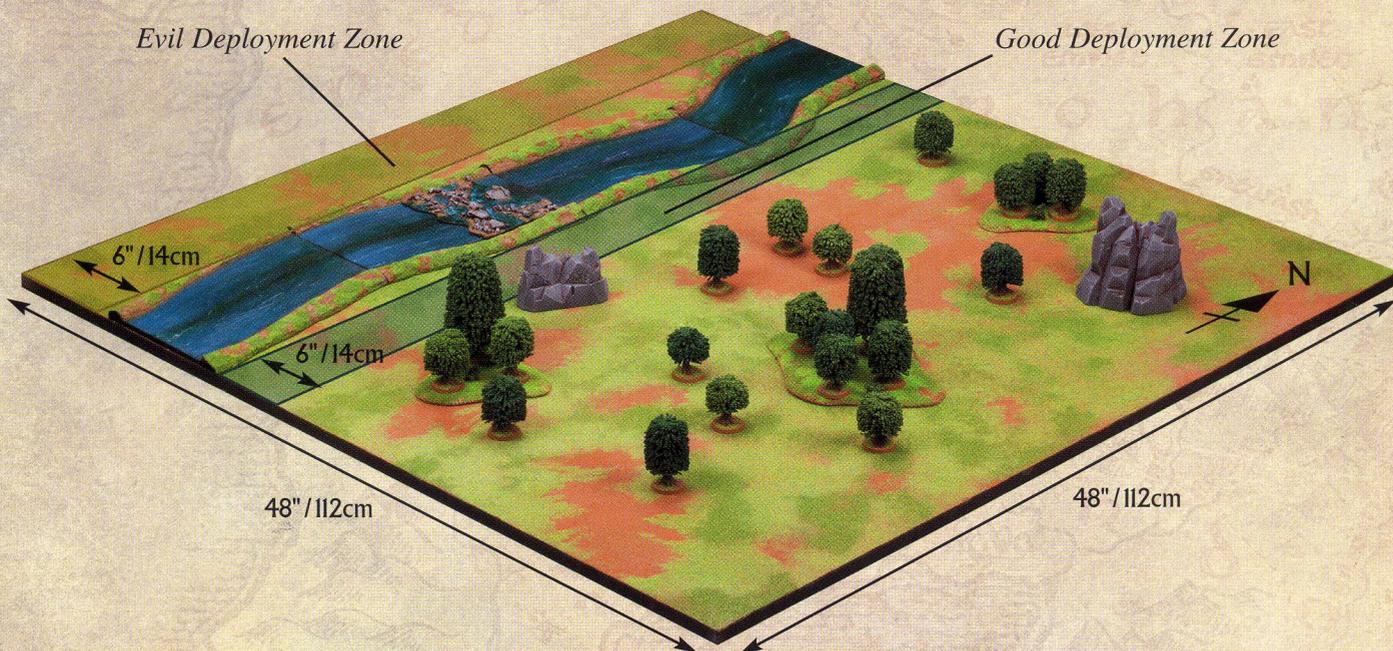
The scenario is played on a board 48"/112cm by 48"/112cm, representing the border of Lothlorien. The east half of the board is quite heavily wooded – represent this with two small woods (of about three trees), one large wood (of about five trees) and as many other trees as you can place. The Silverlode is about 8"/20cm wide and is located 6"/14cm in from the west board edge with a ford 4"/10cm wide in the middle (see map). The river initially counts as difficult terrain, although the ford counts as clear terrain.

STARTING POSITIONS

The Good player deploys the Fellowship in the Good deployment zone. The Evil player deploys his Goblins in the Evil deployment zone. The Wargs and the Elves (including Haldir) are kept to one side and will be available later in the game.

OBJECTIVES

The Evil side wins if four or more members of the Fellowship are slain or if Frodo is slain. The Good side wins if four or more members of the Fellowship (including Frodo) exit the board from the east board edge.





SPECIAL RULES

Haldir: The Elves of Lothlorien are hidden in the treetops at the start of the game – neither the Fellowship nor the Goblins know they are there. Before the game begins, the Good player places six tokens (labelled 1 to 6) on the board – no token may be within 6"/14cm of another, nor may they be placed within 24"/56cm of the west board edge. As soon as any model moves to within 12"/28cm of the east board edge, roll a D6 – place Haldir and the Elves within 6"/14cm of the appropriately numbered marker.

Newly arrived models may not charge, but may otherwise act as normal. Haldir and the Elves count towards the total size of the Good force for the purposes of Courage tests.

The Wargs: The Goblins of the mountains and the Wargs of the plains have long had a twisted alliance of sorts. At the end of each Evil Movement phase, the Evil player may move D6 Wargs on from the north, south or west board edges, chosen by the player with priority. The player may choose a different edge for each Warg, if he so wishes. Note that slain Wargs will not re-enter play in this fashion. The Wargs count towards the total size of the Evil force for the purposes of Courage tests. Newly arrived models may not charge, but can otherwise act as normal.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately the same size as the Good.



AMON HEN

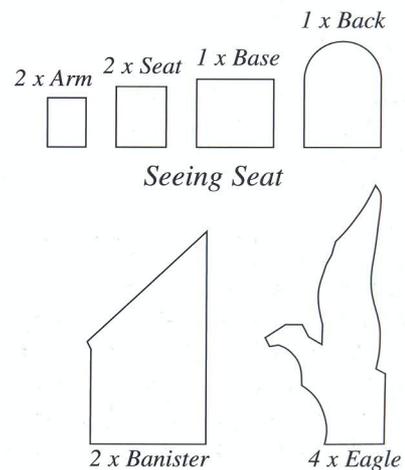
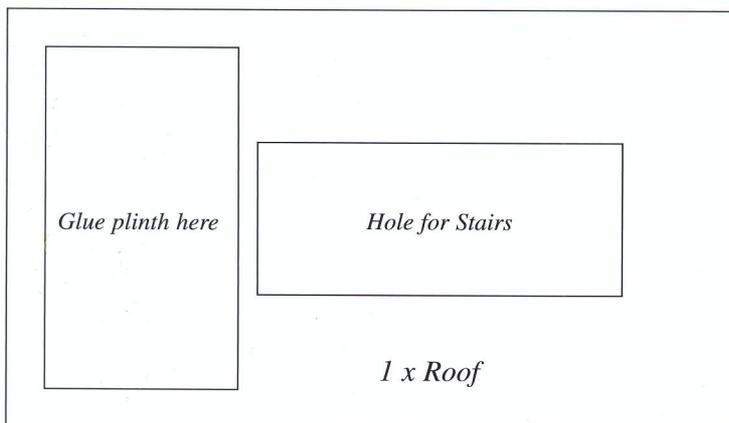
Amon Hen is the site of the climactic battle of The Fellowship of The Ring. It is here that the Uruk-hai catch up with the Fellowship, where Boromir redeems himself for attempting to take the Ring, and where Sam and Frodo make their decision to leave their friends, travelling to Mordor by themselves. The Seeing Seat is the central scenery piece as it provides the terrain used in the Aragorn's Stand scenario. It's also a great example of interactive terrain with models able to dodge through the spaces between the pillars, and sword fights raging up and down the stairway.

