

# THE LORD OF THE RINGS

STRATEGY BATTLE GAME

## THE RUIN OF ARNOR



THE LORD OF THE RINGS  
STRATEGY BATTLE GAME  
SOURCEBOOK



**GAMES WORKSHOP**

NEW LINE CINEMA

A Time Warner Company



Arathorn and Halbarad lead the Rangers of the Grey Company.

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# CONTENTS

<b>Introduction</b> .....	<b>3</b>	<b>The Shire</b> .....	<b>36</b>
<b>The History of Arnor</b> .....	<b>6</b>	Gaming with The Shire .....	38
<b>Denizens of Arnor</b> .....	<b>8</b>	Painting Hobbits .....	38
Good Heroes .....	8	The Muster of The Shire .....	39
Good Warriors .....	17	<b>Angmar</b> .....	<b>40</b>
Evil Heroes .....	19	Gaming with an Angmar army .....	42
Evil Warriors .....	22	Painting an Angmar Army .....	43
<b>The Grey Company</b> .....	<b>24</b>	Buhrdûr's Warband .....	44
Gaming with the Grey Company .....	26	The Battle of Fornost .....	46
Painting a Grey Company army .....	27	<b>The Fallen Realm</b> .....	<b>48</b>
Estel's Household .....	28	<b>Scenarios</b> .....	<b>50</b>
The Siege of the Forsaken Inn .....	30	To Kill A King .....	50
Defence of the Grey Havens .....	31	Flight Into the North .....	52
<b>Arnor</b> .....	<b>32</b>	The Battle of Fornost .....	54
Gaming with Arnor .....	34	Ambush in Rhudaur .....	56
Painting the Army of Arnor .....	34	Aragorn's Revenge .....	58
The Garrison of Fornost .....	35	The Terror of Arnor .....	60
		<b>Profile Summary</b> .....	<b>64</b>

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# INTRODUCTION

*This sourcebook is the definitive guide to the region of Arnor, a desolate realm in which the terrifying creatures of Sauron and the stalwart defenders of the Free Peoples battle for survival.*

The Lord of The Rings Strategy Battle Game rules manual contains the rules you will need to fight battles with your Arnor Citadel miniatures. Each sourcebook contains one or more army lists that work with these rules and allow you to turn your collection of miniatures into an organised force, ready for battle. This particular sourcebook covers the army of Arnor, the dour Grey Company, the peaceful Hobbits of the Shire and the dread legions of Angmar.

## HOW THIS BOOK WORKS

Each sourcebook is split into four main sections that deal with different aspects of the region it covers. The Ruin of Arnor sourcebook contains:

### THE HISTORY OF ARNOR

The first section introduces the land of Arnor and its history, from the wars against Angmar in the past, to the Orc-haunted ruins of the present.

### DENIZENS OF ARNOR

Each and every Hero and Warrior to be found in Arnor is examined in this section. Inside you will find a full description, colour shots of the models, complete rules and details of any unique abilities they possess.

## ARMIES OF ARNOR

The army lists take all of the warriors presented in the previous section and arranges them so that you can choose an army for the scenarios in this sourcebook, or a Legions of Middle-earth game. Each model has a points value to help ensure that you can pit your army against an opponent's in a fair match. This section also includes guidance on how to collect, paint and theme your army.

## SCENARIOS

A series of unique gaming scenarios allow you to recreate key moments in Arnor's history, from the defence of Fornost, to the rise to prominence of Aragorn, son of Arathorn. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of historical participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish.

## FIND OUT MORE

While this sourcebook contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine *White Dwarf* contains articles about all aspects of The Lord of The Rings game and hobby including Legions of Middle-earth games. You can find articles specific to The Ruin of Arnor on our web site:

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



*Orcs clash with a Grey Company patrol in the wilderness of Arnor.*



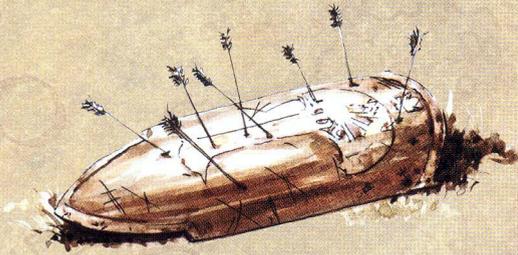


# THE HISTORY OF ARNOR

*In the wild lands of Eriador, an ancient kingdom lies shattered. For countless leagues, jagged spurs of stone pierce the sky, bleached and crumbled ruins that speak of glories long forgotten. In happier times, Arnor was the greatest of the northern realms, and kingdom of the children of Númenor, but it was a land doomed to die in blood and terror.*

Even now, centuries after Arnor's fall, the sorrows of its people still echo through mist-haunted valleys. Of a realm that once stretched for many hundreds of miles, only a handful of villages now survive. These settlements know little of their proud heritage, or of the shadow that befell their land. In the hills beyond the stockades, what was once a bastion of light is now shelter for all manner of ruinous creatures.

Though Arnor's laws are all but forgotten and its armies long since dust, its people shall never go undefended whilst the Dúnedain of Arnor, the Rangers of the North, walk the land. They are amongst the very greatest of Men, staunch where others are timid, and selfless when others think only of themselves. Though they receive scant thanks from those they protect, with spear, sword, and bow, the Rangers confront the creatures of Sauron. The path of the Dúnedain is one of duty and sacrifice. They are a shield against the shadows that lurk beyond.



## THE LEGACY OF ISILDUR

The lineage of the Dúnedain is that of Isildur, he who, in taking up his father's broken sword Narsil, smote the Ruling Ring from Sauron's hand and so brought the Dark Lord to defeat. Shunning the advice of his allies, Isildur seized the Ring as wergild and travelled north towards Arnor, unaware of the events he had set in motion.

Isildur never returned to his kingdom. He and many of his kin were slain by Orcs upon the Gladden Fields. Outnumbered and trapped, the men of Arnor had no chance of victory. Knowing all to be lost, Isildur attempted to escape, but was slain when the Ring slipped from his grasp. In the wake of Isildur's demise, ill-fortune fell upon the kingdom he had so briefly ruled.

On the shores of Lake Evendim, the old capital of Annúminas fell into decay, for too many of its nobles and warriors had been slain on the banks of the Gladden. Arnor's diminished royal court withdrew to the North Downs, and the lesser city of Fornost. It was from here that the north kingdom's monarchs struggled against war, famine and plague as the Dark Lord directed his vengeful will upon them. Though loss of the Ring had greatly diminished Sauron's power, he was still a being of unquenchable malice and had might enough to make his enemies suffer.

Though its sister kingdom of Gondor was similarly afflicted, Arnor's plight always seemed to be the greater. Perhaps Sauron sought to punish Arnor's folk for the part their long-dead king played in his defeat; he certainly feared that one of Isildur's line would arise to finish what had begun long before. Her neglected defences broken apart by the armies of Sauron's chief servant, the Witch-king of Angmar, the north kingdom began to collapse. With Fornost taken and the royal line of Isildur all but exterminated, Arnor fell.

When the north kingdom was destroyed, the remnant of its noble families, the Dúnedain, began their quiet guardianship of the ruined kingdom. A scattered and diminished people, they now passed beneath Sauron's notice for, with Isildur's line finally ended, the Dark Lord's gaze fixed itself firmly upon Gondor. However, the Dúnedain had one secret yet that the eye of Sauron could not divine. Isildur's blood was not entirely spent. An heir still lived.

## A LIGHT FROM THE SHADOWS

Generations have now passed since the fall of Arnor, and the balance of power in Middle-earth has changed to favour Sauron. In the wilds of Eriador, the Dúnedain continue their vigils. Few heirlooms have they – the Ring of Barahir and the shards of Narsil amongst them – yet they keep these in trust for a day when the sons of Arnor will reclaim their due.

Though their realm is lost to them, the chieftains of the Dúnedain are now the rightful heirs to Gondor's throne; thinned by war and seeded with false pride, the southern kingdom's royal line did not long survive Arnor's fall. Even so, it seems that there is little to be done, for the Dúnedain are not numerous enough to challenge Sauron alone, and the Free Peoples of Middle-earth are divided before him.

In the closing years of the Third Age, a man arises in the line of chieftains whose deeds will overshadow all who have come before him. As a warrior and Ranger his skills will be beyond compare, yet it is as a captain of Men in which his valour will be shown clearest. One day he will unite all the free folk of Middle-earth beneath his banner.

In his youth he will combat Sauron's agents, not only within Arnor, but across all Middle-earth. In his middle years his resource and wisdom shall prove instrumental in the final defeat of the Dark Lord. The kingdoms of Arnor and Gondor, built anew and recapturing the glories of old, will be his legacy. Wielding the shards of Narsil reformed and with the mightiest heroes in Middle-earth at his side, he will bring hope to those who have it not.

His name is Aragorn, son of Arathorn.



Carn Dûm

mountain  
giant's lair

gaurakb's  
lair

angmar  
of old

ettenmoors

ettenglade

trollshaws

R I V E R  
Anduin

the last  
bridge

amon súl

the  
foresaken  
land

amon sôl

the  
foresaken  
land

the  
foresaken  
land

the  
foresaken  
land

the  
foresaken  
land

erebor

horwell river  
torowen river

highmoor

beacon summit

north downs

weather hills

forbost  
(beacon's folk)

the  
foresaken  
land

barrow-downs

south downs

ARNOR

Fell tode

bills of  
evenoim

lake  
evenoim

annamirias

oatnoll's  
glade

hobbiton

old  
forest

the  
shire

sharp  
ford

Barrowgirth river  
The greenway

river  
lake

grey  
haves

# DENIZENS OF ARNOR

From the embattled defenders of Fornost to the followers of Aragorn, this section provides background and gaming information on every inhabitant of Arnor featuring in *The Lord of The Rings Strategy Battle Game*.

## GOOD HEROES

### Arvedui, Last King of Arnor (Man)

Points value: 70



*Destined to be Arnor's last king, Arvedui knows not whether his realm will end in despair or be reformed in glory. As a shadow falls upon Arnor for the final time, it is on Arvedui's shoulders that the defence of the realm shall rest.*

F	S	D	A	W	C	M / W / F
5/-	4	6	2	2	5	3 / 2 / 0

#### Wargear

Arvedui wears heavy armour and carries a sword (hand weapon).

#### Special Rule

**The King in the North.** Leading by example on the field of battle, Arvedui commands great respect from his followers. Arvedui's Stand Fast! has a range of 12"/28cm.

### Malbeth the Seer (Man)

Points value: 75



*Gifted with foresight, Malbeth has long been a part of Fornost's royal council. Such abilities are otherwise unheard of in Men, for such oracular skill is more closely associated with the Elves. Malbeth's visions are often incomplete, and the strands of destiny can follow separate, and often contradictory, paths depending upon the actions taken to reinforce or prevent what is to occur.*

F	S	D	A	W	C	M / W / F
3/-	4	4	1	2	5	1 / 2 / 1

#### Wargear

Malbeth carries a staff (hand weapon).

#### Special Rule

**Gift of Foresight.** Malbeth is able to read the skeins of fate to determine the course of the future and so warn those nearby of impending doom. Every time a Good model within 6"/14cm of Malbeth suffers a wound, roll a D6. On the roll of a 5+ the wound is prevented, exactly as if a point of Fate had been expended.

### Captain of Arnor (Man)

Points value: 50



*Years of constant war have taken their toll on the commanders of Arnor's armies, with too many novice commanders promoted too soon. Fortunately, battle teaches the most important lessons swiftly and what Arnor's captains lack for in experience of command they make up for in raw fighting skill.*

F	S	D	A	W	C	M / W / F
5/4+	4	6	2	2	3	2 / 1 / 1

#### Wargear

A Captain of Arnor wears heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Bow .....5 points  
Shield .....5 points

## Aragorn (Man)

Points value: 175

*Aragorn, son of Arathorn, known as Strider in the lands about Bree, is a descendant of Isildur and the last heir to the thrones of Gondor and Arnor. His rough and weathered appearance speaks of a hard life spent battling evil in wild places, confronting the vassals of the Dark Lord wherever he can. The day will soon come when Aragorn must put aside the mantle of ranger and become the king he was born to be.*



“...there are few left in Middle-earth like Aragorn son of Arathorn.”

– Gandalf, The Fellowship of The Ring

F	S	D	A	W	C	M / W / F
6/3+	4	5	3	3	6	3* / 3 / 3

### Wargear

Aragorn carries a sword (hand weapon). He may be given the following items at additional cost:

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

**Andúril, Flame of the West.** When fighting with Narsil reformed, Aragorn never needs to roll more than 4+ to score a wound, regardless of the opponent’s Defence (this rule has no effect against targets that have Batter Points instead of Wounds).

### Special Rules

\* **Mighty Hero.** Aragorn is a mighty hero – the heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.

## Arathorn (Man)

Points value: 75

*Sprung from the lineage of Isildur, Arathorn is a Chieftain of the Dúnedain. A brusque and stern man, Arathorn is nonetheless a noble leader and fine warrior. Though his rule over the Dúnedain is just, destiny dictates that it shall be short-lived...*



F	S	D	A	W	C	M / W / F
5/3+	4	5	3	2	5	3 / 2 / 1

### Wargear

Arathorn wears armour. He carries the ancient sword of chieftains (hand weapon) and a bow.



Arathorn’s followers attempt to scour the unquiet dead from the hills of Evendim.



## Halbarad Dunádan (Man)

Points value: 65



*Kinsman to Aragorn, Halbarad Dunádan is amongst his closest and most loyal companions. A skilled leader and warrior both, Halbarad assumes command of the Dúnedain when Aragorn is abroad in the wilds, and has brought aid to Isildur's heir on more than a single occasion.*

“This is an evil door, and my death lies beyond it. I will dare to pass it nonetheless...”