MATERIALS

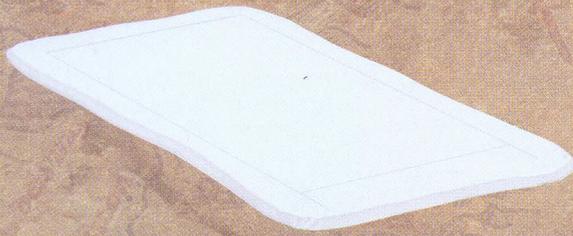
- 4mm foamcard
- 10mm foamcard
- 15mm wide wooden dowel
- 1" thick polystyrene
- 8 x 25mm Citadel square plastic bases
- PVA glue
- Craft knife
- Metal ruler
- Modelling saw
- Thin card



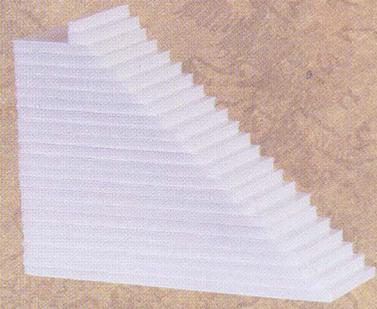
All templates are shown at 50%. Photocopy at 200% to produce templates at the correct size.



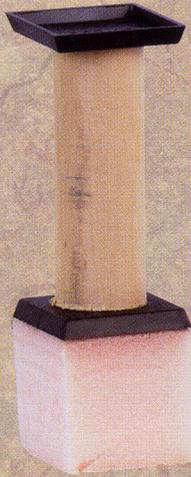
Copyright © MMV New Line Productions, Inc. Permission granted to photocopy the templates on this page for personal use only, to play The Lord of The Rings Strategy Battle Game. All further rights reserved. The Lord of The Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd.



1. Cut the base from a piece of 4mm foamcard. Mark out a 90mm by 170mm rectangle, and leave some space around it so you can texture the edges. Once you have cut out your base, take your craft knife and bevel the edges so they blend into your board.

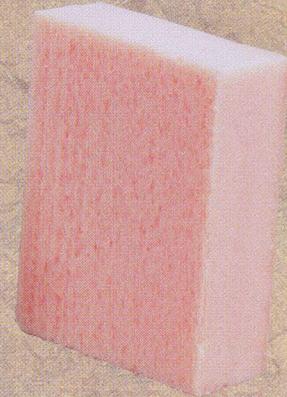


2. Next, you will need to create the central stairway. This is done the same way as the stairs you built for Weathertop, except they will be larger. Cut a rectangle from your 4mm foamcard that is 110mm long and 40mm wide. Cut out your steps to fit this shape, with each stair being 4mm shorter than the last. Once you have built 21 steps you will need to create the last two differently. To make sure the roof fits later these need to be 5mm and 3mm wide respectively. Once you are happy with the stairs, glue them together.



3. The roof will be supported by four pillars. Begin by cutting four 25mm square cubes from polystyrene. These are finished off by gluing a 25mm plastic base to the top.

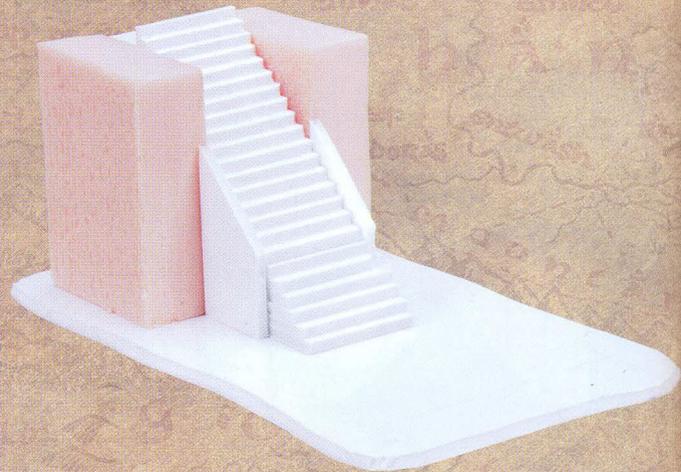
Next, use a saw to cut your four pillars from wooden dowel. These should be 48mm high. Make sure they are all cut to the same length or your roof will be uneven. Then, glue them to the blocks you have just made. Finish them off by gluing an upside down 25mm base to the top of them.



4. The two side walls are made by cutting two rectangles from your polystyrene. These should be 80mm high and 60mm long.

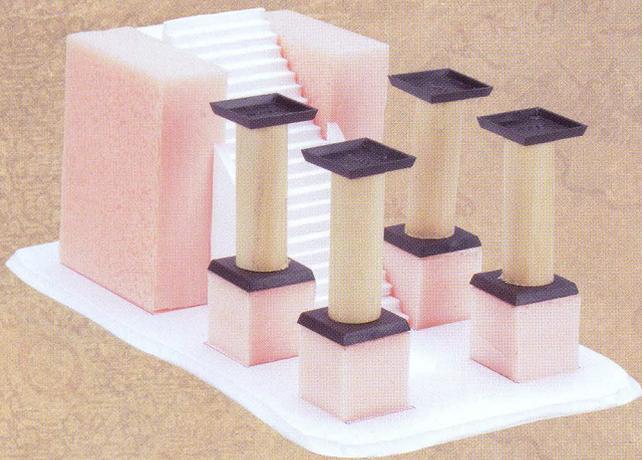


5. To build the two banisters for the stairs, use the template to mark your shape on 4mm foamcard. Use a ruler to make sure the edges are straight and cut them out using your craft knife.