– Halbarad, The Return of The King

F	S	D	A	W	C	M / W / F
5/3+	4	5	2	2	6	3 / 2 / 1

### Wargear

Halbarad wears armour. He carries a sword (hand weapon) and a bow. He may be given the following items at additional cost:

<i>Spear</i> .....	1 point
<i>Horse</i> .....	10 points
<i>The Banner of Arwen Evenstar</i> .....	60 points

### Special Rules

**The Banner of Arwen Evenstar.** The Banner of Arwen Evenstar counts as a banner but will affect all friendly models within 6"/14cm, not 3"/8cm. In addition, every Good model within 6"/14cm of the banner automatically passes any Courage test they are required to take. Halbarad may still use his bow if he carries this banner

## Ranger of the North (Man)

Points value: 25



*The Rangers of the North are the descendants of Arnor's noble houses and the defenders of her trust. Forbidding men, grim of face and worn as weathered rocks, they patrol the lands of Eriador, holding the servants of Sauron at bay with spear and bow.*

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

### Wargear

A Ranger of the North wears armour and carries both a sword (hand weapon) and a bow. He may be given the following items at additional cost:

<i>Spear</i> .....	1 point
<i>Horse</i> .....	6 points

## Dúnedain (Man)

Points value: 24



*The Dúnedain are descendants of Men of Arnor. Bereft of a kingdom, they dwell in the wilds, seeking out and slaying Orcs and other foul creatures before they can wreak havoc on the villages of Breeland and the Shire.*

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

### Wargear

A Dúnedain carries a bow and a sword (hand weapon). He may be given a spear at additional cost:

<i>Spear</i> .....	1 point
--------------------	---------



## Elladan and Elrohir (Elves)

Points value: 140 (for both)



Unlike many of the Elves of Rivendell, Elrond's sons, Elladan and Elrohir, take an active role in the affairs of Middle-earth. Their skills of battle have been honed over many centuries roaming beyond the boundaries of their father's house to hunt down and slay the servants of the Enemy. This life in the wilds has meant that the twins have long been allies to the Rangers of the North and the line of Isildur, and have ridden alongside some of the greatest chieftains of the Dúnedain, including Aragorn and Arathorn.

“...they are fair and gallant as Elven-lords; and that is not to be wondered at in the sons of Elrond of Rivendell.”

– Legolas, of Elladan and Elrohir, The Return of The King

F	S	D	A	W	C	M / W / F
6/3+	4	5	2	2	6	3 / 2 / 2

### Wargear

Elladan and Elrohir wear armour. They each carry two Elven blades. They may be given the following items at additional cost:

- Heavy armour .....10 points for both
- Elven cloaks .....20 points for both
- Horses .....20 points for both
- Elf bow .....10 points for both

### Special Rules

**Woodland Creature.** See the main rules manual for details.

**Twin Elven Blades.** The twins are experts at fighting with two swords, or a sword and a long dagger. When fighting on foot the brothers may choose one to fight in one of three different ways in each Fight phase. Each brother may fight either with a single sword (counts as two-handed weapon), fight with two swords (for +1 Attack) or parry (counts as shielding).

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



The children of Elrond ride out in search of Orcish brigands.



## Frodo Baggins (Hobbit)

Points value: 60



*Frodo has undertaken the quest to carry the Ring to Mordor and cast it into the fires of Mount Doom, thus ending its power forever. Though Frodo is hardly as bold or fierce a warrior as many others in Middle-earth, he alone has the strength of will required to resist the evil machinations of The Ring's dark master.*

### Special Rules

All Hobbits have the following special rules:

**Resistant to Magic.** See the main rules manual.

**Throw Stones.** If a Hobbit does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 8"/20cm and a Strength of 1.

F	S	D	A	W	C	M / W / F
3/3+	2	3	1	2	6	2 / 3 / 3

### Wargear

Frodo carries a sturdy blade (hand weapon). He may be given the following items at additional cost:

Sting	.15 points
Mithril coat	.25 points
Elven cloak	.10 points

Note that Frodo can only carry Sting or wear the Mithril coat if Bilbo is not included in the force.

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

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

### Special Rules

**The Ring.** See the main rules manuals.

## Samwise Gamgee (Hobbit)

Points value: 30



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

F	S	D	A	W	C	M / W / F
3/3+	2	3	1	2	5	1 / 1 / 2

### Wargear

Sam carries a sturdy blade (hand weapon). He may be given an Elven cloak at additional cost:

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

## Meriadoc Brandybuck (Hobbit)

Points value: 10



*Meriadoc Brandybuck, commonly called Merry, is a young, hot-headed and meddlesome Hobbit. Although he has lived a peaceful and happy life in the Shire, Merry shows a remarkable and un-Hobbitlike readiness to adapt to a life of excitement and discovery.*

F	S	D	A	W	C	M / W / F
3/3+	2	3	1	1	4	0 / 0 / 1

### Wargear

Merry carries a sturdy blade (hand weapon). He may be given an Elven cloak at additional cost:

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

### Peregrin Took (Hobbit)

Points value: 10



*Peregrin Took, commonly known as Pippin, or just Pip, is the great friend and companion of Meriadoc Brandybuck. By a chance encounter, they find themselves propelled from their rustic lives in the Shire into danger of the darkest and most terrible kind.*

F	S	D	A	W	C	M / W / F
3/3+	2	3	1	1	4	0 / 0 / 1

**Wargear**

Pippin carries a sturdy blade (hand weapon). He may be given an Elven cloak at additional cost:

*Elven cloak* .....10 points

### Frodo of the Nine Fingers (Hobbit)

Points value: 65



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

F	S	D	A	W	C	M / W / F
3/3+	2	3 (6)	1	2	6	1 / 3 / 1

**Wargear**

Frodo carries a dagger (hand weapon) and wears the Mithril coat (the increase in his Defence is shown in the profile above). He may be given the following items at additional cost:

*Elven cloak* .....10 points  
*Pony* .....5 points

**Special Rules**

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

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



### Samwise the Brave (Hobbit)

Points value: 50



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

F	S	D	A	W	C	M / W / F
3/3+	2(3)	3	1	2	5	2 / 2 / 3

**Wargear**

Sam carries Sting (hand weapon – the increase in his Strength is shown in the profile above). He may be given the following items at additional cost:

*Elven cloak* .....10 points  
*Pony* .....5 points

Peregrin, Guard of the Citadel (*Hobbit*)

Points value: 25



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

“Little service can I offer your lord,  
but what I can do, I would do.”

– Pippin to Ingold, *The Return of The King*

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

**Wargear**

Peregrin wears armour and carries a sword (hand weapon). He may be given the following items at additional cost:

- Pony .....5 points
- Elven cloak .....10 points

**Special Rules**

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

Meriadoc, Knight of the Mark (*Hobbit*)

Points value: 25



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



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

**Wargear**

Meriadoc wears armour and carries a sword (hand weapon). He may be given the following items at additional cost:

- Shield .....5 points
- Pony .....5 points
- Elven cloak .....10 points
- Horn of the Riddermark .....20 points

**Special Rules**

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

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

Fredegar Bolger (*Hobbit*)

Points value: 5



*When Frodo moves to Brandy Hall, 'Fatty' Bolger assists him and is later driven from the hall when the Nazgûl come searching for the errant Baggins.*

F	S	D	A	W	C	M / W / F
2/3+	2	3	1	1	3	0 / 0 / 1

**Wargear**

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



## Farmer Maggot (Hobbit)

Points value: 50

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



F	S	D	A	W	C	M / W / F
3/3+	2	3	1	2	5	1 / 2 / 2

### Wargear

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

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

### Special Rules

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

## Paladin Took (Hobbit)

Points value: 25

*Thain of the Shire and Pippin's father, Paladin Took was the only leader of the Hobbitry to formalise any sort of resistance against Sharkey's ruffians, fiercely fending off their vile depredations and protecting the borders of Tookland.*



F	S	D	A	W	C	M / W / F
2/3+	2	3	1	1	5	1 / 1 / 2

### Wargear

Paladin carries a stout walking stick (hand weapon).

### Special Rules

**To me Shirefolk!** The Thain of the Shire is a symbol of resistance against the ruffians of Lotho and Sharkey. Only Hobbits may benefit from Paladin's Stand Fast! rule. However, the range of Paladin's Stand Fast! is 12"/28cm instead of the normal 6"/14cm.



Paladin Took marshals the Hobbiton-folk against a host of Ruffians.

### Lobelia Sackville-Baggins (Hobbit)



While it would be a lie to suggest that Lobelia Sackville-Baggins is popular amongst the other Hobbits, none would deny her bravery – whether wayward Hobbit children or brigands, all are likely to feel the lash of her tongue.

Points value: 10

F	S	D	A	W	C	M / W / F
2/3+	1	2	1	1	6	0 / 3 / 1

**Wargear**

Lobelia carries an umbrella (hand weapon).

**Special Rules**

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

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

### Bandobras Took, the Bullroarer (Hobbit)



Bandobras Took, the Bullroarer, is a legend in the Shire. This is not only for his victory against rampaging Orcs at the Battle of Greenfields, but also for his immense (by the standards of Hobbits) size and exceptional strength.

Points value: 40

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

**Wargear**

Bandobras Took carries a club (hand weapon) and rides a horse.



### Bilbo Baggins (Hobbit)



Bilbo has lived a great many years and his days of adventure and travel seem far behind him. Though he has grown frail, his strong will and good heart have protected him from the terrible power of the Ring that he has unwittingly guarded and protected for so long.

Points value: 90

F	S	D	A	W	C	M / W / F
3/3+	2(3)	2(5)	1	2	6	1 / 3 / 3

**Wargear**

Bilbo wears his Mithril coat and carries Sting (hand weapon). Both bonuses have been shown in his profile above.

**Special Rules**

**The Ring.** If Frodo is not in the force, Bilbo can carry the Ring.



# GOOD WARRIORS

## Ranger of Arnor (Man)

Points value: 8



*The Rangers of Arnor are the woodsmen and hunters of the lands about Fornost, training to assume the responsibilities of the Rangers of the North and working in concert with the Dúnedain to keep the land free of fell creatures.*

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

### Wargear

A Ranger of Arnor wears armour and carries both a bow and a sword (hand weapon). He may be given a spear at additional cost:

Spear .....1 point

## Warrior of Arnor (Man)

Points value: 8



*All that remains of the once-proud armies of Arnor, these warriors are, by necessity, veterans of the wars with Angmar, though their spirit is all but broken. The Warriors of Arnor are a match for almost anything the Witch-king can muster against them.*

F	S	D	A	W	C
4/-	3	6	1	1	2

### Wargear

A Warrior of Arnor wears heavy armour and carries both a spear and a shield. He may be given a banner at additional cost:

Banner .....30 points



*The defenders of Arnor repel a spectral assault.*



## Hobbit Militia (Hobbit)



The average Hobbit has literally no fighting ability whatsoever for they are peaceful and shun all adventure and dangerous living. That said, this placid nature should not be confused for inability to take up arms should the situation require it.

Points value: 3

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

### Wargear

A member of the Hobbit Militia is armed with a hammer, knife or other everyday items pressed into service (hand weapon).

“It would be a grievous blow to the world, if the Dark Power overcame the Shire.”

– Gandalf to Frodo, The Fellowship of The Ring

## Hobbit Archers (Hobbit)



Hobbit Archers, known sometimes as the Bounders, protect the boundaries of the Shire at all times, whether from dangerous animals or drunken big-folk.

Points value: 4

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

### Wargear

A Hobbit Archer carries a short bow (a bow with a 18"/42cm range) but is otherwise unarmed. He may carry a signal horn at additional cost:

Signal horn .....20 points

### Special Rules

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

## Shiriffs (Hobbit)



Within the bounds of the Shire there is little need for law keeping and stern discipline. However, the Shirefolk maintain a core of Shirriffs to protect themselves from strife, both internal and external.

Points value: 4

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

### Wargear

A Shirriff is armed with a sturdy cudgel (hand weapon).

### Special Rules

All Hobbits have the following special rules:

**Resistant to Magic.** See the main rules manual.

**Throw Stones.** If a Hobbit does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 8"/20cm and a Strength of 1.



# EVIL HEROES

## The Witch-king of Angmar (Spirit)

Points value: 70-150



The Ringwraiths, or Nazgûl, were once Kings of Men, the bearers of magical rings created by Sauron. Their rings granted endless life but gradually enslaved the Kings to Sauron's will. All that remains of them now are their twisted spirits – their bodies having faded into empty nothingness. The Witch-king is the leader of the Ringwraiths, his origins shrouded in the mists of time and his name long forgotten by all. Immeasurably ancient, the Witch-king endures only through a shadow-like existence held together by the force of Sauron's will. Foremost amongst Sauron's lieutenants, the Witch-king is both a deadly strategist and sorcerer, his cloaked and armoured form a terror to all who behold it, and his presence upon the battlefield a terror that few can hope to withstand.

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	0-3 /10-20/ 0-3

### Wargear

The Witch-king wears heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

- Dark Steed (horse) .....10 points
- Fell Beast .....50 points
- Flail (two-handed weapon) .....5 points
- Morgul blade .....10 points

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

### Special Rules

**Terror.** See the main rules manual for details.

**Might/Will/Fate.** The Witch-king derives his powers directly from Sauron, and grows in power the closer he is to the Dark Lord. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and costs 70 points. When buying the Witch-king of Angmar for your force, decide how many extra points of Might/Will/Fate you are going to give him, up to the maximums shown in the profile. Each extra point of Might, Will or Fate costs an extra 5 points, so the Witch-king with 3 Might, 3 Fate and 20 Will costs 150 points.

**The Will of Evil.** See the main rules manual for details.

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

### Magical Powers

- Black Dart.** Range 12"/28cm. Dice score to use: 5+.
- Compel.** Range 12"/28cm. Dice score to use: 4+.
- Drain Courage.** Range 12"/28cm. Dice score to use: 2+.
- Sap Will.** Range 12"/28cm. Dice score to use: 3+.
- Transfix.** Range 12"/28cm. Dice score to use: 3+.
- Your Staff is Broken!** Range 12"/28cm. Dice score to use: 4+.

### FELL BEAST

The Witch-king often rides one of these evil creatures. Rules for monstrous mounts are given in the Advanced Rules section of The Lord of The Rings rules manual.

F	S	D	A	W	C
5	6	6	2	3	3

**Fly.** See the main rules manual for details.

**Feral.** If the Ringwraith riding the Fell Beast is killed or dismounts, the creature will automatically fail its Courage test and flee the field.

“...a spear of terror in the hand of Sauron, shadow of despair.”

– Gandalf, The Return of the King



## Buhrdûr (Troll)



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

Points value: 110

F	S	D	A	W	C	M / W / F
6/4+	6	6	3	3	4	3 / 1 / 1

### Wargear

Buhrdûr has a massive rusty blade (hand weapon).

### Special Rules

**Terror.** See the main rules manual for details.

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

"...and the great troll-chief that smote him down bent over him"

– The Return of The King

## Wild Warg Chieftain (Warg)



*Warg Chieftains are the largest and most vicious of their kind, enforcing their dominance over their pack with ruthless savagery. Ferocious fighters, such beasts are also possessed of a devious animal cunning that makes them doubly dangerous and fearsome.*

Points value: 75

F	S	D	A	W	C	M / W / F
5/-	6	5	2	3	3	1 / 3 / 1

### Wargear

Teeth and claws (hand weapon).

### Special Rules

**Terror.** See the main rules manual for details.

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

## Shade (Spirit)



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

Points value: 100

F	S	D	A	W	C	M / W / F
1/-	1	8	1	3	1	0 / 3 / 0

### Wargear

A Shade is unarmed.

### Special Rules

**Terror.** See the main rules manual for details.

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

## Barrow-wight (Spirit)

Points value: 50



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

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

### Wargear

A Barrow-wight wears heavy armour and carries an ancient blade.

### Special Rules

**Terror.** See the main rules manual for details.

### Magical Powers

**Paralyse.** Range 6"/14cm. Dice score to use 4+. The target is immediately paralysed. It is knocked to the ground and may do nothing until it recovers. If engaged in close combat, the victim rolls no dice (automatically losing any Fight if no other friendly models are involved) and counts as trapped. At the end of the Fight phase, the opposing player must roll a D6 for each paralysed model – on the roll of a 6 that victim recovers and immediately stands up. Friendly models that spend the Fight phase in contact with a paralysed model without doing anything else can attempt to revive them. They roll a D6 and need to obtain a 6, as described above. Might can be used to modify this roll.

## Gûlavhar, the Terror of Arnor (Spirit)

Points value: 200

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



F	S	D	A	W	C	M / W / F
6/-	8	5	*	4	*	3 / 3 / 0

### Wargear

Teeth and claws (hand weapon).

### Special Rules

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

**Immortal Hunger.** Gûlavhar is able to restore himself from the blood of his victims. At the end of a turn in which Gûlavhar slays a model he regains a single Wound lost earlier in the battle.

**\*Strength of Body, Strength of Will.** As Gûlavhar suffers injury, his will to fight begins to ebb. Gûlavhar always has an Attacks and Courage value equal to his remaining Wounds.



# EVIL WARRIORS

## Orc Warrior



Orcs are evil-hearted monsters that rejoice in slaughter and destruction. Ranking amongst the foulest of creatures to walk Middle-earth, Orcs bear little loyalty even to their own kind and will readily fight amongst themselves for the spoils of their conquests. Their weapons are crude and their armour meagre and patchy, yet Orcs are sufficiently numerous to give pause to the most skilled and determined of Middle-earth's defenders.

Points value: 5

F	S	D	A	W	C
3/5+	3	4	1	1	2

### Wargear

An Orc Warrior wears armour and carries an axe, sword or pick (hand weapon). He may be given the following items at additional cost:

Two-handed sword/axe .....	1 point
Spear .....	1 point
Orc bow .....	1 point
Shield .....	1 point
Banner .....	25 points

## Spectre (Spirit)



At the end of the First Age of the world, many malign creatures perished with the overthrow of Sauron's master. Most passed from this existence to whatever lies beyond, but a few, those to whom life was too dear a prize to easily relinquish, refused to give up their grasp. Bodiless and insubstantial, spectres cast their ghostly light over marshes and sites of ancient evil. The very presence of a Spectre foretells death and their otherworldly glow beguiles the unwitting to their doom.

Points value: 15

F	S	D	A	W	C
2/-	3	5	1	1	6

### Wargear

A Spectre wears heavy armour. It carries a sword (hand weapon).

### Special Rules

**Terror.** See the main rules manual for details.

**A Fell light is in them.** During the Move phase, choose a single enemy model within 12"/28cm of the Spectre. The target must pass a Courage test or it will make a full move under the control of the Evil player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action that would cause harm to the target (such as jumping down a cliff, etc). Affected models may not move further that turn.

## Wild Warg



Wild Wargs are ferocious and determined beasts that dwell in the hills and moors of Eriador. Unlike the wolves of Isengard, these Wargs have never been broken to the service of Orcs and they roam free, slaking their hunger wherever they can.

Points value: 8

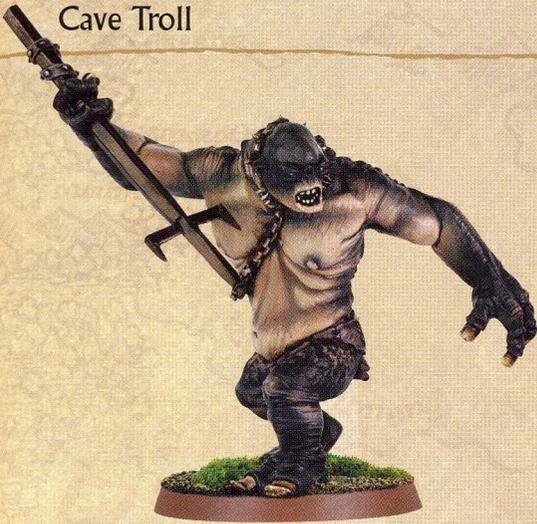
F	S	D	A	W	C
3/-	4	4	1	1	2

### Wargear

Teeth and claws (hand weapon).

# Cave Troll

Points value: 80



F	S	D	A	W	C
6/5+	6	6	3	3	3

### Wargear

A Cave Troll carries a club (hand weapon). It may be given the following items at additional cost:

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

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

### Special Rules

**Terror.** See main rules manual for details.

*Cave Trolls are large and loathsome creatures that shun the light, preferring to hide away in the forbidding gloom of dank caves and subterranean tunnels. Though slow-witted, Cave Trolls are beasts of immense strength and are incredibly single-minded. Evil chieftains will often seek the service of a Cave Troll. Such a partnership is a deadly one, with the brute strength and raw power of the Troll directed to a far more dangerous purpose than it could conceive on its own.*

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



*Gûlavhar, the terror of Arnor, assails the Rangers to slake his thirst for blood.*



# THE GREY COMPANY

The Grey Company of the Dúnedain are the remnants of Arnor's royal line and noble houses, the guardians of Isildur's bloodline. Though Arnor is destroyed, the bloodline of Númenor endures, hidden in the wilds. Woodsmen and trackers without peer, the bulk of the Dúnedain are forever on the move, travelling in small companies of three or four families. Such a nomadic lifestyle is hard, but necessary, for Sauron strives to locate and destroy their line once and for all. So it is that the Dark Lord's servants ceaselessly dog the footsteps of the Rangers, directed by Sauron's desire to see the scions of Arnor finally eliminated from his schemes. It is in this way that the life of the Dúnedain alternates between the roles of hunter and hunted almost without warning as the northmen strive to stay one step ahead of their enemies.

Every son of Arnor is trained with a bow and sword from the day their hand is strong enough to grip a weapon, with the most experienced Rangers responsible for the training of the youngest. The way of the Dúnedain is not that of rigid battle lines and the clash of armies, for they have not the numbers for such tactics. The Dúnedain survive by attacking and destroying small warbands before they can combine to threaten the children of the north kingdom, using their skills to lay careful ambushes, tracking a foe for days until he is at his most vulnerable. No cheers or fanfares herald an attack by the Rangers of the North, only the whisper of bowstrings and the screams of dying enemies. Using volleys of deadly accurate bowfire, the Rangers thin the enemy ranks before disappearing into the woods to attack from another direction. It matters not whether the enemy is a lone rampaging Troll or an Orc warband – all are dealt with in the same fashion, for the Dúnedain cannot afford to throw their lives away through carelessness.

Even amongst a selfless people such as the Dúnedain, the deeds and bravery of the Grey Company shine as a beacon in the darkness, and they have earned the friendship of many powerful allies across Middle-earth – most notably the sons of Elrond, Elladan and Elrohir, who have fought at the side of the Dúnedain for many lives of Men.





### GOOD HEROES

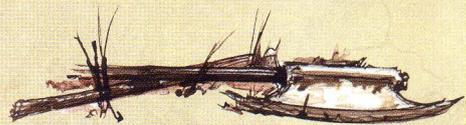
<b>Strider/Aragorn</b> .....	<b>Points value 175</b>
Andúril, Flame of the West	75 points
Elven cloak	10 points
Armour	5 points
Bow	5 points
Horse	10 points
<b>Arathorn</b> .....	<b>Points value 75</b>
<b>Halbarad</b> .....	<b>Points value 65</b>
Spear	1 point
Horse	10 points
The Banner of Arwen Evenstar	60 points
<b>Ranger of the North</b> .....	<b>Points value 25</b>
Spear	1 point
Horse	6 points
<b>Dúnedain</b> .....	<b>Points value 24</b>
Spear	1 point
<b>Elladan and Elrohir</b> .....	<b>Points value for both 140</b>
Elven cloaks	20 points for both
Horses	20 points for both
Elf bow	10 points for both
Armour	10 points for both

### GOOD WARRIORS

<b>Ranger of Arnor</b> .....	<b>Points value 8</b>
Spear	1 point

### ARMY SPECIAL RULE

In Legions of Middle-earth games, the Grey Company is not restricted by bow limit. You may instead include up to four Rangers of Arnor for each Dúnedain or Ranger of the North in the same force. For example, an army that includes 4 Rangers of the North and 1 Dúnedain could also field up to 20 Rangers of Arnor.



### ALLIES

In Legions of Middle-earth games, the Grey Company can ally with the following armies: the Fellowship, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

# GAMING WITH THE GREY COMPANY

The following pages provide tactical advice for the various heroes of the Grey Company, tips for painting your weather-worn warriors, as well as example army lists to help you choose your own Grey Company.



## STRENGTHS

- Powerful Heroes
- Unlimited access to archery
- Elite Warriors

## WEAKNESSES

- Low Defence
- Small in number
- No cavalry

### 1 Aragorn

Possibly the best combat Hero in the game, Aragorn excels in the thick of a fight, where his Mighty Hero rule allows him to cut down Warriors and Heroes alike. While he costs a lot of points, Aragorn is worth every single one!

### 2 Arathorn

Though not as powerful as his son, Arathorn is still a mighty Hero, good for leading an attack or merely wading into the enemy. With only a little Fate, Arathorn is vulnerable to archery, so he's best off getting stuck in as soon as possible.

### 3 Elladan and Elrohir

Between them, the Elven twins can give Aragorn a run for his money when cutting their way through Orcs. With the ability to use their twin blades to defend or increase their offensive ability, the sons of Elrond are able to take on hordes of Goblins or massive Trolls without difficulty.

### 4 Halbarad

A competent Hero in his own right, Halbarad's true value comes into play when he carries the Banner of Arwen Evenstar, giving a boost to both the combat ability and morale of all nearby friends.

### 5 Rangers of Arnor

The only Warriors available to a Grey Company army, the Rangers of Arnor are deadly with a bow or a sword. Whether you use them to support a powerful Hero or simply keep up a steady volley of fire, the Rangers are a match for all-comers.

### 6 Dúnedain

With a slightly lower Defence than the Rangers of the North, the Dúnedain fill almost exactly the same battlefield role, but at a cheaper cost.

### 7 Rangers of the North

Cheap, durable, and able to call heroic actions, Rangers of the North are an effective way of adding Heroes to your force without expending enormous amounts of points. With good Fight, Shoot and Strength values, these Heroes can fill any role you need them to.



# PAINTING A GREY COMPANY ARMY

The Rangers of Arnor and of the North live in the wilds of Middle-Earth, and as such their clothing reflects their habitat. Whilst less uniform than the Warriors of Arnor, it is possible to paint a strongly themed army.

## RANGER OF ARNOR AND HALBARAD



The cloak is painted Dark Angels Green and highlighted with Goblin Green.



The Rangers of Arnor use greens and light browns as their dominant colours. Characters such as Halbarad can be painted in exactly the same way as the Rangers.

## RANGER OF THE NORTH AND HALBARAD



Rangers of the North are painted using Catachan Green for their tunics. This gives a different appearance from the Rangers of Arnor.



The cloak is painted Shadow Grey and highlighted with Fortress Grey.



## ELLADAN AND ELROHIR



Elladan and Elrohir fit in perfectly with a High Elf army.

Even though you can field these two in a Grey Company army they are painted in the same way as Elrond's High Elves. Shining Gold, Regal Blue and Mithril Silver can be used to paint the armour, cloth and swords.

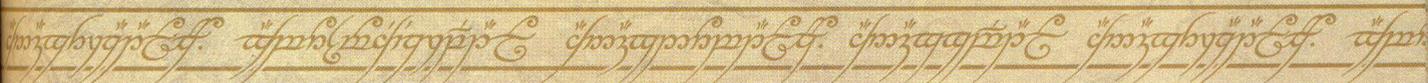


## WEATHERING

As inhabitants of the wilderness of Arnor, Rangers' clothing can be suitably weathered and worn. Achieving this is quite straightforward and helps give your models the appearance of living in tough climes.



Sequentially, drybrush Scorched Brown, Graveyard Earth, Bestial Brown, Vomit Brown and Bleached Bone to achieve a weathered effect on the bottom of the robes.



# ESTEL'S HOUSEHOLD

This force represents Aragorn's followers in the years after his destiny is revealed. An initial force has been chosen to a value of 500 points – a good starting size for an army. With a balanced core of troops chosen, the force has then been augmented to a size of 1,000 points by adding in reinforcements led by Halbarad.