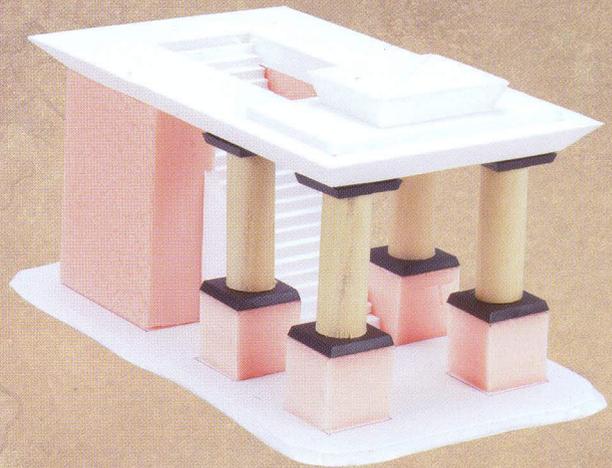


6. Glue the two wall sections to your stairway and then glue the stairs to your base, using the rectangle you have already drawn as a guide. Next, glue the banisters to the side of the stairs.





7. Glue two pillars to the base at the opposite corners of the rectangle you marked, then glue the remaining two pillars against the banister at the bottom of the stairs.



8. Use the roof template to cut the top of the building from your 10mm foamcard. Next, cut out the space for the stairs and finish off by bevelling the underside of the roof. When doing this, make sure that you cut no more than 10mm from each edge.

Cut a rectangle 90mm by 50mm from your 4mm foamcard. Glue this to the roof. Using your 10mm foamcard, cut a smaller rectangle 50mm by 40mm and bevel this in the same way as the roof. Once this is done, glue it to the centre of the rectangle you have just created.

Glue the roof in place.



9. The Seeing Seat is built from 4mm foamcard using the templates provided.



10. Using the template, make four eagles from 4mm foamcard. Finally, glue the seat to the centre of the plinth and glue the eagles around it.

PAINING AMON HEN



With your model finished you just need to paint it. As this is an especially weathered building we recommend you spray textured paint onto it before applying the following colours over a Chaos Black undercoat:

1. Paint Dark Flesh into the recesses.
2. Drybrush the entire model Codex Grey followed by Fortress Grey.
3. Next, drybrush the edges and roof Rotting Flesh. When painting the roof, use a random pattern to break up the grey. Drybrush Bleached Bone over the Rotting Flesh.
4. The ground should be painted and flocked to match your green gaming table. However, to represent the weathered appearance of the building, you can apply patches of grass and mud to the whole piece.

ARAGORN'S STAND

It is on the slopes of Amon Hen that disaster overtakes the Fellowship. It is late afternoon when the Travellers halt, resting upon the shore with the intention of crossing the river at night and working their way down through the Eryn Muil. Unfortunately, two calamities befall the small company in quick succession. Boromir, his mind broken by the terrible influence of the Ring, has tried to seize it from Frodo. Though his madness was fleeting, it was enough to convince Frodo that he must flee from his companions and make his own way to Mordor. Even as this happens, Saruman's Uruk-hai, led by Lurtz, have found the Fellowship and are preparing to ambush their prey. It is as Frodo says farewell to Aragorn atop Amon Hen that the Uruk-hai launch their attack. Forewarned by Sting, Aragorn sends Frodo away and prepares to meet the Uruk-hai attack though he is outnumbered many times over. All he can do is hope to endure until help arrives, but with his companions scattered across the hilltop, the outlook seems bleak. Can the son of Arathorn buy time for Frodo to escape and continue his quest, or has the Fellowship failed in its goal?

PARTICIPANTS

Good

Aragorn
Legolas
Gimli, son of Glóin
Frodo Baggins

Evil

Lurtz
1 Uruk-hai Captain
6 Uruk-hai Scouts with
Orc bows
12 Uruk-hai Scouts with
shields

LAYOUT

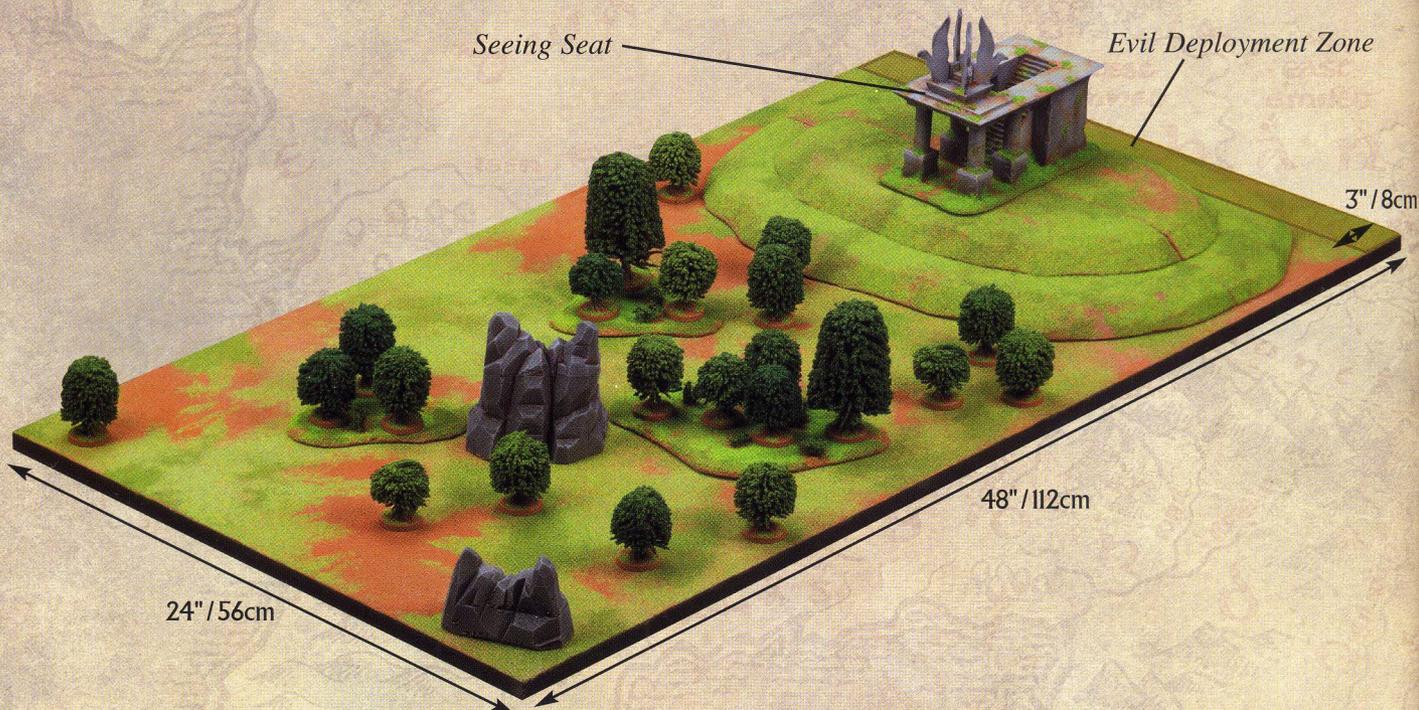
The scenario is played on a board 48"/112cm by 24"/56cm, representing the hilltop of Amon Hen. A large hill sits at the northern end of the board, with the ruined Seeing Seat atop the hill. The rest of the board is heavily wooded – represent this with two small woods (of about three trees) one large wood (of about five trees) and as many other trees as you can place. There should also be plenty of rocky outcrops and ruins scattered across the board (see map).