## INITIAL FORCE: ARAGORN'S COMPANIONS: 499 POINTS

- ① **Aragorn with horse . 185 points**  
 With the horse providing greater mobility, Aragorn can move swiftly around the battlefield, lending his leadership or combat ability wherever it is most needed.
- ② **Arvandir's Band . . . . 49 points**
  - Arvandir, Dúnedain
  - 3 Rangers of Arnor, one carries a spear
- ③ **Veldor's Band . . . . . 49 points**
  - Veldor, Dúnedain
  - 3 Rangers of Arnor, one carries a spear
- ④ **Menelith's Band . . . . 49 points**
  - Menelith, Dúnedain
  - 3 Rangers of Arnor, one carries a spear
- ⑤ **Rainal's Band . . . . . 49 points**
  - Rainal, Dúnedain
  - 3 Rangers of Arnor, one carries a spear
- ⑥ **The Wardens of . . . . 118 points**  
**Deadman's Dike**
  - Elidir Dúnedain with spear
  - Trevani, Dúnedain with spear
  - 8 Rangers of Arnor, 4 carry spears



REINFORCEMENTS: HALBARAD'S COMPANIONS: 494 POINTS

- ⑦ **Halbarad Dúnadan . 65 points**  
*A good, rather than exceptional, fighter Halbarad stays close to one of the Ranger bands to give them extra muscle and heroic actions when the enemy get close.*
  
- ⑧ **Elladan and Elrohir 150 points with heavy armour**  
*The most skilled and durable fighters in this contingent, Elladan and Elrohir seek out and slay powerful enemy Heroes before wreaking havoc amongst the rank and file.*
  
- ⑨ **The Wardens of . . . 139 points Valandil's Glade**
  - Caldanath, Dúnedain
  - Dalaneth, Dúnedain
  - Astelni, Dúnedain with spear
  - 8 Rangers of Arnor, 2 carrying spears
  
- ⑩ **The Wardens of. . . 140 points Beacon Summit**
  - Bregadil, Dúnedain
  - Ilthorn, Dúnedain with spear
  - Rildor, Dúnedain with spear
  - 8 Rangers of Arnor, 2 carrying spears

*These groups of Wardens can combine to form a solid archery formation, or each be led into battle by the Elven twins.*

“...No other mortal men could have endured it, none but the Dúnedain of the North.”

– The Return of The King



# THE SIEGE OF THE FORSAKEN INN

The Grey Company make excellent allies – they are deadly shots, good fighters and are led by powerful Heroes. The army list below represents a force of the Grey Company and some travelling Dwarves who join forces to defend the Forsaken Inn. The Dwarves make excellent close combat fighters, leaving the Rangers to practice their archery to the full.

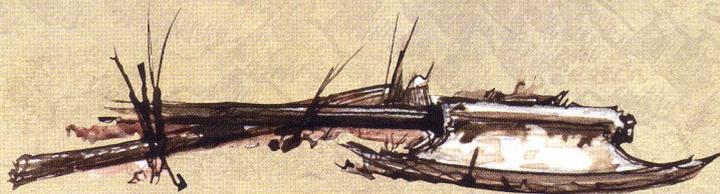


**MAIN CONTINGENT FROM DURIN'S FOLK** **250 POINTS**

- ① *Hurdin, Dwarf King* ..... 75 points
- ② *Vanadin, Dwarf Captain* ..... 65 points with shield
- ③ *Hurdin's Household* ..... 110 points
  - 8 Dwarf Warriors with shield
  - 1 Dwarf Warriors with banner

**ALLIED CONTINGENT FROM THE GREY COMPANY** **248 POINTS**

- ④ *Arathorn* ..... 75 points
- ⑤ *Halbarad Dúnadan* ..... 65 points
- ⑥ *The Wardens of the South Downs* . . . 108 points
  - Galath, Ranger of the North
  - Dalanor, Ranger of the North
  - 7 Rangers of Arnor, two carrying spears



# DEFENCE OF THE GREY HAVENS

Fielding the Grey Company alongside different allies is not only a great way to expand your collection, but also presents new tactical options and challenges. In the example below, Arathorn has led several Ranger bands westwards to aid in the defence of the Grey Havens. The Grey Company is able to field many more archers than most armies, vastly increasing the missile fire available to the defence of Lindon.



**MAIN CONTINGENT FROM THE GREY HAVENS**      **493 POINTS**

- ① *Círdan of the Havens* . . . . . 90 points
- ② *Gírael, Elven Captain* . . . . . 80 points  
with heavy armour and shield
- ③ *Gírael's Cohort* . . . . . 233 points
  - 9 Elf Warriors with heavy armour and Elven blades
  - 9 Elf Warriors with heavy armour, spears and shields
  - 1 Elf Warrior with heavy armour and a banner
- ④ *Sentinels of the Sea Gate* . . . . . 90 points
  - 9 Elf Warriors with heavy armour and Elf bows

**ALLIED CONTINGENT FROM THE GREY COMPANY**      **250 POINTS**

- ⑤ *Arathorn* . . . . . 75 points
- ⑥ *Valin, Dúnedain with spear* . . . . . 25 points
- ⑦ *Mordalin's Band* . . . . . 50 points
  - Mordalin, Dúnedain with spear
  - 3 Rangers of Arnor, one carries a spear
- ⑧ *Yorath's Band* . . . . . 50 points
  - Yorath, Dúnedain with spear
  - 3 Rangers of Arnor, one carries a spear
- ⑨ *Dolbarad's Band* . . . . . 50 points
  - Dolbarad, Dúnedain with spear
  - 3 Rangers of Arnor, one carries a spear



# ARNOR

In the time of Gondor's founding in the south of Middle-earth, a second kingdom arose in the north between the Misty Mountains and the Ered Luin. This was the kingdom of Arnor, over which Elendil ruled until his death at the final battle of the Last Alliance. Arnor was much like Gondor, yet its line of kings wavered much sooner and its strength was swiftly diminished by war with the dark realm of Angmar.

In the days of its glory, Arnor achieved the nobility and glory that still exists in Gondor in present times. Protected by disciplined and well-equipped soldiery, the towns and villages of Arnor prospered and grew. Evil creatures in the wilds were held in

abeyance through stone walls and forged steel, and the king's messengers travelled freely from the Ettenmoors in the east to the Tower Hills in the west. Each of the noble houses maintained their own soldiery, loyal to their house but also to the throne of Arnor. In time of war, the armies of the various houses would march to his call, disagreements between the nobility put aside until the immediate crisis was in the past. Many victories were had over the evil folk of the north lands. Indeed, it was commonly held that the armies of a united Arnor could not be defeated, not by all the combined hosts of Orcs, Trolls and evil Men. Destiny was to prove otherwise.

In the days of its waning, Arnor was divided and battered, weakened by famine and plague. Gone were the armies of earlier times, with only handfuls of Rangers and veteran guardsmen remaining to watch over the cities that still survived. As time passed and the realm crumbled further, the eastern reaches of the kingdom were left empty and were abandoned, or sacked and ruined in ever-increasing numbers. By the time of King Arvedui, the capital of Fornost was the sole remaining bastion, and most other places of strength and majesty lay empty or shattered. The situation was all but hopeless – Arnor no longer existed as a power in Middle-earth – and it was only a matter of time before the servants of Sauron took advantage of that weakness.





**GOOD HEROES**

- Arvedui, Last King of Arnor* ..... *Points value 70*
- Malbeth the Seer* ..... *Points value 75*
- Captain of Arnor* ..... *Points value 50*  
*Shield* ..... *5 points*  
*Bow* ..... *5 points*
- Dúnedain* ..... *Points value 24*  
*Spear* ..... *1 point*

**GOOD WARRIORS**

- Warrior of Arnor* ..... *Points value 8*  
*Banner* ..... *30 points*
- Ranger of Arnor* ..... *Points value 8*  
*Spear* ..... *1 point*
- Hobbit Archer* ..... *Points value 4*

**ALLIES**

In Legions of Middle-earth games, Arnor can ally with the following armies: Rivendell, the Grey Havens, Minas Tirith, and Khazad-dûm.

# GAMING WITH ARNOR

These pages provide gaming tactics for the brave soldiers of Arnor, ideas for alternative uniform colours, as well as an example army list to give you a starting point when collecting your own Arnor force.



## 1 Arvedui, Last King of Arnor

A fighter of no mean ability, Arvedui also adds some much need Might and Courage to the army of Arnor. At the head of a phalanx of Warriors of Arnor, Arvedui can seize the initiative or, if the battle goes poorly, encourage his followers to hold the line.

## 2 Malbeth the Seer

A unique character available only to Arnor, Malbeth has the gift of foresight, which he can use to warn others of danger. Malbeth drastically improves the survivability of your Warriors and Heroes but needs to be kept safe from enemy attacks.

## 3 Warriors of Arnor

With a Fight value of 4, Defence 6 and a spear, these elite warriors are good heavy infantry that can fight even Uruk-hai or Morannon Orcs on equal terms.

### STRENGTHS

- Malbeth the Seer
- Elite archers
- Elite infantry

### WEAKNESSES

- Small in number
- Expensive warriors
- No cavalry

# PAINTING THE ARMY OF ARNOR

## SOLDIERS OF ARNOR



## THE ROYAL GUARD



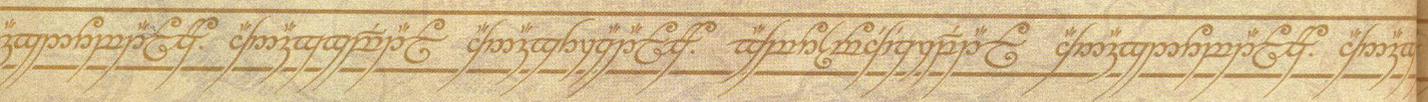
## REGIONAL UNIFORMS



The standing army of Arnor has a consistent steel armour achieved by painting Boltgun Metal followed by a highlight of Chainmail. Snakebite Leather and Catachan Green allow some variety in the colour scheme, while Dark Angels Green with a Goblin Green highlight is used to paint the shield and cloth.

Shining Gold has been used to pick out ornate areas, while a simple white line gives the impression of embroidered cloth.

The various regions of Arnor would have had different uniforms. This example simply changes the major colours from green to red, thereby creating a unique army.



# THE GARRISON OF FORNOST

This force has been chosen to a value of 500 points – a good starting size for an army. It has a solid core of *mêlée* troops in the form of the Warriors of Arnor, with a good number of Rangers to provide missile fire in support. Arvedui and Malbeth vastly increase the durability of the army, with Arvedui raising the Courage values of nearby allies, and Malbeth's gift of foresight sheltering them from harm.



- |   |   |
|---|---|
| ① Arvedui, Last King of Arnor . . . . . 70 points   | ④ Guards of the East Gate . . . . . 96 points<br>• 12 Warriors of Arnor                                   |
| ② Malbeth the Seer . . . . . 75 points              | ⑤ Guards of the Palace . . . . . 134 points<br>• 12 Warriors of Arnor<br>• 1 Warrior of Arnor with banner |
| ③ Valnaril, Dúnedain with spear . . . . . 25 points | ⑥ The Royal Hunters . . . . . 100 points<br>• 12 Rangers of Arnor, 4 carrying spears                      |

# THE SHIRE

On the western boundary of what was once Arnor lies a land most unlike all others. Known to its folk as the Shire, it is a green and idyllic place of cheerful music, swaying crops and long summer days. Isolated from the wider world by broad rivers, towering hills and the malignant depths of the Old Forest, the folk of the Shire rarely worry themselves with that which lies beyond their borders and remain mostly ignorant of the dangers that lurk just a little distant from their homes. Instead, they concern themselves as to whether or not the harvest will be plentiful (which it almost always is) and if this year's wine will be as good as the famous Old Winyards (which it invariably is considered not to be).

It may seem strange that such a way of life can survive amongst the stark terrors of the world, yet in a very real way they are shielded by that very same innocence. There are many in Middle-earth that believe this carefree way of existence is worthy of protection. Foremost amongst these guardians are the Rangers of the North, the last descendants of Arnor. Though the Dúnedain watch the borders of the Shire with unceasing vigilance, they manage to remain unnoticed by the Hobbits they protect – partly through exceptional forest-craft, but also thanks to the Hobbits' utter ignorance of the world beyond their bounds.

Being, as they are, a peaceful and undemanding race, the Hobbits of the Shire have no army, but are capable of valorous deeds if they are pressed. This is evidenced by the indisputable fact that, on at least two occasions in their history, the halflings have repulsed invasions of their border. These victories were mostly achieved through sheer weight of numbers, but also owed much to the incredibly accurate bowmanship, in which Hobbits are second to none – to say nothing of their uncanny precision with hurled rocks.

Though Halflings do not commonly involve themselves in the battles of the wider world, it is by no means unheard of them to do so. In point of fact, Shire records state that a force of Hobbit archers mustered to the Battle of Fornost, though it is perhaps telling that there is nowhere, in all the records of Elves and Men, another indication of their participation.





**GOOD HEROES**

- Bilbo Baggins** . . . . . *Points value 90*
- Frodo of the Nine Fingers** . . . . . *Points value 65*  
*Pony 5 points*  
*Elven cloak 10 points*
- Samwise the Brave** . . . . . *Points value 50*  
*Pony 5 points*  
*Elven cloak 10 points*
- Peregrin, Guard of the Citadel** . . . . . *Points value 25*  
*Pony 5 points*  
*Elven cloak 10 points*
- Meriadoc, Knight of the Mark** . . . . . *Points value 25*  
*Shield 5 points*  
*Pony 5 points*  
*Elven cloak 10 points*  
*Horn of the Riddermark 20 points*
- Farmer Maggot** . . . . . *Points value 50*
- Paladin Took** . . . . . *Points value 25*
- Lobelia Sackville-Baggins** . . . . . *Points value 10*  
*(Lobelia cannot be your leader)*

- Fredegar Bolger** . . . . . *Points value 5*  
*(Fredegar Bolger cannot be your leader)*
- Bandobras Took, the Bullroarer** . . . . . *Points value 40*  
*(May not be included in an army with any other Hobbit Hero)*
- Strider/Aragorn** . . . . . *Points value 175*
- Gandalf the Grey** . . . . . *Points value 170*
- Dúnedain** . . . . . *Points value 24*  
*Spear 1 point*

**GOOD WARRIORS**

- Hobbit Militia** . . . . . *Points value 3*
- Hobbit Shirriff** . . . . . *Points value 4*
- Hobbit Archer** . . . . . *Points value 4*  
*Signal horn 20 points*

**ALLIES**

In Legions of Middle-earth games, The Shire may not ally.

# GAMING WITH THE SHIRE

On these pages you'll find gaming advice for the plucky Hobbits of the Shire, as well as painting advice and an example army list to assist you in selecting your own Shire Militia.



## 1 Bandobras the Bullroarer

For a Hobbit, Bandobras is an exceptional fighter, able to fight on almost equal terms with an Orcish captain. He also comes with a horse, providing the only cavalry bonuses available to a Hobbit force. However, hailing as he does from a time long past, he cannot be fielded if your army includes other Hobbit Heroes.

## 2 Frodo of the Nine Fingers

The heart of any force from the Shire, Frodo provides a high Courage for Stand Fast! rolls and counts as a Banner (the only way of getting those vital re-rolls into your Hobbit army).

## 3 Hobbit Archers

With a Shoot value of 3+, these archers are amongst the most accurate in all of Middle-earth and are also cheap enough to be fielded in large numbers. If protected by a handful of Shirriffs, Hobbit Archers can change the course of the game.

### STRENGTHS

- Large selection of Heroes
- Every model has a ranged attack
- Cheap Warriors

### WEAKNESSES

- Poor fighters
- Slow moving
- No cavalry

## PAINTING HOBBITS

Hobbits have no organised army and are essentially made up of civilian militia. With their rustic, farming ways and lack of uniform, they allow you a great deal of freedom when it comes to painting.

### SHIRRIFF



### ARCHER



### HOBBIT MILITIA



These models predominantly use a muted palette of greens, browns and greys. When you're painting Hobbits, it's worth noting that no two models need look the same.



This apron has been stained with patches of Scorched Brown.



Clothing such as this smock allow you to include some brighter colours.



# THE MUSTER OF THE SHIRE

This force has been chosen to a value of 500 points – a good starting size for an army. It has a good mix of Archers, Militia and Shirriffs and will almost certainly outnumber any army it encounters. Bilbo Baggins, Farmer Maggot and the Dúnedain provide leadership, whilst Gandalf the Grey uses his battery of spells to neutralise serious threats.

- ① Gandalf the Grey ..... 170 points
- ② Farmer Maggot ..... 50 points
- ③ Haldorn, Dúnedain with spear ..... 25 points
- ④ Morgil, Dúnedain with spear ..... 25 points
- ⑤ Bilbo Baggins ..... 90 points
- ⑥ The Buckland Bounders ..... 48 points  
• 12 Hobbit Archers
- ⑦ The Eastfarthing Militia ..... 36 points  
• 12 Hobbit Militia
- ⑧ The Crickhollow Watchmen ..... 56 points  
• 14 Hobbit Shirriffs



# ANGMAR

In the far north, in the shadow of the desolate peaks of the Misty Mountains sits Angmar, a land mired in darkness and terror. It was here, from the stronghold of Carn Dûm, that the Witch-king of Angmar, greatest of all Sauron's servants, cast a shadow over Eriador. For a time, the armies of Angmar were unstoppable, for many and varied were the foul creatures at the Lord of the Nazgûl's command. Even when his armies were finally defeated at the Battle of Fornost, many of the Witch-king's vassals were only scattered, not destroyed, and they fled back to the dark places as the armies of Men and Elves tended to their own wounds.

While it is fair to say that Angmar no longer possesses an army (the legions of Carn Dûm are long since passed into history) there are dangers enough within this wild land. Though the Witch-king has long fled the halls at Carn Dûm in favour of the lair of Minas Morgul, his withered touch is still upon the realm he once ruled. Lesser wraiths and wights, bound to the Witch-king's will, stalk the uplands and ruined fortresses of Angmar, occasionally straying into the more wholesome lands, bringing terror in the

night. Brutish Cave Trolls, Orc brigands and prowling Wargs lurk in the caves and in the depths of the pine forests, preying on any foolish enough to travel in the wilderness.

Wisdom may dictate that the denizens of Angmar should be scoured from existence once and for all, but such an undertaking is nigh impossible. When an army ventures into Angmar, ruinous creatures are drawn to the invaders like moths to a flame. No beacons are lit and no messengers sent, yet still they come, directed by the blackest of malice. No matter the odds, they do not tire until the interlopers are slain or driven away. Even so far north, the will of Sauron holds sway.

It seems that The Lord of The Rings yet has plans for the kingdom of Angmar.





**EVIL HEROES**

- Buhrdûr* ..... *Points value 110*
- Barrow-wight* ..... *Points value 50*
- Wild Warg Chieftain* ..... *Points value 75*
- Shade* ..... *Points value 100*

**ALLIES**

In Legions of Middle-earth games, Angmar can ally with the following armies: Moria, the Dwellers Below, Dunland, Barad-dûr, the Corsair Fleets, the Khandish Mercenaries and the Monsters of Middle-earth.

**EVIL WARRIORS**

- Orc Warrior* ..... *Points value 5*  
*Orc bow* ..... *1 point*  
*Shield* ..... *1 point*  
*Spear* ..... *1 point*  
*Two-handed weapon* ..... *1 point*  
*Banner* ..... *25 points*
- Cave Troll* ..... *Points value 80*  
*Spear* ..... *1 point*  
*Troll chain* ..... *5 points*
- Spectre* ..... *Points value 15*
- Wild Warg* ..... *Points value 8*

# GAMING WITH AN ANGMAR ARMY

Over the next few pages you'll discover tactical advice for the denizens of Angmar, guidelines for painting them and several example army lists to aid you in choosing your Angmar army.



1



2



3



4



5

## STRENGTHS

- Numerous Warriors
- Vast numbers of spirit creatures
- Deadly special abilities

## WEAKNESSES

- Very limited Might points
- No elite Warriors
- No cavalry

### 1 Buhrdûr

A very powerful combat Hero, Buhrdûr is also the main source of Might points (and thus heroic actions) in an Angmar army. He is best employed in the thick of the fight where his high Fight and Strength can work to your advantage and your foe's dismay.

### 2 Shade

This powerful Hero acts as an 'anti-banner', reducing the fighting ability of nearby enemy models. While it is nearly useless in combat itself, the presence of a Shade can quickly turn a fight to your advantage.

### 3 Cave Troll

A couple of these hulking creatures can easily make up for any weaknesses in your lines. Cave Trolls can defeat almost any Warriors in Middle-earth and give Heroes a decent fight as well, but you'll need to keep them safe from spells such as Immobilise and Command.

### 4 Barrow-wight

Like most spirit-creatures, a Barrow-wight is weak in combat but excels in disruption tactics. Careful use of its Paralyse power can not only neutralise powerful enemy models, but also leave them incredibly vulnerable.

### 5 Spectre

Spectres are able to lure enemy models away from their comrades. As the success of this ability relies on the enemy having low Courage, it's a good idea to team them up with a Ringwraith who will reduce the Courage of nearby enemies.



# PAINTING AN ANGMAR ARMY

The forces of Angmar comprise Orcs, Trolls, Wargs, Spirits and all manner of evil creatures. With such a diverse set of miniatures it can be quite daunting to paint an entire army. This page highlights some key techniques you can use on your models.

## BUHRDÛR



 Highlighting Buhrdûr's stitches with Bleached Bone helps the detail stand out.



Paint the patches of cloth using the same palette as your Orc Warriors. This will link your troops to your hero.



Buhrdûr is a great centrepiece for an Evil force. Character models such as this are worth spending extra time painting so they really stand out on the gaming table.

## ORC WARRIORS



 Painting an icon onto a shield adds extra character to your army.

## PAINTING SPIRITS

Spirits offer you an alternative way of painting your Angmar army. They have a distinctly different look from the likes of Orc Warriors as they are more ethereal and use paler colours. The blue-ish skin tones provide a link between the various models.

### BARROW-WIGHTS



 A wash of Scaly Green over Shining Gold creates the look of ancient armour.

The desiccated forms of the Barrow Wights are clad in armour that is hundreds, or even thousands, of years old. They can be painted using a palette of golds, silvers and bronzes.

### SHADES



A smooth finish such as this requires a steady hand and practise!

The Shade allows painters to hone their blending skills using Codex Grey mixed with Regal Blue as a basecoat. This can then be highlighted by mixing in Fortress Grey as a highlight.



# BUHRDÛR'S WARBAND

This force represents the raiding party of the brutal Troll, *Buhrdûr*. It has been selected by choosing an initial force to a value of 500 points – a good starting size for an army. With a balanced core of ‘mortal’ troops chosen, the force has then been augmented to a size of 850 points by adding in reinforcements from the spirit-world, which have been drawn to the death and destruction the warband causes.

## INITIAL FORCE: BUHRDÛR'S MINIONS: 498 POINTS

- ① **Buhrdûr** . . . . . 110 points  
Combining the best elements of a Cave Troll (Strength) and an Orc Captain (Might), *Buhrdûr* can either be used as a linebreaker, or to hunt down enemy Heroes.
- ② **Wild Warg Chieftain** . 75 points  
Fast, efficient and deadly, the Warg Chieftain hunts down weak Heroes or groups of archers.
- ③ **Ettenmoor Orcs** . . . . 180 points
  - 8 Orcs with shields
  - 8 Orcs with spears
  - 5 Orcs with Orc bows
  - 4 Orcs with two-handed weapons
  - 1 Orc with banner

Orcs provide the real weight to the army, being numerous enough to threaten any opponent.
- ④ **Warg Pack** . . . . . 48 points
  - 6 Wild Wargs

The Wargs keep close to their chieftain and add muscle to any attack he makes.
- ⑤ **Cave Troll** . . . . . 85 points **with hammer**  
Almost as powerful as *Buhrdûr*, the Cave Troll can wade through vast numbers of warriors and will force the enemy to split their fire between the two Trolls



**REINFORCEMENTS:  
THE UNQUIET DEAD: 350 POINTS**

- 5 **Azkhôrâkh, Shade** . . . 100 points  
*Though a poor combatant, the Shade reinforces the Orcs by weakening enemies in close proximity.*
- 6 **Murazorâkh**, . . . . . 50 points  
**Barrow-wight**
- 7 **Kharizâkh**, . . . . . 50 points  
**Barrow-wight**  
*The Barrow-wights neutralise enemy Heroes with their Paralyse power, using the Orcs as cover from enemy bowfire.*
- 8 **The Dead** . . . . . 150 points  
**of Ettenvale**
  - 10 Spectres



“Trolls were abroad, no longer dull-witted, but cunning and armed with dreadful weapons.”

– The Fellowship of The Ring



# THE BATTLE OF FORNOST

The army the Witch-king led to Fornost included every evil creature he could bend to his will. Orcs, Trolls, Wargs, spirit-beings, and worse all marched at his side. This 1,500 points alliance adds the Witch-king and Gûlavhar to the army of Angmar, vastly improving its leadership and hitting power.

## MAIN CONTINGENT FROM THE NAZGÛL

- ① *The Witch-king of Angmar* ..... 160 points on dark steed

## ALLIED CONTINGENT FROM THE MONSTERS OF MIDDLE-EARTH

- ② *Gûlavhar, the Terror of Arnor* ..... 200 points

## ALLIED CONTINGENT FROM ANGMAR

- ③ *Carn Dûm Revenants* ..... 200 points

- 1 Shade
- 2 Barrow-wights

- ④ *Wild Warg Chieftain* ..... 75 points

- ⑤ *Orcs of Carn Dûm* ..... 174 points

- 8 Orcs with shields
- 8 Orcs with spears
- 4 Orcs with Orc bows
- 4 Orcs with two-handed weapons
- 1 Orc with banner

- ⑥ *Orcs of Felldale* ..... 174 points

- 8 Orcs with shields
- 8 Orcs with spears
- 4 Orcs with Orc bows
- 4 Orcs with two-handed weapons
- 1 Orc with banner

- ⑦ *The Drowned* ..... 180 points

- 12 Spectres

- ⑧ *Warg Pack* ..... 40 points

- 5 Wild Wargs

- ⑨ *Ghorg with Troll chain* ..... 85 points

## ALLIED CONTINGENT FROM DUNLAND

- ⑩ *Burig, Chieftain with two-handed axe* . 55 points

- ⑪ *Wolf Brethren* ..... 157 points

- 6 Dunlending Warriors with bows
- 6 Dunlending Warriors with two-handed axes
- 6 Dunlending Warriors with shields
- 1 Dunlending Warrior with banners





Angmar's army is a formidable force, consisting of various units including warriors, archers, and a large dragon-like creature. The army is led by a powerful leader, and the figures are arranged in a strategic formation on the battlefield.

# THE FALLEN REALM

A harsh landscape of tangled undergrowth and jagged ruins, Arnor is an ideal setting for skirmish battles between the Free Peoples and the servants of Sauron. By thinking ahead and applying a few simple modelling tricks to your terrain features, you can create a great gaming board for the scenarios that follow.