STARTING POSITIONS

The Good player deploys Aragorn and Frodo in base contact with the Seeing Seat. The Evil player deploys his force as marked on the map. Legolas and Gimli are kept to one side and will be available later in the game.

OBJECTIVES

If the Ring is taken, the destiny of the world will be forever changed. If Aragorn is slain, there can be little hope for Frodo's escape. The Good side wins if Frodo escapes from the board via the south table edge while Aragorn is still alive. If either Frodo or Aragorn are slain, the Evil player wins the game.





SPECIAL RULES

To the Rescue!: Legolas and Gimli are hurrying to Aragorn's side as swiftly as they can, yet there are many Uruk-hai between them and their friend. At the end of each Good Movement phase after the third turn, the Good player rolls a D6 and adds the turn number. If the total is equal to or greater than 10, Legolas and Gimli have arrived and the Good player may move them onto the board from a table edge of his choice. Wherever the duo turn up, they must arrive from the same point on the same table edge.

Fighting Uruk-hai: The hordes of Uruks are now swarming the hill, scouring it for the Hobbit that their master seeks. At the end of each Evil Move phase the Evil player may move any Uruk-hai (not including Heroes) that have been previously slain back onto the board on the roll of a 4+. Each model enters play from a board edge chosen by the player with priority. Newly arrived models may not charge, but can otherwise act as normal.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately half the size of the Good force.



BOROMIR'S REDEMPTION

Even as Aragorn struggles with dozens of Uruk-hai at the top of Amon Hen, yet more of the foul creatures stream through the trees and undergrowth of the lower slopes. Shielded by the enchantment of his Elven cloak for much of his scramble down the hill, Frodo threads his way past the searching Uruk-hai, making for the boats moored far below. Careful as he is, the Uruk-hai are too many to be avoided indefinitely, and only a chance distraction by Merry and Pippin saves him. Unable to tell one Hobbit from another, the Uruk-hai begin to chase Merry and Pippin, thinking one of them to be Frodo. As the two Hobbits flee their pursuers, their fate seems certain – they cannot stand and fight several dozen Uruk-hai – yet just as the lead Uruks are upon them, Boromir comes to their rescue. Stricken and haunted by the memory of his recent betrayal, the son of Denethor resolves to fight to the last in Merry and Pippin's defence, no matter the cost to himself. Within seconds Boromir is in the fight of his life – only his skill and tenacity can save the Hobbits now.

PARTICIPANTS

Good

Boromir of Gondor
Meriadoc Brandybuck
Peregrin Took

Evil

1 Uruk-hai Captain
12 Uruk-hai Scouts with shields
6 Uruk-hai Scouts with bows

LAYOUT

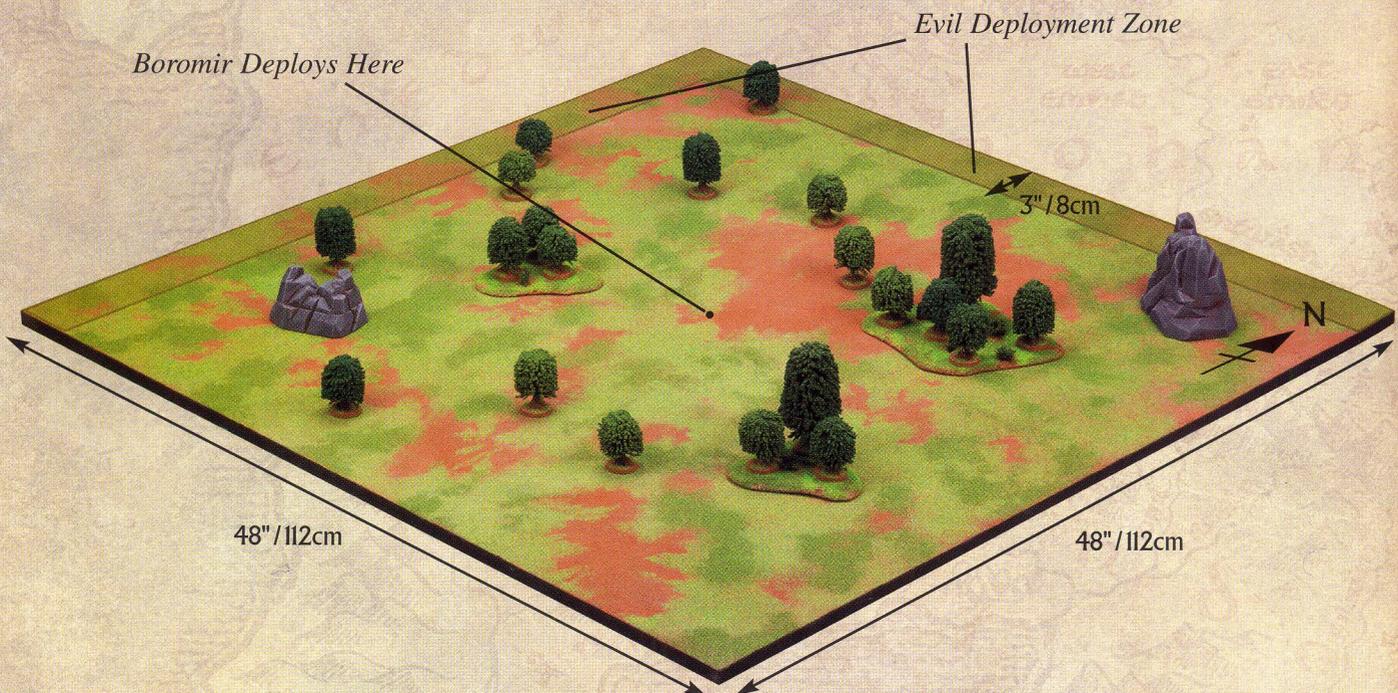
The scenario is played on a board 48"/112cm by 48"/112cm, representing the lower slopes of Amon Hen. The board is heavily wooded – represent this with two small woods (of about three trees) one large wood (of about five trees) and as many other trees as you can place. There should also be plenty of rocky outcrops and ruins scattered across the board (see map).