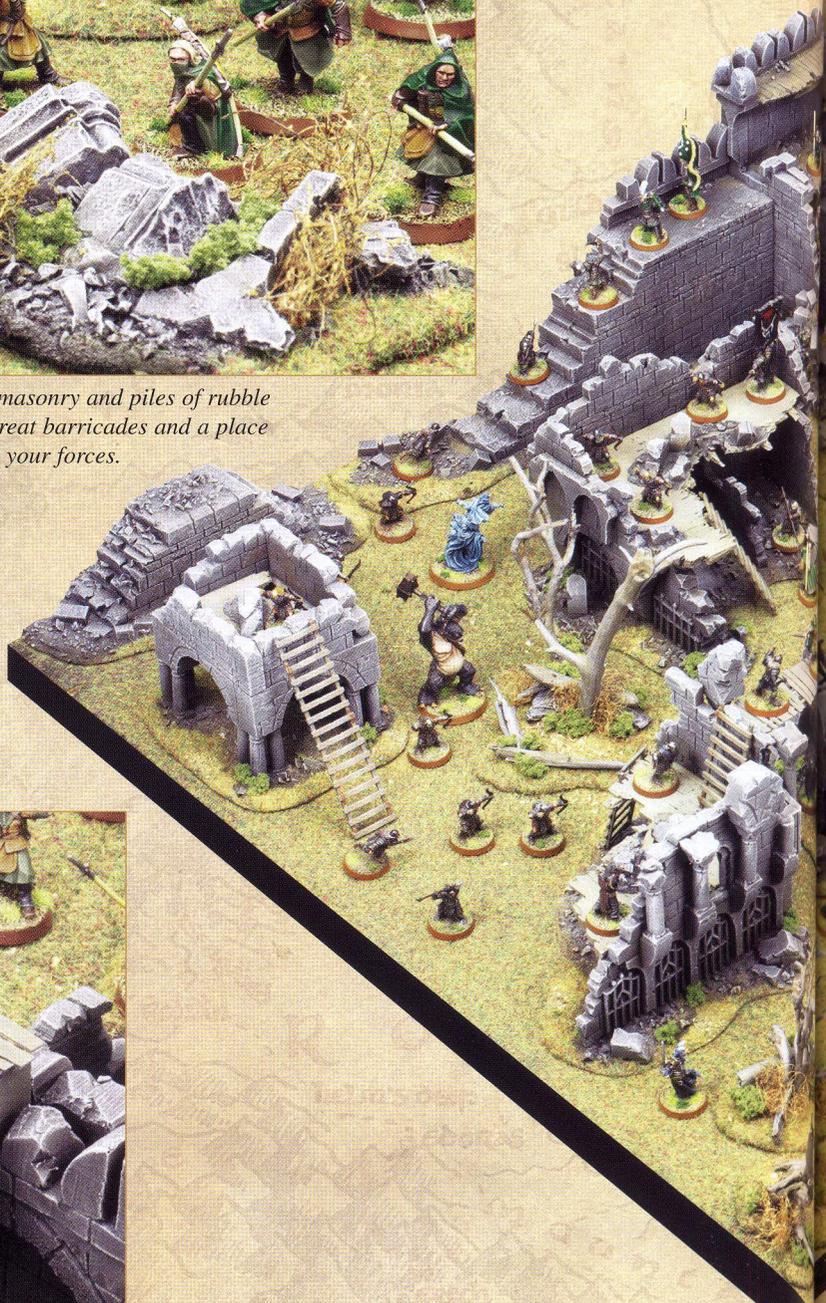
Trees are fast and simple to make and can be used singly or formed into groups to represent a wood or forest.



Fallen masonry and piles of rubble make great barricades and a place to rally your forces.



Walkways and bridges that span between ruins add an extra dimension to the gaming board.





Building steps that are large enough for a model allows fights to rage up and down the ruins.



Densely packing terrain creates plenty of defensible points.



“...Fornost... now too is desolate. Men call it Deadmen’s Dike, and they fear to tread there.”

– Elrond, The Fellowship of The Ring



This rubble has been constructed in such a way as to allow models to stand on several points of the slope.



# THE RUIN OF ARNOR TO KILL A KING

*In this scenario, the forces of the Witch-king have broken through Fornost's defences and are seeking to rob the defenders of their leadership by killing King Arvedui and Malbeth the Seer. The Evil player has many powerful pieces at his command, but is limited by strict victory conditions.*

These are the last days of Arnor, the northern kingdom of Elendil's folk. A great and terrible foe has awoken in the land of Angmar. This fell being is known by many names save for that given at his birth: sorcerer, Ringwraith, Nazgûl. His only purpose is the ruin of Arnor and the destruction of the Dúnedain. He is the Witch-king of Angmar, first among the Nine, and chief emissary of The Lord of The Rings.

With Arnor at its weakest for many long centuries, the Witch-king leads forth his army from the foothills of the Misty Mountains. The black host flows through the bones of corrupt Rhudaur sweeping away everything before it. In the havens of Lindon and Rivendell, counsel is taken to determine how the dwindling power of the Elves can best oppose this threat, yet whatever decision is reached will come too late for many in Arnor. Within days, the Witch-king's army has crossed the Weather Hills and laid siege to Fornost, capital of Arnor.

Fornost's defences are typical of those built by Númenor's children; towering stone walls and carefully designed bastions. Against mortal assailants such defences would hold fast for many long months, yet it is not merely Orcs and Trolls that are bound to the Witch-king's will. The master of Angmar is a wraith to whom lesser spirits are bound, fleshless creatures unhindered by stock and stone. At the height of the siege, many such creatures pass into the city of Fornost, seeking royal blood...

## PARTICIPANTS GOOD

- Arvedui, Last King of Arnor
- Malbeth the Seer
- Up to 150 points worth of models chosen from the Arnor army list (see page 35). You may include up to one additional Hero. Up to 33% of these additional models may carry a bow.

## EVIL

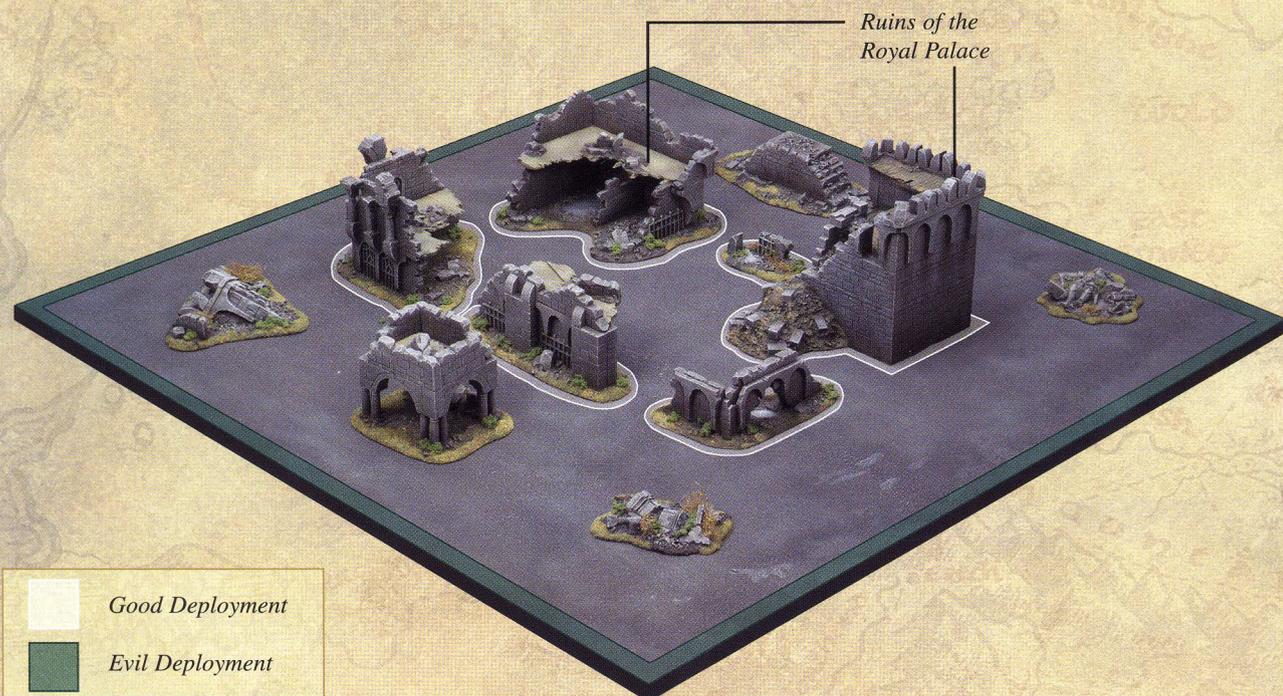
- 1 Shade
- Up to 200 points worth of models chosen from the Angmar army list (see page 39). You may include up to two additional Heroes. You may not choose mounted models or select models with bows.

## LAYOUT

This scenario is played on a board 36"/84cm by 36"/84cm, representing the area surrounding the royal palace at Fornost, which was ruined in the siege.

## STARTING POSITIONS

The Good player deploys his force in base contact with the palace. The Evil player then deploys his force in contact with any board edge. No model may be deployed within 3"/8cm of another. Malbeth and Arvedui may not be deployed within 12"/28cm of each other.





*By keeping Malbeth, Arvedui and the banner bearer together, the Good player can overlap their abilities.*

## OBJECTIVES

The Evil player wins by killing Arvedui or Malbeth. If the Evil force is wiped out before this happens, the Good player wins. If both players meet their victory conditions in the same turn, the game is a draw.

## SPECIAL RULES

**Protect the King!** Arvedui's guards are determined to defend their liege. Any Good model within 3"/8cm of Arvedui (excluding Arvedui himself) may re-roll any failed Courage tests for the duration of the scenario.

## HISTORICAL PARTICIPANTS

### GOOD

- Arvedui,
- Last King of Arnor
- Malbeth the Seer
- Captain of Arnor with shield
- 9 Warriors of Arnor

### EVIL

- 1 Shade
- 2 Barrow-wights
- 6 Spectres



# THE RUIN OF ARNOR FLIGHT INTO THE NORTH

*With Fornost lost to him unless he can rouse allies or reinforcements, Arvedui attempts to escape northwards and regroup. Victory in this scenario rests with Arvedui. Should he escape, the Good player will win, but if he is slain, the Evil player triumphs. Only by selling their lives dearly can the Good side hope to prevail.*

Fornost has fallen, the defences drenched in blood and swept away by the darkest of sorceries. Scant few have managed to escape the burning city and countless souls are lost in the chaos of alleyways choked with Orcs hungry for blood and plunder.

As the Witch-king's forces scour the last vestiges of resistance from the city, Arvedui's personal guard hack their way through the streets with valour born of desperation. Though their determination costs many lives, the royal guard succeed in fighting clear of the city with the king safe amongst their ranks. A gruelling flight ensues, with Arvedui and his escort harried across hill, moor and fen by Wargs and Orcs.

Fortunately for the king, his ragtag band is joined by all manner of refugees from the war, swelling the force at his command. However, Angmar's goals are not to be thwarted lightly, and Arvedui is forced ever northwards by his pursuers. The Witch-king cares naught for the minions lost in the hunt so long as the king of Arnor is slain. To this end, the lord of the Nazgûl has awakened a terrifying new servant, one whose power is almost the equal of the Witch-king's own. Death comes for Arvedui on swift wings...

## PARTICIPANTS GOOD

- Arvedui, Last King of Arnor
- Up to 250 points worth of models chosen from the Arnor army list (see page 35). You may include up to two additional Heroes. Up to 66% of these additional models may carry a bow.

## EVIL

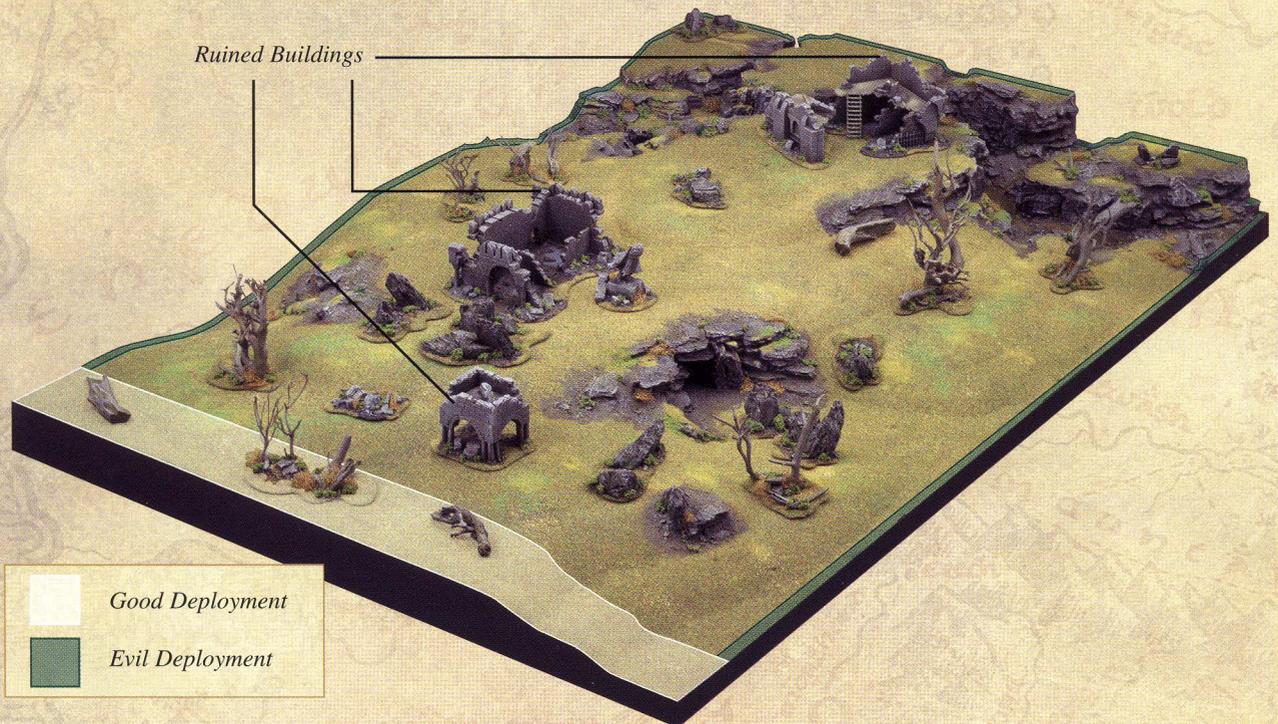
- Gûlavhar, the Terror of Arnor
- Up to 200 points worth of models chosen from the Angmar army list (see page 39). You may include up to two additional Heroes. You may not choose mounted models. Up to 33% of these additional models may carry a bow.

## LAYOUT

This scenario is played on a board 48"/112cm by 72"/168cm, representing an area of the north downs. The entire board is covered with hilly terrain and rocky outcrops. There is one ruined building in each third of the board.

## STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the southern board edge. The Evil player then deploys his forces in contact with any board edge, with the exception of Gûlavhar, who will be available as reinforcements later in the game. No Evil model may be placed within 6"/14cm of a Good model.





*Arvedui's bodyguard hold the vampiric monster at bay while the king escapes.*

## OBJECTIVES

The Evil player wins by killing Arvedui. If Arvedui escapes the board via the northern edge, or the Evil force is wiped out before Arvedui is slain, the Good player wins.

## SPECIAL RULES

**Reinforcements.** Gûlavhar does not deploy at the start of the game. The Evil player may roll a D6 at the start of every Evil Move phase from the third turn onwards. On a roll of 4 or more, Gûlavhar has arrived and moves onto the board from the southern edge. If Gûlavhar fails to arrive, add 1 to the roll in each following turn until he does arrive. Gûlavhar may not charge in the turn he arrives, but may otherwise act normally.

## HISTORICAL PARTICIPANTS

### GOOD

- Arvedui, Last King of Arnor
- Captain of Arnor with shield
- 9 Warriors of Arnor
- 12 Rangers of Arnor 4 with spears

### EVIL

- Gûlavhar, the Terror of Arnor
- 1 Barrow-wight
- 1 Wild Warg Chieftain
- 6 Wild Wargs
- 4 Orc Warriors 2 with shields and 2 with Orc bows



# THE RUIN OF ARNOR

## THE BATTLE OF FORNOST

*This is the final battle against the forces of Angmar, which will either scour the armies of the Witch-king from history or leave them as the rulers of the north-west. In this battle to the death, the Good player will benefit greatly from swiftly neutralising the Witch-king and so lifting his sorcerous pall of despair.*

**A**rvedui never returns from the north and, with his loss, the kingly lineage of Arnor fades nearly to extinction. The Witch-king continues to visit ruin upon the north kingdom, his dark legions marching forth from forsaken Fornost. With the ruin of Arnor as his foundation, the Lord of the Nazgûl could shape a kingdom of his own, a shadow to the power of Mordor just as the Witch-king himself is a shade of the Dark Lord. He is not to be given the chance.

Though slow to mobilise, the rulers of the Free Peoples have gathered their strength. The remnants of Arnor's army are not only joined by soldiery from Gondor, but also reinforced by scores of fearless warriors from the Elven Havens. Even a handful of archers from the Shire join the battle, spurred hence by their duty to the throne of Arnor.

### PARTICIPANTS

#### GOOD

- Up to 150 points worth of models chosen from the Arnor army list (see page 35). This may include a single Hero.
- Up to 300 points worth of models from either the Minas Tirith or the Arnor army list. This must include a single Hero. Up to 33% of these models may carry a bow.
- Up to 300 points worth of models from either the Grey Havens or the Rivendell or the Arnor army list. This must include a single Hero. Up to 33% of these models may carry a bow.

#### EVIL

- The Witch-king of Angmar (mounted on a horse)
- Gûlavhar, the Terror of Arnor
- Up to 550 points worth of models chosen from the Angmar army list (see page 39). You may include up to two additional Heroes. You may not choose mounted models. Up to 33% of these models may carry a missile weapon.

#### LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, astride a ruined corner of Fornost's city walls. The walls meet in the centre of the board and run to the centre of both the north and east board edges with a tower at their junction. Both walls are ruined and have at least two 4"/10cm spans that are little more than low obstacles (see map).

#### STARTING POSITIONS

The Evil player deploys his force anywhere behind the walls of Fornost (ie, in the north-eastern corner of the board). The Good player then deploys one contingent (the Arnor forces are a single contingent, the forces of Gondor and the Elves are two more) in each Good deployment zone. Each of these is 12"/28cm square.

#### OBJECTIVES

The game continues until one force is wiped out - whichever force survives wins the game. Note that the Evil player cannot win if the Witch-king is slain, nor can the Good player win if all the Gondor and Elven Heroes are slain. In either of these events, the best result the respective side can score is a draw.





*The armies of the Witch-king breach the defences of the forces of Good.*

## SPECIAL RULES

**The Lord of the Nazgûl.** The Witch-king of Angmar is at the height of his power. He starts the game with 3 Might, 20 Will and 3 Fate.

**The Terror of Arnor.** Gûlavhar has not survived the centuries by throwing his life-force away on lost causes and will flee the battle if things turn against him. If the Evil force is broken, Gûlavhar will automatically fail Courage tests.

**Darkness and Despair.** The Witch-king has used powerful sorceries to cloud the battlefield in an oppressive aura, sapping the courage from all who oppose him whilst emboldening his followers. Whilst the Witch-king is alive, all Good models suffer a -1 penalty to their Courage and all Evil models receive a +1 bonus to their Courage (this is not cumulative with other modifiers, such as the Witch-king's Harbinger of Evil rule).

## HISTORICAL PARTICIPANTS

### GOOD

- Captain of Arnor with shield
- 8 Rangers of Arnor
- 4 Hobbit Archers
- Captain of Minas Tirith with shield
- 25 Warriors of Minas Tirith  
8 with shields, 8 with spears and shields,  
8 with bows and 1 with a banner
- Elf Captain with heavy armour and shield
- 20 Elf Warriors with heavy armour  
8 with spears and shields, 6 with Elven blades  
and 6 with Elf bows

### EVIL

- The Witch-king of Angmar (mounted on a horse)
- Gûlavhar, the Terror of Arnor
- 1 Shade
- 1 Barrow-wight
- 1 Wild Warg Chieftain
- 5 Wild Wargs
- 36 Orc Warriors  
12 with spears, 12 with shields, 6 with Orc bows,  
6 with two-handed weapons
- 1 Cave Troll with Troll chain
- 5 Spectres

# ISILDUR'S HEIR AMBUSH IN RHUDAUR

*In this scenario Arathorn and his allies have been lured into an ambush and must not only fight their way clear, but also smash their foes! To win, the Good player must keep Arathorn alive, using the various choke points and defensible obstacles in the village to hold the enemy at bay.*

**I**t is many long years since the Battle of Fornost. The Dúnedain of the north are now a scattered people, living as Rangers and acting as guardians of the Free Peoples. However, there is much to guard against and, though Angmar no longer exists as a realm in its own right, the loathsome and predatory remnants of the Witch-king's legions still endure and multiply in the wilds.

Fortunately, though the glories of Arnor have long since faded into memory, the sundered remnants of its people are noble and brave, protecting those who cannot protect themselves. For this reason, when the sons of Elrond Halfelven discover that a shadow has fallen over the northern villages, they bring word to Arathorn, Chieftain of the Dúnedain. In recent weeks the Orc brigands in the high hills of Rhudaur have grouped together into a formidable warband, a brutish horde directed by a scarred Troll possessed of a vicious form of low cunning.

Though troubled at being parted from his wife and young son, Arathorn leads his company into the wilds to slay the Troll and scatter its followers. Alas, for all their preparation, the Rangers are unaware of just what awaits them. Twenty leagues north of Rivendell, where the empty land whispers with the mournful echoes of days long passed, the jaws of a trap are about to close...

## PARTICIPANTS GOOD

- Arathorn
- Up to 250 points worth of models chosen from the Grey Company army list (see page 31). You may not field mounted models.

## EVIL

- Buhrdûr
- Up to 400 points worth of models chosen from the Angmar army list (see page 39). You may include up to two additional Heroes.

## LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This scenario takes place in the ruin of a small village, somewhere north of Rivendell. There is a ruined watchtower upon a hill in the centre of the board, and several ruins within 6"/14cm of the watchtower. There are also several forests within 12"/28cm of the board edge (see map).

## STARTING POSITIONS

The Evil player deploys Buhrdûr and up to 100 points worth of Evil models inside or within 3"/8cm of one of the ruins. The Good player then deploys his entire force within 12"/28cm of the centre of the board, but no Good model may be deployed within





*Is Arathorn's doom near at hand?*

6"/14cm of an Evil model. The remainder of the Evil force is then split into two groups of equal models. The two groups are deployed within 6"/14cm of opposite board edges.

### OBJECTIVES

The Evil player wins if he kills Arathorn and reduces the Good force to below 25% of its starting numbers. The Good player wins if he is able to reduce the Evil force to below 25% of its starting numbers. In any other result, or if both players meet their objectives in the same turn, the game is a draw.

### SPECIAL RULES

**It's a Trap!** The Evil player has priority in the first turn of the game. In addition, the Evil force will not take Courage tests for being Broken whilst Bûhrdur is alive.

### HISTORICAL PARTICIPANTS

#### GOOD

- Arathorn
- Elladan and Elrohir with heavy armour
- 12 Rangers of Arnor  
4 with spears

#### EVIL

- Bûhrdur
- 1 Wild Warg Chieftain
- 13 Orc Warriors  
4 with spears, 4 with shields, 2 with Orc bows, 2 with two-handed weapons and 1 with a banner
- 6 Wild Wargs
- 2 Cave Trolls with Troll chain



# ISILDUR'S HEIR ARAGORN'S REVENGE

*In this scenario, Aragorn is seeking to scatter the Evil warband and must slay Buhrdûr before he is himself overwhelmed by the Troll's followers. Both forces are divided at the start of the game and much will depend on when Aragorn's companions arrive to rescue him from his impetuous folly.*

Aragorn is but a babe in arms when his father, Arathorn, is slain. Knowing that it will be many years before her son will be strong enough to assume the mantle of destiny, Gilraen takes Aragorn to Rivendell. Sheltered within the house of Elrond, Aragorn grows to manhood, honing his skills as a warrior and Ranger under the tutelage of both Elves and Men. Before long, the abilities of the student come to eclipse those of his masters, and there are few who can match Aragorn's prowess in the wilds. When finally Elrond judges the young chieftain to have the necessary maturity, he reveals to Aragorn his heritage and the tale of Arathorn's death.

Some time after, while venturing into the wilds, Aragorn comes upon unmistakable signs of the foul creatures that slew his father. Buhrdûr, having spent the intervening years ravaging the lands to the east of the Misty Mountains, has led his warband across High Pass to wreak havoc on the western lands once again. Blinded by wrath and casting aside the counsel of his kinsman Halbarad, Aragorn sets out to avenge his father.

## PARTICIPANTS GOOD

- Aragorn/Strider with bow
- Halbarad Dúnadan
- Up to 250 points worth of models chosen from the Grey Company army list (see page 31).

## EVIL

- Buhrdûr
- 2 Cave Trolls with Troll chain
- Up to 400 points worth of models chosen from the Angmar army list (see page 39). You may include up to four additional Heroes. You may not choose mounted models. Up to 33% of these additional models may carry a bow.

## LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm and takes place in the wilds, far from any habitation or other signs of life. There are six sizeable terrain features on the board. The rest of the board should contain several rocky outcrops and trees (see map).

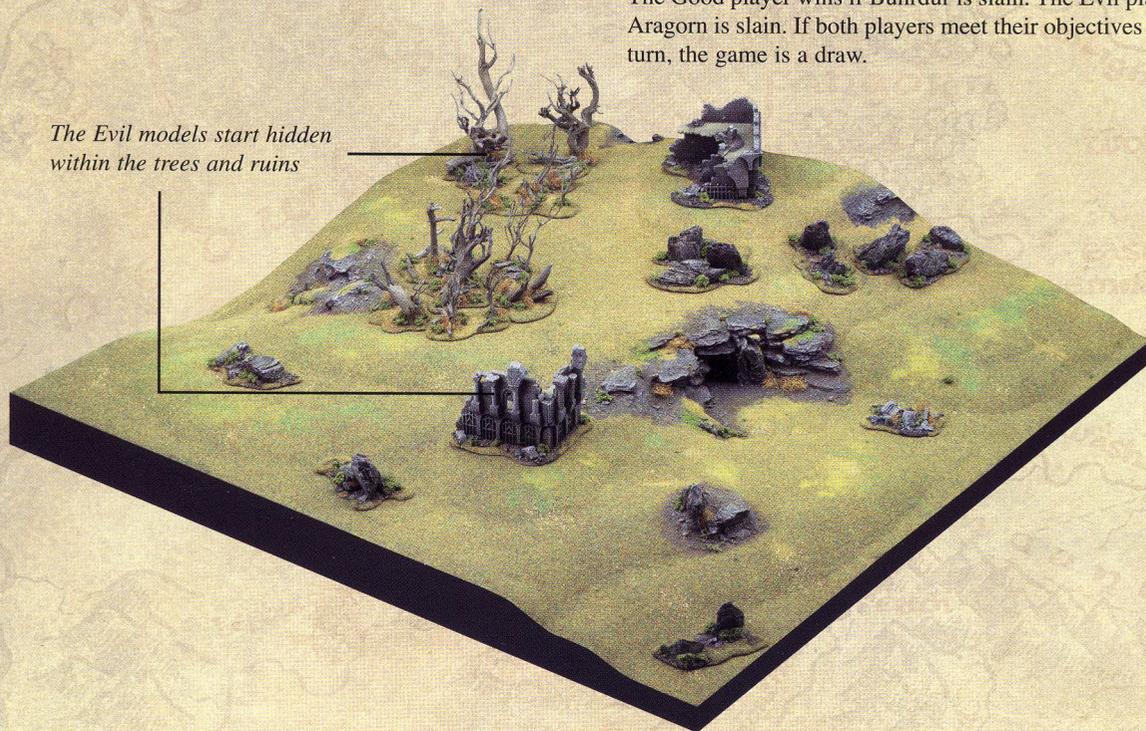
## STARTING POSITIONS

The Evil player splits his force into six groups of an equal number of models, and secretly allocates one to each of the six terrain features. No Evil models are placed at the start of the game, but will be revealed as play goes on. The Good player then deploys Aragorn and up to 100 points of Good models (of his choice) anywhere on the board but outside of terrain features. The remainder of the Good models are kept in reserve and will be available later in the game.