STARTING POSITIONS

The Good player deploys Boromir in the centre of the board. Merry and Pippin are deployed within 3"/8cm of him. The Evil player then deploys his force anywhere within 3"/8cm of the north or west board edge.

OBJECTIVES

Boromir must hold out long enough for help to arrive from the rest of the Fellowship – though with the desperate battle still going on further up the hill, it may be some time before he receives any aid. The Evil player wins if he can capture Merry and Pippin and escape (with the Hobbits) from the edge of the board before the game ends (see below). The Good player wins if the Evil player does not achieve his objectives.





SPECIAL RULES

Random Game Length: How long Boromir has to hold out before help arrives depends greatly on the events further uphill – if Aragorn and the others can best their foes more swiftly, they will arrive that much sooner. If the Priority roll is drawn from turn eleven onwards, the game ends instantly.

If playing this scenario as part of a campaign, this scenario will instead last the same number of turns as the previous one lasted for – ie, if Aragorn’s Stand went on for 12 turns, this scenario will also go on for 12 turns.

“Find the Halflings!”: The Uruk-hai have one mission in mind, find the Halfling bearing the One Ring and bring him back to Saruman. No Evil model may shoot at the Hobbits, although they may strike them as normal

in the Fight phase. Because the Uruk-hai must not kill the Hobbits we can imagine that they are knocked unconscious, rather than killed if they are slain. Instead of removing them from play, lie them on their side. Any Uruk-hai may carry a Hobbit that has been knocked unconscious in this way as if it was a light item, see page 72 of the main rules manual for details.

POINTS MATCH

If you want to play this scenario with alternative participants, choose an Evil force approximately twice the size of the Good force – ie, if the Good force is about 150 points in size, the Evil force should be around 300 points.



THE BREAKING OF THE FELLOWSHIP

The Fellowship is now all but scattered. Frodo and Sam have taken one of the boats and continued on their quest. Merry and Pippin have been seized by Uruk-hai, and even now are carried back to Isengard to face torture and death at the hands of Saruman's followers. Boromir, wounded by arrow and blade, is bleeding his life away into the dark soil of Amon Hen, surrounded by those he has slain. Each time he wined the Horn of Gondor, it was not help that arrived, but more Uruk-hai hungry for his blood. Though death reaches out to claim this mighty warrior, still he fights on in defiance of those who would take his life, yet he cannot endure for much longer. When his strength fails for the last time, the Uruk-hai will fall upon him with renewed fury and scatter the pieces of his despoiled corpse across the hilltop. Boromir's only hope lies in the arrival of his remaining companions – Aragorn, Legolas and Gimli. Fortunately, these last three have finally managed to fight their way to the son of Gondor's side, but are they in time to save him?

PARTICIPANTS

Good

Aragorn
Legolas
Gimli, son of Glóin
Boromir of Gondor

Evil

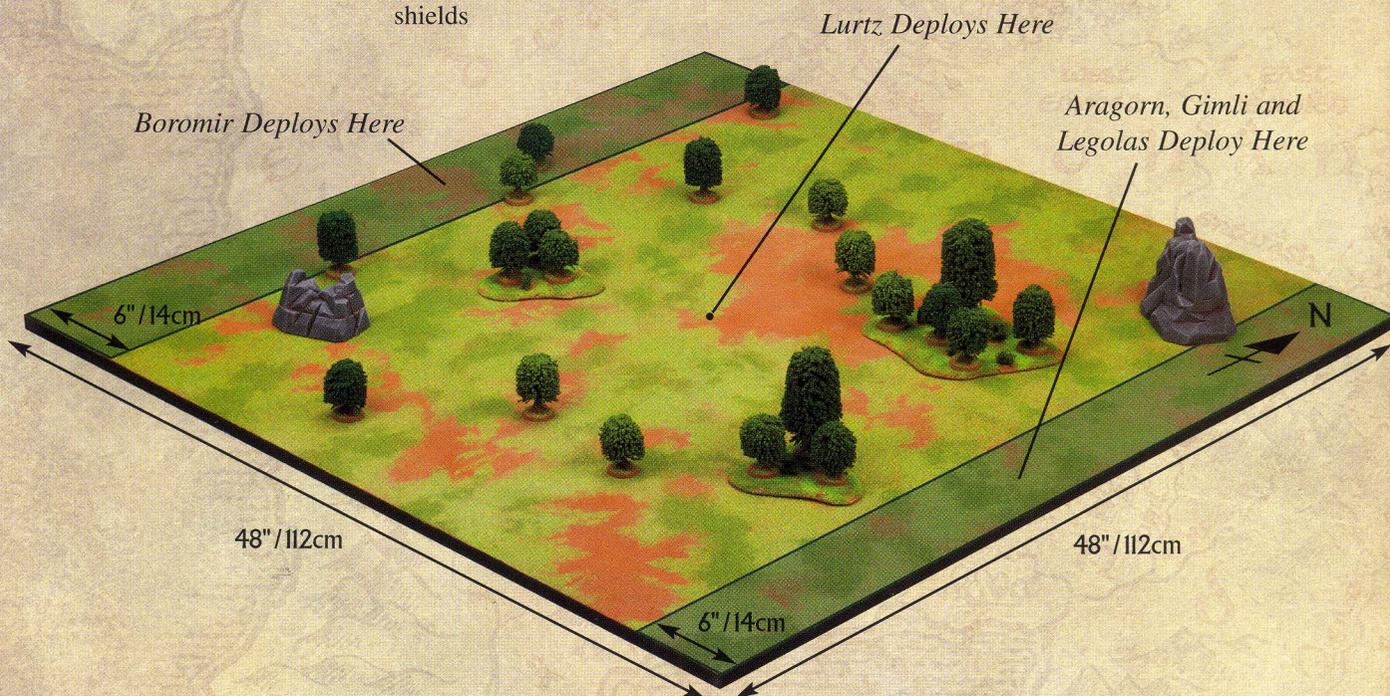
Lurtz
1 Uruk-hai Captain
6 Uruk-hai Scouts with
orc bows
12 Uruk-hai Scouts with
shields

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, representing the lower slopes of Amon Hen. The board is heavily wooded – represent this with two small woods (of about three trees) one large wood (of about five trees) and as many other trees as you can place. There should also be plenty of rocky outcrops and ruins scattered across the board (see map).

STARTING POSITIONS

The Good player deploys Boromir within 6"/14cm of the west board edge. The Evil player then deploys six Uruk-hai (only three of which may have bows) within 12"/28cm of Boromir. The Good player then deploys Aragorn, Legolas and Gimli with 6"/14cm of the east board edge. Lastly, Lurtz is deployed in the centre of the board and the remainder of the Uruk-hai force is then deployed within 12"/28cm of Aragorn, Legolas, or Gimli.





OBJECTIVES

Frodo is gone, the Ring safe for now. All that matters now to the Fellowship is to save Boromir and defeat the Uruk-hai – only then can they pursue those who have taken Merry and Pippin. The Good player wins this scenario if at least two Good Heroes survive until the Uruk-hai are all slain. The Evil player wins if the Good player does not achieve his objective.

SPECIAL RULES

Mortal Wound: Boromir is not long for the world, his body pierced by many black-feathered arrows. Yet, spurred on by his failure to protect Merry and Pippin, he is

not about to give up and let death claim him. Boromir starts this scenario with only a single wound and 3 points of Might. However, to represent his last ditch determination, he counts as being within range of a banner (while he lives).

POINTS MATCH

If you want to play this scenario with alternative participants, choose two forces of about the same size.



LINKING THE SCENARIOS

There are two ways to play through this book and, as you do, the story of *The Fellowship of The Ring*. The first way to play is simply to play each scenario in order. This is the best way to get started if you're new to *The Lord of The Rings* strategy battle game or wargaming in general – you and a friend can fight your way from Hobbiton to Amon Hen, exploring the pivotal moments from both book and film as you go along. All the scenarios follow precisely the events in the film and the book – even if Boromir is slain in Moria, you'll be able to use him in the next scenario.

The second way to play through this book is a little more challenging. While the first method follows the story in a good and proper fashion, you may find that you want the

outcomes of your games to affect what happens in future scenarios. For example, if Boromir is killed in Moria, then he would never make it to Amon Hen.

It's worth noting at this point that if you want to play the game this way, ignore any special rules that alter a member of the Fellowship's Might, Will or Fate (such as Scenario Eighteen – *The Breaking of the Fellowship*).

WEARY WITH MUCH TOIL?

If you want to connect any or all of your scenarios together (to form a campaign, of sorts) you'll need to keep track of how badly injured the Fellowship are. If this sounds like a lot of work, don't worry, it isn't – we already



keep note of Might, Will, Fate and Wounds, after all. Basically, the way the scenarios are written, they assume that the Fellowship have sufficient time to rest between battles and so restore their precious reserves of Might, Will and Fate, as well as heal any wounds that they have suffered. Realistically though, the hardships of their journey are not likely to allow this to happen and they may find themselves locked in combat once more before they are fully rested.

RECOVERING RESERVES

We determine how much of their energies the Fellowship have recovered after each scenario has been played. Simply nominate a surviving model within the Fellowship and roll a dice for each point of characteristic that has been spent or lost, starting with Might, then moving on to Will, Fate, Courage and Wounds. On a roll of 1, 2 or 3, the Hero has not rested sufficiently and starts the next game without that characteristic point. On the roll of 4, 5 or 6, that point has been restored and can be used in the next game. If the Hero has any Might, they may use it to modify the dice roll as normal, although the player may not attempt to recover this Might point until after the next scenario. Roll for each member of the Fellowship in turn, noting any changes as you go.

For example: Legolas has been in the wars – he's lost 2 Might points, and 1 Fate point. At the end of the scenario I roll two dice to try to recover his Might points, rolling a 2 and a 6 – enough to recover a single point of Might. I then roll for his Fate point and get a 3. Deciding that the Fate point is more needed than a point of Might, I spend 1 Might point to change the 3 to a 4 and so recover the Fate point. Legolas will start the next game with 1 Might, 2 Will and 2 Fate.

IT'S ONLY A FLESH WOUND, OR IS IT?

Of course, it is more than likely that a member of the Fellowship will actually be reduced to 0 wounds in the course of a scenario and 'slain'. In reality, they possibly haven't been killed and have only suffered an incapacitating blow, or have passed out from blood loss, or some other such worrisome, but not immediately fatal, occurrence. When this happens, you can use the same process described above to try and revive them – clearly the Fellowship have carried their prone companion away from danger – however, you may only roll to recover Wounds, not any other profile characteristic. If you fail to recover one or more Wounds on the Hero's profile then they have died, their part in this tale is over and they cannot take part in any future scenarios.

For example: Sam has lost all of his Wounds. At the end of the scenario, the Good player rolls to see if he can recover either Wound. He rolls a 1 and a 3 – Sam has died of his

wounds. If Sam has a Might point remaining, now would be an excellent time for the Good player to expend it!

FALLING INTO SHADOW

At many points in The Lord of The Rings, there are times when there is to be no chance to save a doomed Hero; it is simply their time. In The Fellowship of The Ring, there is only one such occurrence: Gandalf at the Bridge of Khazad-dûm. If Gandalf is slain in Scenario 14 – The Bridge of Khazad-dûm – the Good player may not attempt to recover his lost wounds, he has fallen into shadow.

VICTORY AND DEFEAT

Regardless of the outcome of the scenario, the Fellowship are assumed to have moved on to the next stage (carrying their wounded or abandoning their dead, as necessary). However, the victor of each scenario literally holds the power of life and death over the Fellowship.

If the Good player wins the scenario he may re-roll a single dice when attempting to recover a characteristic point. If the Evil player wins the scenario, he may force the Good player to re-roll a single dice when a member of the Fellowship attempts to recover a characteristic point (awww, and it looked like Pippin was going to pull through...). Only one dice may be re-rolled – you may not re-roll one per member of the Fellowship.

HAVENS

Though this at first seems a little harsh on the Fellowship, their journey is not without hope. Along their path are two great Elven havens where they can truly rest: Rivendell and Lothlorien. As such, at the end of Scenarios 9 and 15 – Flight to the Ford and Lothlorien – the Fellowship automatically recover all of their lost characteristic points – no roll is necessary.

THE HERO OF THE HOUR

Some members of the Fellowship have exceptional skills that affect either their recovery, or that of their comrades:

Aragorn is a knowledgeable healer, able to preserve life where others would have failed. If Aragorn is still alive, you may add 1 to a single roll when trying to recover any Hero's characteristic points.

Gimli is as stubborn as any Dwarf, and such things are not limited to argument but also grant great endurance. Gimli will recover any characteristic point on a 3, 4, 5 or 6, rather than a 4, 5 or 6.

Frodo possesses great a strong will, a trait that enables him to bear the Ring. Frodo will recover Will points on a roll of a 2, 3, 4, 5 or 6.