## OBJECTIVES

The Good player wins if Buhrdûr is slain. The Evil player wins if Aragorn is slain. If both players meet their objectives in the same turn, the game is a draw.

*The Evil models start hidden within the trees and ruins*





By keeping Halbarad close to Aragorn, the Good player can have him benefit from any Heroic actions that Aragorn calls.

## SPECIAL RULES

**Tracking the Troll.** When a Good model enters one of the six terrain features, the Good player's Move phase is suspended and the Evil player places all of the models he allocated to that terrain feature. These models may be placed anywhere within the terrain feature but not in base contact with a Good model. Newly arrived models may not move, shoot or use magical powers. Once all these models have been placed, the Good player's Move phase resumes.

**They're Awake!** If the roll for priority is drawn, one randomly chosen group of Evil models activates and are immediately placed in their feature as described in 'Tracking the Troll' above.

**You do not stand alone.** Unable to dissuade Aragorn from his vengeance, Halbarad has instead elected to seek help to rescue Aragorn from his recklessness. At the end of any Good Move phase, the Good player may declare that Halbarad has arrived and move his remaining models onto the board from any point on any edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. In the turn that this is done, the Evil player must immediately place all the models that were assigned to terrain features as described in 'Tracking the Troll'.

**The Young Warrior.** Aragorn has not yet reached his potential. He does not have the 'Mighty Hero' special rule in this scenario.

**All or nothing!** Neither side takes Courage tests for being Broken in this scenario.

## HISTORICAL PARTICIPANTS

### GOOD

- Aragorn/Strider with bow
- Halbarad Dúnadan
- Elladan and Elrohir with heavy armour
- 12 Rangers of Arnor  
4 with spears

### EVIL

- Bûhrdur
- 2 Cave Trolls with Troll chain
- 1 Wild Warg Chieftain
- 8 Orc Warriors with spears
- 8 Orc Warriors with shields
- 2 Orc Warriors with Orc bows
- 2 Orc Warriors with two-handed weapons
- 1 Orc Warrior with a banner
- 12 Wild Wargs



# ISILDUR'S HEIR

## THE TERROR OF ARNOR

*This is a challenging scenario for the Good player, as Aragorn is not at the peak of his powers. Aragorn will be hard pressed to defeat Gûlavhar by himself and both sides have reinforcements that can tip the balance of the battle as the game progresses.*

Since its fall in the wars against Angmar, Fornost has become a shunned and haunted ruin. Only a handful of Rangers, seeking lost knowledge, slip into its weed-strewn streets. It is a silent and lonely place, infested by the restless spirits of those who died in battle. In recent days, however, something terrible has stirred within Fornost's ruins.

Gûlavhar, the daemon who fled the final battle between Angmar and the West, has stirred from slumber to prey upon those few villages that remain in Arnor. Attacking only in the long watches of the night, Gûlavhar has fed well on the defenceless folk around him. Many Rangers are slain in the course of the beast's predations, and news of the attacks swiftly reach Aragorn. Though he knows not the scale of his challenge, the heir of Isildur fixes his efforts to finding and slaying the daemon.

Neither his travels in the wild nor all the lore he has studied in Rivendell give Aragorn insight into his foe, though the trail is plain enough if only for the sense of fear that pervades the countryside in the creature's wake. Finally Aragorn's hunt leads him to Fornost, strands of mist clutching at his followers as they spread out through the desolate city in search of their quarry...

### PARTICIPANTS

#### GOOD

- Aragorn/Strider with bow
- Up to 300 points worth of models chosen from the Grey Company army list (see page 31).

#### EVIL

- Gûlavhar, the Terror of Arnor
- Up to 100 points worth of models chosen from the Angmar army list (see page 39).

### LAYOUT

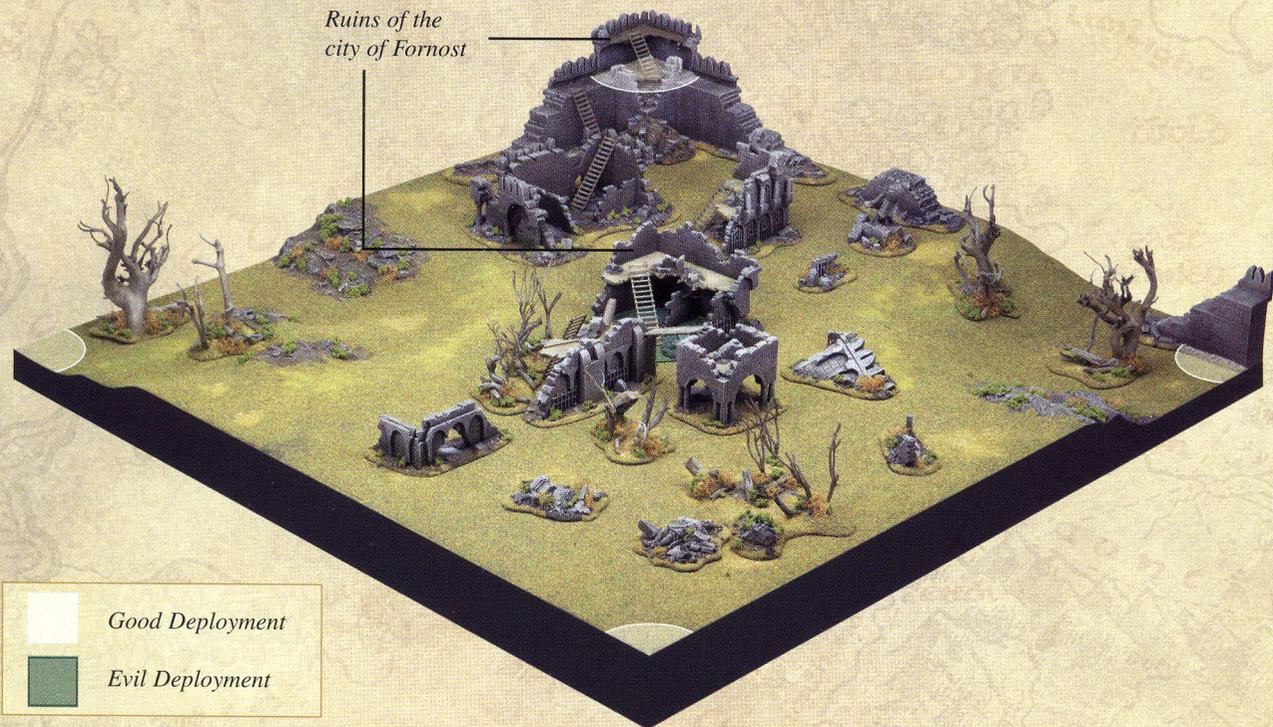
This scenario is played on a board 48"/112cm by 48"/112cm, representing the ruins of Fornost. At least six ruined buildings are scattered across the board.

### STARTING POSITIONS

The Evil player deploys Gûlavhar in the centre of the board. The Good player then deploys one Warrior in each corner, touching the board edge. All other models are kept to one side and will be available as reinforcements later in the game.

### OBJECTIVES

The game continues until the end of the turn in which either Gûlavhar or Aragorn is slain. If Gûlavhar is slain, the Good player wins. If Aragorn is slain, the Evil player wins. If both Heroes are slain in the same turn, the game is a draw.





*The terror of Arnor meets his end at the hands of Isildur's Heir.*

## SPECIAL RULES

**The Sound of Battle.** A small party of Rangers has tracked Gûlavhar down and have sent for help. As the battle continues, more and more Dúnedain are drawn towards it, but so are the evil denizens of Fornost. At the end of each player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any participants not yet in play, though it should be noted that Aragorn can not arrive as a reinforcement until all other Good models have entered play. Each of the reinforcements enters the board from a point on an edge chosen by the player with priority. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

**The Young Warrior.** Aragorn has not yet reached his potential. He does not have the 'Mighty Hero' special rule in this scenario.

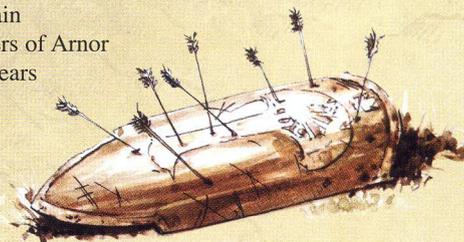
## HISTORICAL PARTICIPANTS

### GOOD

- Aragorn/Strider with bow
- Halbarad Dunádan
- 5 Dúnedain
- 12 Rangers of Arnor 4 with spears

### EVIL

- Gûlavhar, the Terror of Arnor
- 4 Spectres







# PROFILE SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules	Page
Aragorn	6/3+	4	5	3	3	6	3*/ 3 / 3	Andúril, Flame of the West; Mighty Hero	9
Arathorn	5/3+	4	5	3	2	5	3 / 2 / 1		9
Arvedui, Last King of Arnor	5/-	4	6	2	2	5	3 / 2 / 0	The King in the North	8
Bandobras Took, the Bullroarer	3/3+	3	4	2	2	4	2 / 1 / 1	Resistant to Magic; Throw Stones	16
Barrow-wight	3/-	2	7	1	1	6	0 / 5 / 0	Terror	21
Bilbo Baggins	3/3+	2(3)	2(5)	1	2	6	1 / 3 / 3	The Ring; Resistant to Magic; Throw Stones	16
Buhrdûr	6/4+	6	6	3	3	4	3 / 1 / 1	Terror; Throw Stones	20
Captain of Arnor	5/4+	4	6	2	2	3	2 / 1 / 1		8
Cave Troll	6/5+	6	6	3	3	3		Terror; Throw Stones	23
Dúnedain	4/3+	4	4	1	1	5	1 / 1 / 1		10
Elladan and Elrohir	6/3+	4	5	2	2	6	3 / 2 / 2	Woodland Creature; Twin Elven Blades; Unbreakable Bond	11
Farmer Maggot	3/3+	2	3	1	2	5	1 / 2 / 2	Resistant to Magic; Throw Stones	15
Fell Beast	5	6	6	2	3	3		Fly; Feral	19
Fredegar Bolger	2/3+	2	3	1	1	3	0 / 0 / 1	Resistant to Magic; Throw Stones	14
Frodo Baggins	3/3+	2	3	1	2	6	2 / 3 / 3	Sting; Mithril Coat; The Ring; Resistant to Magic; Throw Stones	12
Frodo of the Nine Fingers	3/3+	2	3 (6)	1	2	6	1 / 3 / 1	It Will Never Heal; Home is the Hero; Resistant to Magic; Throw Stones	13
Grip, Fang and Wolf	3/-	3	3	1	1	2			15
Gûlavhar, the Terror of Arnor	6/-	8	5	*	4	*	3 / 3 / 0	Resistant to Magic; Terror; Fly; Strength of Body, Strength of Will; Immortal Hunger	21
Halbarad Dunádan	5/3+	4	5	2	2	6	3 / 2 / 1	The Banner of Arwen Evenstar	10
Hobbit Archer	2/3+	2	3	1	1	3		Signal Horns; Resistant to Magic; Throw Stones	18
Hobbit Militia	1/3+	2	3	1	1	3		Resistant to Magic; Throw Stones	18
Lobelia Sackville-Baggins	2/3+	1	2	1	1	6	0 / 3 / 1	The Umbrella is not Mightier than the Sword; Furious Tirade; Resistant to Magic; Throw Stones	16
Malbeth the Seer	3/-	4	4	1	2	5	1 / 2 / 1	Gift of Foresight	8
Meriadoc Brandybuck	3/3+	2	3	1	1	4	0 / 0 / 1	Resistant to Magic; Throw Stones	12
Meriadoc, Knight of the Mark	3/3+	2	4	1	1	4	1 / 1 / 2	Defender of the Mark; Throw Stones Horn of the Riddermark; Resistant to Magic	14
Orc Warrior	3/5+	3	4	1	1	2			22
Paladin Took	2/3+	2	3	1	1	5	1 / 1 / 2	To me Shirefolk!; Resistant to Magic; Throw Stones	15
Peregrin Took	3/3+	2	3	1	1	4	0 / 0 / 1	Resistant to Magic; Throw Stones	13
Peregrin, Guard of the Citadel	3/3+	2	4	1	1	4	1 / 1 / 2	Guard of the Citadel, Resistant to Magic; Throw Stones	14
Ranger of Arnor	4/3+	3	4	1	1	3			17
Ranger of the North	4/3+	4	5	1	1	5	1 / 1 / 1		10
Samwise Gamgee	3/3+	2	3	1	2	5	1 / 1 / 2	Resistant to Magic; Throw Stones	12
Samwise the Brave	3/3+	2(3)	3	1	2	5	2 / 2 / 3	Resistant to Magic; Throw Stones	13
Shade	1/-	1	8	1	3	1	0 / 3 / 0	Terror; Chill Aura	20
Shirriff's	3/3+	2	3	1	1	3		Resistant to Magic; Throw Stones	18
Spectre	2/-	3	5	1	1	6		Terror; A Fell Light is In Them	22
Warrior of Arnor	4/-	3	6	1	1	2			17
Wild Warg	3/-	4	4	1	1	2			22
Wild Warg Chieftain	5/-	6	5	2	3	3	1 / 3 / 1	Terror; Packlord	20
The Witch-King of Angmar	5/-	4	8	1	1	6	0-3/10-20/0-3	Terror; Might/Will/Fate; Will of Evil, Harbinger of Evil	19



*Warriors of Armor are assailed by Evil spirits.*



*The Hobbits of The Shire defend their home from Orc raiders.*

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# THE LORD OF THE RINGS STRATEGY BATTLE GAME

"...the folk of Arnor dwindled, and their  
foes devoured them, and their lordship  
passed..."

— Elrond, *The Fellowship of The Ring*

This Sourcebook is an invaluable guide to collecting, modelling and gaming with Games Workshop's The Lord of The Rings miniatures. Within its pages you will find essential rules, information and inspiration to bring the battles of Middle-earth to your own tabletop.

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