THE RINGWRAITHS

Finally (nearly there) the Evil player has a few tricks up his sleeve as well. If playing The Fellowship of The Ring as a campaign, the Ringwraiths also follow the 'Recovering Reserves' rule as noted above. As with the Fellowship, if you're playing this way ignore any special rules that tell you to alter the Will values of the Ringwraiths – they start with whatever they've recovered after the last scenario. Note that there are two important exceptions to the above rules when rolling to recover statistic points for Ringwraiths:

- Ringwraiths are not mortal creatures and are incredibly difficult to kill. They automatically recover their Wound if slain – there is no need to roll.
- They recover Will points on the roll of a 3, 4, 5, or 6, rather than a 4, 5, or 6. They automatically recover a single point of Will if they finished the previous scenario with 0 Will (ie, were banished).

For example: The Witch-king of Angmar has been slain, but expended 5 Will points prior to his death, leaving him with 5 Will points. At the end of the scenario, he automatically recovers his Wound and will recover each lost Will point on the roll of 3 or more. The Evil player rolls 5 dice, scoring a 2, 3, 3, 4 and 6, recovering 4 Will points.

The Witch-king will therefore start the next scenario with 9 (5+4) Will.

A second Ringwraith (whom we will call Ringwraith Number Six for the purpose of this example) has been removed as a casualty after being reduced to 0 Will. At the end of the scenario he recovers 1 point of Will. The Evil player then rolls to recover the remaining 6 points of Will. He rolls 1, 1, 2, 4, 5, 5, recovering 3 Will points. Ringwraith Number Six will now start the next game with 4 points of Will.

WINNING THE CAMPAIGN

The Good player wins The Fellowship of The Ring by playing through all the scenarios with the Ring remaining in the possession of one of his Heroes. If Frodo is slain, one of the other members of the Fellowship will take up the Ring – the Good player may choose which at the end of the scenario. However, not having the famous Baggins' fortitude, whomsoever takes on the burden must take a Courage test at the start of each of their moves. If the test is failed, remove the model from play – they have fled with the Ring (possibly muttering the word 'precious' under their breath as they go). At this point, the Good player loses the campaign – the Evil player is triumphant.



GOOD HEROES



To those creatures that can see beyond his mortal exterior, Glorfindel appears as a figure of shining white light, a mighty and terrible lord whose powers rival those of Elrond himself.

Glorfindel (Elf)

Points value: 130

	F	S	D	A	W	C	M/W/F
Glorfindel	7/-	4	6	3	3	7	3 / 3 / 3

Wargear

Glorfindel wears light Elven armour and carries an Elven blade. At an additional cost he may have the following:

Asfaloth (Horse)10 pts

Special Rules

Lineage of the Firstborn (causes Terror as described in the rulebook)

Woodland Creature (may move through woods with no movement penalty)

Gildor Inglorion (Elf)

Points value: 80



Gildor Inglorion is an Elf of noble lineage, descended from the house of Finrod. While many Elves in Eriador choose to make their homes within the few remaining havens, such as Imladris and Lindon, Gildor chooses to dwell in the wilds, keeping a sharp eye out for threats to the common folk that dwell within in the borders of the old realm of Arnor.

	F	S	D	A	W	C	M/W/F
Gildor	6/-	4	4	2	2	6	1 / 4 / 1

Wargear

Gildor carries an Elven blade and wears an Elven cloak.

Special Rules

Lineage of the Firstborn (causes Terror as described in the rulebook)

Woodland Creature (may move through woods with no movement penalty)

Magical Powers

Immobilise. Range 12"/28cm. Dice score to use 3+.

Dunedain (Man)

Points value: 24



The Dunédain are descendants of the Men of Arnor. Bereft of a kingdom, they dwell in the wilds, seeking out and slaying Orcs, Trolls and other foul creatures before they can wreak havoc upon the all but defenceless villages of Breeland and the Shire.

	F	S	D	A	W	C	M/W/F
Dunedain	4/3+	4	4	1	1	5	1 / 1 / 1

Wargear

A Dunédain carries a hand weapon and a bow. At an additional cost he may have the following:

Spear1 pt

Tom Bombadil (Spirit)

Points value: 80



Tom Bombadil is a mysterious being that lives in a small cottage past the edge of the Old Forest. Tom's 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 his help to travellers in danger, as Frodo and his friends soon find out. Beyond Tom's innocent look though is hidden a being of immense power, to 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.

	F	S	D	A	W	C	M/W/F
Tom Bombadil	?	?	?	?	?	?	? / ? / ?

Wargear

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

Special Rules

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of 6 on the Jump and Climb charts (some say that rocks and trees reverently move aside to let him through...). Tom cannot be harmed by ranged attacks – this means that magical powers have no effect at all on him and missiles that hit Tom disappear and are discarded. No models can move into Tom's control zone unless the Good 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 (Spirit)

Points value: 70



"O slender as a willow-wand! O clearer than clear water!

O reed by the living pool! Fair River-daughter!"

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.

	F	S	D	A	W	C	M/W/F
Goldberry	?	?	?	?	?	?	? / ? / ?

Wargear

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

Special Rules

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

Tom has his house to mind, and Goldberry is waiting. Goldberry cannot be used in 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

Barrow-wight (Spirit)

Points value: 50

	F	S	D	A	W	C	M/W/F
Barrow-wight	3/-	2	7	1	1	6	0/5/0

Wargear

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

Special Rules

Terror.

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 immediately stands 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.

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.



PROFILES

	F	S	D	A	W	C	M/W/F	Special Rules
Aragorn	6/3+	4	5	3	3	6	3/3/3	Andúril, Mighty Hero.
Arwen	6/-	3	3	1	2	6	1/4/1	Woodland Creature, Expert Rider, Nature's Wrath.
Balrog	10/3+	9	9	4	10	7	0/10/0	Resistant to Magic, Lash, Terror, Ancient Evil.
Barrow-wight	3/-	2	7	1	1	6	0/5/0	Terror, Paralyse.
Boromir of Gondor	6/-	4	6	3	3	6	6/1/0	The Horn of Gondor.
Cave Troll	6/5+	6	6	3	3	3		Terror, Throw Stones.
Dúnedain	4/3+	4	4	1	1	5	1/1/1	
Elf	5/3+	3	3	1	1	5		Woodland Creature.
Frodo Baggins	3/3+	2	3	1	2	6	2/3/3	Sting, Mithril coat, The Ring.
Gandalf the Grey	5/-	4	5	1	3	7	3/6/3	Shadowfax, Staff of Power, Narya, Glamdring, Cast Blinding Light, Command, Immobilise, Sorcerous Blast, Strengthen Will, Terrifying Aura.
Gildor	6/-	4	4	2	2	6	1/4/1	Lineage of the Firstborn, Woodland Creature, Immobilise.
Gimli	6/4+	4	8	2	2	6	3/2/2	Axes of the Dwarves!
Glorfindel	7/-	4	6	3	3	7	3/3/3	Lineage of the Firstborn, Woodland Creature.
Goblin Captain	3/5+	4	5	2	2	3	2/1/1	Cave Dweller.
Goblin	2/5+	3	4	1	1	2		Cave Dweller.
Goldberry	?	?	?	?	?	?	??/??	River-daughter, Tom has his house to mind, and Goldberry is waiting, Refreshing Song.
Haldir	6/3+	4	4	2	2	6	3/1/1	Woodland Creature, Expert Shot.
Legolas	6/3+	4	4	2	2	6	3/2/3	Woodland Creature, Deadly Shot.
Lurtz	5/4+	5	5	2	2	4	3/1/1	
Meriadoc Brandybuck	3/3+	2	3	1	1	4	0/0/1	
Peregrin Took	3/3+	2	3	1	1	4	0/0/1	
Ringwraith	5/-	4	8	1	1	6	Special	Morgul Blade, Might/Will/Fate, The Will of Evil, Harbinger of Evil, Ringwraiths and The Ring, Terror, Black Dart, Compel, Drain Courage, Sap Will, Transfix, Your Staff is Broken!
Sam Gamgee	3/3+	2	3	1	2	5	1/1/2	
Tentacle	6	1	6	1	-	8		The Watcher in the Water (page 65).
Tom Bombadil	?	?	?	?	?	?	??/??	Tom is Master, Hey! Come merry dol!
Uruk-hai Captain	5/4+	5	5	2	2	4	2/1/1	
Uruk-hai Scout	4/4+	4	4	1	1	3		
Warg Chieftain	5/-	6	5	2	3	3	1/3/1	Terror, Packlord.
Wild Warg	3/-	4	4	1	1	2		
Witch-king of Angmar	5/-	4	8	1	1	6	Special	Morgul Blade, Might/Will/Fate, The Will of Evil, Harbinger of Evil, Ringwraiths and The Ring, Terror, Black Dart, Compel, Drain Courage, Sap Will, Transfix, Your Staff is Broken!



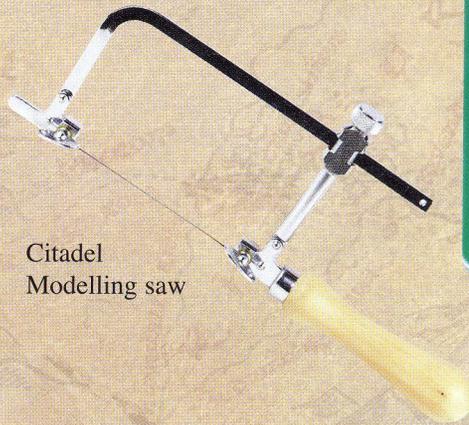
MATERIALS



Large flat-headed brush



Ready-mix filler



Citadel Modelling saw



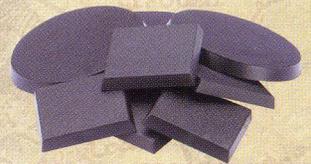
Games Workshop Cutting Set



Green Stuff & Games Workshop sculpting tool



Small rocks



40mm round bases & 25mm square bases



Green Flock



Static Grass



Modelling Sand



Modelling Gravel

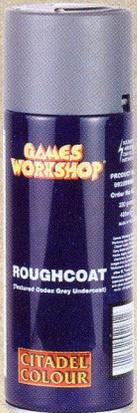
Square wooden dowel



Citadel Colour paints & paint brushes



Metal ruler



Roughcoat



Citadel PVA glue



Matchsticks (heads removed)

Wooden basing material

Balsa wood

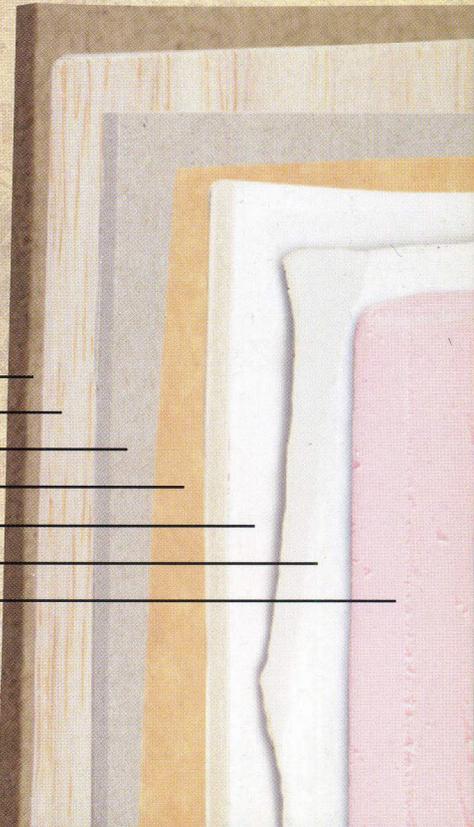
Thick card

Thin card

Foamboard

Paper

Polystyrene



THE LORD OF THE RINGS STRATEGY BATTLE GAME

"You shall be The Fellowship of The Ring".

Elrond – The Fellowship of The Ring

Fight out the battles and encounters of The Fellowship of The Ring book and film on your own tabletop, painting the miniatures and building all the terrain you need as you go. This book is a supplement for Games Workshop's The Lord of The Rings Strategy Battle Game – you will need a copy of the rules in order to play.

SCENARIOS

A linked campaign of eighteen scenarios, telling the story of The Fellowship of The Ring, from the first attempts of the Ringwraiths to infiltrate the Shire, to the fateful ambush at Amon Hen.

PAINTING GUIDES

Complete painting guides for many of the models featured within the supplement including all nine members of The Fellowship, the Dúnedain rangers, the Ringwraiths and Saruman's Uruk-hai.

MODELLING TERRAIN

Detailed advice on recreating all the scenery featured within the supplement, allowing players to build and paint hills, rivers and even the distinctive ruined watchtower of Weathertop.



 ENGLISH

ISBN 1 84154 675 5
PRODUCT CODE 60 04 14 99 013

Visit: www.lordoftherings.net

 America Online Keyword:
Lord of the Rings



NEW LINE CINEMA
A Time Warner Company



PRINTED IN CHINA



5 011921 914791 >

Copyright © Games Workshop Limited 2005 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King which are © MMV New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary work The Fellowship of The Ring © The Tolkien Estate 1954, 1966. All Rights Reserved. The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved.