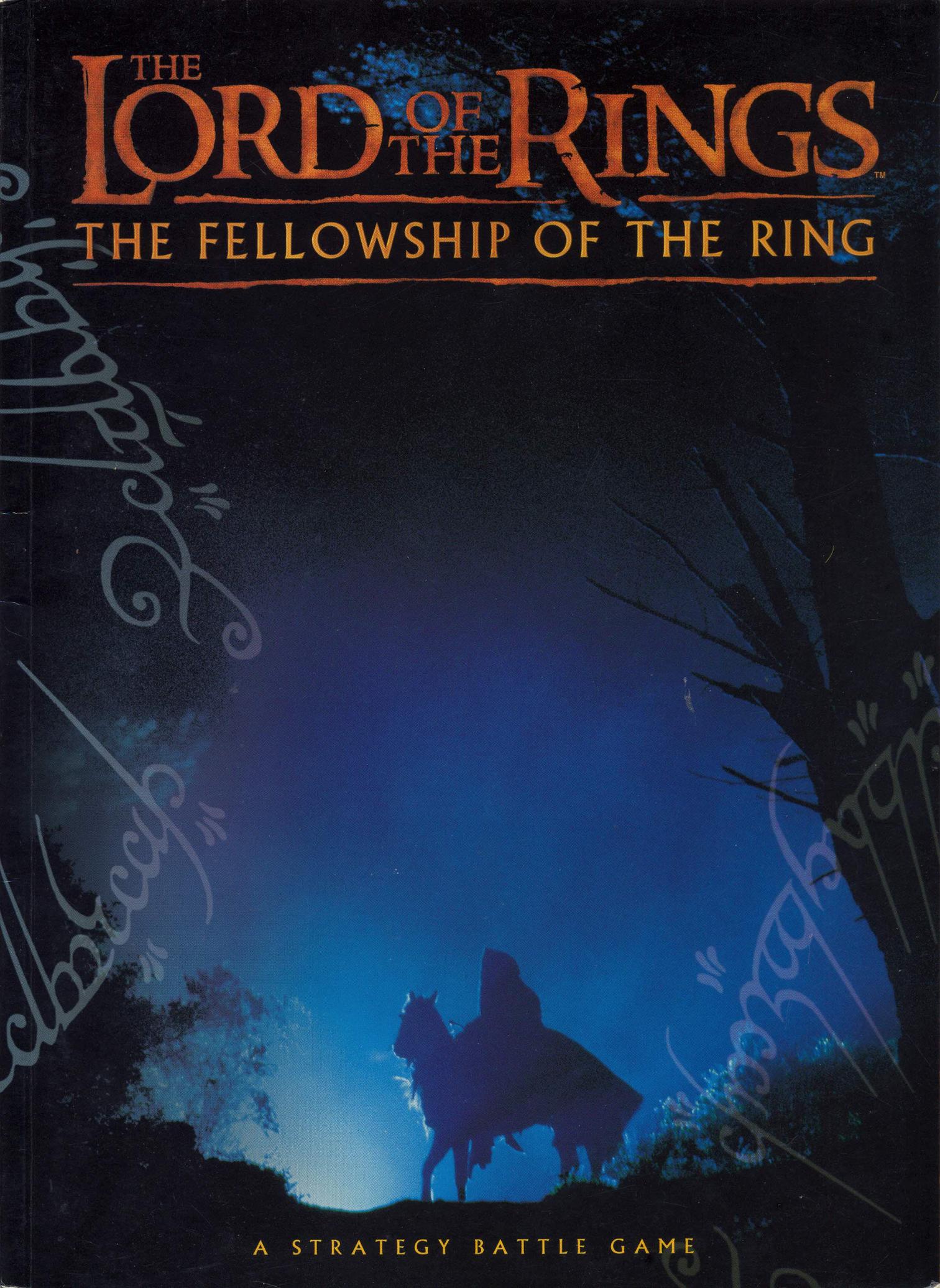


# THE LORD OF THE RINGS™

## THE FELLOWSHIP OF THE RING



A STRATEGY BATTLE GAME





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## ADVANCED & SPECIAL RULES

To make the game quicker to learn we have divided the Advanced and Special rules from the rest of the text.

Advanced rules introduce extra detail into the game. If you are just starting out, we recommend that you ignore them. Advanced rules are included at the end of each section where appropriate, or gathered together in the Advanced Rules section which starts on page 29.

Special rules apply only to specific types of creature – they are special to that individual or race. Special rules are indicated in the rulebook as shown in the example box to the right.

## MEASURING

Throughout these rules you'll often be asked to measure how far a model moves or shoots, etc. Players are allowed to measure at any time they wish – a player might wish to measure before deciding where to move a warrior, for example.

All distances have been given in both inches and centimetres. A game can be played using either system – but you can't mix the two systems together. Decide whether you want to play in inches or centimetres and stick to the one method. Note that distances are not exact translations of one system or the other as that would be extremely inconvenient – for example, centimetres have been rounded to whole even numbers to facilitate easy halving of distances for movement penalties.

## SPECIAL RULE – EXAMPLE

### Resistant to Magic

*Hobbits are naturally resistant to the influence of magic and the will of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score then he can re-roll the dice. This gives a second chance of success – but note that only one re-roll is allowed. It is not allowed to re-roll a re-roll.*



# STARTING A GAME

Each game represents a conflict between two opposing sides. This might be anything from a small encounter involving a handful of warriors to a huge clash between two armies.

## 1) PICK A SCENARIO

Start by picking a scenario from the Scenario section (pages 63-79). The scenarios represent different kinds of battles both large and small. We suggest players begin with the small encounters as these involve fewer models and are relatively quick to resolve.

## 2) SELECT YOUR FORCES

All models are allotted a points value which reflects their effectiveness in the game. Powerful warriors are worth more points than weak warriors. The rules for each scenario explain how many points you can spend on your force as well as any special conditions that apply.

## 3) DEPLOY YOUR FORCES

The models are placed on the tabletop in their starting positions according to the instructions for the scenario.

## 4) PLAY THE GAME

The rules for play are described on the following pages.

## 5) THE END OF THE GAME

The rules for each scenario specify when the game ends. This will usually be after a set number of turns or once some special objective has been fulfilled. Once the requisite number of turns have been played or the objective achieved the game is over. The players can then work out which side has won.



*"They are the Nazgul. Ringwraiths. The nine servants of Sauron." – Strider*

# CHARACTERISTICS

Our models represent heroes, warriors and fearsome monsters: creatures and races of differing abilities and qualities. For convenience we usually refer to all models as 'warriors'. Some are stronger, tougher or better armoured than others, whilst rare individuals may be exceptionally brave or vicious.

Because we recognise that all combatants are not the same we must make allowances for their differences. This is achieved by what we call 'characteristics'. There are six different characteristics that define each warrior's abilities. These are Fighting, Strength, Defence, Attacks, Wounds, and Courage. Each of these has a value written in the form of a characteristic profile like this:

	F	S	D	A	W	C
Man of Gondor	3/4+	3	4	1	1	3

**Example:** This is the characteristic profile for a Gondorian foot soldier armed with a bow – a warrior from one of the cities or provinces of Gondor. His characteristic values are typical for a human warrior. Whilst most ordinary humans have similar characteristic values, Heroes and other extraordinary individuals have greater values to represent their superior abilities.

## Fighting

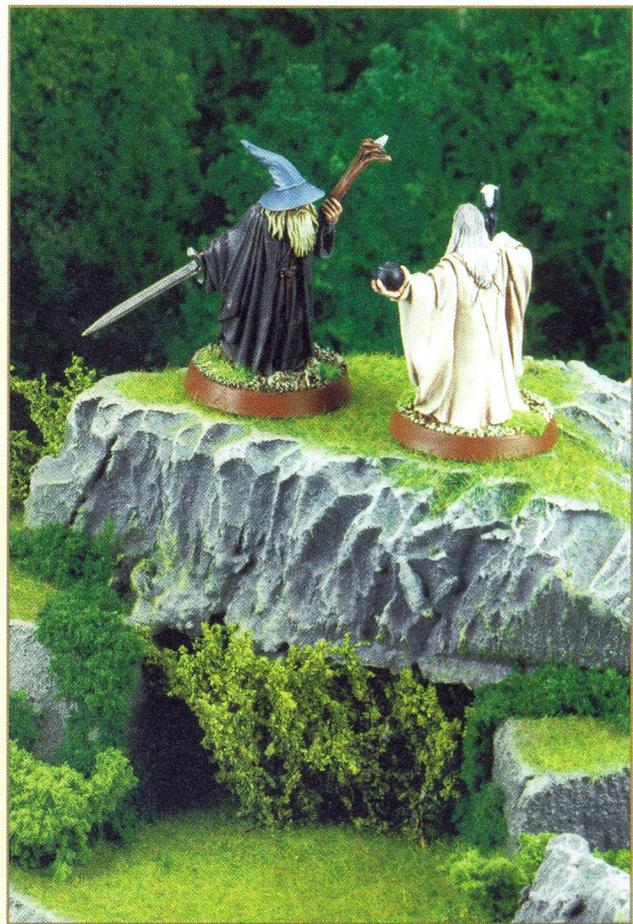
A warrior's Fighting value (F) consists of two numbers divided by a slash. The first number represents his martial skill in hand-to-hand fighting – the greater this is the better fighter the warrior is. The second number is the Shooting value and this indicates the minimum dice roll the warrior needs to score a hit with a bow or other long ranged weapon. If a warrior does not carry a long ranged weapon it is convenient to miss out the Shooting value or replace it with a dash (-). A value of 3 is about average for hand-to-hand fighting and 4+ (ie, 4, 5 or 6) is average for shooting.

## Strength

A warrior's Strength value (S) indicates how strong he is and how powerfully he can strike his enemies. For example, a big creature such as a Cave Troll is very strong compared to a Man. A value of 3 is about average for a man-sized creature.

## Defence

A warrior's Defence value (D) indicates how tough or resilient he is. Many monstrous creatures are especially tough, whilst armour and shields all increase a warrior's resilience to a blow. A value of 3 is about average for a man-sized creature without armour; 6 would be about average for the same warrior fully armoured for battle.



## Attacks

The Attacks value (A) indicates how many strikes a warrior makes when he wins a fight. Most warriors can strike once per turn and so have a value of 1. Heroic individuals and some big monsters can strike 2, 3 or more times, making them very dangerous in close combat.

## Wounds

The Wounds value (W) indicates how many wounds a warrior can suffer before he is slain. In the case of Human and most other man-sized creatures this value is 1 – a single wound is sufficient to kill. Some Heroes and monstrous creatures can sustain injuries that would incapacitate an ordinary man: they have 2, 3 or more wounds to represent this.

## Courage

The Courage value (C) shows how brave and determined the warrior is. A value of about 3 is average, a warrior with Courage of 5 or more is very brave, and a warrior with a value of less than 3 is rather timid.





Man of Gondor with spear	<b>F S D A W C</b> 3/- 3 5 1 1 3
-----------------------------	-------------------------------------



Man of Gondor with sword	<b>F S D A W C</b> 3/- 3 5 1 1 3
-----------------------------	-------------------------------------



Man of Gondor with bow	<b>F S D A W C</b> 3/4+3 4 1 1 3
---------------------------	-------------------------------------



Mordor Orc with spear	<b>F S D A W C</b> 3/- 3 4 1 1 2
-----------------------	-------------------------------------



Mordor Orc with sword	<b>F S D A W C</b> 3/- 3 5 1 1 2
-----------------------	-------------------------------------



Mordor Orc with bow	<b>F S D A W C</b> 3/5+3 4 1 1 2
---------------------	-------------------------------------



High Elf with spear	<b>F S D A W C</b> 6/- 3 6 1 1 5
---------------------	-------------------------------------



High Elf with two-handed sword	<b>F S D A W C</b> 6/- 3 5 1 1 5
-----------------------------------	-------------------------------------



High Elf with bow	<b>F S D A W C</b> 6/3+3 5 1 1 5
-------------------	-------------------------------------



Moria Goblin with spear	<b>F S D A W C</b> 2/- 3 4 1 1 2
----------------------------	-------------------------------------



Moria Goblin with sword	<b>F S D A W C</b> 2/- 3 5 1 1 2
----------------------------	-------------------------------------



Moria Goblin with bow	<b>F S D A W C</b> 2/5+3 4 1 1 2
--------------------------	-------------------------------------

Above are a few profiles of typical warriors to give you an idea of how they differ. Later on we'll explain how to assign profiles to all sorts of individuals, including heroes and monsters.



# THE GAME TURN

## URNS

The game is divided into turns. During each turn models can move, shoot bows, and fight each other in hand-to-hand combat.

## SIDES

There are always two sides in a Lord of the Rings battle. One side commands the forces of Good and the other the forces of Evil.

Each side is represented by a number of models controlled by one or more players. See the Scenario section for rules about choosing models (page 63 onwards).



There must be at least one player on each side. If there are more players taking part each controls a portion of the models. The bigger the game the more useful it is to have extra players to help with movement and rolling dice.

## THE TURN SEQUENCE

During each turn both sides move, shoot, and fight in the order given below. This is called the 'Turn Sequence'. Each part of the sequence is called a 'phase'.

### Phase

#### 1 Priority

Both sides roll a dice to establish which side has priority that turn.

#### 2 Move

Both sides move their models. The side with priority moves its models first. Once the side with priority has made its moves the other side moves.

#### 3 Shoot

Both sides shoot. The side with priority shoots first. Once the side with priority has finished its shots the other side shoots.

#### 4 Fight

Both sides fight hand-to-hand combats. The side with priority decides the order in which combats are fought.

#### 5 End

The turn is over. Begin another turn starting with Phase 1 – Priority.

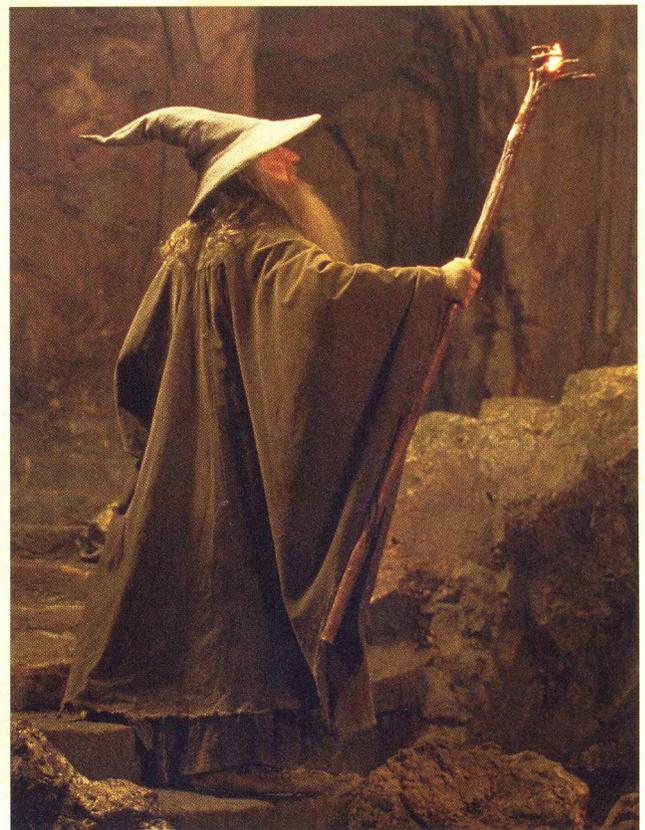
## PRIORITY

In the first turn priority automatically goes to the Good side unless the scenario calls for an exception. This means the Good side will normally move and shoot first in the first turn.

In subsequent turns both sides roll a dice in the Priority phase at the start of the turn. The side that scores highest has priority for that turn. If the dice rolls are equal, priority automatically changes from one side to the other – the side that had priority in the previous turn will always lose it on a tie.

It is important to remember which side has priority each turn. You can use a token such as a coin or a distinctive model, passing it from one side to the other to indicate which has priority.

There are a few exceptions to the priority rules – but these need not concern us right now. In some scenarios the Good side does not necessarily go first, for example. Also, in the section on Heroes we shall be discussing rules that occasionally allow Heroes to override the normal priority and move, shoot or fight before other warriors. These exceptions will be explained in due course.



*Gandalf the Grey.*



# THE MOVE PHASE

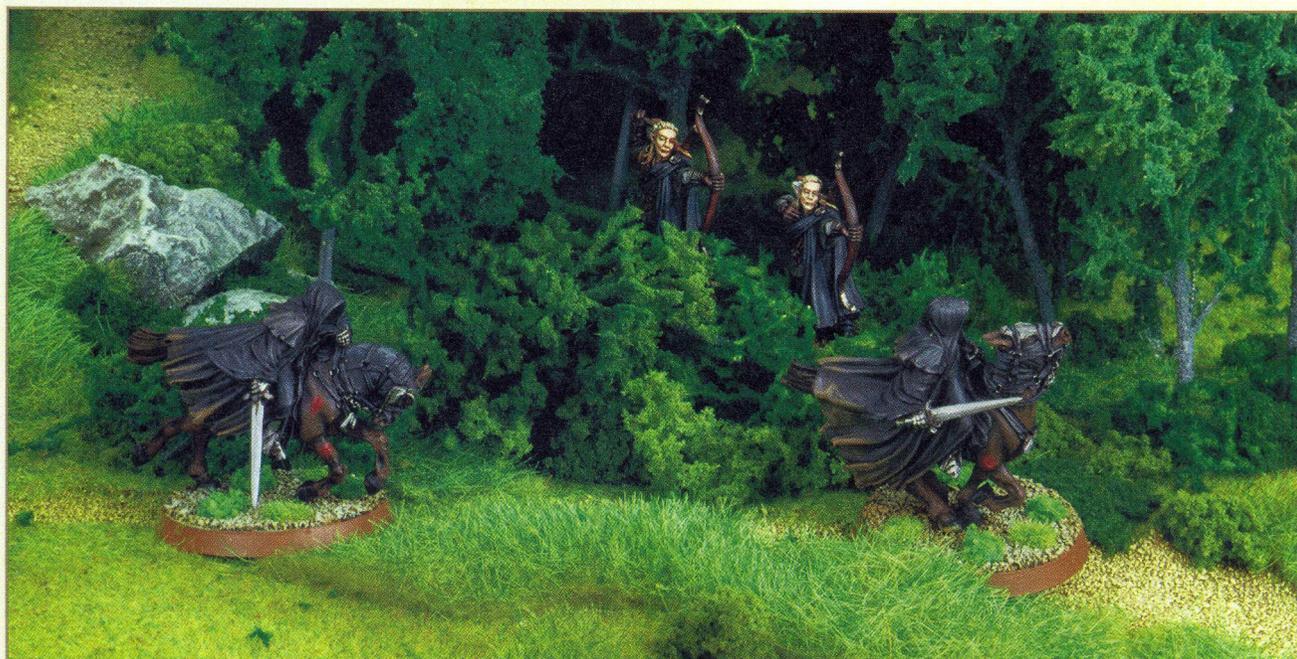
Once priority has been established the turn proceeds to the Move phase. During this, each side gets to move its models up to the maximum distance as shown on the chart below. Models do not have to move the full distance – they can move less or not at all if the player prefers.

The distance a model is allowed to move depends upon its race. Some races are faster than others and, of course, mounted models move at the speed of their mount. The following Movement chart summarises the move distances for each race.

## Movement Chart

TYPE	MAXIMUM MOVE OVER OPEN TERRAIN	
	Inches	Cms
HUMAN (Man/Woman/Wizard)	6"	14cm
HIGH ELF	6"	14cm
WOOD ELF	6"	14cm
HOBBIT	4"	10cm
DWARF	5"	12cm
ORC	5"	12cm
MORIA GOBLIN	5"	12cm
URUK-HAI	6"	14cm
CAVE TROLL	6"	14cm
BALROG	6"	14cm
RINGWRAITH	6"	14cm
HORSE RIDER	10"	24cm
GIANT EAGLE	24"	56cm

As you can see distances are given in both inches and centimetres as they are throughout this book. Either system can be used but stick to one or the other, don't mix them in the same game as the distances have been rounded for convenience.



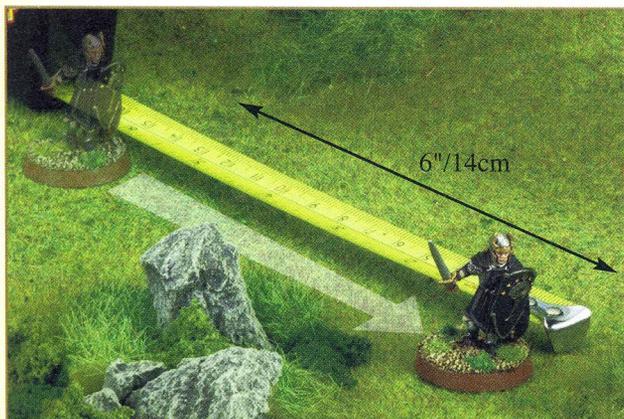
## WHICH SIDE MOVES FIRST?

The side that has priority that turn moves all of its models first. Once all of the first side's moves are complete the other side gets to move all of its models.

## MOVING THE MODELS

Each player can move his models in any order.

Measure the distance each model moves using a measuring tape or ruler.



The warrior moves forward 6"/14cm.

Models cannot move through other models whether friends or foes, so leave gaps for models to pass where necessary. The model's base conveniently defines the space it needs to move and fight – so gaps must be at least as wide as a model's base for a friendly warrior to move through.



When friendly models move past each other there must be room for their bases to pass without overlapping.

A model cannot move within 1" or 2cm of an enemy model unless it is moving into touch. A move into touch is called a 'charge' and is described overleaf. This restriction prevents a model moving too close to an enemy unless fighting. It represents how warriors control the immediate zone around them. In effect this allows models to block the movement of enemies. This is called the control zone rule.

There are three exceptions to the control zone rule that are worth pointing out right away. Firstly, models already touching an enemy have no control zone – they are already engaged in fighting. An enemy model can therefore move to within 1"/2cm in this case. The second exception is that models are sometimes obliged to move within 1"/2cm because of a rule they have no say over. Where movement is because of another rule, rather than a deliberate move by the player a model can move within an enemy's control zone without charging. In this case models must be clearly separated by a reasonable distance to make it clear they are not touching once the move is complete. The third exception is that models can sometimes begin their move already within 1"/2cm of an enemy for some reason. In this case the intruder cannot move closer to the enemy unless he intends to move into touch but can move around without moving closer if he wants.



1. A model cannot move within 1"/2cm of an enemy control zone unless it is moving into touch. In this situation the Elf can move into touch with either of the closest Moria Goblins but it cannot move between them to get at the Moria Goblin behind.



2. Now the Man has charged, the Moria Goblin he touches no longer prevents movement within 1"/2cm, allowing the Elf to move past to attack the Moria Goblin behind.

Models can be turned to face any direction at any time during the game – not just in the Move phase. Rotating a model on the spot does not count as movement.

Models are not allowed to intentionally move off the gaming table itself unless they are retreating from the battle as described in the rules for Courage (see page 31) or if the scenario requires it – as discussed in the Scenario section.



## CHARGES

A model can only fight an enemy it is touching base-to-base. If a player wants a model to attack an enemy the model must be moved into touch. This is called a 'charge move' or just a 'charge'.

Once a model has moved into touch with an enemy neither can move further in that Move phase. A model that is charged before it gets a chance to move is therefore unable to do so – it is already engaged in a fight.



A model can only fight an enemy it is touching base-to-base.

There is nothing to stop a model moving into touch with several enemies at the same time if it can do so. This is entirely up to the player.

## WHO CAN CHARGE?

A warrior cannot charge an enemy model he can't see when he starts his own move. If a warrior can't see an enemy at the very start of his move the model cannot move into touch. A move into touch is a charge by definition.

This is quite an important rule because it prevents warriors charging enemies they couldn't see or react to in a real-life situation. Imagine an enemy is on the other side of a hill, inside a building, or behind a high wall – in these situations a real warrior has no idea where his enemy is.

## CAN I SEE?

The easiest way to decide if a model can see another is by bending over the tabletop for a 'model's eye view' of the action. A warrior can turn freely to look in any direction at any time so the model's eye view automatically extends all the way round the model in all directions.

If the enemy is visible from the 'model's eye view' then the warrior can see it. In many cases you'll be able to see bits of an enemy model but not all of it – in that case the warrior can see so long as part of the enemy's body is clearly visible.

If you can't see any part of a model's body, but you can see the tip of a weapon, back pack, or a piece of equipment or decoration we assume the model can't be seen. In principle the small area of cloth, metal or wood that is visible is not noticed. This is a fair rule because otherwise models with

tall or projecting spears would always be seen as it is virtually impossible to position them without their spears poking out somewhere! In reality the warrior would lay the spear close to the ground or hold it close to his body as he moved – but our models are not that flexible.

Sometimes it can be hard to tell if a warrior can see or not – that's a fact of tabletop gaming life. If you really can't tell then the situation is obviously fairly marginal. In such a case the best and fairest way to decide is to roll a dice – if you get a 4, 5 or 6 you can see, a 1, 2 or 3 and you can't.

*Tactical note* – As models are moved one at a time it is sometimes possible to clear the view for one model by moving another. Similarly, it is easy for models to get in the way of each other if moved carelessly. This can be tricky to begin with – so try to move the models in an order that allows others to see or move.

## TERRAIN

The maximum distances given for movement assume that the going is firm and level and there is nothing to impede progress. Of course that is not always the case – all too often our warriors must struggle through areas of scrub or forest, over bog or mire, or upon rocky scree slopes. We refer to all these and comparable conditions as 'difficult terrain'.

An area of difficult terrain isn't impossible to move through – but it slows progress. To represent this all distance moved over difficult terrain counts as twice the actual distance. For example, a model that moves 6"/14cm normally will move a maximum of 3" or 7cm across difficult terrain.



Sometimes a model's move will be split, partly over good ground and partly over difficult terrain. In this case the model moves normally over the good ground and only the distance over difficult terrain is doubled. For example, a model with a 6" move might move 2" over a marsh (doubled to 4") leaving only 2" for further movement. Always round any remaining fractions of movement up to the next highest half inch or full centimetre – any distance that is smaller than this is much too insignificant to worry about.

Opposite is a list of typical difficult terrain features. You may be able to think of more circumstances that would qualify. However, it is important to make sure that all the players understand which areas are considered difficult terrain before the game begins.



### SPECIAL RULE

#### Wood Elves in Woods

Wood Elves are used to travelling in woodland – they therefore don't consider these areas to be difficult terrain. A Wood Elf can move 6" or 14cm in a wooded area just as if he were in the open.

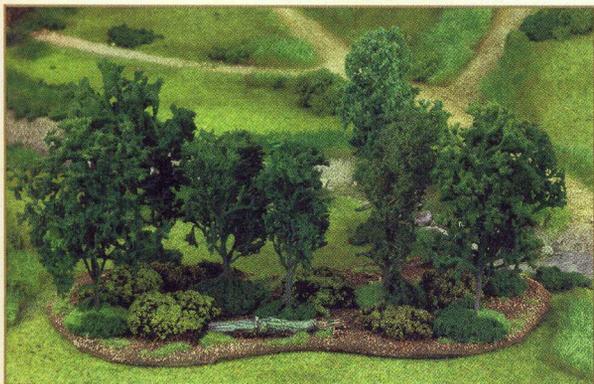


### TYPES OF DIFFICULT TERRAIN

- Very steep, rock strewn or otherwise awkward slopes
- Areas of wood or forests
- Areas of dense scrub
- Bogs, marshes and mires
- Areas of shallow water, fords or pools
- Areas of ruins, rubble or debris
- Areas of deep snow, mud or shifting sand

### EXAMPLES OF DIFFICULT TERRAIN

As difficult terrain counts as double distance it is important to be able to tell where features begin and end. It is useful to lineate the area in some way – for example, by using a card base to define the area.



An area of woodland or copse – a typical example of difficult terrain.



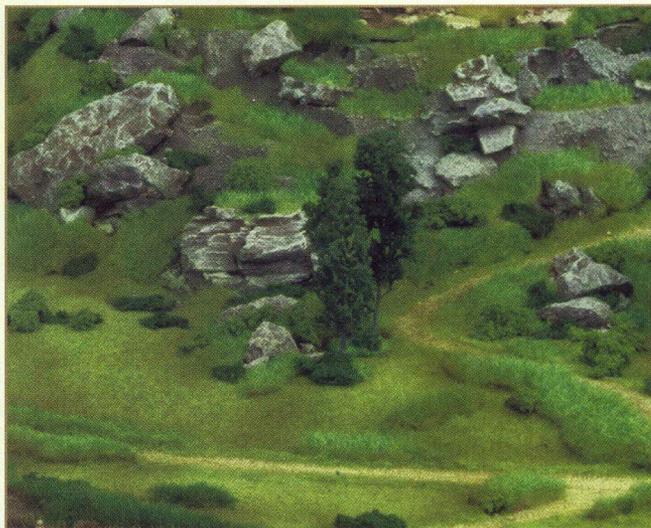
A very steep slope such as this would slow down progress and so counts as difficult terrain.



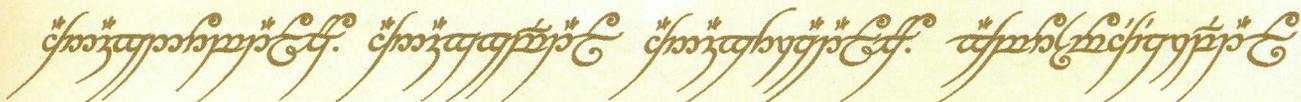
The swampy area around this stream is counted as difficult terrain.



The whole ground area of this ruined building would be counted as difficult terrain.



An area of rocky scrub would usually be considered difficult terrain.



## BARRIERS AND OBSTACLES

Barriers can take many forms on the tabletop – for example a stack of barrels, a hedgerow, a rocky outcrop, a low wall or a clump of bushes. A barrier can also be something that cuts into the landscape such as a stream or ditch. The main difference between a barrier and an area of difficult terrain is that a barrier is something you might conceivably leap over whilst an area of difficult terrain is something you must slog your way through. A good example is a thorny hedge – a barrier you might leap over – as opposed to a whole patch of thorny undergrowth where all you can do is push your way through.

If a barrier is very low and narrow then a model can cross unhindered – the warrior simply strides over the barrier. A model can automatically cross any barrier if the barrier's height and width are less than half the height of the model. For example, if a model is 28mm tall it can cross a barrier that is less than 14mm high and less than 14mm wide.

If a barrier is very high or very wide then it cannot be crossed at all or can only be crossed by climbing as noted later. A model cannot cross or must climb any barrier that

is more than twice the height of the model itself. For example, a model that is 28mm tall cannot cross or must climb a wall that is 57mm high. Note that not all barriers are considered climbable – see Climbing.

If a barrier is higher or wider than half the height of a model, but not more than twice as high or wide, then the barrier is described as an 'obstacle'. For example, a wall 28mm high would form an obstacle to a model that was 28mm tall but not to a model that was 60mm tall.

A model can attempt to cross an obstacle by jumping over it as described below. Sometimes a model will have to jump an obstacle in order to move beyond it as in the case of a stream, for example. On other occasions a model might be able to move around an obstacle, taking a longer route but avoiding the inconvenience of jumping the obstacle itself.

Below are a few examples of barriers that might form obstacles:

## TYPES OF OBSTACLE

- A length of wall, hedge, barricade, fence or similar barrier
- A length of ditch or escarpment
- A narrow stream or fissure
- A large dense bush or shrub
- A substantial rock or rocky outcrop
- An open ground floor window
- A pile of barrels, sacks, bales, or similar
- A mound of straw or dung



A fissure such as this is a typical obstacle.



A hedge, line of scrub, or patch of bushes forming an obstacle.



This shallow stream would also form an obstacle.



A pile of barrels, sacks and debris forming an obstacle.



## JUMPING AN OBSTACLE

To get over an obstacle a model must first move up to it and must have at least enough movement remaining to reach the other side were it not there. A model that does not have enough move distance to cross the obstacle must wait until the following turn.

A dice is rolled to determine if the attempt is successful. Roll a dice. If the obstacle is taller or wider than the model deduct -1 from the roll. Consult the chart below:

### JUMP CHART

#### Dice Result

- 1 **Stumbles and fails** – The model does not cross and cannot move further this turn.
- 2-5 **Success** – The model successfully clambers over the obstacle and reaches the other side. The model is placed on the other side of the obstacle with its base touching it and cannot move further this turn.
- 6 **Effortlessly bounds across** – The model leaps over the obstacle and can complete its move if it has any left.

**Example.** An Elf has a move of 6". The Elf moves 2" forward towards a wall. The wall is 1" wide and a roll is required to cross. The player rolls a dice. On a score of a 1 the Elf fails to cross and can move no further that turn. On the roll of a 2-5 the Elf crosses and is placed on the other side of the wall. On the roll of a 6 the Elf moves 4" forward, crossing the wall as he does so.

## JUMPING A GAP

A gap such as a chasm, a ditch, or the distance from one part of a ruined building to another, can be jumped in the same way as an obstacle. A model can jump a gap of up to double its own height.

Roll on the Jump chart as you would for jumping an obstacle. On a 1 the model does not simply fail to cross but falls down to the ground. A model falling further than twice its own height may be injured as a result – see Climbing (page 18) for details about damage from falls.

### SPECIAL RULE

#### Moria Goblins and Jumping

*The stunted crook-limbed Orcs of Moria, also known as Moria Goblins, are adapted to the underground ruins of the ancient Dwarf stronghold where they live. This allows them to bound across obstacles and gaps effortlessly.*

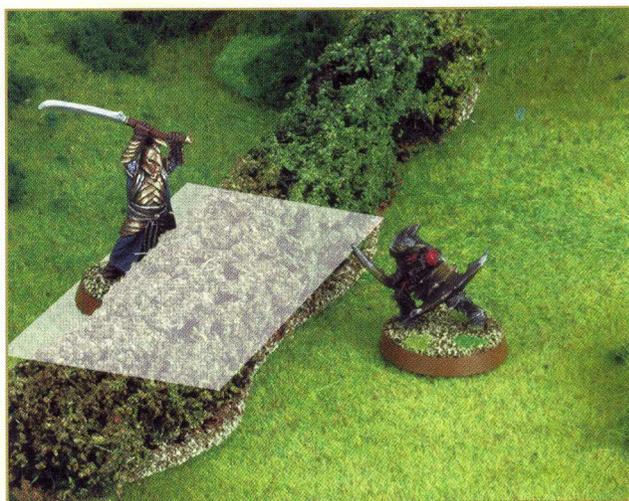
*To represent this in the game, no dice roll is required when a Moria Goblin is attempting to jump a gap or obstacle up to double its own height. The jump is made automatically just as if a 6 had been rolled on the Jump chart.*

## DEFENDING A BARRIER

If a warrior is placed directly behind a wall, hedge, fence, barricade, ditch or similar linear barrier then he is especially well placed to counter any foe that tries to cross. The model is said to be 'defending' the barrier and is placed with its base touching.

To count as a barrier in this way a feature must be at least half as tall as an attacking enemy – otherwise the enemy can step over it without penalty.

In order to defend a barrier a model has to be able to see over it.



*The defender's zone of control extends 1 1/2cm either side of his base.*

When a model is defending a barrier, its normal 1 1/2cm zone of control applies to the whole area in front of the defender's base plus 1 1/2cm either side. This is the part of the barrier he is defending. No enemy can move into the defender's zone of control except to fight him.

The only way to cross a barrier within the defender's zone of control is to fight the model behind it. Rules for this are covered in the Fight phase section (see pages 27-28).

## MOUNTED WARRIORS

Mounted warriors move in the same way as models on foot do, with a few exceptions and additional rules as noted below.

In the case of a mounted model, the 'model's eye view' is taken from the rider. As the rider is directing his mount it is his ability to see which counts, not that of the horse.

A rider can dismount if the player has a suitable model to represent the warrior on foot. The mounted model can be left in place to represent the mount itself – but the player must make it visibly clear that the rider has dismounted (a piece of paper slipped under the base is a good way to do this).





Gandalf braves the Pass of Caradhras.

Mounting a horse or similar mount whose height to the saddle is no more than twice the height of the rider is treated as a jump. If a 1 is rolled the model fails to mount, a 2-5 is successful but the model's move ends, and on a 6 any remaining proportion of the model's move can be completed by the mount.

Dismounting a horse or similar mount that is no more than twice the height of the rider from the saddle is automatic. The rider simply dismounts and any remaining proportion of his move is completed on foot.

Mounts can jump over obstacles up to double the height of the mount. If a mounted model rolls a 1 when attempting to make a jump it can take the roll again – however, if a further 1 is rolled not only does the model fail to jump the obstacle but the rider is thrown. See the Thrown Rider chart on page 23.

Mounted warriors cannot move through difficult terrain – it is either too dense or too dangerous – but a dismounted rider can lead his mount through it at his own pace.

## ADVANCED RULES

The remainder of the Move phase section is devoted to Advanced rules – rules you will find useful in some circumstances but can safely ignore for most games.

If you haven't played before we recommend that you skip over the following rules for now – you can always come back to them later.

### CLIMBING

In areas of ancient ruins models often have the opportunity to climb onto old tombs, or up to the ruined upper floors of buildings. If the total ascent is not more than twice the height of the model this is accomplished in the same way as for crossing an obstacle and a Jump roll is made as described above.

Very occasionally a tall vertical or near vertical surface will offer enough handholds so that it can be climbed steadily. In this case treat the vertical surface as difficult terrain and move the model upwards or downwards counting the distance as double the measured distance. In addition, roll a dice when the model starts to climb and at the start of each move whilst climbing.

### CLIMB CHART

**Dice Result**

- 1 Fall** – The model slips and falls to the ground below. See rules below.
- 2-5 Continue to climb** – If the top/bottom is reached place the model at the edge. The model cannot move further that turn.
- 6 Continue to climb** – If the top/bottom is reached the model can complete whatever remains of its move.

A model can jump, climb or fall down a vertical drop of up to double its own height without a dice test, move penalty, hindrance, or risk of injury. Eg, a model with a move of 12cm could move 6cm to the edge of a ruined platform, jump down to the ground, and move 6cm further. No jump roll is required to jump down in this way.

Jumping or falling down a drop of more than twice the model's own height is dangerous and not recommended. If a model jumps or falls in this way it is automatically placed at the foot of the drop and suffers the equivalent to one Strength 3 hit for each full inch or full 2cm of fall. So, a model that falls 2" suffers two Strength 3 hits, a model that falls 8cm suffers four Strength 3 hits, and so on. See the Shooting section for details of how to calculate the effect of hits.



Looks like a climb is needed to get to the top.



Note that when jumping a drop of more than double the model's height no Jump roll is required to make the descent no matter how far. The warrior plummets to the ground quite effortlessly! Assuming the experience does not prove fatal the model is considered to have expended all of its movement for that Move phase.

A mounted model cannot attempt to climb up or down. A mount will not willingly jump over a sheer drop more than double its own height.

## SPECIAL RULE

### Moria Goblins & Climbing

Moria Goblins are adapted to their cavernous habitat beneath the mountains and can scuttle up sheer surfaces with the aid of hooks, spines, and spikes incorporated into their armour. To represent this we allow them to climb much more efficiently than other creatures.

Moria Goblins can climb up or down vertical surfaces without making a Climb roll – in effect they always count as having rolled a 6 on the chart. However, they're still reduced to half speed whilst climbing – even Moria Goblins can move about more quickly on the ground!



Moria Goblins.

A lying down model's movement rate is reduced to 1" or 2cm regardless of its race. This represents the model crawling along on its hands and knees.

Whilst lying down a model is unable to shoot regardless of whether it can see a target or not.

If a model is lying directly behind cover we assume the warrior is capable of peeking through or over his cover without exposing himself to view. A model lying behind cover is therefore assumed to be able to see as if the model were standing, even though the cover might be in the way of the model's eye view.

If a model is charged whilst lying down it will attempt to regain its feet as it fights in the Fight phase. Determine who wins the fight as normal. If the lying down model wins the fight then it cannot strike – but can rise to its feet. If the lying down model loses, it remains lying down – assuming it has not been removed as a casualty.

A model lying down behind a barrier cannot count as defending it – to defend a barrier a warrior must be on his feet ready to repel the enemy!

## LYING DOWN AND CRAWLING

Real warriors can conceal themselves from view by crouching or lying behind cover. To represent this players can lie the model down on the playing surface.

If no part of the model's body is visible to an enemy warrior's 'model's eye view' it cannot be seen. Note that it is only the model's body that is taken into account – not its base, weapons, etc.

If a model is lying down but its body is still visible in its entirety to the enemy warrior's model's eye view – with no interposing cover, terrain, or other models, then the model can be seen.

If a model is lying down and the model's eye view of its body is partially obscured by scenery, cover, or other models, then it can only be seen by an enemy if a dice is rolled and scores 4, 5 or 6. On the roll of a 1, 2 or 3 the model can't be seen because it is too cleverly concealed. It is necessary to roll a 'spotting' dice for each enemy trying to spot the model – only enemy models that successfully spot the lying down model will see it.

When a player gets to move a model he can lie the model down. This costs the model half of its entire movement distance.

A model that is lying down can get up. This costs the model half of its entire movement distance.



A lying down model that is partly obscured from view will be spotted on a roll of a 4, 5 or 6.



# THE SHOOT PHASE

Once both sides have moved it is time for the Shoot phase. In this phase bow-armed models from both sides can shoot.

The side that has priority works out all shooting first followed by the other side. Warriors that are slain before they have a chance to shoot cannot do so.

A player can shoot with his models in any order.

## MISSILE CHART

Different kinds of bow have different ranges, some shoot further than others whilst some are harder hitting and more dangerous. The chart below indicates the range of each type, its Strength value, and the proportion of the model's move it must give up in order to shoot that turn.

Weapon	Range (Inches/cm)	Strength Value	Move Penalty
Orc Bow	18"/42cm	2	Half
Bow	24"/56cm	2	Half
Elf Bow	24"/56cm	3	Half

Orcs, Moria Goblins and Uruk-Hai are armed with inferior Orcish bows. Elves are armed with superior Elven bows. All other bow-armed creatures carry ordinary bows.

## SHOOT

A model can shoot once in the Shoot phase at a target within range that it can see. We have already discussed what is meant by what a model 'sees' in the movement rules. The rule is exactly the same whether a model is moving or shooting. If you wish to remind yourself of the rule refer back to page 14.

The player starts by selecting the model that is to shoot and indicates the target. It is a good idea to turn the shooter to face his target – this is not strictly necessary but it looks better that way.

Not all warriors are equally good marksmen, as reflected by their Shooting value. This is the second number shown on the Fighting characteristic. If a warrior does not have a weapon to shoot with it is convenient to miss out the Shooting value – this is shown by a dash (-).

The Shooting value indicates the minimum dice roll needed to score a hit. So, a shooter with a value of 4+ needs a dice roll of 4, 5 or 6 to score a hit, a shooter with a value of 5+ needs to roll a 5 or 6, and so on. Roll a dice and if you score a hit refer to the Wound chart below to work out if the hit inflicts a wound.

## Wound Chart

		DEFENCE									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4	5	5	6	6	6/4	6/5	6/6	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/5
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10+	3	3	3	3	3	3	3	3	4	4

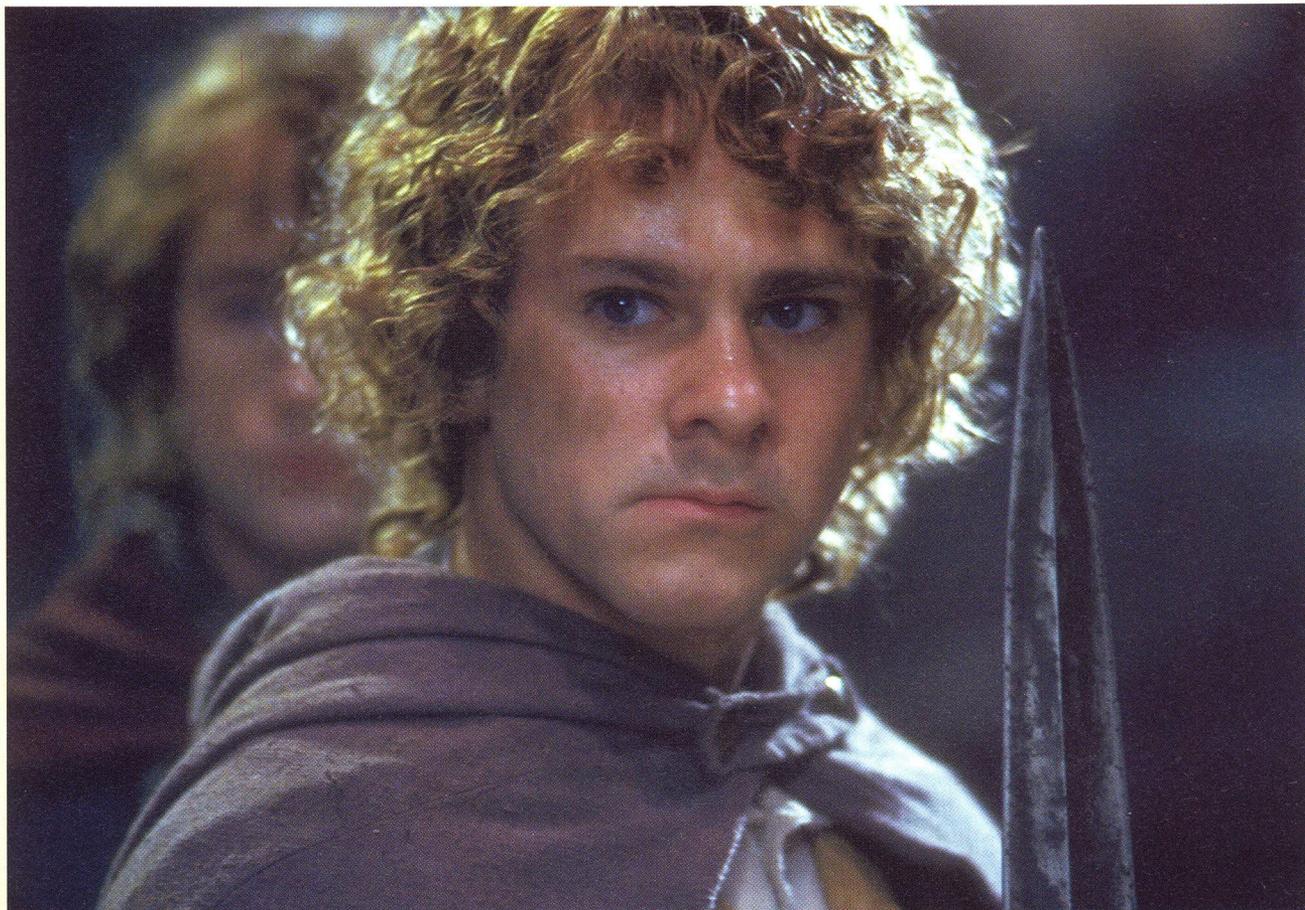
Compare the Strength value of the shot down the left hand side of the chart with the target's Defence value across the top.

The result indicates the minimum dice roll required to inflict one wound on your enemy. A score of 6/4 or 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further

dice that must score either a 4+, 5+ or another 6. A '-' indicates the target is impossible to hurt – it is just too tough!

For example, a Moria Goblin shoots an Elf. The Goblin's bow has a Strength of 2, the Elf has a Defence of 5. The Goblin therefore requires a dice roll of 6 to inflict a wound on the Elf.





Merry stands ready as the fight draws near.

### CASUALTIES

If a model has 1 Wound on his characteristic profile he is slain if he suffers a wound (most warriors can only take one wound). The model is then removed from the game as a casualty.

If the shot fails to inflict a wound the target is unharmed – the shot has bounced off the warrior’s armour or caused only superficial hurt that is easily ignored.

### MULTIPLE SHOTS

Some Heroes can shoot more than once in the Shooting phase. If a Hero has multiple shots you must work out all of his shots before going on to shoot with another model. Work out each shot separately. The player can shoot at the same target or change targets with each shot – it’s up to the player.

### MULTIPLE WOUNDS

Some Heroes and larger creatures have more than 1 Wound on their characteristic profile. If a model has 2 Wounds it simply means it takes 2 wounds to kill it, 3 Wounds means it needs 3 wounds to kill, and so on. If such a warrior suffers a single wound make a note on your

record sheet that its Wounds value has fallen by 1. The warrior carries on fighting. When the model loses its last wound the warrior is slain and the model removed from the tabletop.

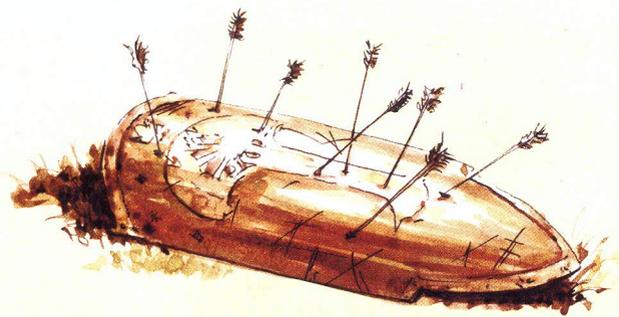
### MOVING & SHOOTING

A bow-armed model must give up half its permitted move distance in the Move phase in order to shoot in the Shoot phase. If the model moves further than half of its move it may not shoot that turn. Eg. a model with a potential move of 5" cannot shoot if it moves further than 2.5".

Note that if the distance a bow-armed model moves is reduced by difficult terrain then it must still give up half of its remaining move to shoot. So, a model with a 12cm move travelling over a bog would find its permitted movement reduced to 6cm. If the model also wishes to shoot a bow its move must be further reduced to 3cm.

A model which attempts to either cross an obstacle, jump, or climb during the Move phase cannot shoot that turn. A model that fails to cross an obstacle or jump a gap (on the roll of a 1) cannot shoot as the warrior was attempting to cross even though he failed to do so. A model cannot shoot whilst it is lying down. A thrown rider (see page 23) cannot shoot that turn unless he shoots before he is thrown.





## SHOOTERS IN COMBAT

Models that are touching an enemy cannot shoot that turn. They are already busily engaged in hand-to-hand fighting using swords, daggers or whatever they have about them. Hand-to-hand combat is discussed in the Fight phase.

## TARGETS IN COMBAT

Good warriors are not allowed to shoot at enemies that are already fighting with their own friends – not even if they have a clear shot. There is a great risk of hitting an ally in the hurly-burly of close combat. Evil players are free to attempt such a shot if they wish even though their target might be partially blocked by friendly combatants (we find they usually do!).



The Goblin fires into combat even though he risks hitting the other Goblin.

Roll to hit the target in the usual way. If the shot misses then it misses altogether, the shot flies off hitting no-one and causing no harm.

If the shot scores a hit roll another dice to determine which side has been hit. On a 1, 2 or 3 you have hit a warrior from your own side, on a 4, 5 or 6 you have hit your intended target.

If you hit your own side and there are two or more of your own models fighting you will hit the nearest (but don't worry there's plenty more where he came from).

## IN THE WAY!

Often a shooter's view of the target will be partly obscured by another model or some other object that lies between the shooter and target. The model or object is in the way of the shot.

A Good warrior is not allowed to shoot at a target if another Good warrior is in the way. He wouldn't want to risk hitting a friend, after all. However, an Evil warrior can shoot if Evil warriors are in the way (life is cheap – especially when it's not your own).



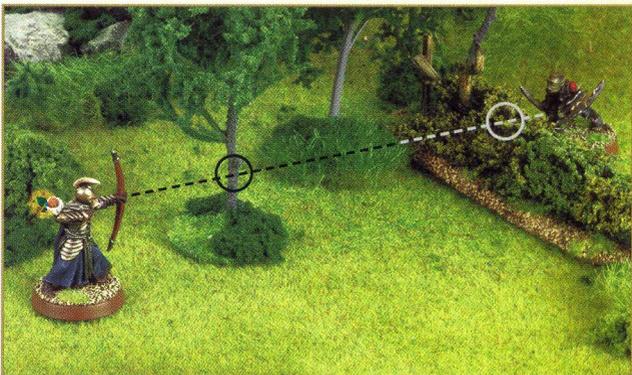
The Elf Archer cannot shoot – his friend is in the way.

Where a shooter's view to his intended target is partly obscured by someone or something in the way then there is a chance a shot will hit whatever is in the way instead of the target. This is worked out as follows:

First roll to see if a hit is scored as normal. If you miss, the shot flies wild and hits nothing. If a hit is scored, roll a dice on behalf of the first thing in the way of the shot.

If you roll a 1, 2 or 3 the shot has hit whatever is in the way. If this is another model work out the effect of the hit. If it is a physical object the arrow strikes it and is stopped or deflected, causing no harm.

If you roll a 4, 5 or 6 the shot has missed whatever is in the way and flies on towards its intended target. Roll for the next thing in the way, and continue rolling for each thing in the way of the shot until it hits something or reaches the intended target.



The tree and line of shrub are both in the way of this shot.



For example, an Elf shoots his bow at an Orc and scores a hit. However, the Orc is behind a wall and there is a tree in front that partly obscures the Orc from view. The Elf rolls to see if the tree is hit and scores a 5, avoiding the tree. The Elf next rolls for the wall and scores a 4, avoiding that also. The arrow reaches the Orc and hits him fair and square.

Note that an Evil warrior who is fighting an enemy won't be both 'in the way' and a 'target in combat'. The warrior will just be a target in combat and only one roll is required to see if he's hit. Life is difficult enough when you're a minion of evil so we won't penalise him further.

## SHOOTING FROM COVER

If a model is shooting from behind cover; a low wall or other barrier; or from behind a rock, bush, or similar object; its own cover isn't considered to be in the way of its shooting so long as the model is touching the cover and is tall enough to see over or around it.

This is one of those cases where in real life a warrior could lean out or over his cover for a moment to shoot – so the model is allowed to shoot so long as its head is clear to see the target.

## MOUNTED TARGETS

When shooting at a rider the horse is treated as if it were 'in the way' – a dice roll is made as for any other model partially obscuring the target.

Should a player wish to shoot at a mount the rider is treated as 'in the way' in the same manner.

If a rider is killed it is convenient to remove the entire model including the mount. We are not especially interested in horses running loose over the battlefield, so for our purposes it is safe to assume a mount whose rider has been slain takes fright and gallops away to safety.

Hits on mounts are worked out in the same way as shots against warriors. Should the mount be slain its rider is unexpectedly thrown to the ground. The rider must be replaced with a foot version of the model. Roll a dice to determine if the rider is hurt as a result.

## THROWN RIDER CHART

Dice	Result
1	<b>Knocked Flying</b> – The rider hits the dirt and is placed lying down beside his mount. If already engaged in a fight he fights lying down.
2-5	<b>Rises from the Dust</b> – The rider disentangles himself from his mount and dusts himself down. The rider can do nothing else for that turn – if already engaged in a fight he cannot strike blows if he wins.
6	<b>Leaps into Action</b> – The rider bounds from the saddle of his plunging mount to confront his enemy. The model is replaced by a model on foot and suffers no further penalty.



Lord Elrond and his Elven warriors await the coming battle.



# THE FIGHT PHASE

During the Fight phase both sides work out combat between opposing models in base-to-base contact. Enemies are only allowed to touch where one has charged the other as we have already described in the Move phase section of the rules (see page 14).

## FIGHTS

At the start of the phase any models that are fighting are paired off into individual combats.

Sometimes you will have situations where a single warrior is faced by two, three, or more enemies. This is called a 'multiple combat'. Opponents are always paired off where

possible and any other combatants join into a multiple combat against an enemy they are touching.

If a warrior could join one of several combats to create a multiple combat then the player with priority that turn decides which one he joins. Similarly, where matches can be made in one of several different ways the player with priority decides how the combatants are matched. In both cases all touching models must be included and any multiple combats must have one model on one side and multiples on the other (never multiples on both sides in the same fight). Separate the models slightly to make the pairs more obvious to see what's going on if you find it convenient to do so.



There are three separate one on one combats in this example.



Here there are two separate one on one combats to the left, a two on one combat in the middle, and a three on one combat on the right.



## WHEN TO FIGHT

The side that has priority that turn decides the order in which fights are resolved. The player chooses which combat he wants to work out first, the players work out the result, then the player with priority nominates the second combat, and so on until all fights have been resolved.

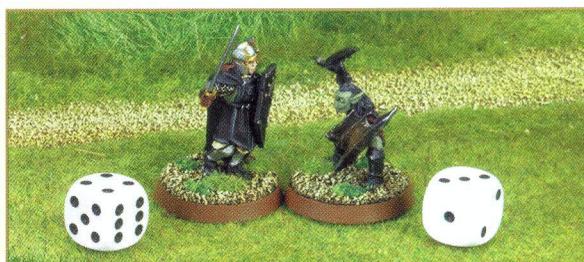
## WORKING OUT A FIGHT

The easiest way to explain how combat works is to consider a fight between a Moria Goblin and a Man of Gondor. Both have 1 Attack and 1 Wound on their characteristic profile – the Moria Goblin has a Fighting value of 2 and the Man has a Fighting value of 3.

Where the combatants have 1 Attack both players roll one dice on behalf of their warrior. The highest scoring warrior wins the fight. If both warriors roll the same result the warrior with the highest Fight value wins – if both have the same Fight value roll a dice – 1, 2 or 3 the Evil side wins, 4, 5 or 6 the Good side wins.

The loser is moved 1" or 2cm away from his enemy to represent the fact he has lost. The model cannot move into touch with another enemy as it backs away but it can move within 1"/2cm of other enemies as models are assumed to back away as the combatants struggle. For the same reason a model cannot back away over an obstacle, climb or attempt to mount up. If unable to comply the warrior is trapped – see the rules for trapped fighters (page 27).

The winner strikes at the loser and might hurt him by inflicting a wound. Where the winner has 1 Attack, roll one dice and refer to the Wound chart. The Wound chart is exactly the same as that used for shooting except that it is the warrior's own Strength that is compared to the enemy's Defence value rather than that of his weapon.



The Moria Goblin rolls 3 and the Man of Gondor rolls 4. The Man of Gondor wins the fight.



The Moria Goblin is moved back 1 1/2cm back to show that he has lost the fight. Note that this means combatants will always separate once their fight is over.

# Wound Chart

### DEFENCE

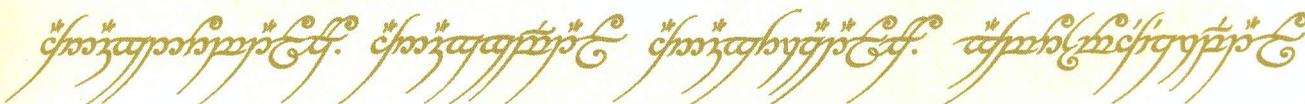
	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	–	–
2	4	4	5	5	6	6	6/4	6/5	6/6	–
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/5
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

Compare the Strength value of the attacker down the left hand side of the chart with the target's Defence value across the top of the chart.

The result indicates the minimum dice roll required to inflict one wound on your enemy. A score of 6/4 or 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that

must score either 4+, 5+ or another 6. A '–' indicates the target is impossible to hurt – it is just too tough!

For example, a Man of Gondor defeats a Moria Goblin in a fight. The man has a Strength of 3, the Moria Goblin a Defence of 5, and both have 1 Attack. The Man therefore requires a dice roll of 5 or more to inflict 1 wound on the Moria Goblin.





Most warriors have only 1 Wound on their characteristic profile. Where this is the case the loser suffers a wound and is slain. The model is removed as a casualty.

If the dice roll is insufficient to inflict a wound the loser is unharmed.

Once wounds have been worked out the combat is complete and the side that has priority selects which combat to work out next. Once all combats have been worked out, the Fight phase is over.

### MULTIPLE ATTACKS

Some Heroes and large creatures have more than 1 Attack on their characteristic profile. If a model has 2 Attacks then roll two dice when working out fights instead of one and choose the best score. If a model has 3 Attacks roll three dice and choose the best score, and so on. A model with more than 1 Attack is therefore more likely to win a combat.

If a model with multiple Attacks wins a fight then it strikes the enemy once per Attack. So, a Hero with 2 Attacks rolls two dice to see if he inflicts a wound – both dice count so he might inflict no wounds, 1 wounds, or 2 wounds as a result.



When working out who wins a fight, a Hero with 2 Attacks rolls two dice – an ordinary warrior with 1 Attack rolls one die.

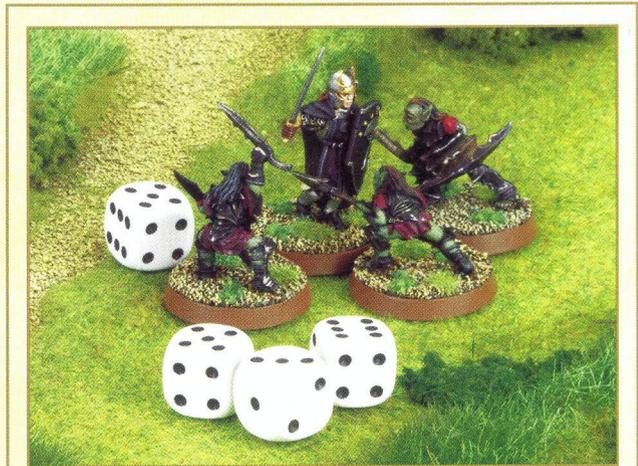
### MULTIPLE WOUNDS

Some Heroes and larger creatures have more than 1 Wound on their characteristic profile. If a model has 2 Wounds it simply means it takes 2 wounds to kill it, 3 Wounds means it needs 3 wounds to kill, and so on. If such a warrior suffers a single wound make a note on your record sheet and carry on fighting. When the model loses its last wound it is slain.

### MULTIPLE COMBATS

If two, three or more warriors are fighting a single enemy roll one dice for each warrior as before. For example, where three Moria Goblins fight one Man of Gondor the Goblins roll three dice and the Man rolls one.

The player rolling multiple dice takes the highest scoring dice and ignores the rest. In this example the highest scoring Goblin dice is compared to the Man's dice score and the highest score wins.



Top: Three Moria Goblins each have 1 Attack so roll one dice for each – 3 Attacks against the Gondor warrior's 1 Attack.

Bottom: Both sides compare their highest score – in this case the Moria Goblin's 6 wins the day.



If any models involved in a multiple combat have 2 or more Attacks then just total up the number of attacks on both sides and roll the appropriate number of dice. Pick out the best scoring dice for each side.

In the case of a draw compare the single model's Fight value to the best Fight value from the multiple side. If this is equal roll one dice – 1, 2, 3 the Evil side wins; 4, 5, 6 the Good side wins.

All the models on the losing side are beaten back from their enemy 1" or 2cm. Where a single model is beaten back by two or more enemies the retreating player can retreat through any gap that is wide enough for the model to pass – if there is no gap the model is trapped as described below. Where multiple models are backing away from a single model each retreats exactly as in a one-on-one combat, which means none, some or all might be trapped. Once models have backed away work out strikes.

If the multiple side wins the fight each model strikes against the loser. It doesn't matter whether individual models score higher or lower than their opponent – all models strike if their side wins.

If the single model wins the fight it can strike against one of the enemy if it has 1 Attack. If the model has more than 1 Attack it strikes once per attack and can divide its strikes amongst its opponents as the player wishes. This is important as some enemies might have different Defence values or might be trapped. The player can roll for each strike before allocating the next if he prefers.

## TRAPPED FIGHTERS

Warriors that have been defeated must move 1" or 2cm away from their enemy as described earlier. Sometimes a model will be unable to back out of a fight because there isn't room behind it – the warrior's path is blocked by an impassable feature, an obstacle, or by other models. This will invariably be the case where a defeated warrior is surrounded by three equi-distant enemies.

A model is not allowed to back away by jumping an obstacle, climbing or mounting up – but it can back out by leaping over a sheer drop. This is up to the player. If the warrior leaps a drop of more than double the model's height the player must roll to see if he is hurt as described in the Move phase section (see page 17).

If a model can't back away then the defeated warrior is trapped. Any strikes made against a trapped model count double. So, a model with 1 Attack will make two strikes, a model with 2 Attacks makes four strikes, and so on. The defeated model must be moved back as far as possible so that enemies are no longer touching – if necessary other models must be moved slightly to make sure that there is a gap.



*If a model is unable to back away the number of blows struck against it are doubled.*

In a multiple combat where several models must move, the player whose models are backing away can move them in any order he wishes.

## DEFENDING A BARRIER

In the Move phase section we described how a model placed directly behind a barrier can defend it against his enemy – for example a wall, hedgerow, or a pile of crates or barrels.

Where a model is placed behind a barrier it will be impossible to place an enemy into base contact because the barrier will be in the way. The following rule takes this into account when models are fighting over a barrier.

A model can charge an enemy that is defending a barrier by moving directly opposite it. The two models are assumed to be touching even though they are not actually in base-to-base contact.



*Frodo – Hobbits are courageous fighters but not particularly strong.*



When a combat is fought over a barrier it is not permitted for other models to join the combat across the barrier – all such fights are worked out as one model against one other model. Other enemy may not move over the barrier through the defender’s control zone. The defender’s control zone still counts so long as he is fighting over the barrier. It is not neutralized as control zones normally are once models are fighting. This means that a warrior who is defending a barrier will be able to hold off a far larger force. However, this doesn’t stop an enemy going round a barrier to attack a defender from behind.

Roll to determine which side wins the fight as normal. If the defending model loses the combat, the charger must roll a dice to see if his strike hits. On a roll of 1, 2 or 3 the blow strikes the barrier and has no effect, on a roll of a 4, 5 or 6 the blow strikes the defender and is worked out as normal. Roll for each strike separately if struck more than once.

If the defender wins the fight his blows are struck as normal – it is not necessary to roll to see if his blows strike the barrier. Because he is defending he has already thrust his weapon through or over the barrier in order to fight his opponent.

Regardless of which side wins the fight, models are left in place until the effect of blows has been worked out and wounds resolved. This is different to other fights where losers are moved back immediately, and reflects the defensive advantage that the barrier provides.

If neither model is slain at the end of the fight the charger is moved back 1" or 2cm whilst the defender remains in place. The defender never moves back even if he loses the fight.

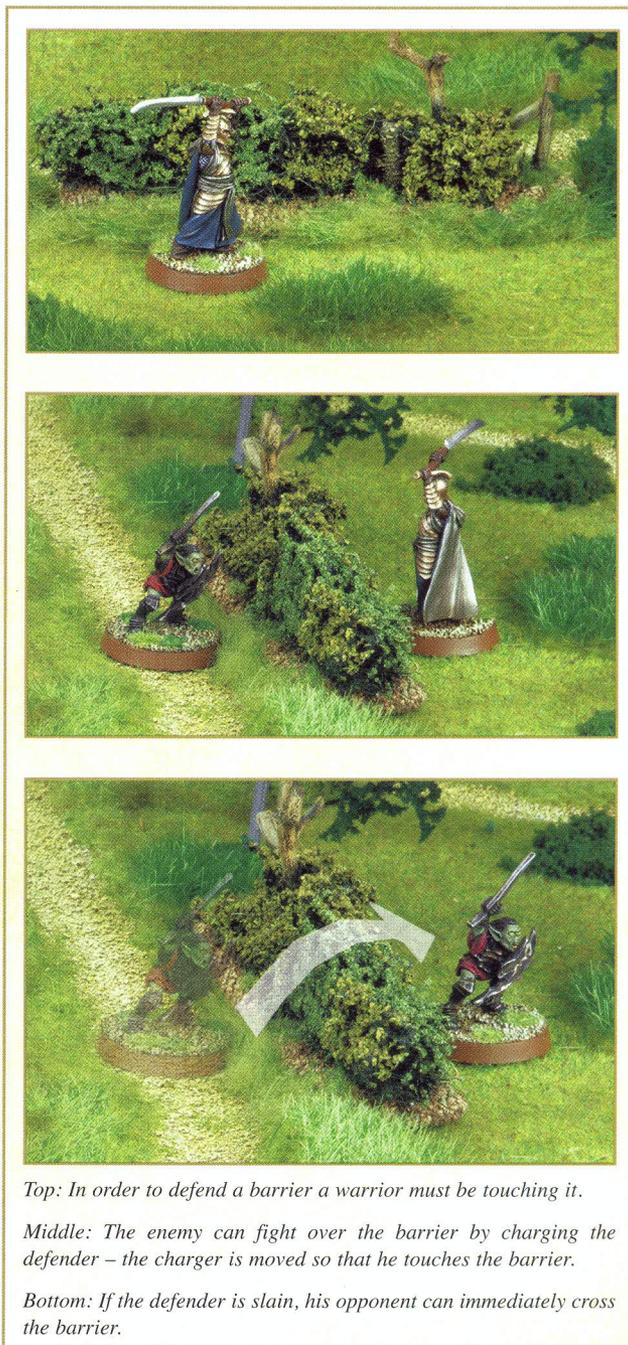
If the defender is killed his opponent can immediately cross the barrier. The model is placed on the other side of the barrier in the position previously occupied by the slain enemy.

In a fight where a defender is fighting across a barrier and has also been attacked from his own side of the barrier, the defender has no advantage in respect to the enemy on his side of the barrier. If he loses the combat he must back away from the enemy on his side of the barrier and if unable to do so he is trapped.

## MOUNTED WARRIORS

Mounted warriors fight in combat in the same way as other warriors. Riders will fight but mounts take no part in the combat.

If a mounted warrior loses a fight then his foes can elect to strike either the rider or his mount. This is the choice of the player who is making the attacks, and if he has several attacks to distribute he can elect to strike against both the rider and mount if he wishes.



Top: In order to defend a barrier a warrior must be touching it.

Middle: The enemy can fight over the barrier by charging the defender – the charger is moved so that he touches the barrier.

Bottom: If the defender is slain, his opponent can immediately cross the barrier.

If the mount is slain the rider must roll to determine if he is thrown. This is exactly the same as described for shooting (see page 23).

Note that a mount isn’t considered to be in the way of strikes from an enemy in a fight as it does for hits from shooting. This is because warriors are close enough to engage directly so we allow the attacker the choice.

A mounted model cannot fight from behind cover such as a hedgerow, wall, barricade and similar barriers. The rules for defending barriers do not apply to mounted models. This is because the mounted warrior is not able to get right into the cover in the same way as a foot warrior.





# COURAGE

Of course all of our warriors are courageous – it's just that some are more courageous than others! The rules that follow represent the fact that warriors will not always act as you, the player, might wish. There are times when even the bravest warrior would sooner retreat than fight. To take this into account we have the 'Courage test'.

If you're learning the game we recommend that you ignore Courage until you're confident with the rules for moving, shooting and fighting. You can always introduce the Courage rules later. To begin with it's reasonable to assume that any Courage test required by the following rules is passed.

## COURAGE TESTS

A Courage test is always taken in the same way. Two dice are rolled and added together, and the warrior's Courage value is added to the total. If the total score is 10 or more the test is passed. If the score is less than 10 the test is failed.

When a test is passed there is no effect.

When a test is failed the warrior must retreat as described opposite.

### When to test

A warrior must take a Courage test in the following situations:

1. When attempting to charge a terrifying enemy.
2. At the start of a move once half its force is destroyed.
3. At the start of a move if the model is on its own.

### Attempting to charge a terrifying enemy

If a warrior wishes to charge a terrifying enemy then a test must be taken as soon as the warrior comes to within 1 1/2cm of the foe. If the test is passed the model can complete its charge by moving into base contact. If the test is failed the model will not charge, losing heart at the last moment, but will immediately retreat as described opposite.

The ability to inspire terror is a special quality of some monstrous creatures as noted in the Forces section.

### At the start of each move once half the model's force is destroyed

If half or more of the warriors on your side have been lost then every remaining warrior must test every turn before moving in the Move phase. Make the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so unless already engaged in a fight. Models already fighting when it is their turn to move do not have to test for courage.

If the test is failed the warrior will retreat instead of making a normal move that turn. If the test is passed the warrior can be moved normally or not at all as the player wishes.

Once half the force is destroyed an army will quickly begin to disintegrate and this is often the moment when a battle is won or lost. Note that models that retreat from the table count as casualties, as well as models that have been slain.



*The Hobbits hide from a pursuing Ringwraith.*



**At the start of a move if a model is on its own**  
 Make this test if there are no visible friends within 6"/14cm, and at least two visible enemy within 6"/14cm for every Wound the model has remaining. So, a Hero with 3 Wounds need only test if faced by six enemies, but the same Hero with only 1 Wound remaining must test if faced by two enemies. As ordinary warriors usually have only 1 Wound they must test when they are on their own and outnumbered two to one or more.

Make the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so unless already engaged in a fight. Models already fighting when it is their turn to move do not have to test.

If the test is failed the warrior retreats instead of making a normal move that turn. If the test is passed the warrior can be moved normally or not at all as the player wishes.

Isolated warriors are less likely to act as you might wish and more likely to avoid combat.

Note that a test is not required if a model has already passed a Courage test for Half its Army is Destroyed. See Testing Twice.

## RETREATS

A retreat happens as soon as a Courage test is failed.

When a model retreats it turns to face directly away from the nearest enemy model it can see and moves its maximum movement distance in so far as it can. If no enemy are visible the model moves toward the nearest table edge.

The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move round obstacles, terrain or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from.

Sometimes a direct move away from the nearest enemy will take a model closer to other enemies as it runs in blind panic. A model may not move closer than 1"/2cm to an enemy as it retreats – it will always move round enemies in its path and cannot charge them.

If a model cannot retreat the proscribed distance because its path is blocked by other models, impassable terrain, or for whatever reason, then the model retreats as far as it can. The model is still considered to have expended its full movement distance even if it is unable to move at all – so it won't be able to shoot a bow that turn, for example.

### Models that have Retreated

Once a model has retreated it suffers no further penalty. It is possible for a model to suffer a series of retreats one after the other – in which case it may find itself fleeing from the battle altogether – but a single failed Courage test only ever results in one retreat move.



*Orcs are not noted for bravery or good looks!*

Note that a model that fails its Courage test having already approached to within 1"/2cm of a terrifying enemy will effectively move twice that Move phase – once as it moves towards the enemy and once as it moves away. Terror can be a very motivating force on occasions.

### Fleeing the Battle

If a retreating model's move is enough to reach the table edge it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so the retreating model moves closer to the closest enemy. The warrior flees the battle and the model is removed from the game just as if it had been slain.

## STAND FAST!

The following rule applies only to Courage tests which are taken on account of half the army being destroyed. This is often the point where battles will be won or lost and where only the Heroes can force ordinary warriors to stand fast. Rules for Heroes, including Evil Heroes, are given in the next section of the rulebook.

Warriors do not have to test their courage at the start of their move if there is a visible Hero within 6"/14cm who has already tested his courage and passed. To benefit from this rule players must test and move their Heroes before testing ordinary warriors. This is entirely up to the player – there is no obligation to do so – but it does save having to roll for every single model before moving.

## TESTING TWICE

If half the force is already destroyed and a model is also on its own there is no need to test for courage twice. The first dice roll will stand for both tests. The same goes if a scenario calls for a test before moving – make one test and the result stands for all.

If the first test is a 'Stand Fast!' from a Hero a successful result will also stand for both rolls.



# HEROES

**H**eroes are extraordinary individuals – stern, mighty, and dangerous. A hero can fight and defeat several ordinary warriors with ease. In terms of our game Heroes are not necessarily good or evil. The Forces of Darkness also have their own evil Heroes who are just as powerful as those of the Free Peoples. Aragorn, Gandalf and Boromir are obvious examples of Heroes, and opposing them are the Witch King, Saruman, and the monstrous Balrog.

## MIGHT, WILL & FATE

Heroes have characteristic profiles just like ordinary warriors. In addition, they have three heroic characteristics, namely Might, Will, and Fate. Unlike other characteristics these are represented by a store of points that are used up during the game. Players must decide for themselves the best time to use their rare and precious Might, Will and Fate points.

## MIGHT

This represents a Hero's ability to perform heroic feats. When a dice is rolled on behalf of a Hero its score can be adjusted by expending Might. Might can also be used to perform heroic actions as described later.

Each point of Might expended can be used to adjust the dice score up or down by 1 to a maximum of 6 or minimum of 1. No dice can be augmented to more than 6 or reduced to less than 1. If a player rolls a 3, for example, he can expend 2 points of Might to turn the score into 5.

A player does not have to decide to use his Might until the dice has been rolled, or until both sides have rolled in the case of a roll to see who wins a fight. This means a player can always ensure the result he wants so long as he has enough Might points left.

If two opposing Heroes are fighting and one wishes to use Might to win, the other can also add to his score to counter his enemy. Both players must secretly indicate with hidden dice or written notes how much Might they wish to expend (minimum 1) and reveal this simultaneously.

At the start of the game you must record the Might points available for each of your Heroes. As Might is used up you must keep a track of the remaining points. Once all of a Hero's Might points are gone he can no longer adjust dice rolls.

Note – In a multiple combat a Hero can only use Might to boost his own dice rolls – so roll separately for his Attacks or use distinctly coloured dice to differentiate his rolls from other warriors' rolls.

## WILL

This represents the Hero's ability to employ or resist magical powers. Many Heroes have special magical powers. Each time a power is employed, the Hero's stock of Will is reduced. Each time a Hero attempts to resist a magical power his stock of Will is reduced. Once a Hero's Will has been used up he may neither employ nor resist magical powers.

## MAGICAL POWERS

If a Hero has magical powers he can attempt to use one power once in any turn. A Hero can resist any number of magical powers during a turn so long as he has Will points remaining.

A Hero can employ a magical power in the Move phase when it is the model's turn to move. The Hero must be able to see the target as we have already discussed. In addition, a Hero must be free to move in order to use a magical power. A Hero already fighting an enemy when it is his turn to move cannot use a magical power.

A magical power can be used at any point during the model's movement – before moving, afterwards, or at any point between. A Hero might use a magical power against an enemy and then move into combat against the same enemy, for example.

When a Hero employs a magical power the player states which power the Hero is using and nominates how many dice he will roll. The Hero's Will value is immediately reduced by -1 for each dice which is rolled. The player rolls all the dice together. If the highest scoring dice equals or beats the value required to use the power then the Hero has succeeded. If none of the dice score the minimum value needed the Hero has failed to use the power – there is no effect. You will notice that the more dice a player uses the greater is his chance of scoring the value required and the greater his Hero's expenditure of Will.

If a Hero is the victim of a magical power he can resist it by rolling one or more dice. This is called 'magical resistance'. The player declares how many dice he will roll and the Hero's Will value is immediately reduced by -1 for each dice rolled. The player rolls all the dice together and picks out the highest score. If the highest scoring dice equals or beats the highest scoring dice of the attacker then the power is resisted and has no effect. If none of the dice score the minimum value needed then the Hero has failed to resist the spell's effects.



## SPECIAL RULE

### Resistant to Magic

*Hobbits are naturally resistant to the influence of magic and the will of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score then he can re-roll the dice. This gives a second chance of success – but note that only one re-roll is allowed. It is not allowed to re-roll a re-roll.*

## FATE

Fate represents a Hero's destiny and as such preserves him from harm, where ordinary warriors would otherwise die. If a Hero loses a wound then he would normally reduce his remaining Wounds value by 1. However, if the Hero has Fate points left he might be able to avoid harm by some heroic ruse.

If a Hero loses a wound then he can expend one or more of any Fate points he has to 'recover'. The player rolls a dice and simultaneously reduces the Hero's Fate store by 1. If the dice scores a 4, 5 or 6 then the roll is successful and the Hero recovers 1 wound. Any number of wounds can be recovered in this way but a Hero can never have more wounds than shown on his profile.

A player can use as many Fate points as he has available to try to recover a wound. The player can roll one dice at a time until he makes the score required, runs out of Fate, or decides to suffer the wound. The player can also use a Hero's Might points to boost Fate rolls if necessary.

Fate points are most commonly expended in combat but a player can also use them if a Hero dies as a result of a fall or similar mischance. In this case a successful result might mean that the Hero has not fallen to his death but landed on something soft placed in his path by fortune.

## USING MIGHT, WILL & FATE TOGETHER

Might can be used to adjust Will or Fate dice rolls if the player wishes, so long as the Hero has sufficient Might points remaining. A very powerful Hero will be able to cheat death and resist the most potent of sorceries – for a while – but sooner or later even the greatest Hero will run out of one or other of Might, Will or Fate.

Most Heroes will have only a few points of Might, Will or Fate for an entire game, and will have to consider how to use them very carefully indeed. The more junior Heroes may have little more than a single Fate point or a couple of Might points to back their claim to fame. Others not only have a large store of points, but depend upon them utterly, such as the Ringwraiths.

## HEROIC ACTIONS

As we have already described, priority is usually established at the start of each turn by rolling a dice. Whichever side has priority that turn takes all its moves and shots first, and decides the order in which combats are fought. This is the normal priority rule as described in the Game Sequence (see page 11).

During the Move, Shoot, or Fight phase any individual Hero can override the normal sequence by giving up 1 point of Might to make a 'heroic action'. The player must declare that he wishes to make a heroic action at the start of the phase. If both players wish to make heroic actions in the same phase then each player nominates one Hero in turn starting with the player with priority. Once all the Heroes who are making heroic actions are nominated, work out their actions in the nominated order. It is easier to remember the order if you place a dice beside each model as it is nominated 1 first, 2 second, 3, 4 and so on.

## HEROIC MOVE

A Hero who makes a heroic action at the start of the Move phase will move before other models that are not making heroic actions. In addition, the Hero can shout "With me!" as he moves, and all friends within 6"/14cm will move at the same time. Friends moving in this way must end their move within 6"/14cm of the Hero who is making the heroic action.



Saruman the White.





*Gimli prepares to hew another enemy with his battleaxe.*

### HEROIC SHOOTING

A Hero who makes a heroic shot at the start of the Shoot phase will shoot before other models that turn. In addition, the Hero can shout, "Fire!" as he shoots, and all friends within 6"/14cm can also shoot at the same time at whatever targets they wish assuming they are able to do so.

### HEROIC COMBAT

If a Hero gives up 1 point of Might at the start of the Fight phase that combat is worked out before other combats that turn. In addition, if all enemy models fighting the Hero are slain, the Hero and any friends in the same multiple combat can move again before proceeding with the Fight phase. The Hero and accompanying friends can charge other enemies or move to join other fights, for example.

When warriors fight heroic combats they will often move to join existing fights and in some cases this can change the way the fights are divided. Once the heroic combats have been worked out it may be necessary to re-match other fights as a result. The player with priority decides how combatants are matched as normal (see page 24).

A warrior who fights a heroic combat and then moves to join a further heroic combat cannot then move and fight again. A warrior can only benefit from one heroic combat during a single Fight phase.

#### Heroic Actions – Notes

It's possible for a Hero's heroic action to affect another Hero – so two Heroes within 6"/14cm could benefit from either of them making a heroic move or shoot. Similarly, two Heroes fighting together in a multiple combat would benefit if either used the heroic combat ability.

Once a model has moved or shot it has completed its movement and shooting for that phase. The heroic action enables the model to move or shoot first but does not enable it to move or shoot twice. A model that happens to be within 6"/14cm of a series of Heroes making a heroic move cannot move along with each – it only moves once!

Heroic combat is slightly different because a model gets the chance to move and fight a second time. However, a model can only benefit from a heroic combat action once per turn.





A spear-armed warrior fighting in this way takes part in the combat but cannot be struck by the enemy if defeated because he is not touching. If defeated the spear-armed model must still move back 1 1/2cm because he has been beaten in a fight.

A spear-armed warrior fighting in this way cannot use more than 1 Attack. A model with 2, 3 or more Attacks on his profile is treated as having just 1 Attack.

Only one spear-armed warrior can fight through one friendly model at a time. If several spear-armed warriors are touching a single friend, only one of them can fight.

Note that where a spear-armed warrior has joined a single model that is already fighting two or more enemy models there will be a fight that appears to have multiples on both sides. Although this isn't normally allowed, the spear-armed warrior cannot be struck and isn't touching any enemy, so the fight can still be worked out in the usual way.



*This fight is a multiple combat between two Elves and one Moria Goblin, with a second Moria Goblin joining in with a spear.*

As noted below, spear-armed models cannot join warriors that are using two-handed weapons or defending themselves by shielding. See the rules for these weapons.

The spear rules allow warriors with spears to fight from behind friends and it enables a huddle of spear-armed troops to bring their numbers to bear against the foe. This offers spear-armed warriors a different way of fighting that is especially valuable in larger battles where bringing as many men into a fight as possible can often carry the day.

## TWO-HANDED SWORDS & AXES

A two-handed sword or axe is a large, heavy weapon that needs two hands to wield it effectively (heavy glaives, halberds and similar weapons are considered to be in the same category). As with hand weapons we won't worry unduly about the difference between them – they are fundamentally similar weapons that require a similar

approach. Two-handed weapons are difficult to use because they are so heavy. Warriors pressed into combat for prolonged periods will tire easily as the strain of swinging their enormous blades takes its toll on their stamina. This is why only a minority of warriors favour these weapons. The advantage though is that they are very dangerous – able to smash through armour and crush flesh and bone with horrific ease.

If a model is armed with a two-handed sword or axe then it automatically suffers a -1 penalty when working out which side wins the fight – a dice roll of 5 counts as 4, a roll of 6 as 5, and so on. The minimum possible score is 1, so a roll of 1 still counts as 1 and not as zero. This penalty reflects the fact that the weapon is heavy and difficult to use.

If fighting a multiple combat it is necessary to distinguish models that are using two-handed weapons from others – so roll separately or use different coloured dice for their rolls.

By way of compensation, a warrior armed with a two-handed sword or axe adds +1 to his dice roll on the Wound chart – a roll of 1 counts as 2, 3 counts as 4, and so on. If two rolls are normally required (eg, 6/4+) the bonus is added to both rolls. The maximum score on a dice is 6, so a roll of 6 still counts as 6. The bonus reflects the fact that the weapon is heavy and very destructive.

There is one further rule – because warriors armed with these weapons must swing them in great arcs it is inappropriate that friendly spearmen should be able to join in a fight by touching a warrior armed with a two-handed weapon. Their spears would instantly be knocked aside. So, a spear-armed warrior cannot join a fight by touching a friendly warrior who is armed with a two-handed weapon.

As you can see, a warrior armed with a two-handed weapon is less likely to win a combat but more likely to inflict a wound. To take full advantage of these weapons it is a good idea to support warriors armed in this way with others carrying ordinary swords or other hand weapons, as these more nimble warriors are more likely to win fights than their unwieldy comrades.

## KNIVES & DAGGERS

Most warrior models carry at least some kind of hand weapon, even if it is only a club. However, a few carry only a knife or no visible weapon at all, in which case we assume they have a knife tucked about their person somewhere.

A model armed only in this way is not well equipped for combat and therefore suffers a -1 dice penalty when working out who wins a fight – a roll of 4 counts as 3, a



roll of 6 as 5, and so on. Rolls of 1 still count as 1 because 1 is the lowest score possible. Note that separate dice rolls will be required in multiple combats for models armed with knives and daggers.

Note that savage animals and monsters which would not normally need weapons to fight are not penalised just because they have no visible weaponry. They have claws, teeth, and whatever weapons nature has endowed them with.

## SHIELDS

If a model has a shield the warrior's ability to defend himself is taken into account by a suitable increase in the model's Defence value.

If a warrior has a shield and bow then it is assumed he cannot carry both at the same time so bow-armed models receive no increase in Defence value but they do benefit from the following rules for shields.

A warrior armed with a shield is allowed to fight in a defensive manner by expending his entire effort fending off his foes' attacks. This is called 'defending by shielding' or just 'shielding'. If a player wants a warrior to defend by shielding he must say so at the start of a fight.

If a warrior is shielding then two dice are rolled for every Attack characteristic when determining who wins the fight. So, a warrior that has an Attack value of 1 rolls two dice, an Attack value of 2 rolls four dice, and so on. If the warrior wins the fight then he may not strike any blows against his enemy. His enemies are beaten back the usual distance but he cannot strike against them as they move.

As you can see, the advantage of shielding is that it makes it more likely for the model to win the fight. The disadvantage is that should he win he strikes no blows. As such, shielding is only a practical response where it is more important for a warrior to survive the turn than to slay his enemy.

If a warrior is fighting a multiple combat, shielding is only effective if all the warriors on one side do so. In a combat with three models on the same side, for example, all three must decide to use the special shielding rule or none. In general, players will only want to shield when they are heavily outnumbered or facing vastly superior opponents – but it is left to the player to decide when shielding might be an effective option.

A model equipped with a spear may not join a fight with a warrior who is shielding – the shield and the warrior's efforts to defend himself get in the way of the spear.

A warrior who is lying on the ground can defend himself by shielding if he has a shield. This is the best response to an enemy attack as a warrior on the ground cannot strike if he wins the fight in any case.



*Lurtz prepares to fire.*

## PICKING UP WEAPONS

In general, we have not made provision for warriors picking up weapons from other warriors, from weapon stores or discarded weapons that might lie around the battlefield. Keeping track of which warriors have availed themselves of which weapons would be impractical and would make little difference to the battle. However, for players who wish to add a further level of detail Heroes are allowed to take weapons in some situations.

If a Hero wins a fight and slays all of his opponents he can take one weapon or shield from any of them. A Hero cannot carry more than one shield, nor make use of more than one bow, or fight with more than one weapon at a time.

If a Hero does not have a shield and picks one up he adds +1 to his Defence unless he also has a two-handed sword/axe or bow. Models who carry two-handed swords/axes or bows don't add to their Defence by carrying shields as they need both hands for their weapons.

If a Hero does not have a bow and picks one up he can shoot and is assumed to also pick up enough arrows to last for the rest of the battle. If unspecified his Shoot value will be the base Shoot value for his race.

If a Hero is already using a shield, then his Defence value is reduced by -1 if he subsequently picks up either a bow or a two-handed sword/axe. In both cases he needs both hands to use the weapon he has picked up.

Note that Heroes cannot pick up or use magical weapons or items from their enemy – Good and Evil magic is contradictory in nature and cannot be employed by the foe.





"What is the will of the Ringbearer?"

*Three Rings for the Elven-kings under the sky,  
Seven for the Dwarf-lords in their halls of stone,  
Nine for the Mortal Men doomed to die,  
One for the Dark Lord on his dark throne.*

Three Rings for the Elven-kings under the sky,

Seven for the Dwarf-lords in their halls of stone,

Nine for the Mortal Men doomed to die,

One for the Dark Lord on his dark throne,

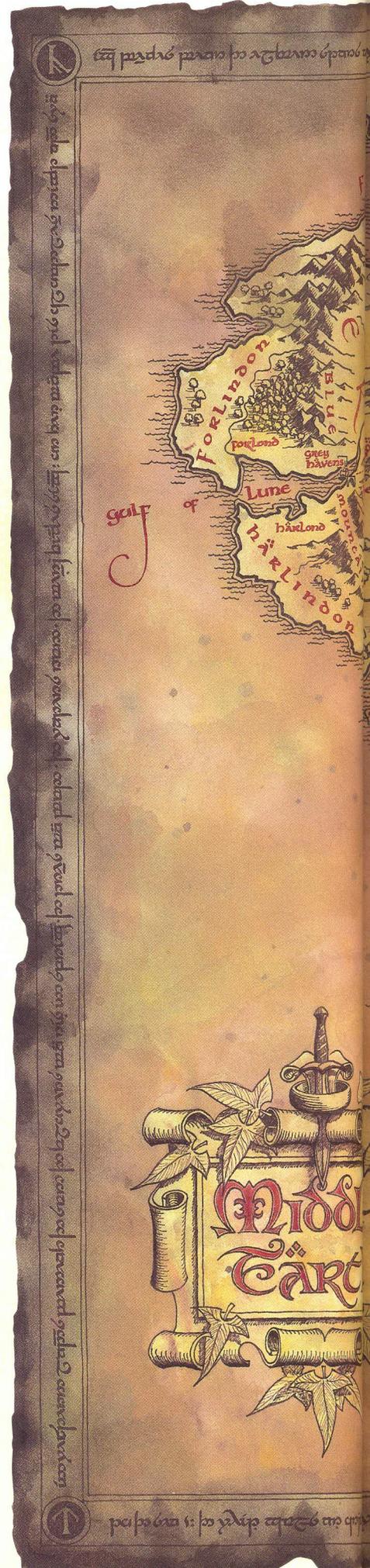
In the land of Mordor, where the Shadows lie.

One Ring to rule them all, One Ring to find them,

One Ring to bring them all, and in the darkness bind them,

In the land of Mordor, where the Shadows lie.

*One Ring to rule them all, One Ring to find them,  
One Ring to bring them all, and in the darkness bind them,  
In the land of Mordor, where the Shadows lie.*





# FORCES

Many people start off using whatever models they happen to have. That's a perfectly natural way to begin and there's nothing wrong with doing exactly that when you first play. Whilst you're learning the rules of the game it's not such a big deal who wins or whether the forces are exactly balanced.

Most players find that once their collection has grown and become more varied it is more satisfying to fight battles where each side is as near equal as possible. This section of the rulebook explains how to select balanced forces for a game.

The section is divided into two separate force lists. The Good forces include Elves, Men, Hobbits, and Dwarves. The Evil forces include Orcs, Uruk-Hai, and Goblins. Use the force list for the side you have elected to play.

## POINT VALUES

The force list for each side gives characteristic profiles, weapons, special rules, and a points value for every type of model, including warriors and Heroes. The points value is a measure of the model's worth in the game.

It is usual for players to begin the game with an equal points value of warriors. As Good warriors are generally worth more than Evil warriors this means the forces of Good will frequently find themselves outnumbered. Most Good warriors are of superior fighting quality compared to the majority of their opponents so don't despair when you see hordes of Orcs on the other side of the table.

## SCENARIO

The different game scenarios employ forces of broadly different sizes. Some are small encounters and others larger battles. Inexperienced players are advised to play the smaller encounters before attempting a larger game. As players acquire more models and their collection expands, it will be possible to progress to larger, more demanding scenarios.

Though we have provided a number of scenarios based directly on the encounters portrayed in the Fellowship of the Ring movie, most players enjoy making up their own scenarios too – taking the events portrayed in the Lord of the Rings as their inspiration.

## HOW TO SELECT TROOPS

Begin by choosing which scenario to play. Each scenario can be played with any number of points worth of troops, but we have indicated what we feel is the ideal value for a points matched game.

Having decided how many points to choose, each side secretly selects the models to take part in the game. Use the troop list for your own side to select your force and make a note of the points cost as you do so. You can choose models with a total value up to the points you have agreed, but no more. In most cases you will find you cannot match the points exactly but this doesn't matter so long as you do not spend more points than you are allowed.



In most cases the scenario you are playing will limit the number or proportion of Heroes in your force or the number of bow-armed models. This is to ensure the scenario plays as it is intended even if you choose forces radically different to those in the actual event portrayed.

Oh – in case you were wondering – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns, for example!

## USING THE RECORD SHEETS

It is a good idea to work out your forces on scrap paper as you may wish to change your mind, or go back and revise details. Once you are satisfied with your final forces make sure that you have added up their values correctly, you are then ready to transfer details to a record sheet.

You don't need to use a record sheet if you do not wish to but most players find it convenient to have a handy note of all the characteristics and relevant details for each game.



## MOVEMENT CHART

TYPE	MAXIMUM MOVE OVER OPEN TERRAIN	
	Inches	Cms
HUMAN	6"	14cm
HIGH ELF	6"	14cm
WOOD ELF	6"	14cm
HOBBIT	4"	10cm
DWARF	5"	12cm
ORC	5"	12cm
MORIA GOBLIN	5"	12cm
URUK-HAI	6"	14cm
CAVE TROLL	6"	14cm
BALROG	6"	14cm
RINGWRAITH	6"	14cm
HORSE RIDER	10"	24cm
GIANT EAGLE	24"	56cm

The Movement chart is repeated here for your convenience. Note that the race or type of each model is indicated in its title – Humans encompass not only Men and Women but also Wizards.

At the back of this book you will find a record sheet which you can photocopy to use in your Lord of the Rings games.

To fill out the record sheet simply write down the details for each model onto the sheet. If your force includes several models of the same type, then there is no need to make a separate entry for every model, a single entry will suffice in most cases. Once you have copied all the characteristics and made any notes you think will prove useful, your record sheet should be ready for use in your battles.

**Designer's note:** You will notice that the force lists include Heroes from the Elder Age as well as characters from the time of the Fellowship. The story of the Ring is a long one spanning many generations of men. We leave it to players to decide whether to restrict themselves to contemporary characters when they choose a force.

However, whether you choose contemporary or diverse characters, you will notice that the lists do not allow more than one character to carry the Ring.



# THE FREE PEOPLES

Use this list to choose a Good force to the points value you have agreed with your opponent.

## Heroes



### Frodo Baggins (Hobbit)

Points value: 65

	F	S	D	A	W	C
<b>Frodo Baggins</b>	3/-	2	3	1	2	6

Might: 3

Will: 3

Fate: 3

Frodo is the young nephew of Bilbo Baggins. Bilbo is an old and notoriously wild Hobbit rumoured to have travelled to outlandish places in his youth. To a sensible home-loving inhabitant of the Shire such things verge on the scandalous but Bilbo's huge fortune has always ensured he is regarded as eccentric rather than plain crazy. When the old Hobbit mysteriously vanishes leaving Frodo his home, possessions, and magical ring, the Shire-folk look forward to a return to a quiet and ordered life in accordance with their traditional ways. Things don't quite turn out that way – and soon Frodo finds himself on an adventure even more dangerous and outlandish than that of his uncle.

### Wargear

Frodo carries a blade given to him by Aragorn (hand weapon). At an additional points cost Frodo can be given the following items of wargear. He can only carry Sting or wear his Mithril coat if Bilbo is not included in the force.

<i>Sting</i>	15 pts
<i>Mithril coat</i>	25 pts
<i>Elven cloak</i>	10 pts

### Sting

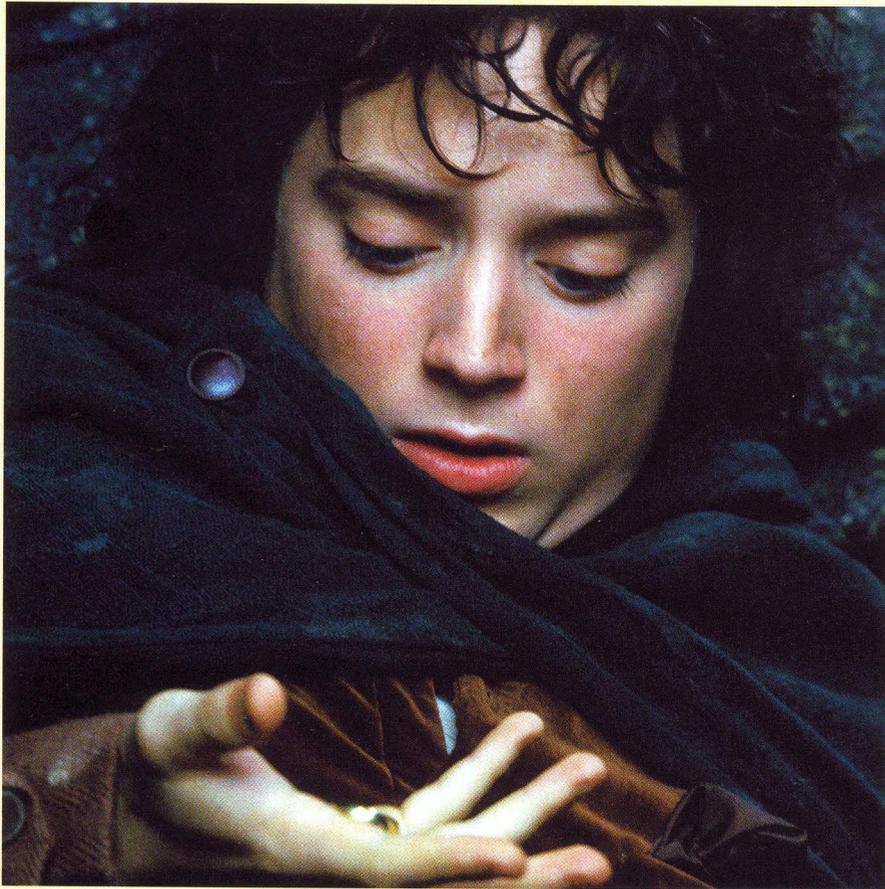
Bilbo gave his sword 'Sting' to Frodo before Frodo left Rivendell with the Fellowship. Sting is a magical blade that shines with a blue light when Orcs are near. When Frodo carries Sting he adds +1 to his Strength characteristic giving him a Strength value of 3.

### Mithril Coat

At Rivendell Bilbo gave Frodo the Mithril coat given to him years before by Thorin the Dwarf. This was to save Frodo's life in the mines of Moria where he was speared by a monstrous cave troll. Mithril is a special metal that is very strong as well as extremely light. It is so valuable that Bilbo's coat was said to be greater than the worth of the entire Shire. The wearer's Defence characteristic is increased by +3, in Frodo's case his Defence is raised from 3 to 6.

### Elven Cloak

Before the Fellowship left the sanctuary of Lothlorien, the lady Galadriel gave each hero a cloak woven in the elvish fashion and designed to conceal its wearer from sight. If the wearer is even partially concealed from view he cannot be seen at distances of more than 6"/14cm – the wearer appears to melt into the background. This means that



"Even the smallest person can change the course of the future." – Galadriel to Frodo.



enemy archers will not be able to shoot at ranges of greater than 6"/14cm unless they have a clear view of their target.

## Special Rules

**Resistant to Magic.** See page 33 for details.

**The Ring.** If Frodo is included in the force he carries the Ring. Frodo can put on the Ring at any time and becomes instantly invisible to all except the Ringwraiths. The model is deemed impossible to see. As the wearer is invisible he can move through other models and other models can move through him (they can't see him so pay no attention to him – we assume Frodo dodges out of the way to avoid being trampled!).



From left to right: Sam, Frodo, Pippin and Merry face unknown danger at Weathertop.

Whilst Frodo is invisible he cannot fight with enemy that cannot see him – the Frodo model is effectively ignored. It is best to avoid confusion by not placing other models in touch if possible.

If the Ring is being worn that turn roll a dice on behalf of Frodo. On a score of a 1 or 2 the Evil player can move Frodo that turn as if he was one of the Evil player's models – on a roll of 3, 4, 5 or 6 the Good player moves Frodo that turn as usual. This represents the struggle between Frodo and the will of Sauron exerted through the Ring. Frodo can use Might points to modify this dice roll.

Once the Ring has been put on, the wearer can only attempt to take it off at the start of his move. The wearer must take and pass a Courage test to do so. If this is failed he must continue

to wear the Ring until he has another chance to remove it at the start of his following move. This test is always taken before the 'Control roll' described above.

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

**Designer's note:** As none of the Hobbit Heroes have bows or other missile weapons none have been given a Shoot value – the default Shoot value for all Heroes is that of their race. In the case of Hobbits this is 4+.

## Sam Gamgee (Hobbit)

Points value: 30

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

Might: 1  
Will: 1  
Fate: 2

*Sam is Frodo's stalwart companion and loyal friend – of all the Fellowship only Sam is unable to abandon Frodo to his lone journey to Mordor.*

*Like his master, Sam comes to discover reserves of courage quite unexpected in a normally placid Hobbit. Faced with danger quite unknown in the Shire, Sam bravely confronts and defeats the dark forces that threaten his master. He is as useful a part of the Fellowship as bigger warriors such as Aragorn and Boromir.*

## Wargear

Sam carries a blade given to him by Aragorn – but he prefers to wield a hefty saucepan (hand weapon!). At an additional points cost Sam can be given the following item of wargear:

*Elven cloak* 10 pts

## Special Rule

**Resistant to Magic.** See page 33 for details.





## Merry (Hobbit)

Points value: 10

	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>
<b>Merry</b>	3/-	2	3	1	1	4

Might: 0  
Will: 0  
Fate: 1

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

### Wargear

Merry carries a blade given to him by Aragorn. At an additional points cost Merry can have the following wargear:

*Elven cloak* 10 pts

### Special Rule

**Resistant to Magic.** See page 33 for details.



## Pippin (Hobbit)

Points value: 10

	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>
<b>Pippin</b>	3/-	2	3	1	1	4

Might: 0  
Will: 0  
Fate: 1

*Peregrin Took, commonly called Pippin, is the great friend and companion of the equally young and wild 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.*

*Together Merry and Pippin end up in a dark and dangerous adventure – one that is destined to change them from innocents to heroes.*

### Wargear

Pippin carries a blade given to him by Aragorn. At an additional points cost Pippin can have the following wargear:

*Elven cloak* 10 pts

### Special Rule

**Resistant to Magic.** See page 33 for details.



The four Hobbits ably demonstrate the concept of 'difficult terrain'.



## Gimli (Dwarf)

Points value: 80

	F	S	D	A	W	C
Gimli	6/-	4	8	2	2	6

Might: 3  
Will: 2  
Fate: 2



*Like all Dwarf-kind Gimli, son of Gloin, is grim and plain-speaking but also a doughty warrior. His courage and his axe are equally valuable additions to the Fellowship on their journey. Gimli is heavily armoured in the fashion of Dwarf warriors and well accustomed to the rigours of combat.*

*During the Fellowship's trek through the ancient Dwarf realm of Moria, Gimli came face to face with the faded glories of his people and the fate of his cousin Balin, Lord of Moria.*

### Wargear

Gimli carries an assortment of fine Dwarf axes (hand weapon), including an especially large axe that can be used with two hands (two-handed axe). Gimli can use either an ordinary axe or his two-handed axe – though not both at the same time (not enough hands!).

At an additional points cost Gimli can be given an Elven cloak – see Frodo for the rules for Elven cloaks.

*Elven cloak*

10 pts



*Gimli, son of Gloin.*



## Legolas (Wood Elf)

Points value: 85

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

Might: 3  
Will: 2  
Fate: 2

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

### Wargear

Legolas carries a long blade (hand weapon) and an Elven bow. At an additional points cost Legolas can be given an Elven cloak – see Frodo for rules.

*Elven cloak*

10 pts

### Special Rule

**Deadly Shot.** Legolas is an expert archer even by the standards of his race. To reflect his prodigious skills Legolas is allowed to shoot three times in the Shoot phase instead of once.



*Legolas of the Wood Elves.*





## Gandalf (Wizard)

Points value: 150

	F	S	D	A	W	C
Gandalf	5/-	4	5	1	3	7

Might: 3

Will: 6

Fate: 3

*Of the Order of Wizards, Gandalf the Grey is second only to Saruman the White in power. It is Gandalf who leads the Fellowship until his loss in*

*Moria at the hands of the fearsome Balrog. Gandalf's magical abilities are a great asset to the Fellowship though he is also able to hold his own in a fight.*

### Wargear

Gandalf carries his staff and a sword (hand weapon). He can use either to fight with – his staff is a two-handed weapon.

### Special Rules

**Staff of Power.** Gandalf's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

### Magical Powers

Gandalf can use his Will to cast magical powers and to resist the effect of magic just like other Heroes. He has the following powers:



Gandalf the Grey.

**Strengthen Will.** Range 12"/28cm. Dice score to use: 4+. Gandalf can use this spell to restore the Will of one friendly model within range. The target's Will value is restored to its maximum. Gandalf cannot use this magical power to restore his own Will.

**Sorcerous Blast.** Range 12"/28cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring his view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Gandalf – roll a dice and move the target that number of inches or double that number of centimetres (1-6" or 2-12cm). Any models that lie within the path of the model as it moves back are automatically moved aside and knocked to the ground. If the model is fighting then all the models in the same conflict are knocked to the ground whether friends or foe. If models are blasted into obstacles they are also knocked to the ground. The target model counts as having been struck one blow at a Strength value of 5 and every model that is knocked to the ground is struck one blow at a Strength of 3.

**Immobilise.** Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

**Command.** Range 12"/28cm Dice score to use: 4+. The victim can do nothing further that turn as described for Immobilise, except that the Good player can move the victim up to half a move as soon as the power takes effect. The player can do this even if the model has already moved that turn.

**Cast Light.** Dice score to use: 2+. This power enables Gandalf to cause his staff to glow brilliantly. In darkness this illuminates an area 12"/28cm around him and anyone within this area can be seen as if it were daylight. Once cast this power lasts for the rest of the game so long as Gandalf has at least 1 point of Will remaining. If Gandalf's Will drops to zero the staff is extinguished. Because of the staff's brightness any enemy shooting at Gandalf or at a target that is partially obscured by Gandalf will require a roll of 6 to score a hit.

**Terrifying Aura.** Dice score to use: 2+. This power enables Gandalf to assume a terrifying aura. Once this power has been successfully cast Gandalf counts as terrifying to all Evil creatures so long as he has at least 1 point of Will remaining. If Gandalf's Will drops to zero the terrifying aura is extinguished. See the Courage section of the rules for more about terror.



## Aragorn – Strider (Human Ranger)

Points value: 175

Might: 3+1 free per turn

Will: 3

Fate: 3

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



Aragorn, also known as Strider, is the descendant of Elendil and the last heir to the throne of Gondor. His rough and weather-hewn appearance speaks of a hard life spent battling evil in wild places. Aragorn becomes the protector of the Hobbits and the greatest of the heroes of the Fellowship. His fate and that of the Ringbearer are inexorably bound together with the fate of Middle-earth itself.

### Wargear

Aragorn carries a sword (hand weapon). At an additional points cost he can be given the following items of wargear:

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

### Special Rule

**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.



Aragorn – his fate and that of the Fellowship are inextricably interwoven.



## Boromir (Man)

Points value: 105

Might: 6

Will: 1

Fate: 0

	F	S	D	A	W	C
Boromir	6/-	4	6	3	3	6

Boromir is a mighty warrior and the son of Denethor, Steward of Gondor. His forefathers have ruled Gondor since the long past days of the Kings protecting the lands of Middle-earth against the evil of Mordor. Boromir is the greatest warrior of the entire Fellowship yet his will is fatally weak and his doubts about their quest almost destroy its chances of success.

### Wargear

Boromir carries a sword (hand weapon) and the Horn of Gondor.

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



Boromir – his horn is a mighty heirloom of the House of Stewards.





## Elrond (Elf Lord)

Points value: 120

	F	S	D	A	W	C
<b>Elrond</b>	9/-	4	7	3	3	7

Might: 3  
Will: 3  
Fate: 3

Elrond is old even amongst the immortal Elves, having fought against Sauron in an earlier age and seen the Ring taken by Elendil before it was lost. He is the master of Rivendell and the greatest amongst the wise of Middle-earth. His judgement

that the Ring should be destroyed starts the Fellowship on their perilous quest.

### Wargear

Elrond carries a two-handed sword.

## Arwen Evenstar (Elf)

Points value: 65

	F	S	D	A	W	C
<b>Arwen</b>	6/-	3	3	2	2	5

Might: 3  
Will: 3  
Fate: 3

Arwen is the daughter of Elrond and like her father a person of great power and courage. As an immortal she is destined to sail from Middle-earth into the west – yet her love for Aragorn holds her in the mortal realm and leads her towards an altogether different fate.

### Wargear

Arwen can ride a horse at the following points cost:

**Horse** 10 pts

**Horse.** Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
<b>Horse</b>	0	3	4	0	1	3

### Special Rule

**Expert Rider.** Arwen is an expert rider. Add +1 when making any Jump test or Thrown Rider roll whilst mounted.

### Magical Power

Arwen can use her Will to cast magical powers and to resist the effects of magic just like other Heroes. She has the following power:



Arwen Evenstar

**Confound.** Range 6"/14cm radius. Dice score to use: 4+. Arwen can use this power to raise the forces of nature to send her enemies reeling. The spell affects all enemies within 6" of her – but only one affected foe can attempt to resist it. If resisted all foes are unaffected, if the foe fails to resist then all are affected. All enemies within 6"/14cm of Arwen are driven directly away beyond the radius of effect – if unable to complete this move each model must move as far as possible. All models affected are thrown to the ground, suffer a Strength of 3 strike, and lose 1 Will point if they have any left.

## Haldir (Wood Elf Captain)

Points value: 55

	F	S	D	A	W	C
<b>Haldir</b>	6/3+	4	4	2	2	5

Might: 3  
Will: 1  
Fate: 1

Haldir is the vigilant Elf warrior whose watch over the boundaries of Lothlorien keeps the foul Orcs from intruding upon the realm of Celeborn and Galadriel.

**Elf bow**  
**Elf cloak**

5 pts  
10 pts

### Special Rule

**Expert Shot.** If Haldir carries his bow he is allowed to shoot twice in the Shoot phase instead of once.

### Wargear

Haldir carries a long Elven blade (hand weapon). At an additional cost he can carry an Elven bow and/or Elven cloak.



## Galadriel (Elf Queen)

Points value: 90

	F	S	D	A	W	C
Galadriel	6/-	3	3	1	3	7

Might: 3 or 3 per turn  
Will: 3 or 3 per turn  
Fate: 3 or 3 per turn

*Galadriel is the mighty sorceress Queen of Lothlorien. To mortals she is both mighty and terrifying. Her powers are held in awe by such folk and her domain is closed to them. It is only due to their exceptional circumstances that the Fellowship is even permitted entry to Lothlorien.*

### Wargear

Galadriel can be given her magic mirror – a sorcerous scrying mirror that shows visions of the future.

*Mirror of Galadriel* 25 pts

**Mirror of Galadriel.** Once in each turn, one Good Hero can restore 1 Fate point by moving into touch with Galadriel's Mirror. A Hero can restore 2 or more Fate points if he touches the mirror over several turns, but only one Hero can restore Fate in the same turn. Galadriel herself can use the mirror if desired – but no other Hero can restore Fate in the same turn. A Hero cannot use the mirror to gain more Fate than he originally had!

### Special Rules

**Lothlorien.** Within the boundaries of the land of Lothlorien Galadriel's powers maintain the world as it once was. Beyond her own realm her powers are limited. If the battle is fought beyond the boundaries of Lothlorien Galadriel has 3 points each of Might, Will and Fate. If the battle is fought within the boundaries of Lothlorien Galadriel has no Might, Will or Fate store but she can use up to 3 points of each in any turn.

**Terror.** Galadriel is a creature of supernatural majesty whose aura of power is so great her appearance induces terror in all evil creatures. See the Courage section of the rules.

### Magical Powers

**Immobilise.** Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will & Fate but cannot make heroic actions. The effect lasts for the rest of that turn.

**Command.** Range 12"/28cm Dice score to use: 4+. The victim can do nothing further that turn as described for Immobilise, except that the Good player can move it up to half a move as soon as the power takes effect. The player can do this even if the model has already moved that turn.



Galadriel – Queen of the Elves.

## Celeborn (Elf Lord)

Points value: 65

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

Might: 3 or 3 per turn  
Will: 2 or 2 per turn  
Fate: 1 or 1 per turn

*Celeborn is one of the ancient immortals who still lives in Middle-earth, an Elf Lord of old and one of the wisest and most powerful of his race. He is second only in power to Galadriel.*

### Special Rules

**Lothlorien.** If the battle is fought beyond the boundaries of Lothlorien, Celeborn has 3 points of Might, 2 of Will and 1 of Fate. If it is fought within the boundaries of Lothlorien Celeborn has no Might, Will or Fate store but he can use up to 3 points of Might, 2 of Will and 1 of Fate in each turn.

**Terror.** Celeborn is a lord of supernatural majesty whose aura of power is so great his appearance induces terror in all evil creatures. See the Courage section of the rules.

### Magical Power

**Immobilise.** Range 12"/28cm. Dice score to use: 3+. The victim can do nothing else that turn. In combat his Fight value is 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and fate but cannot make heroic actions. The effect lasts for the remainder of that turn.





## Gil-Galad (Elf)

Points value: 125

	F	S	D	A	W	C
<b>Gil-galad</b>	6/-	4	7	3	3	6

Might: 3  
Will: 3  
Fate: 1

*Gil-galad was the most mighty warrior of his age and the leader of the Elves in the Last Alliance of Men and Elves against Sauron. He fell in that battle but thanks to his sacrifice Sauron was defeated though not, alas, destroyed.*

### Wargear

Gil-galad carries a tall spear.

### Special Rule

**Fearless.** Gil-galad is completely unafraid of foes, no matter how terrifying. He does not need to test his Courage when confronting a *terrifying* enemy.



## Elven Captain (Elf)

Points value: 50

	F	S	D	A	W	C
<b>Elf Captain</b>	6/3+	4	4	2	2	5

Might: 2  
Will: 1  
Fate: 1

*We have included the option for you to include one or more Elven Captains as part of your force – note that you can include more than one Elven Captain if you wish. This represents the leaders amongst the Elven soldiery who go unnamed in the story of the Lord of the Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Elven Captains invent suitable names for each.*

shooting – if he does not carry a bow then copy this to your record sheet as 6/-. If he is given further armour make the necessary adjustment to the model's Defence value.

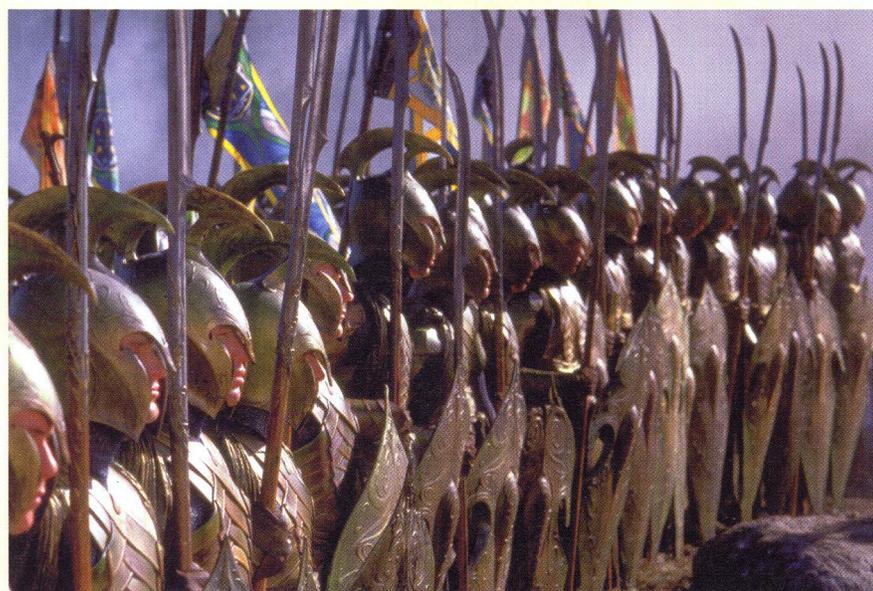
At an additional cost he may have the following items:

<b>Two-handed sword</b>	Free
<b>Armour</b>	5 pts
<b>Heavy armour</b>	10 pts
<b>Shield</b>	5 pts
<b>Elf Bow</b>	5 pts

### Wargear

The Elven Captain represented by the profile has a sword and no defensive armament. He has been given a Fight value for

**Armour/Heavy Armour.** A model may have either armour or heavy armour – not both. The model must have some visible armour other than a helmet and, in the case of heavy armour, this must extend below the model's waist. An Elf Captain with armour adds +1 to his Defence, an Elf Captain with heavy armour adds +2 to its Defence characteristic.



Serried ranks of Elven warriors.

**Shield.** An Elf Captain model that carries a shield adds +1 to its Defence characteristic unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

**Two-handed sword.** An Elven Captain who carries a two-handed sword cannot also carry a bow or shield – he needs both hands to wield his weapon.



## Bilbo Baggins (Hobbit)

Points value: 90

	F	S	D	A	W	C
<b>Bilbo Baggins</b>	3/-	3	5	1	2	6

Might: 1  
Will: 3  
Fate: 3

*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 largely protected him from the terrible power of the Ring that he has guarded and protected for so long.*

Defence would be 2 each). Note that if Bilbo and Frodo are both included Bilbo carries Sting and the Mithril coat whilst Frodo carries the Ring.

### Wargear

Bilbo carries Sting and wears his Mithril coat. The rules for these are as described for Frodo – both bonuses have been added to Bilbo's profile (without them his Strength and

### Special Rules

**The Ring.** If Frodo is not included in the force Bilbo can carry the Ring, in which case the same rules apply as described for Frodo.

**Resistant to Magic.** See page 33 for details.



## Dwarf Kings (Dwarf)

Points value: 70

	F	S	D	A	W	C
<b>Dwarf King</b>	5/-	4	8	2	2	5

Might: 2  
Will: 2  
Fate: 1

We have included this option should you wish to include one or more of the Dwarf Kings of the Elder Age as part of your army.

(two-handed axe). A Dwarf can use either an ordinary axe or his two-handed axe – though not both at the same time (not enough hands!).

### Wargear

Dwarf Kings carry axes (hand weapon) including an especially large axe that can be used with two hands

**Designer's note:** As none of the Dwarf Kings have bows or other missile weapons none have been given a Shoot value. The default Shoot value for all Heroes is that of their race. In the case of Dwarfs this is 4+.

## Elendil (Man)

Points value: 135

	F	S	D	A	W	C
<b>Elendil</b>	6/-	4	8	3	3	6

Might: 3  
Will: 3  
Fate: 3

*Elendil was a great warrior and the mightiest of all the men that fought in company with the Elves against Sauron. He was slain by Sauron but avenged by his son Isildur.*

### The Sword Narsil

50 pts

**The Sword Narsil.** Narsil is a potent blade with special powers. Elendil can fight a heroic combat in the Fight phase without expending Might to do so. See page 34 for rules for heroic combats.

### Wargear

Elendil carries a sword (hand weapon).

## Isildur (Man)

Points value: 110

	F	S	D	A	W	C
<b>Isildur</b>	6/-	4	8	3	3	6

Might: 3  
Will: 1  
Fate: 0

*Isildur was the son of Elendil. After his father's death he took the Ring for his own. He and his troops were ambushed and slain by Orcs – and the Ring was lost for many years afterward.*

### Special Rules

**The Ring.** If neither Frodo or Bilbo are in the force Isildur can carry the Ring, in which case the same rules apply as described for Frodo.





## Captain of Gondor

Points value: 30

	F	S	D	A	W	C
Captain of Gondor	4/4+	4	4	2	2	4

Might: 2  
Will: 1  
Fate: 1

We have included the option for you to include one or more Captains of Gondor as part of your force – note that you can include more than one Captain of Gondor if you wish. This represents the leaders amongst the Gondorian soldiery who go unnamed in the Lord of the Rings. If you choose Captains of Gondor invent suitable names for each.

At an additional cost he may have the following items:

Armour	5 pts
Shield	5 pts
Bow	5 pts

**Armour.** A Captain of Gondor can have armour, adding +1 to his Defence value.

**Shield.** A Captain of Gondor model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

### Wargear

The Captain of Gondor represented by the profile has a sword and no defensive armament. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 4/-. If he is given armour make the necessary adjustment to the model's Defence value.



## Kings of Men

Points value: 60

	F	S	D	A	W	C
King of Men	5/-	4	4	2	2	5

Might: 2  
Will: 2  
Fate: 1

We have included this option should you wish to include one or more of the Kings of Men of the Elder Age.

### Wargear

The Kings of Men carry swords (hand weapon).

## Gwaihir (Giant Eagle)

Points value: 75

	F	S	D	A	W	C
Gwaihir	8/-	5	8	1	3	6

Might: 1  
Will: 0  
Fate: 0

Whilst imprisoned in the Tower of Orthanc Gandalf sought Gwaihir's aid to make his escape. Riding upon the back of the huge eagle Gandalf fled the clutches of Saruman.

**Carry.** Gwaihir can carry a single rider. The usual rules for mounts apply except that a rider thrown from his back whilst flying loses all its wounds. In such a case the rider can still use Fate to attempt a save – so he is not automatically killed – if successful we assume Gwaihir makes a heroic crash landing.

### Special Rules

**Fly.** Gwaihir moves by flying – its move is 24"/56cm. The Giant Eagle can fly over the top of any models or terrain without penalty. When it has moved it can either remain aloft or fly to the ground. The player must declare which.

Note that Gwaihir cannot pick up or use weapons or other objects – he cannot shoot a bow, for example.

If the model remains aloft it cannot subsequently be charged by enemy models that cannot fly. It cannot be shot at if the range is greater than half the maximum range of the weapon. As the Eagle is flying, the real range would be greater than the measured distance, the range is reduced to reflect this.

**Gandalf.** Gwaihir can only be included in the army if Gandalf is also included. Gwaihir will only remain part of the force so long as Gandalf lives and is on the battlefield.

If the model flies to the ground then it is treated like any other model on the ground. It cannot move to within 1" of an enemy unless it intends to engage in a fight.

If Gandalf is not present then Gwaihir retreats from the battle – flying at whatever speed is necessary to instantly leave the battle. If Gwaihir retreats in this way both the Giant Eagle and any model carried by him counts as a casualty.

It is not possible to fly in underground scenarios! Eg, Gwaihir cannot take part in any scenarios that take place in Moria.

**Gwaihir and the Ring.** Gwaihir will not carry the Ringbearer – we must assume that the whispering evil of the Ring is too powerful for his animal mind to conquer.







## Wood Elf Warrior

Points value: 7

	F	S	D	A	W	C
Wood Elf	6/3+	3	3	1	1	5

*The Wood Elves are more lightly armoured than their High Elf cousins. Like them they are proficient with swords, spears and bows and combine their skill at arms with great bravery.*

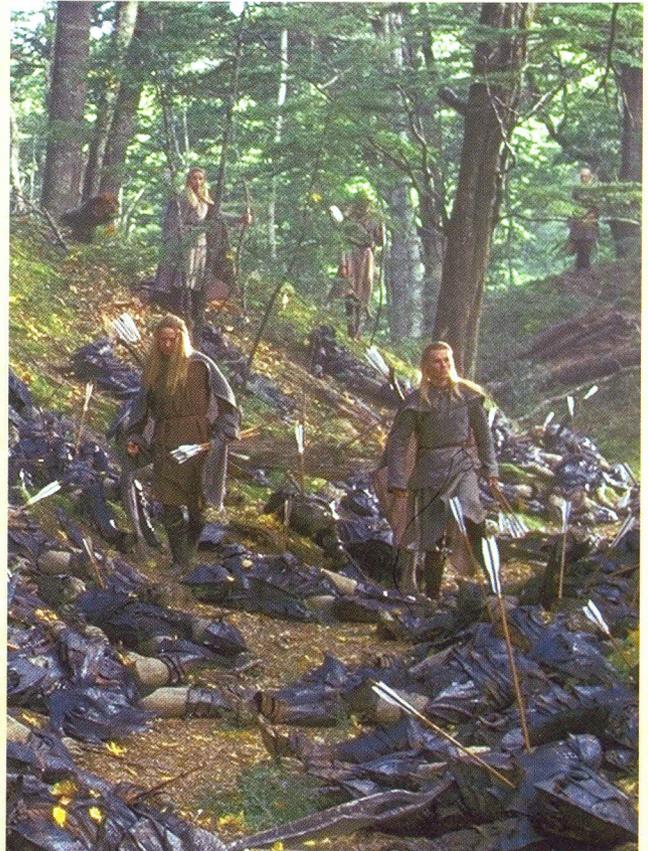
Above is the base profile for a Wood Elf warrior. If the warrior does not carry a bow then miss out the 3+ value when you copy out the profile – ie, the Fight characteristic for a warrior without a bow would be 6/-. The Defence value might also change if the warrior carries a shield as noted below.

### Wargear

Every Wood Elf warrior carries a sword (hand weapon). Any Wood Elf warrior can be given additional items at the following cost:

<i>Spear</i>	<i>Free</i>
<i>Elf bow</i>	<i>1 pt</i>
<i>Shield</i>	<i>1 pt</i>

**Shield.** A Wood Elf warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models which are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both a shield and a bow.



*Wood Elves count the Orc dead – never enough!*



## Man of Gondor

Points value: 8

	F	S	D	A	W	C
Man of Gondor	3/4+	3	4	1	1	3

This is the base profile for a warrior of Gondor. If the warrior does not carry a bow then miss out the 4+ value when you copy out the profile – ie, the Fight

characteristic for a warrior without bow would be 3/-. The Defence value might also change if the warrior carries a shield as noted opposite.

### Wargear

The base profile for a Gondor warrior includes armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

<i>Spear</i>	<i>Free</i>
<i>Bow</i>	<i>1 pt</i>
<i>Shield</i>	<i>1 pt</i>

### Shield

A warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.



# FORCES OF DARKNESS

Use this list to choose an Evil force to the points value you have agreed with your opponent.

## Heroes

### The Ringwraiths

Points value: 95 for the Witch King  
75 each for the other Ringwraiths

	F	S	D	A	W	C
Ringwraith	5/-	4	8	1	1	6

Might: 0  
Will: 10 – Witch King  
& 7 – other Ringwraiths  
Fate: 0



The nine Ringwraiths were once Kings of Men, the bearers of magical rings created by Sauron in the fires of Mount Doom. 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. They are the most deadly of all Sauron's captains and the most dangerous of the nine is the Witch King.

The Witch King is the leader of the Ringwraiths. Like the others he is cloaked and armoured, and has no physical body but only a shadow-like existence held together by the force of his will.

Ringwraiths cannot be killed in the normal sense because they are not alive – but they can be banished. A Ringwraith that has been banished in this way will gradually reform as its embittered will shapes a new form for it to inhabit. This takes many days depending upon how far the Ringwraiths are from the influence of their master.

### Wargear

At an additional points cost Ringwraiths can ride horses and the Witch King can be armed with a Morgul blade.

**Horse** 10 points each Ringwraith  
**Morgul blade** 10 points (Witch King only)

**Horse.** The Ringwraiths ride huge black horses that carry them over Middle-earth as they search for their master's ring. Only a Ringwraith can ride these evil beasts – they will not permit any other creature to mount them. Rules for horses and riders are given in the main rules section.

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

**Morgul Blade.** Only the Witch King can carry a Morgul blade. This evil weapon is both magical and poisonous as a deep wound leaves a tainted shard in the foe's flesh. If the Witch King inflicts a wound on a model that has 2 or more Wounds, the player can use the Morgul blade. The blade can only be used once – afterwards its deadly tip is broken. The enemy who has suffered the wound now has a shard of the blade embedded in their body, and will lose a further wound at the start of each successive turn if they roll a 1 on a dice. Make this roll at the start of each turn before the Priority phase until the game is over or the victim is slain.

Might cannot be used to affect this roll, but Fate can be used to 'save' the wound and Might can be used to boost the Fate roll as normal.



Mounted Ringwraith



Ringwraith



Ringwraith



The Witch King



### Note on choosing Ringwraiths

As there are eight ordinary Ringwraiths the Evil player can have up to eight ordinary Ringwraiths in his force. The Ringwraiths are not named – we suggest you paint a number under the base of each so that you can readily distinguish them on your record sheet. There is only one Witch King.

## Special Rules

**Will.** Ringwraiths rely on Will far more than other Heroes. It is only by Will that they maintain corporeal form. The further they are from Sauron the weaker is the bond between them and the lower their Will value. Therefore:

*A Ringwraith must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that Ringwraiths touching enemy must fight – as all models must – they cannot choose not to fight!*

*Once a Ringwraith suffers 1 Wound or has 0 Will remaining it is banished. Ringwraiths cannot be destroyed completely in this way – their spirits slowly regenerate – but as this takes several days they are removed as casualties.*

**Terror.** Ringwraiths are terrifying supernatural creatures. Ringwraiths evoke terror in their enemies as described in the Courage section of the game rules.

**Darkness.** Ringwraiths do not see by the light of the world as we know it, but by the inner light of the life of living things. They are not affected by darkness and can see as well in pitch black as they can in daylight.

**Ringwraiths and the Ring.** If any Hero should put on the Ring then he becomes part of the twilight world of the Ringwraiths. He is both visible and vulnerable to them! A Hero wearing the Ring is not invisible to a Ringwraith as he is to other models. A Ringwraith does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

To represent this in a pleasing visual way, all Ringwraith models can be replaced by Twilight Ringwraith models as soon as the Ring is put on. The Twilight Ringwraiths are used whilst the Ring is worn. This is not necessary – but it certainly emphasises the point!

## Magical Powers

Ringwraiths can also employ their Will to use magical powers and to resist the effect of magic just like other Heroes. They have the following powers:

**Transfix.** Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

**Compel.** Range 12"/28cm. Dice score to use: 4+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can move the victim up to half a move as soon as the Compel ability takes effect. The player can do this even if the model has already moved that turn. If the victim has the Ring he must put it on if the Evil player wishes.

**Drain Courage.** Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

**Sap Will.** Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to zero. The effect lasts for the remainder of the battle – although it can be increased by a Strengthen Will magical power.





### Lurtz (Uruk-Hai Captain)

Points value: 65

Might: 3

Will: 1

Fate: 1

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

*Lurtz is the strongest and most fearless of all the Uruk-Hai, the race of brave and aggressive Orcs created to serve the White Hand of Saruman.*

*Amongst a brutal race Lurtz is a brutal leader, careless of the lives of his warriors, hungry for the blood of his foes.*

### Wargear

Lurtz carries a sword (hand weapon) and is equipped with heavy armour, shield and Orc bow.

### The Balrog

Points value: 250

Might: 0

Will: As Wounds per roll

Fate: 0

	F	S	D	A	W	C
Balrog	10/-	8	10	4	10	7

*The Balrog is a mighty daemon creature of great age and power – a monster of a rare and horrific kind. Of all the evil powers in the world the Balrog is amongst the most potent and most formidable.*

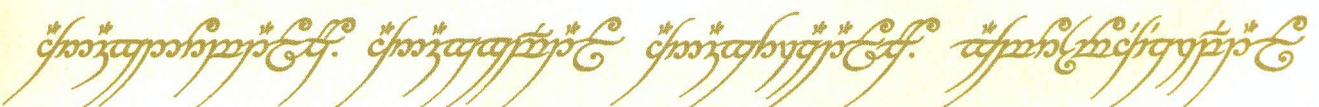
### Special Rules

**Lash.** The Balrog has 4 Attacks of which one is a special ‘lash’ attack made with its long whip. When rolling for strikes use a different colour dice to represent the lash. If the Lash strike roll is sufficient to cause a wound the enemy is momentarily entangled in the whip. This entitles the Balrog to make a further two strikes against the entangled model with its fiery blade (hand weapon). That means a Balrog can sometimes make 6 strikes if it wins a fight – 4 strikes plus a further 2 strikes against an entangled enemy.

**Terror.** The Balrog is a huge terrifying monster! An enemy wishing to charge a Balrog must test its courage as described in the Courage rules.

**Will.** The Balrog is a magical creature and is able to shrug off the effects of all but the most potent sorcery. Instead of expending Will to resist magical attacks the Balrog always resists magic with the same number of dice as it has remaining wounds.

**Goblin Mastery.** Moria Goblins are far more frightened of the Balrog than of any enemy. If the Balrog is in the game Moria Goblins will automatically pass any Command check they would normally be required to take. For example, this applies to the Command check made because Boromir is blowing his horn – making Boromir’s horn useless in this situation.





## Saruman – Wizard

Points value: 150

	F	S	D	A	W	C
<b>Saruman</b>	5/-	4	5	1	3	7

Might: 3

Will: 6

Fate: 3

*Saruman the White is the leader of the Order of Wizards and the most learned in the ways of Sauron the Enemy. But his studies have led him*

*to dream of dominion, and by daring to look into the dread Palantir of Orthanc he has seen many dark and evil things that have stirred his greed and ambition. Now he would dare rise and take even Sauron's crown, but the truth is that his soul is already in thrall to the evil lord.*

**Palantir.** Saruman carries the Palantir, an ancient seeing stone that allows him to project his powers over great distances. Using the Palantir Saruman can use his Sorcerous Blast ability as if he were anywhere on the battlefield. It is a good idea for the player to place a small marker in the position where Saruman will cast from whilst he works out the effect. Saruman can only use the Palantir so long as he has at least 1 point of Will remaining in his store. If he has no Will left then he cannot use the Palantir even though his staff enables him to continue to use his magical powers.

### Wargear

Saruman carries his staff and a sword (hand weapon). He can use either his sword or staff to fight – his staff is a two-handed weapon.

### Magical Powers

Saruman can use his Will to cast magical powers and to resist the effect of magic just like other Heroes. He has the following powers:

### Special Rules

**Staff of Power.** Saruman's staff is not only a symbol of his power but a potent talisman. Whilst he wields his staff Saruman can expend 1 point of Will each turn without reducing his own Will store.

**Sorcerous Blast.** Range 12"/28cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring his view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Saruman – roll a dice and move the target that number of inches or double that number of centimetres (1-6" or 2-12cm). Any models that lie within the path of the model as it moves back are automatically moved aside and knocked to the ground. If the model is fighting then all the models in the same conflict are knocked to the ground, whether friends or foe. If models are blasted into obstacles they are flung to the ground in front of them. The target model counts as having been struck one blow at a Strength value of 5 and every model knocked to the ground is struck one blow at a Strength value of 3.



Saruman – crazed with power – enslaved to the will of the Dark Lord.

**Immobilise.** Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

**Terrifying Aura.** Dice score to use: 2+. This power enables Saruman to assume a terrifying aura. Once this power has been successfully cast Saruman counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to zero the terrifying aura is extinguished. See the Courage section of the rules for more about terror.





## Orc Captain

Points value: 40

Might: 2

Will: 1

Fate: 1

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

We have included the option for you to include one or more Orc Captains as part of your force – note that you can include more than one Orc Captain if you wish. This represents the leaders amongst the Orc soldiery who go unnamed in the story of the Lord of the Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Captains invent suitable names for each.

your record sheet as 4/-. If he is given further armour make the necessary adjustment to the model's Defence value. At an additional cost he may have the following items:

Shield	5 pts
Orc bow	5 pts

**Shield.** An Orc Captain model which carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models which are primarily bow-armed don't increase their Defence characteristic if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow.

### Wargear

The Orc Captain represented by the profile has a sword and wears crude Orcish armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to



## Moria Goblin Captain

Points value: 35

Might: 2

Will: 1

Fate: 1

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

We have included the option for you to include one or more Moria Goblin Captains as part of your force – note that you can include more than one Captain if you wish. This represents the leaders amongst the Goblin soldiery who go unnamed in the story of the Lord of the Rings – the incidental warriors whose role on the battlefield is important in any war. If you chose Captains invent suitable names for each.



Moria Goblins wear crude armour.

### Wargear

The Moria Goblin Captain represented by the profile has a sword and wears spiny segmented armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 3/-. If he is given further armour make the necessary adjustment to the model's Defence value. At an additional cost he may have the following items:

Shield	5 pts
Orc bow	5 pts

**Shield.** A Moria Goblin Captain model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow.





## Uruk-Hai Captain

Points value: 50

	F	S	D	A	W	C
Uruk-Hai Captain	5/4+	4	5	2	2	4

Might: 2

Will: 1

Fate: 1

We have included the option for you to include one or more Uruk-Hai Captains as part of your force – note that you can include more than one Uruk-Hai Captain if you wish. This represents the leaders amongst the Uruk-Hai soldiery who go unnamed in the story of the Lord of the Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Captains invent suitable names for each.

Shield	5 pts
Heavy armour	5 pts
Orc bow	5 pts

**Heavy armour.** Armour must extend below the model's waist for it to count as heavy armour. If this option is chosen, the Captain's Defence value is increased by 1.

**Shield.** An Uruk-Hai Captain model which carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models which are primarily bow-armed don't increase their Defence characteristic if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow.

## Wargear

The Uruk-Hai Captain represented by the profile has a sword and armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 5/-. At an additional cost he may have the following items. Note, if he is given heavy armour or shield make any necessary adjustments to the model's Defence value.



Uruk-Hai warriors charge to the attack.

Uruk-Hai warriors charge to the attack.

# EVIL WARRIORS



## Moria Goblin Warrior

Points value: 4

	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>
<b>Moria Goblin</b>	2/5+	3	4	1	1	2

These are small, mean-spirited creatures that live a troglodyte existence in the numerous delvings beneath the Misty Mountains. The ancient Dwarf tunnels of Moria have become home to these loathsome monsters. They scuttle through the tunnels with amazing dexterity, attacking, destroying and consuming intruders that venture into their dark realm. They are also known as Moria Orcs – for they are a low kind of degenerate Orc adapted to a life beyond the light.

This is the basic profile for a Goblin warrior. If the Goblin does not carry a bow then it is convenient to ignore the 5+ Shoot value when you copy the profile to your record sheet – ie, the Fight characteristic for a Goblin without a bow would be 2/-. The base profile can also change if the warrior carries a shield.

### Wargear

The base profile for a Goblin warrior includes spiny Goblin armour. Though crudely made this is quite extensive and often covers the entire Goblin from head to foot. Any warrior can be given additional items at the following extra cost:

<b>Sword or similar hand weapon</b>	Free
<b>Spear</b>	Free
<b>Orc bow</b>	1 pt
<b>Shield</b>	1 pt

**Shield.** A Moria Goblin warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.



## Orc Warrior

Points value: 5

	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>
<b>Orc</b>	3/5+	3	4	1	1	2

Orcs are the foulest creatures to walk Middle-earth. They are evil-hearted monsters that rejoice in slaughter and destruction. Orcs bear little loyalty even to their own kind and will readily fight amongst themselves over the spoils of their conquests. Inept workmen, their clothing is ill-made and ragged, their armour is crude, and their weapons as well-suited to butchery as to war. Yet they are numerous – untold thousands make up the armies of Saruman and Sauron and their natural cowardice makes them an ideal tool of evil intent.

This is the basic profile for an Orc warrior. If the Orc does not carry a bow then miss out the 5+ Shoot value when you copy the profile to your record sheet – ie, the Fight characteristic for an Orc without a bow would be 3/-. The base profile can also change if the warrior carries a shield.

### Wargear

The base profile for an Orc warrior includes crude Orc armour. This is usually fairly meagre and often made of padded leather with reinforcing bands of metal. Any warrior can be given additional items at the following extra cost:

<b>Sword or similar hand weapon</b>	Free
<b>Spear or two-handed sword/axe</b>	Free
<b>Orc bow</b>	1 pt
<b>Shield</b>	1 pt

**Shield.** An Orc warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.





## Uruk-Hai Warrior

Points value: 10

	F	S	D	A	W	C
Uruk-Hai	4/4+	4	5	1	1	3

If Orcs are the foulest creatures to walk Middle-earth then the Uruk-Hai are the most dangerous perversion of the breed. Where ordinary Orcs are crook limbed and timid the Uruk-Hai are strong, muscular, upright warriors of greater skill and courage. They are no less evil-hearted than their smaller cousins however. Their capacity for evil is greater still. They are armed from the forges of Saruman with efficient armour and keen-edged weapons.

This is the basic profile for an Uruk-Hai warrior. If the warrior does not carry a bow then miss out the 4+ Shoot value when you copy the profile to your record sheet – ie, the Fight value for a warrior without a bow would be 4/. The base profile can also change if the warrior carries a shield.

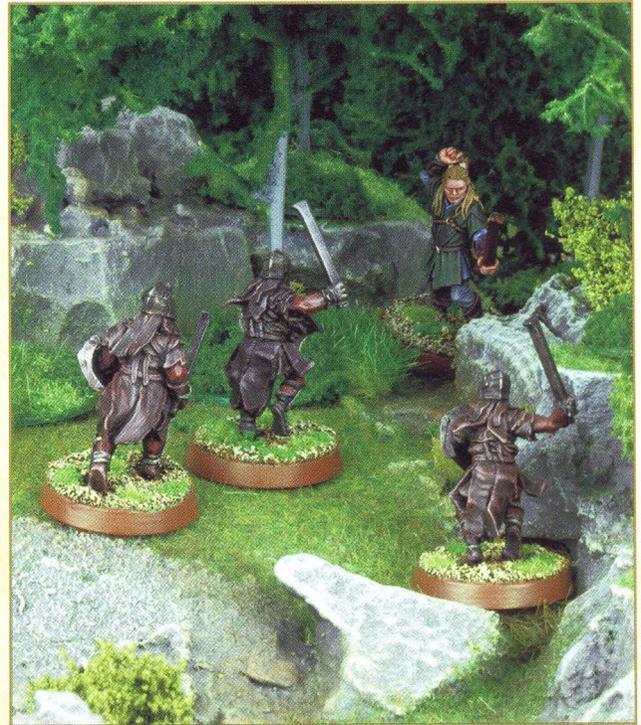
### Wargear

The base profile for an Uruk-Hai warrior includes armour. Any warrior can be given additional items at the following extra cost:

<i>Sword or similar hand weapon</i>	Free
<i>Orc bow</i>	1 pt
<i>Shield</i>	1 pt

**Shield.** An Uruk-Hai warrior that carries a shield adds +1 to its Defence characteristic unless the model also carries a bow, in which case it adds nothing. Models that are primarily

bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.



## Cave Troll

Points value: 70

	F	S	D	A	W	C
Cave Troll	6/6+	6	6	3	3	3

Cave Trolls are large and loathsome creatures which shun the light, preferring to hide away in dark caves and subterranean tunnels. They are both cumbersome and slow-witted but none-the-less dangerous creatures once roused to anger. Fortunately there are only a few of these fearsome monsters compared to the vast hordes of Moria Goblins amongst whom they live and which, in all probability, form the bulk of their diet.

This is the basic profile for a Cave Troll of average size – being large creatures it is natural that they vary somewhat in dimensions. Though they are far too dim-witted to use bows we have given them a default Shoot value of 6+ for the sake of consistency – as this is not normally used copy the value to your record sheet as 6/-.

### Wargear

The Cave Troll has a crude club (hand weapon) and can also have a spear and/or a Troll chain at the following extra cost:

<i>Spear</i>	5 pts
<i>Troll chain</i>	5 pts

**Troll chain.** If the Troll wins a fight he can use his chain to lash out at one enemy as it moves back. This is worked out before rolling to see if the Troll's attacks score wounds. Roll a dice. If the score is greater than the target's Fight value or is a 6 (whether greater or not than the Fight value), the Troll has lashed his enemy as it moves back. All of the Troll's attacks are then worked out and wounds determined – the lash is counted as one extra attack against the target model.



# SCENARIOS

A scenario sets the scene for a battle – it describes the circumstances of the encounter, who is involved, and what each side is trying to achieve. Most importantly it describes the terrain and any special features that can be found on the battlefield. Most of the scenarios described here also include special game rules that apply only for that scenario. Special rules are not a necessary feature of a scenario but they often help to make the game a unique challenge.

If players are fighting their first game, or if one or more players is new to your team, then it is worthwhile playing the first scenario Close Encounter. This is a basic scenario because it has no additional rules and can be played with small numbers of models – however you can also play the same game with different and bigger forces so it is worth playing it several times.

## SCENARIO FORMAT

Each scenario is divided into a number of sections namely: Description, Participants, Points Match, Layout, Starting Positions, Objectives, and Special Rules.

The **Description** describes the incident in the Fellowship of the Ring depicted by the scenario. All the scenarios are based on actual incidents portrayed in the movie and can be fought as accurate re-enactments of the actual events should you wish.

**Participants** tells you who took part in the incident in the film itself. In most cases it's impossible to be sure exactly how many Moria Goblins and Orcs fight on the Evil side – there are just too many to count – so we've estimated a number that gives a balanced game.

**Points Match** provides you with a way of playing the same scenario with any Evil creatures vs any Good forces.

Use the **Force Lists** to select your own warriors to take part in the scenario by choosing models as described under this section. All the scenarios can be fought with any forces. Note that an equal points match won't necessarily enable you to play with the actual participants – which is why we've devised two ways to play each scenario – use either the participants or points match for your game.

The **Layout** section explains how to set up the table for the battle using whatever scenery is required.

**Starting Positions** describes where the models are placed at the start of the game.

The **Objectives** explains what each side has to do to win the scenario. Every scenario has different objectives and requires you to develop an appropriate tactical approach – what works in one game may not work in another!

**Special Rules** are just that – rules that apply uniquely to that scenario. Most scenarios have special rules of one kind or another to represent the circumstances of the battle.

## MAKING UP YOUR OWN SCENARIOS

Once you have played a few of our scenarios you will probably want to make up some of your own. The events in the Lord of the Rings provide plenty of inspiration for you to create your own scenarios – and even the same incident can be portrayed in different ways in a tabletop game.

When creating your own scenarios it's a good idea for the player who has invented the scenario to act as a referee whilst other players take part in the game. The referee foregoes the chance to play – but he is available to adjudicate and interpret the rules as necessary. When you make up new rules for a scenario you'll often find you have to change things a little as you go along the first time you play. If playing a scenario that someone has made up always be prepared to defer to the referee (even the minions of evil aren't allowed to argue with the referee!).

## EXPERIENCED PLAYERS

As players gain experience we find that they become quite adept at using the special abilities of the Good Heroes. As there are so many Good Heroes, and because they are so impressively heroic, this tends to disadvantage the Evil side. Although there are Evil Heroes, their abilities are rather more limited or specialised than the Good Heroes' abilities. The scenarios have been designed so that most players will find them reasonably well balanced when played – but as players become more adept the Evil side will find it harder and harder to win. There are two ways to make up for this:

A good way of ensuring balance is to play twice and swap sides – so each player gets to represent the Good side as well as the Evil side. This is actually rather a good thing to do anyway – no-one likes to play the bad guy all the time!

Another way of boosting the Evil side is to make things tougher for the Good guys. Either make the objective tougher for the Good side – for example by insisting that all the Fellowship escape from Balin's tomb – or make the Evil side more powerful by adding extra troops. Once players are familiar with the rules and the potential of the Good Heroes it is possible for the Fellowship to take on at least twice the Evil force described in the scenarios. They really are that deadly – especially Aragorn armed with Anduril!



# SCENARIO 1 – CLOSE ENCOUNTER

## Description

This battle is based on the idea that a group of Men are being attacked by a larger group of Moria Goblins as they make their way home after the first defeat of Sauron at the end of the Second Age. The scenario is inspired by the incident of Isildur's death but we have deliberately chosen to change the details to produce a game that makes an ideal introduction for new players.

## Participants

There are 12 Men – 4 with spears and 8 with swords. Opposing them are 24 Moria Goblins – 8 with swords, 8 with spears, and 8 with bows. Note: If you have Elves from the Warriors of Middle-earth set or Fellowship edition of the boxed game you can use them as Men for now.

## Points Match

If you want to play this game with other warriors choose an equal points value of troops for each side. Each side can choose warriors or Heroes up to the total agreed value, but neither side can spend more than a quarter (25%) of the points available on Heroes and no more than a third (33%)

of the number of models on either side can carry bows. For example, if you agree to play with a maximum of 500 points per side each side can spend up to 125 points on Heroes. In the case of an army of 40 models no more than 13 can be bow-armed. Don't worry if you can't quite spend all the points you can take – a few points short won't make any difference.

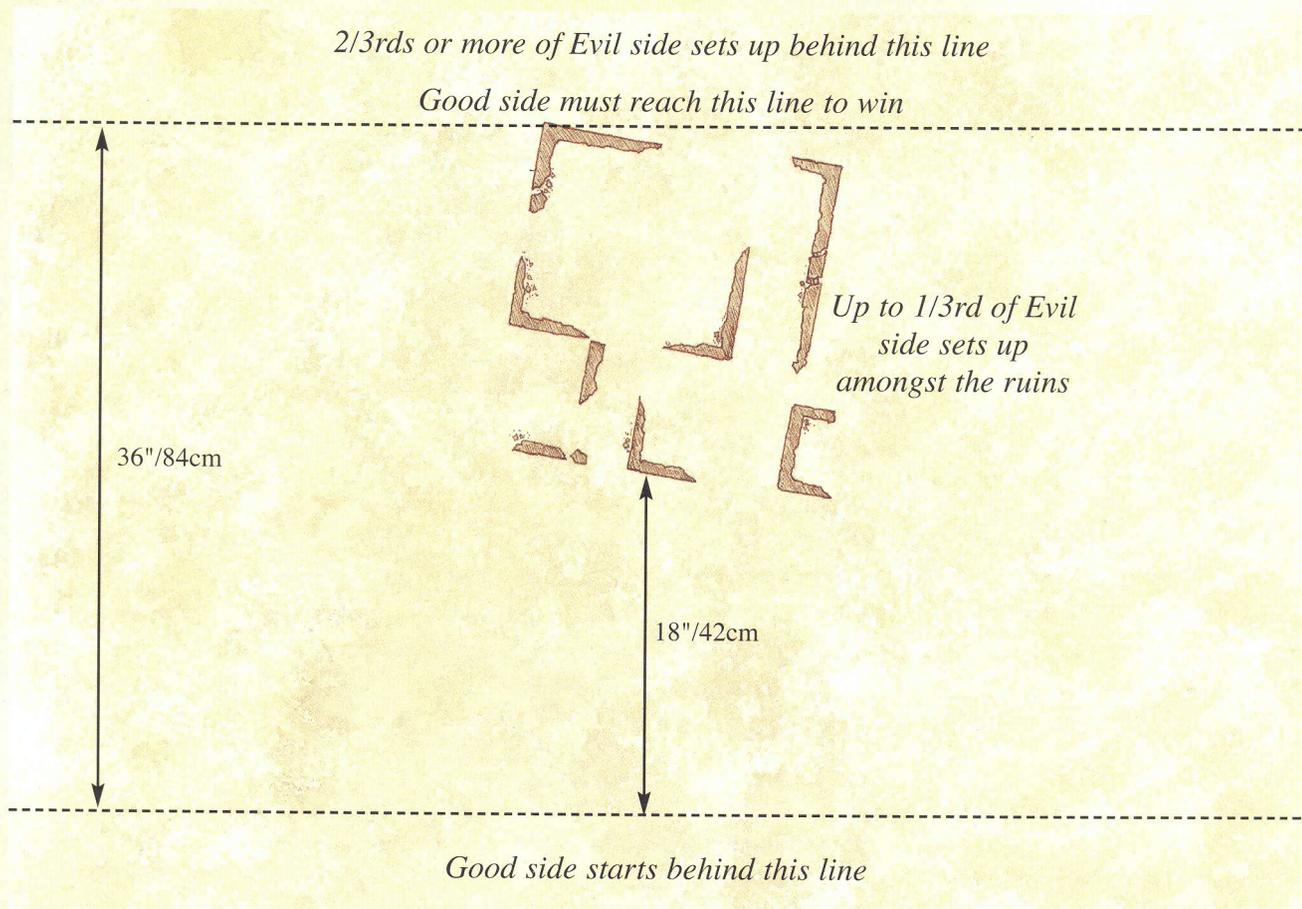
## Layout

Set up an open area with a few ruins in the middle as shown. It does not matter exactly what you use for the ruins or how many there are, so long as they are placed in the centre of the playing area.

## Starting positions

The Good models are placed on their side of the playing area no further forward than a line 18"/42cm from the nearest ruins (see map). All the Good side must set up first.

The Evil army deploys once the Good army is in position. Up to one third of the Evil army can be placed amongst the ruins. The rest of the Evil army must be set up at least 36"/84cm from the line already established for the Good army (see map).





# SCENARIO 2 – WEATHERTOP

## Description

Weathertop is a tall hill, the top of which forms a shallow hollow. In ancient times a round tower stood here, its tumbled walls and jagged foundations lie in a circle around the brow of the hill. Aragorn, accompanied by Frodo, Sam, Merry and Pippin, has decided to make camp here for the night. As darkness closes in the company make a fire. Whilst Aragorn goes down the far slope in search of firewood an unseen enemy approaches. These are five Ringwraiths including their leader the Witch King himself. The battle that follows is as much a battle of wills as of blades – but eventually Aragorn and the Hobbits succeed in driving the Ringwraiths away with brands taken from the fire. During the fight Frodo, temporarily overcome by his enemy's will, puts on the Ring exposing him to the attack of the Witch King. Frodo survives the encounter but carries a life-threatening shard of the Morgul blade deep in his shoulder – without help his life is doomed to ebb away.

## Participants

On the Good side are Aragorn, Frodo, Sam, Merry and Pippin. On the Evil side there are five Ringwraiths, one of which is the Witch King. All the Ringwraiths are on foot, having left their mounts at the foot of the hill some distance away.

## Points Match

The size of this game is restricted because of the relatively small area encompassed by the vitally important circle of ruins. If you want to play this game with other forces choose up to a maximum of 300 points per side.

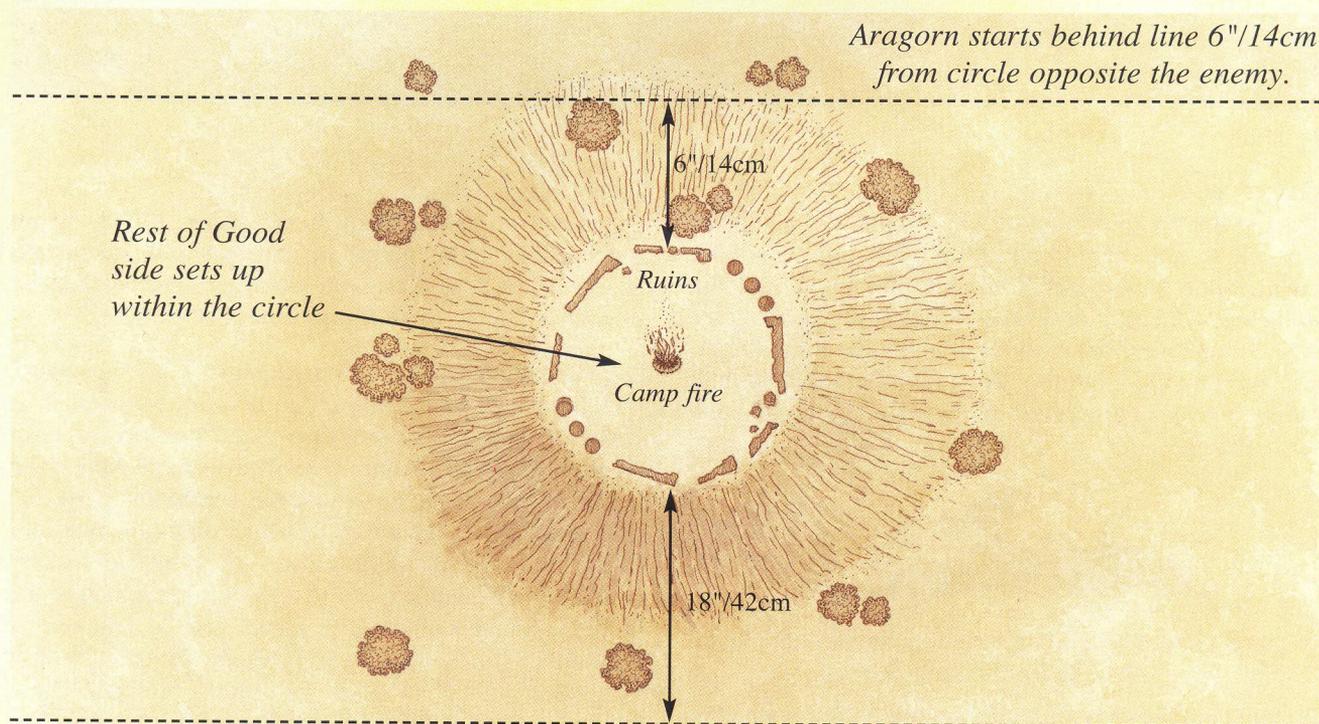
Due to the nature of the terrain neither side may choose mounted warriors for this battle.

## Layout

The summit of Weathertop is represented by a raised circular plateau whose top is approximately 12"/28cm in diameter. The edge of this plateau is demarcated by ruined foundations forming a broken circle around the top of the hill. The ruins comprise a mix of open ground producing gaps, walls low enough to jump over, and higher walls that are impassable. This lies in the centre of the playing area. The area around represents the lower slopes of the hill – but to be practical the flat table surface will do fine. The rest of the playing area is essentially open but you can add the odd tree, scrub or rock to make the battle look more interesting.

In the centre of the ruined circle is a camp fire. This can be represented in any convenient way – a piece of cotton wool will serve for fire smoke.

*Aragorn starts behind line 6"/14cm from circle opposite the enemy.*



*Evil side starts behind line 18"/42cm from the closest part of the circle*





# SCENARIO 3 – BALIN'S TOMB

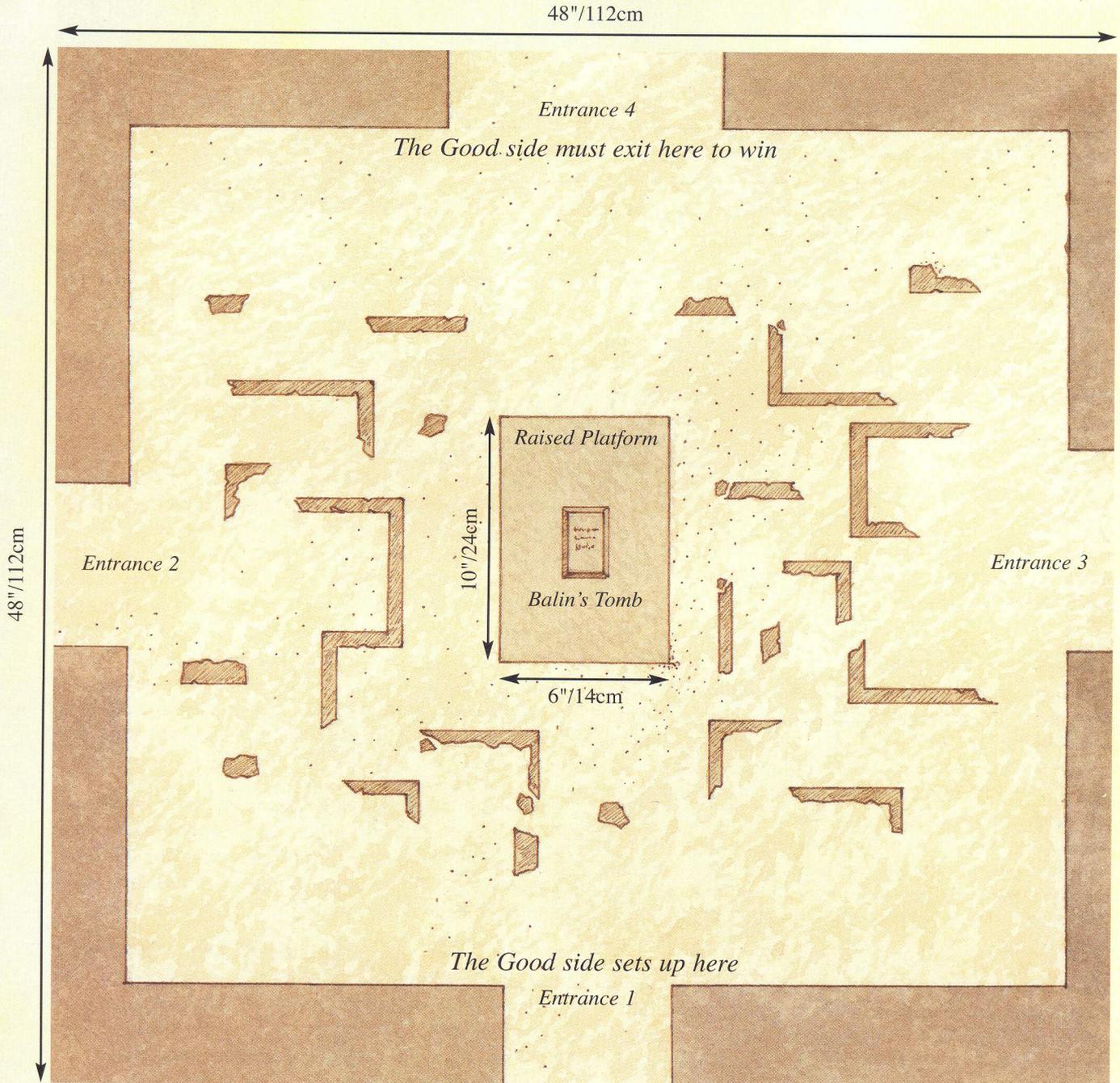
## Description

As the Fellowship races through Moria in an attempt to cross beneath the Misty Mountains they come across the ruin of a battle fought many years before by Dwarves and Goblins. To their horror they discover the tomb of the last Dwarf Lord Balin surrounded by the broken bodies of the last Dwarf defenders of his underground kingdom. As if that were not bad enough, the current rulers of Moria have found them out. Suddenly they are surrounded by ferocious Goblins and must fight a running battle to escape.

## Participants

On the Good side there are Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin – ie, the complete Fellowship.

On the Evil side there are 36 Moria Goblins, 3 Moria Goblin Captains, and a Cave Troll. These are divided into three groups of 12 Goblins led by a Captain with the Cave Troll as part of any group. 12 Goblins have spears, 12 have swords, and 12 have bows, but these can be divided into the groups in any proportion.



## Points Match

If you want to fight the same battle with different forces choose an equal points value for each side of at least 500 points per side. No more than a third (33%) of the models on either side can be bow-armed. No mounted models or flying models can take part in this scenario – the mines of Moria are no place to bring a horse.

You need quite a large force to fight this scenario because the Evil side starts off divided into three parts. Note that a points match game does not give anywhere near enough points to buy the Fellowship – but on the other hand you don't have to worry about protecting Frodo so the game is fairly balanced either way. This is a tough game for inexperienced Good players, but experienced players shouldn't find it too difficult.

## Layout

You will need an area that is at least 48"/112cm square. The whole area represents a vast underground chamber with four entrances, one per side. If you don't have an area quite this wide you can compensate by adding one or more turns before the Goblins appear at the side entrances to the chamber.

Balin's tomb occupies the centre of the chamber and is placed on a raised platform approximately 10"/24cm by 6"/14cm and about 1"/2cm high. The floor of the chamber is littered with fallen masonry, rubble, and piles of old bones, producing a maze of low obstacles and occasional impassable barriers. These are set up to make pathways and provide cover – see the map for an example of how you might do this.

## Starting Positions

The Good side sets up first at one entrance as shown on the map.

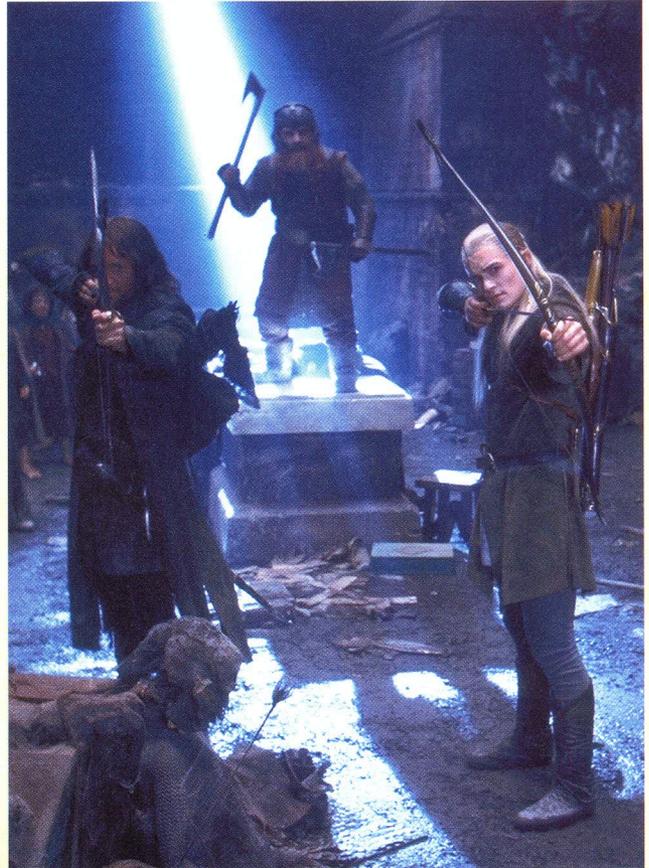
Once the Good side has set up, the Evil side sets up one group at each of the three remaining entrances. Each group comprises one third of the number of models available to the Evil side. Each group must include a Hero if there are sufficient Heroes in the Evil force to do so.

## Objectives

The Good side must attempt to reach the entrance on the opposite side and leave the chamber with as many models as possible. The Evil side must try to slay as many of their enemies as possible before they can escape.

The Good side wins if more Good models escape from the chamber than are killed. If you are playing with actual participants one of the escapees must include Frodo.

The Evil side wins if more models are killed than escape. If you are playing with the actual participants then the Evil side wins immediately if Frodo is killed.



*The Fellowship prepare for the Moria Goblin attack.*

In the event of equal numbers escaping and being slain (not possible with nine of course!) the result is a draw.

The game is played until one side or the other has either escaped with sufficient models or slain sufficient models to meet its objective.

## Special Rules

In the first turn the Evil side is only allowed to act with one of its groups – the Evil player can decide which group to activate. As the Good player gets priority (standard rule) the Evil player will be able to see which way his enemies move before activating his force. In the second turn the Evil player can activate one of his two remaining groups. In the third turn the last group is activated. Note that because the Evil forces are divided in this way this makes an ideal game for an Evil team of three players.

As this battle takes place before the Fellowship's encounter with Galadriel in Lothlorien none of the company can have Elven cloaks.

Note that the low walls and obstacles that litter the chamber are no barrier to the movement of Moria Goblins, enabling them to cut corners and leap over walls whilst the Good models are weaving about trying to get away. This makes the Moria Goblins seem a great deal faster than you might expect.



# SCENARIO 4 – THE BRIDGE OF KHAZAD DUM

## Description

The Fellowship is running through Moria pursued by the Goblin hordes and a narrow bridge over a deep chasm offers their only hope of escape. As they reach the bridge Gandalf turns to make a stand and give the rest of the Fellowship a chance to escape. On the narrow bridge few can reach or harm him, however, emerging from the shadows there comes the greatest of all the evil creatures of Moria – the Balrog. In the ensuing fight Gandalf shatters the bridge allowing the Fellowship to escape as he and the Balrog tumble down into the depths of the chasm and vanish into the darkness.

On the Evil side there are 24 Moria Goblins and a Balrog. Of the Goblins 8 have spears, 8 have swords and 8 have bows.

## Points Match

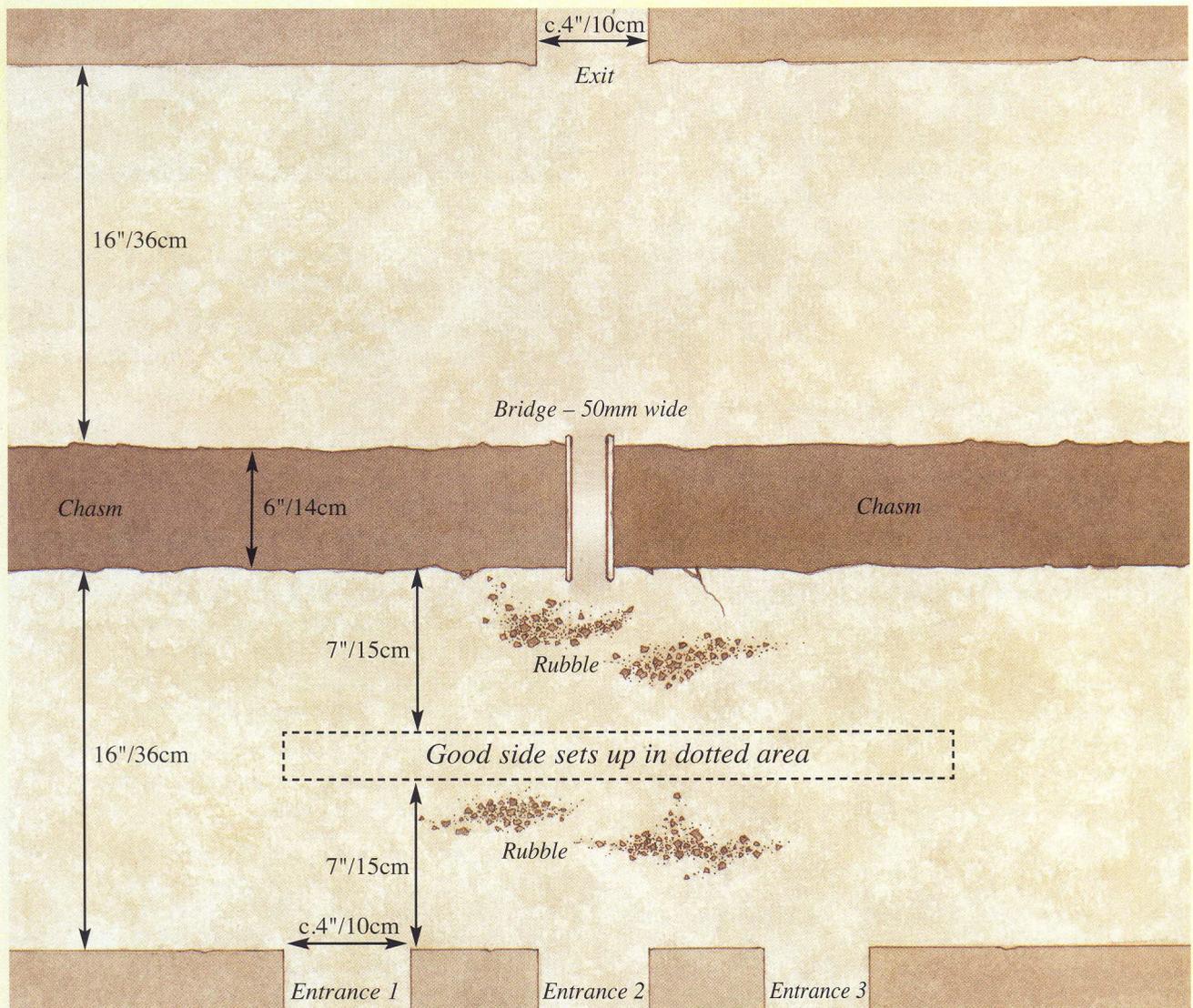
If you want to fight the same battle with different forces choose an equal points value for each side of at least 500 points per side. No more than a third (33%) of the models on either side can be bow-armed. No mounted or flying models can take part in this scenario – the mines of Moria are no place to bring a horse!

## Participants

On the Good side there are Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin – ie, the complete Fellowship.

## Layout

A broad chasm at least 6"/14cm wide lies across the centre of the playing area. The chasm is too wide to jump across – even for a Balrog. It is spanned by a bridge 50mm wide



(ie, equivalent to two base widths). This is wide enough so no more than two models can fight side by side but one model can block the bridge and prevent passage across it.

There are three entrances to the chamber itself. Each entrance is a broad tunnel that lies 16"/36cm from the chasm. The exit is another tunnel that lies the same distance on the other side opposite the bridge. Each entrance is approximately 4"/10cm wide.

The area between the bridge and entrances is strewn with rubble – forming obstacles to movement. Note that Moria Goblins can move over this without a Jump test whilst the Balrog is tall enough to step over without penalty.

### Starting Positions

The Good side starts off in a group between the chasm and chamber entrances with no models closer than 7"/15cm to either the chasm or any entrance (see the map). The Evil side is in hot pursuit! The Evil forces will enter the table via the tunnels each turn. The Balrog always comes on last. If playing with other forces the model with the highest points value will come on last.

### Objectives

The Good side wins once the bridge is destroyed and at least half the Good models have reached the safety of the exit. Note that it is not enough to simply run away – you have to destroy the bridge to win! If playing with the actual participants Frodo must be amongst those who escape in order to win.

The Evil side wins if more than half of the Good models are slain or if the bridge is not destroyed by the time all the Good models have left the game. When using the actual participants the Evil side also wins immediately if Frodo is slain.

### Special Rules

The Evil forces are spread out as they move through the tunnels so no more than 10 models can enter the chamber each turn. They may enter the chamber through any of the three entrances. The Balrog always comes on last. So, in Turn one 10 Goblins enter, in Turn two 10 more Goblins enter, in Turn three the remaining 4 Goblins and the Balrog enter.

As this battle takes place before the Fellowship's encounter with Galadriel in Lothlorien none of the company has Elven cloaks.

As this battle takes place after the fight in Balin's Tomb the Good heroes are already exhausted and have expended some of their Might points. Each Hero therefore reduces his Might level by 2 – eg, Aragorn starts off with a Might of 1 not 3, Boromir has 4 not 6.

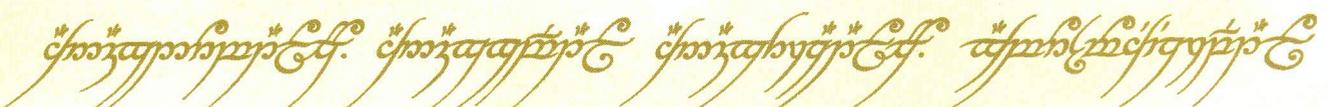


Gandalf the Grey.

As this battle takes place after Frodo has been attacked by the Cave Troll, one Hero on the Good side is considered to have expended all of his Fate points. If playing with Frodo this must be Frodo – if playing a points match the opposing (Evil) player selects one of the Good Heroes and that Hero begins the game with 0 Fate points.

The Good side can only win by destroying the bridge. To allow this to be achieved in games that do not include Gandalf the bridge is assigned a Defence value of 10 and 3 Wounds. This does allow powerful models to destroy the bridge if they act in concert – though the bridge is so tough it is best to save a few Might points for doing this. A bridge can be struck automatically by a model that is not shooting or fighting that turn (bridges can't fight back!). Once the bridge has taken 3 wounds it is destroyed. Any models that are on the bridge and not fighting in combat can immediately move in order to escape. Any models that are fighting when the bridge is destroyed will fall into the chasm and are slain.

Gandalf can inflict damage on the bridge by standing on it and using his magical powers to direct a Sorcerous Blast downwards (see the special rules for Gandalf). At this short range the blast is very powerful – so roll a dice to see how many wounds are caused. On a roll of 1 the bridge is undamaged, on a 2 the bridge suffers 1 wound, on a 3-4 the bridge takes 2 wounds, on a roll of 5-6 the bridge takes 3 wounds and is destroyed. On a roll of 6 the explosion is so powerful that anything on the bridge falls into the chasm even if it is not fighting and could otherwise escape. Note that this is a random roll made on behalf of the bridge – Gandalf cannot use his Might to change the roll either up or down.



# SCENARIO 5 – FLIGHT TO LOTHLORIEN

## Description

The remnant of the Fellowship flee from Moria as hordes of Moria Goblins pour from the mountains in pursuit. The Fellowship seek refuge in the mysterious land of Lothlorien, the realm of the Wood Elves and domain of Celeborn and Galadriel. The exhausted heroes cross the Silverlode, the stream that marks the border of Lothlorien, followed by the advance Goblin forces. Fortunately help is at hand in the watchful form of Haldir and his company of Elven archers. Of the Goblins that dare tread the soil of Lothlorien none survive to return to their mountain lairs.

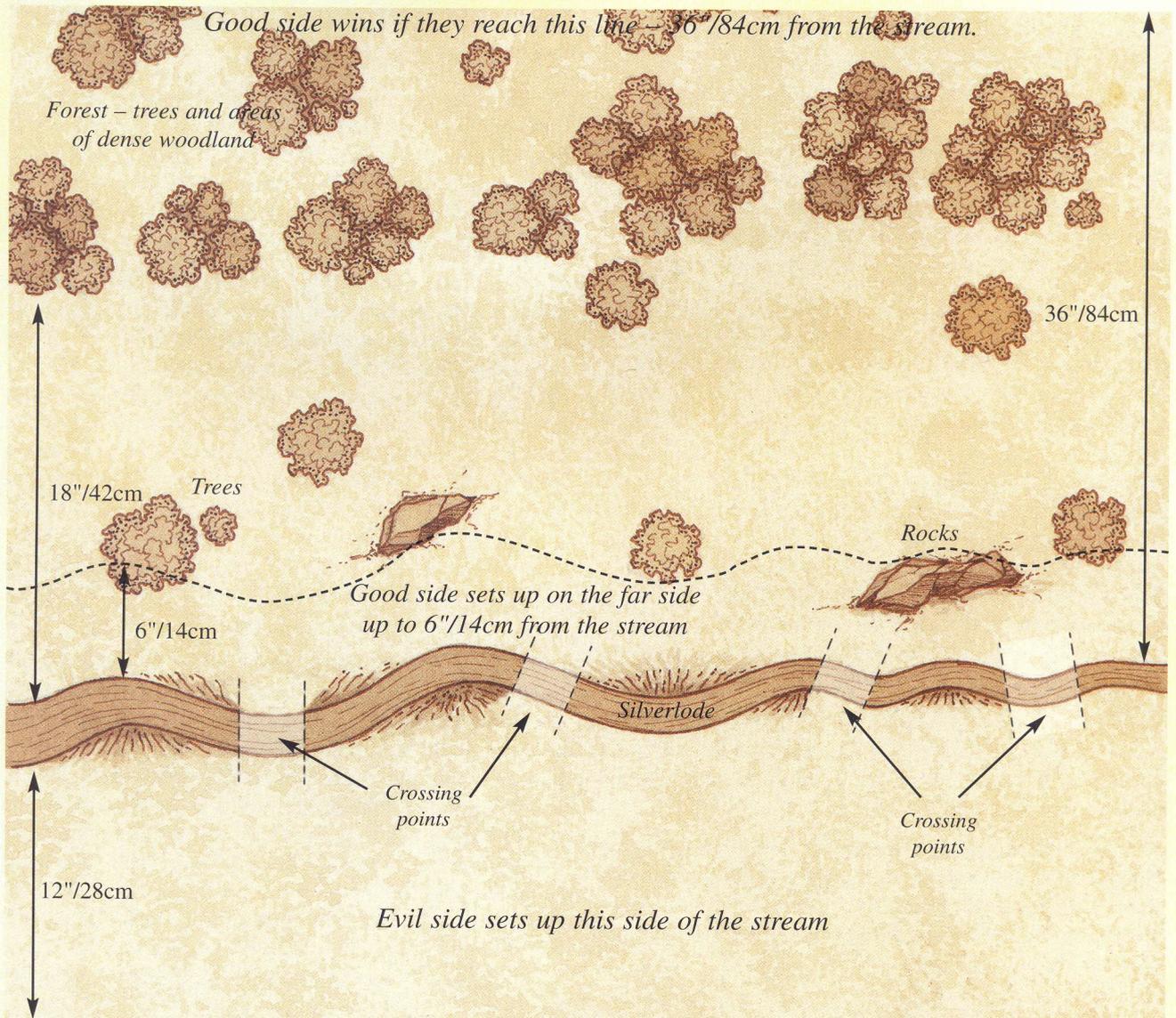
## Participants

On the Good side there are Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin – ie, the Fellowship minus Gandalf – plus Haldir and 10 Wood Elf archers.

On the Evil side there are 48 Moria Goblins and 2 Goblin Captains – 16 Goblins have swords, 16 have spears, and 16 have bows.

## Points Match

If you want to fight this battle with different forces choose two forces of equal value. This battle is suitable for medium to large armies from 500 points a side upwards. The Good side begins the game divided into two groups – each group must contain as near as possible the same number of models and must contain at least one Hero. No more than a third (33%) of the models on the Evil side can be bow-armed. No more than half (50%) of the models on either side can be Heroes.



## Layout

The Silverlode, a fast running stream with treacherous steep banks and few crossing places, runs across the table from side to side as shown on the map. Beyond the Silverlode is an open area with scattered trees and rocks and then 18"/42cm from the stream the forest thickens into a mixture of scattered trees and areas of dense woodland (difficult terrain). Set up the terrain using the map as a guide – the river should be about 40-50mm wide but use whatever terrain you have to create the scenario.



## Starting Positions

The Fellowship starts the game within the 6"/14cm band beyond the Silverlode having already crossed it. If using other forces in a points matched game choose one of the two Good groups to set up in this position. See the map.

The Evil forces set up between the board edge and the banks of the stream as shown on the map.

Haldir and the Wood Elves are concealed amongst the tree tops at the start of the battle. None of these models are placed on the table at the start of the game – they are completely hidden. To represent the way in which the Wood Elves are encountered the Good player takes six small pieces of paper and numbers them 1 to 6. Each piece is placed next to, on top of, or beneath a tree model to show where Haldir is hiding. No piece can be placed closer than 18"/42cm to the stream as shown on the map. No piece can be placed within 6"/14cm of any other, so there will be six potential places where Haldir will be. Neither player will know exactly where Haldir is until later in the game.

If playing a points matched game the counter represents the best Hero amongst the group and otherwise the player makes six numbered pieces of paper and divides them as described.

## Objectives

The Good side wins if more of the Fellowship (including Frodo) than are slain reach the finish line 36"/84cm from the stream. Haldir's Wood Elves are not counted. In a points match game the same conditions apply to the equivalent group.

The Evil side wins if it can slay Frodo or enough of the Fellowship to prevent the Good side fulfilling its objective. Note that the Evil side will win if four of the Fellowship are slain as this makes it impossible for the Good side to win. In a points match game the same applies – without Frodo.

If Haldir is being played by a third player he will win if his side wins – heroes being selflessly mindful of the greater good of course!

## Special Rules

The Silverlode is a narrow stream with steep slopes; it can only be crossed at the crossing points indicated. Moria Goblins can jump over the crossing points without penalty due to their special jumping ability. Other forces must test to jump at a crossing point.

As soon as any model from either side crosses a line 18"/42cm from the stream, Haldir and his archers are revealed – they drop from the trees. Once a model has crossed this line and completed its move the Good player rolls a dice and places Haldir next to the appropriately numbered tree. The remainder of Haldir's warriors are all placed within 6"/14cm of Haldir. Haldir and his warriors cannot move in the turn they appear and cannot be placed in touch with the enemy – though they can shoot and fight in combat if charged. If using other forces place the nominated Hero and position his troops around him in the same way.

This battle takes place before the Fellowship arrive at Lothlorien so none can wear Elven cloaks.



# SCENARIO 6 – AMON HEN

## Description

The Fellowship follow the river from Lothlorien travelling in their agile boats until they reach Amon Hen – the site of an ancient ruin called the Seeing Seat. Here they draw their boats onto the shore and make camp. Little suspecting that the enemy are approaching they split up – the situation then proves almost fatal. Boromir yields to temptation and tries to take the Ring from Frodo who runs blindly into the woods just as a large force of Orcs bursts open them. In the ensuing fighting Boromir dies defending Merry and Pippin from capture. Frodo and Sam escape amidst the confusion.

## Participants

On the Good side there are Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin – ie, the Fellowship minus Gandalf.

On the Evil side there are 40 Uruk-Hai and Lurtz – 35 Uruk-Hai have swords and 5 have bows.

## Points Match

If you want you can fight this battle with alternative forces – the Good side chooses up to 500 points of Heroes and the Evil side chooses up to 600 points of warriors of which



only one can be a Hero. Neither side may have more than a quarter (25%) of its models armed with bows. The Good side may not include mounted warriors (having just arrived by boat).

### Layout

This is quite an ambitious table set-up featuring, as it does, a section of river, a couple of hills, and scattered woodland. The playing area needs to be 72"/168cm long and 48"/112cm wide. The river runs down one of the side edges all the way down the length of the table – there is a sandy shore and jetty down the table. This is where the boats are moored. There is a tall hill on the opposite side of the playing area which has ruins on top extending over a circular area 12"/28cm diameter. This is the Kings Seat. There is a smaller hill just beyond the shore. The whole battlefield is dotted with individual trees and rocks, as well as compacted areas of dense woodland and broken ground that count as difficult terrain.

### Starting Positions

The Good side sets up first and begins the game scattered over the playing area. At least one model must be placed in the centre of the ruins (the Kings Seat) and at least one model must be placed on the top of the smaller hill. If playing with the actual participants Frodo must be placed on top of the smaller hill or within 6"/14cm of there. The rest of the Good side can be placed anywhere on the table but no model can be placed within 6"/14cm of another.

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

### Objectives

The Good side must try to escape from the short side edge as shown on the map whilst the Evil side must try to capture at least two of the Good Heroes.

The Good side wins once all the Heroes leave by the far table edge. If any Heroes are slain or captured the Good side cannot win.

The Evil side wins as soon as two enemy Heroes are captured and taken to the board edge. If playing with actual participants the Evil side also wins if Frodo is captured.

If neither side can fulfil its objectives the result is a draw.

### Special Rules

The Evil side is trying to capture enemy Heroes rather than kill them. Any models slain by bows are actually killed and therefore cannot be captured. Models can only be captured in hand-to-hand fighting. To capture an enemy a combat is fought as normal – if a Good model suffers its final wound then the Evil player can elect to ‘knock-out’ his opponent



*Uruk-Hai warrior with White Hand palm print.*

rather than slay him. The model retains 1 wound but can do nothing. The knocked out model is lain down to indicate this. Once knocked out a model can be carried by one enemy reducing his movement by a half, or by two enemies at normal movement speed. Any models carried to the edge of the table count as captured.

A model cannot carry an unconscious foe whilst doing anything else. If fighting they must drop their burden.

An unconscious model that is not touching an enemy can be revived by any Good model that ends his move in touch. The captive revives immediately and can act that turn – but must first rise to his feet (taking half a move). A carried unconscious model is treated as a combat opponent for the purposes of shooting – ie, hits are allocated randomly.

There are two boats beside the jetty. A model can move into a boat by stepping into it – there is no move penalty for this. The boat can move downstream at 6"/14cm a turn. Where a model moves both in the boat and by his own means he apportions the movement left depending on how far he has already travelled. A Good Hero leaving the table by a boat has escaped.

The river cannot be crossed – but a model can attempt to jump from shore to boat if the gap is sufficiently narrow. The usual Jump test is required and a model falling into the river is swept away and considered to have been drowned.



# SCENARIO 7 – THE LAST ALLIANCE

## Description

At the end of the Second Age the last great alliance of Men and Elves musters its forces against Sauron. At the slopes of Mount Doom Sauron is brought to battle and defeated – his ring is severed from his hand and his spirit crippled and banished. This was a desperate battle fought by huge armies on both sides and the day was not won before many creatures of all races had lost their lives.

Rather than try to represent the entire battle with thousands of warriors, we have taken a slice of the action centred upon the greatest heroes on the Good side. There are enough participants to capture the feel of the bigger battle ranging all around.

## Participants

On the Good side there are Gil-galad, Elendil, Isildur, Elrond, 24 Men with spears, 24 Men with swords, 24 Elves with two-handed swords, and 24 Elves with bows.

On the Evil side are 240 Orcs – 60 with bows and the remainder with either swords or spears. They are led by 8 Orc Captains.

## Points Match

The battle is a straightforward struggle for supremacy and can be fought with any size armies if you want to do so. Simply choose two armies up to the same maximum points value. Each side must include at least one Hero. The Good side can have no more than half as many Heroes as the Evil side. Neither side can include more than a quarter (25%) of its models as armed with bows.

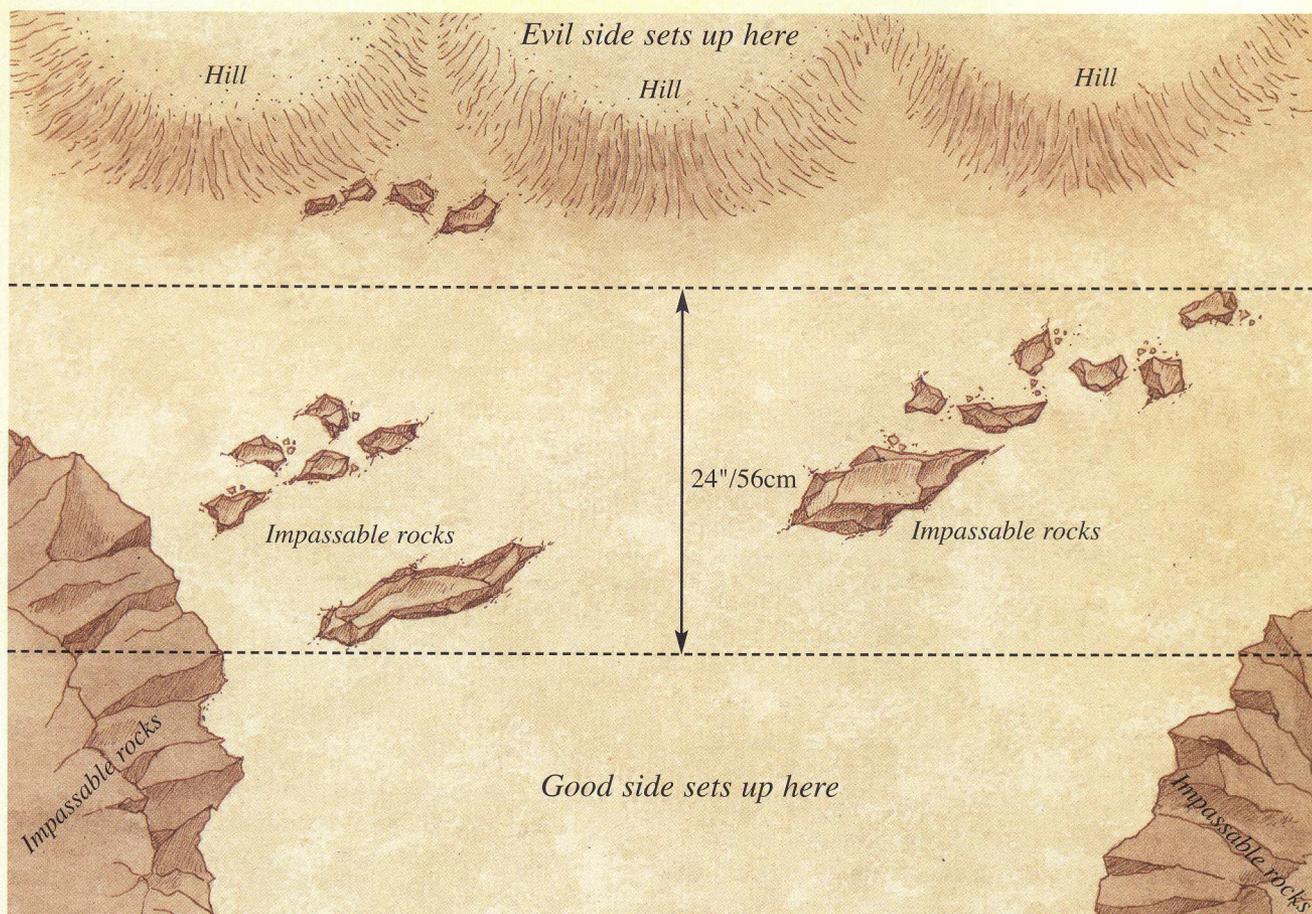
## Layout

You will need a large table to deploy the substantial forces involved in this battle. There are three large hills on the Evil side of the battlefield representing the slopes of Mount Doom. The whole area is scattered with large impassable rocks and clusters of smaller rocks that form obstacles. There are no trees, the slopes of Mount Doom being dark, desolate, and barren.

## Starting Positions

The two armies deploy along the long edges of the table no closer than 24"/56cm to each other.

The Evil side deploys half its army first. The Good side then deploys its entire army. Finally the Evil side deploys the rest of its army.





# SCENARIO 8 – THE GLADDEN FIELDS

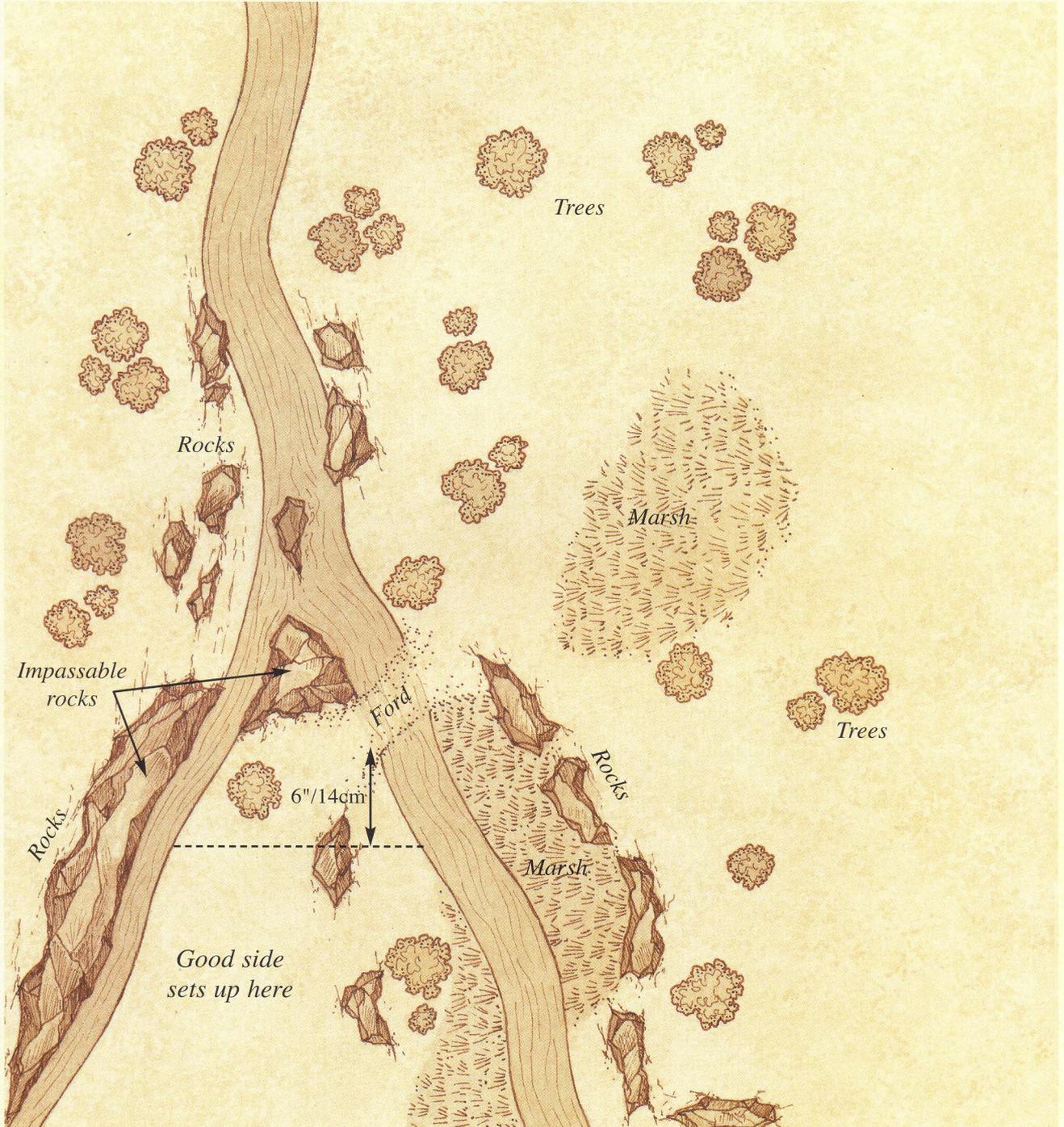
## Description

Isildur leads his army northwards after his victory over Sauron at the Battle of the Last Alliance. Following a trail beside a river the force is ambushed by a large force of Orcs. Isildur attempts to escape by putting on the Ring and diving into the river. The Orcs shoot at the ripples in the water and kill Isildur – and the Ring slips from his dead finger and is lost.

## Participants

On the Good side is Isildur who has the Ring. He is accompanied by 24 Men – 12 warriors with spears and 12 warriors with swords.

On the Evil side there are 2 Orc Captains and 40 Orcs, 20 with swords, 10 with spears and 10 with bows. This must be divided into two groups of equal size, each including a Hero.



**Points Match**

If you want to play this game with other warriors choose an equal points value of troops for each side. Each side can choose warriors or Heroes up to the total agreed value, but neither side can spend more than a quarter (25%) of the points available on Heroes and no more than a quarter (25%) of the number of models on either side can carry bows. Each side must include at least one Hero.

**Layout**

At this point the main river lies slightly beyond the gaming area and Isildur is travelling along the course of a tributary stream. Another stream joins the first as shown on the map. Where the two streams join there is a ford. The rest of the battlefield contains scattered trees and large rocks as well as some marshy areas that are difficult terrain. The area beyond the main stream is especially rocky, offering plenty of opportunity for models to take cover. The stream banks are rocky and impassable in places as indicated on the map.

**Starting positions**

The Good side begins the battle in the fork between the two streams but no model can be nearer the ford than 6"/14cm (see map). All the Good side must set up first.

The Evil army deploys once the Good army is in position. The Evil army is divided into two groups of equal size

each led by one of the Orc Captains. One group must deploy to one side of the stream and the other group to the other – neither may deploy in the stream or within the Good side's deployment area. In addition, each Evil model must be positioned in such a way that it is at least partially hidden from the view of the Good models already positioned. This represents the Orcs emerging from ambush.

**Objectives**

The Good army wins if at least half the Good models reach a line 24"/56cm from the fork in the stream. Once half the Good models reach this line the Evil side will abandon the fight. Isildur must be amongst those who reach the safety line for the Good side to win.

The Evil army wins if it slays at least half the enemy or if Isildur is killed – in either case it will be impossible for the Good side to win.

**Special Rules**

The streams are narrow enough to jump over but in places the banks are rocky and impassable as shown on the map. The ford can be crossed without penalty and without a Jump roll.

Isildur must have the Ring in this battle. If he leaves the table whilst wearing the Ring he counts as a casualty and the Evil player will win automatically.



Orcs – a brutal, vicious rabble.

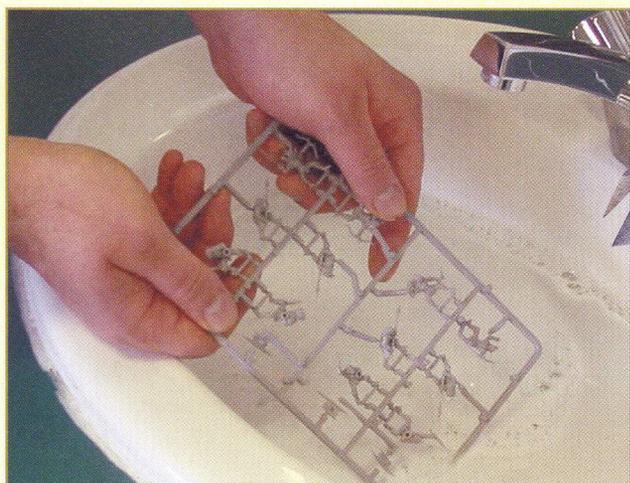
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# THE MINIATURES

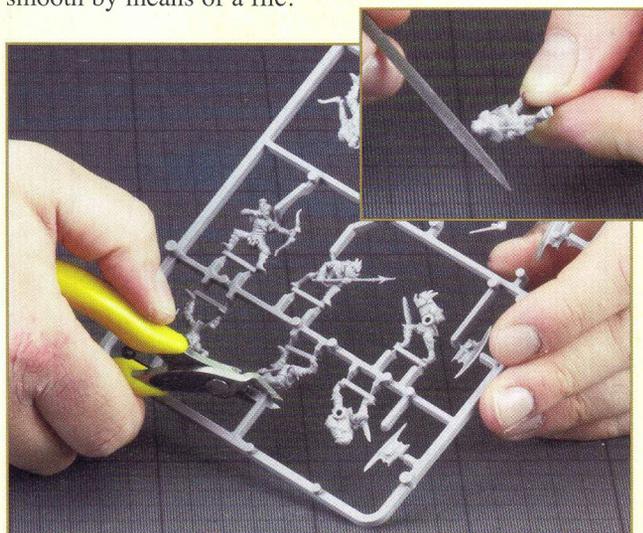
The Lord of the Rings gaming miniatures are made from either rigid plastic or high quality pewter. The plastic models are an ideal starting point for a collection – they provide the player with a core of warriors at relatively little cost. The metal models are hand-cast pieces available either as boxed sets or in display packs.

## ASSEMBLING PLASTIC MODELS

Plastic mouldings are produced as a frame – just like plastic aeroplane and other model kits. Before assembling the models it is a good idea to wash the entire frame in warm water to which a little washing-up liquid has been added. This will remove any residual lubricant from the mould.



Pieces can be removed from the frames using modelling clippers or a suitable craft knife. If desired any attachment scars can be gently pared away with a craft knife or filed smooth by means of a file.



All models have separate bases and in addition some models have separate shields. All of the plastic models are designed to fit together without glue, but we recommend that plastic models are glued together using either polystyrene cement or superglue.



## ASSEMBLING METAL MODELS

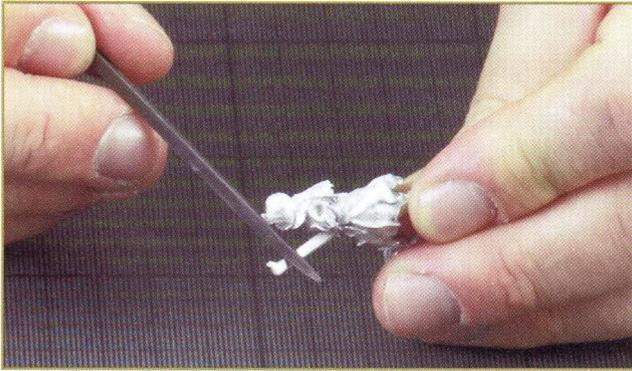
The Lord of the Rings miniatures range includes both small and large models. Some are cast in a single piece whilst others come as kits of several components. Generally speaking, most of the man-sized creatures are single-piece castings whilst the largest monsters, such as the Balrog are multi-piece models.



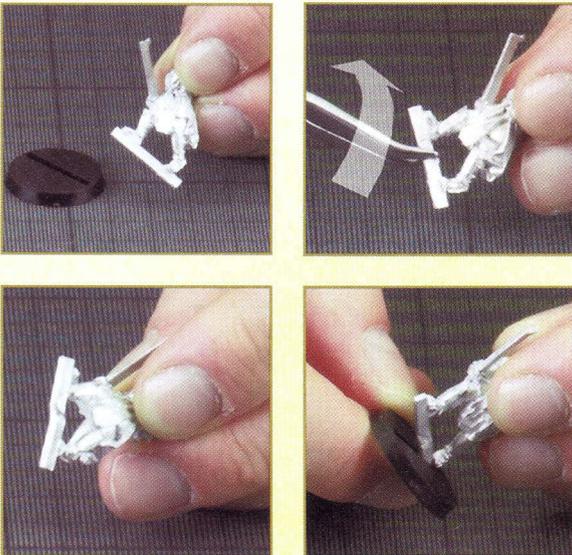
Even models supplied as a single metal casting will have a separate plastic base and sometimes a separate shield too. These pieces will need to be fixed in place using superglue or, if preferred, an adhesive modelling putty as described opposite.



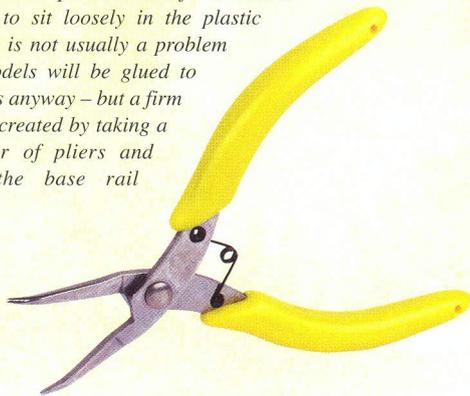
Remove any stray metal vents or casting marks from the model before assembling. Vents are cut into the moulds to allow air to escape – this leaves a thin spur of metal that often falls away when the model is removed from the mould. If not this can be removed with a modelling knife or clippers, and any resultant scar can be filed flat using a small modelling file.



### MODELLING TIP



Hand-cast metal models will naturally vary slightly and it is quite common for a model's base rail to sit loosely in the plastic base. This is not usually a problem as the models will be glued to their bases anyway – but a firm fit can be created by taking a small pair of pliers and kinking the base rail slightly.



### GLUE

Liquid Polystyrene, PVA, Superglue.



### FILLERS

Slight gaps and joins will tend to disappear under a coat of paint, or can be filled with a dab of glue. Larger gaps will need to be filled with some suitable material. There are many types of modelling putty available for just this purpose – most come as a two-part epoxy putty that cures once mixed together.

These two-part epoxy putties can also be used to fasten shields into place or to fix models onto their slots. They are best employed as adhesive reinforcement where they won't be seen (such as behind a shield).

A good alternative for filling small gaps is ordinary plasticine modelling clay – once coated with paint it will prove quite durable if carefully handled. Plasticine is not suitable for filling larger gaps, but any number of household wood or surface fillers will do the job perfectly well.



# PAINTING THE MODELS

Most players will want to assemble their models right away so that they can learn the game or take part in a new scenario. Other players feel that models are only really 'finished' once painted and would never dream of bringing a warrior to battle without its requisite coat of paint. The Lord of the Rings battle game works perfectly well whether the models are painted or not. If you are learning the game you certainly won't want to wait until you have painted an entire army before playing. On the other hand most players enjoy the spectacle of painted models and usually get round to painting at least some of their collection.



## WHAT YOU WILL NEED

You will need somewhere to paint such as a desk or table placed by a window so you can see what you are doing. Good lighting is important and if you want to paint in the evenings you will need a desk lamp or something similar.

Once you have cleared a space to paint put a good thick layer of newspaper onto the surface to protect it from spills and being scratched. It's a good idea to back this up with a piece of heavy card or board on the area where you will be working directly, but an extra layer of newspaper will do just as well.

Finally, make sure your work area is as comfortable as possible. If you can adjust the height of your chair or the table itself so much the better. Put on some music – listen to the radio – relax and enjoy spending time painting.



**BRUSHES.** Citadel Colour brushes are made specifically with painting our kind of models in mind. They are made from quality sable and sized according to function.

Different painters will favour different sizes of brush depending on their style and subject, but most people find the Standard brush is ideal for most purposes. After that, the most useful is the Detail brush for intricate work, and a Basecoat brush for larger areas. One each of Detail, Standard and Basecoat will provide all you need for most tasks.

If you prefer, other makes of quality sable artist brushes can be used. You can find a selection in any specialist art suppliers. In addition, the Citadel Lord of the Rings Paint Set comes with a Starter brush which is half way between a Standard and Detail in size and an ideal compromise for most functions, especially for beginners who often find a slightly smaller brush easier to handle.



**Looking After Brushes –** Brushes are not cheap so it is worth looking after them. They will last longer and serve you better. Try to avoid getting the brush so overloaded that the paint runs into the metal part of the handle (the ferrule) where it will dislodge the glue and unseat the bristles. When you have finished a painting session rinse out your brush carefully in clean, cold water, and re-point the bristles between thumb and forefinger. Store the brushes point-upwards in an old mug or similar container – they will retain their points for longer.

**Old Brushes –** As brushes wear they gradually lose their points and develop stray bristles. Pinch off any bristles that become bent or stick out at an angle. Once the brush becomes too worn for general use it can be employed for gluing, painting bases, or for other rough work where it would be a waste to use a good brush.





These colours are also available as a Lord of the Rings Paint Set that includes a Starter brush: red, green, yellow, black, white, brown, silver, flesh and blue.

**PAINT.** Citadel Colour paint is designed for painting plastic and metal miniatures. It is non-toxic and water based but waterproof once dry. You can also use other

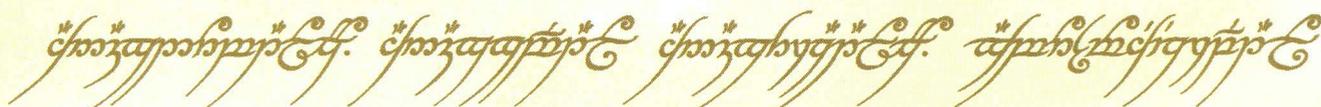
water based acrylic modelling or artists' paints, although you will find colour and consistency varies somewhat from one manufacturer to another. To begin with you'll need a minimal selection of colours to which you can add different shades as required.



**WATER.** You will need clean water to rinse brushes between colours and to thin paint. A low, sturdy container is essential to avoid accidentally knocking over your water.

**TISSUE.** For wiping paint and excess water from brushes. Also useful for dealing with the occasional spillage.

**PALETTE.** A fancy word for an old white plate, saucer, glazed tile, or something similar – although an expensive artists' palette is fine too. Whilst it is sometimes convenient to use paint straight from the pots, on the whole it is better to avoid doing so as it is all too easy to mix the colours or introduce dirty paint water. The palette forms a reservoir of colour and a surface to mix paint and water as needed.



# CITADEL COLOUR

## PAINT & INKS RANGE

Games Workshop make a range of water-based paints and inks that can be freely mixed to make a huge range of colours.

SHADE & HIGHLIGHT: Recommended colours to be used when shading and highlighting the relevant colour. Where no colour is indicated, we recommend you add some black to the relevant colour to create a shade, or some white to create a highlight colour.

COLOUR	SHADE	HIGHLIGHT	COLOUR	SHADE	HIGHLIGHT
 SCAB RED	NONE	RED GORE	 VERMIN BROWN	DARK FLESH	LEPROUS BROWN
 RED GORE	SCAB RED	BLOOD RED	 LEPROUS BROWN	VERMIN BROWN	NONE
 BLOOD RED	RED GORE	BLAZING ORANGE	 DWARF FLESH	DARK FLESH	BRONZED FLESH
 BLAZING ORANGE	BLOOD RED	FIERY ORANGE	 BRONZED FLESH	DWARF FLESH	ELF FLESH
 FIERY ORANGE	BLAZING ORANGE	GOLDEN YELLOW	 ELF FLESH	BRONZED FLESH	PALLID FLESH
 GOLDEN YELLOW	FIERY ORANGE	SUNBURST YELLOW	 PALLID FLESH	ELF FLESH	SKULL WHITE
 SUNBURST YELLOW	GOLDEN YELLOW	BAD MOON YELLOW	 NAUSEATING BLUE	NONE	LICHE PURPLE
 BAD MOON YELLOW	SUNBURST YELLOW	SKULL WHITE	 IMPERIAL PURPLE	NONE	WARLOCK PURPLE
 SCORCHED BROWN	NONE	BESTIAL BROWN	 LICHE PURPLE	NAUSEATING BLUE	NONE
 BESTIAL BROWN	SCORCHED BROWN	SNAKEBITE LEATHER	 WARLOCK PURPLE	IMPERIAL PURPLE	TENTACLE PINK
 SNAKEBITE LEATHER	BESTIAL BROWN	BUBONIC BROWN	 TENTACLE PINK	WARLOCK PURPLE	SKULL WHITE
 BUBONIC BROWN	SNAKEBITE LEATHER	BLEACHED BONE	 MIDNIGHT BLUE	NONE	REGAL BLUE
 VOMIT BROWN	VERMIN BROWN	BRONZED FLESH	 STORM BLUE	MIDNIGHT BLUE	ULTRAMARINES BLUE
 BLEACHED BONE	BUBONIC BROWN	SKULL WHITE	 REGAL BLUE	MIDNIGHT BLUE	ULTRAMARINES BLUE
 DARK FLESH	SCORCHED BROWN	VERMIN BROWN	 ULTRAMARINES BLUE	REGAL BLUE	LIGHTNING BLUE



# CITADEL INKS

 YELLOW	 FLESH	 RED	 PURPLE	 SKY BLUE	 GREEN
 ORANGE	 CHESTNUT	 MAGENTA	 BLUE	 DARK GREEN	 BROWN
					 BLACK

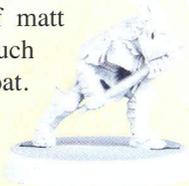
COLOUR	SHADE	HIGHLIGHT	COLOUR	SHADE	HIGHLIGHT			
 ENCHANTED BLUE	REGAL BLUE	LIGHTNING BLUE	 CODEX GREY	CHAOS BLACK	FORTRESS GREY			
 LIGHTNING BLUE	ENCHANTED BLUE	ICE BLUE	 FORTRESS GREY	CODEX GREY	SKULL WHITE			
 ICE BLUE	LIGHTNING BLUE	SKULL WHITE	 SKULL WHITE	FORTRESS GREY	NONE			
 HAWK TURQUOISE	SCALY GREEN	NONE	 SHADOW GREY	NONE	SPACE WOLF GREY			
 DARK ANGELS GREEN	NONE	SNOT GREEN	 SPACE WOLF GREY	SHADOW GREY	GHOSTLY GREY			
 SNOT GREEN	DARK ANGELS GREEN	SCORPION GREEN	 GHOSTLY GREY	SPACE WOLF GREY	SKULL WHITE			
 SCORPION GREEN	SNOT GREEN	BILIOUS GREEN	<b>METALLIC PAINTS</b>					
 BILIOUS GREEN	SCORPION GREEN	NONE				 BOLTGUN METAL	CHAOS BLACK	CHAINMAIL
 SCALY GREEN	NONE	JADE GREEN				 CHAINMAIL	BOLTGUN METAL	MITHRIL SILVER
 JADE GREEN	SCALY GREEN	VILE GREEN				 MITHRIL SILVER	CHAINMAIL	NONE
 VILE GREEN	JADE GREEN	NONE				 TIN BITZ	CHAOS BLACK	BRAZEN BRASS
 GOBLIN GREEN	SNOT GREEN	NONE				 BRAZEN BRASS	TIN BITZ	SHINING GOLD
 CAMO GREEN	NONE	NONE				 SHINING GOLD	BRAZEN BRASS	BURNISHED GOLD
 ROTTING FLESH	NONE	SKULL WHITE				 BURNISHED GOLD	SHINING GOLD	MITHRIL SILVER
 CHAOS BLACK	NONE	CODEX GREY				 BEATEN COPPER	TIN BITZ	DWARF BRONZE
						 DWARF BRONZE	BEATEN COPPER	BURNISHED GOLD



# UNDERCOATING MODELS

It is very much recommended that models are primed before painting. This is simply a matter of applying an undercoat – usually white – over the entire model. The undercoat provides an overall surface for the paint itself and ensures that bare metal or plastic doesn't show through.

There are two basic methods for undercoating. Most experienced painters use a spray can of matt white undercoat or primer such as the Citadel White Undercoat. The spray makes an especially good surface finish for the paint.



Even when spraying outside, put plenty of paper down to contain the spray.



A more convenient method for beginners is to apply a brush-on undercoat using either Citadel Smelly Primer or Skull White paint. This is nothing more than a coat of white over the entire model.



*Colour of undercoat – Some experienced painters prefer to work off a black primer rather than a white base. This can be more difficult to work with because colours always look different when applied over black and coverage may be more patchy. Painters who use this method usually leave the primer uncovered in the deepest recesses of the model, and work up the paint with progressively lighter colours. This can be very effective in the hands of experts but it is by no means a superior method – many experts prefer to work from white.*



Gondorians ambushed by Moria Goblins



## MAKING A START



As any experienced artist will tell you there is no right or wrong 'look' when it comes to miniature painting. Even a simple coat of paint will vastly enhance the appearance of your collection and bring your games to life. If you want to become a real expert then you will have to practise, watch other artists,

and take the time to develop your skills. Most importantly, don't feel that you have to produce a masterpiece every time you paint. Now and again you might want to paint a model specifically as a display piece, but such models are best kept away from the gaming table and preserved from constant handling and wear.

Begin with a model that has been assembled. Make sure that any glue you have used is thoroughly set before applying paint.

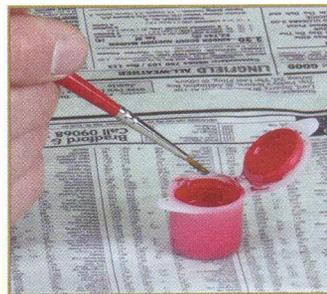


### UNDERCOAT

Start by applying a white undercoat over the entire model. Use either Citadel Smelly Primer or Skull White paint and aim to cover the whole model lightly. The finish will probably look a little patchy – that's fine for an undercoat as all that is required is something for the colour to adhere to.

Wash your brush once you are finished and allow the model to dry thoroughly. If you have applied the paint a little heavily it will take longer to dry. Ideally, let the model stand overnight so it is completely dry. A hair dryer can be used to speed the process up if you wish – but be careful not to get the model too hot!

**Paint Pots** – Paint will gradually dry out in the pot. Paint left on lids will compromise the fit so that paint dries even faster. To avoid this it is always worth taking the time to wipe the pot lids if they get messy, and add a little clean water to each pot at the end of each painting session.



**Use Clean Water** – Each time you sit down to paint get a fresh pot of clean water. At the end of each session throw away the dirty water and clean out your water pot. There is nothing so dispiriting as sitting down to a filthy pot of water! Some painters routinely use two pots of water – one for general use and one for metallic paint. Metallic paint consists of finely ground metal flakes that tend to float on the water's surface and get into the brush very easily. The metal colour is then transferred to other paint and stands out like a sore thumb. A separate water pot helps to alleviate this problem. In any case, it is a good idea to change the water during a session if it becomes especially dirty.



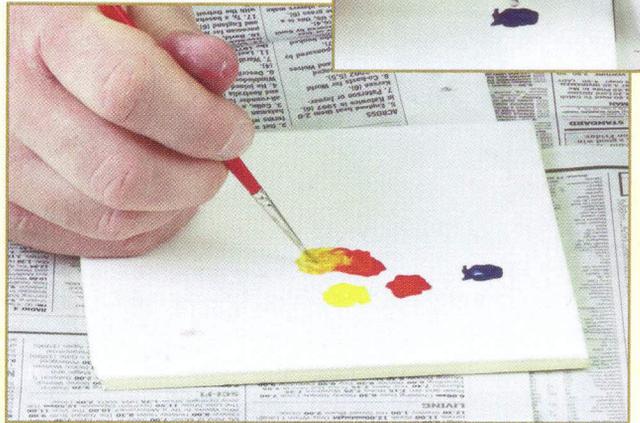
PALETTE

Many beginners open the pots of paint that they are using and apply paint directly to the model, dipping into each pot as they change from one colour to the next, and washing or wiping their brush between each colour. On occasions even experienced painters do this (though they might deny it!) but on the whole it is best avoided. Not only will you mix up all the colours but also the paints themselves will start to dry out and the pots will get messy, making them difficult to open or close.

When you want to apply a colour open the pot and transfer a quantity of paint to the palette and then replace the lid – loosely if you intend to use it again. It is best to use an old brush handle or cocktail stick to transfer paint rather than the brush, as this avoids overloading the brush with excess paint, especially if you are using a smaller brush size.

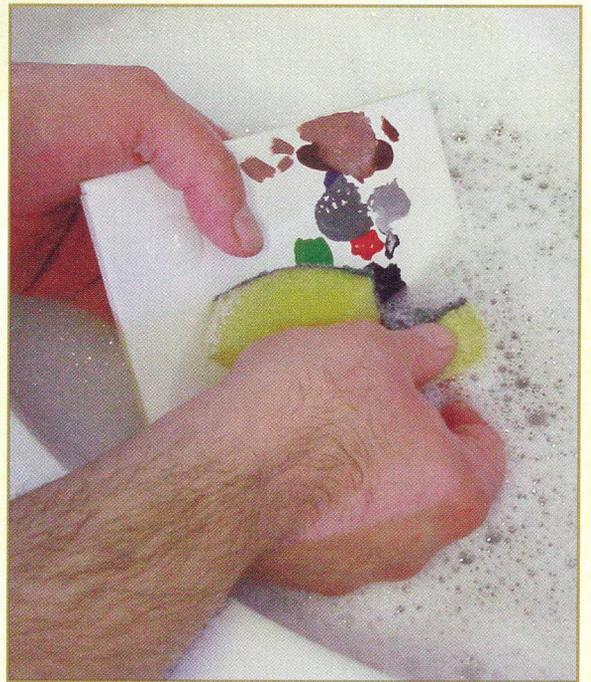


If the paint is a little too thick add water to thin the consistency and prevent it from drying out. If the paint does dry out take some more from the pot.

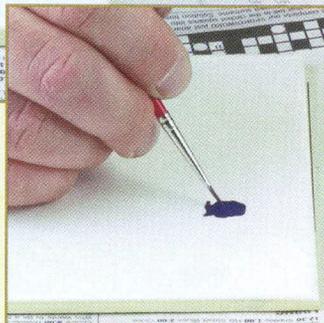


You can also mix colours together on the palette if you are feeling adventurous – but it is a good idea to get a feel for the materials first.

*Clean Your Palette* – After each session clean the paint from your palette using hot soapy water to loosen the paint and a scouring pad or small scrubbing brush to remove any stubborn bits. Sure – you can let the paint build up layer upon layer if you want – but to get the best result it's better by far to work off a clean surface.



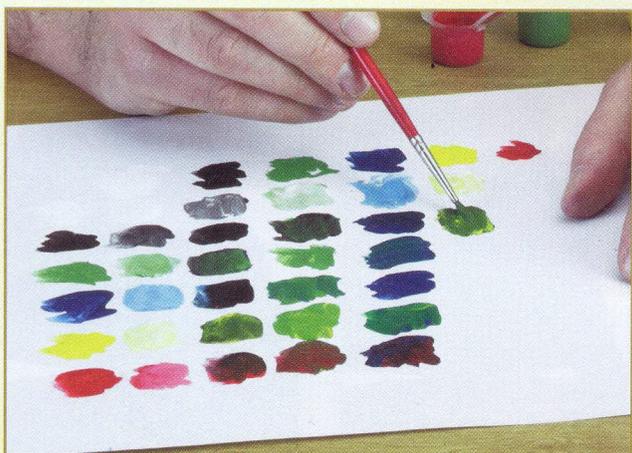
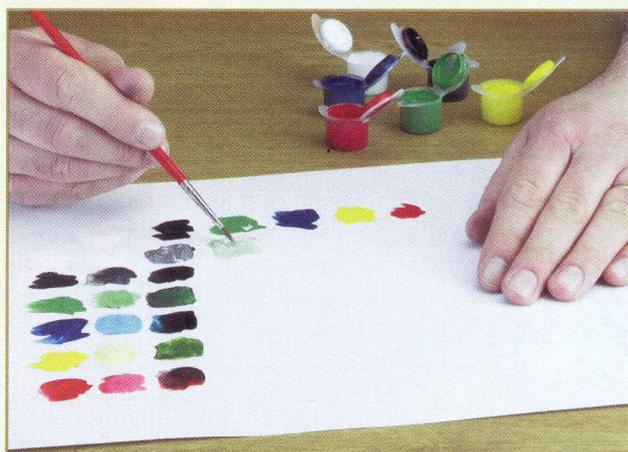
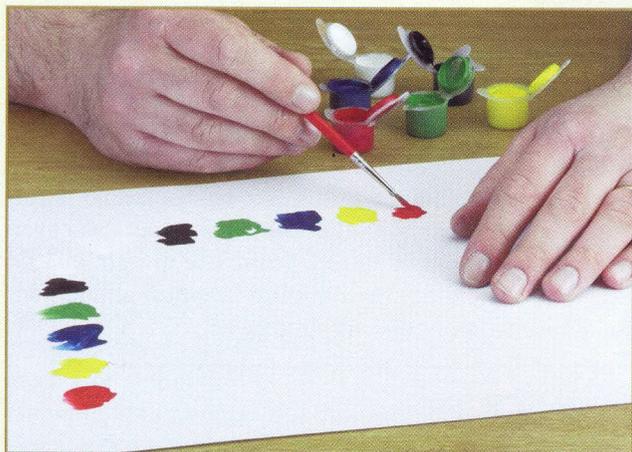
Now you can take just the right quantity of paint onto the tip of your brush directly from the palette itself.



# MIXING COLOURS

Citadel Colour paints are intermixable allowing an almost infinite variety of colours to be created. Many beginners don't feel confident about mixing paints and even some experienced painters prefer to use the standard colours. A good way to get a feel for the potential is to make up a colour chart using the paints you have. Take a sheet of white paper and paint a small square of each colour in a row along the top and left hand side – so you might paint

white, black, green, blue, yellow, red along the top and the same along the side keeping the same order. Now take the first colour in the first row (white in the example) and make a half and half mix of each other colour in turn and paint another row white, white/black, white/green, white/blue, and so on. Do this for each row and you will have a handy reference chart that shows the result of mixing any two colours together in equal proportions.



**Daylight Bulbs** – Ordinary incandescent light bulbs reflect colours differently to daylight. Models painted in the evening under artificial light will often look very different in the daytime under natural light. To counteract this, some painters use colour balanced daylight bulbs that have a more natural light. These are available from most craft shops.



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## APPLYING COLOUR



Many beginners worry about getting the 'right' colour whilst experienced painters will generally try to achieve a shade they like. The examples given here are perfectly acceptable shades – but other shades giving different effects would be just as good.

Take the model in your left hand and brush in the right hand (or the other way round if you are left handed). You may be gifted with a rock-steady hand but most painters find it useful to brace their hands or elbows against the table surface as they work.

Others prefer to brace their right wrist against their left bringing the model up to their face rather than bending down to the table. Most people will naturally adopt a method that works for them – the important thing is to try and keep the model steady.

Apply one colour at a time and try to be as neat as possible but don't worry too much if the paint strays onto areas where it is not wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play. Many painters like to start with the colour that covers the greater part of the model. Others like to start with the skin and work their way outwards, clothes, armour, and finally the weapons and accoutrements.

## HINTS AND TECHNIQUES

**Layering the Paint** – An area painted with a single colour will look quite flat. You'll notice that the accompanying photographs look much more three-dimensional. This is achieved by means of shading (in the recesses) and highlights (on the raised areas). One of the simplest ways of creating this effect is by layering – by painting one coat of paint on top of another. Begin by painting the whole area with a dark shade of the desired colour. Then paint the basic shade over the area avoiding the recesses so the dark shade

is still visible. Finally apply a layer of a lighter shade to the highest points of detail.



*Basic colour.*



*First layer.*



*Second layer.*

**Chainmail** – There are two alternative ways to make chainmail look really good. The first way is to paint the area black to begin with. Once this is dry lightly paint over the area with a dark silver colour – use very little paint and the metal will cover only the raised detail leaving the black in the creases. The second method is to paint the area with silver and allow it to dry thoroughly. Then mix some black paint with water until it is quite thin and paint the mixture onto the area. The watery black paint will flow into the detail creating darker creases.



*Basic colour.*



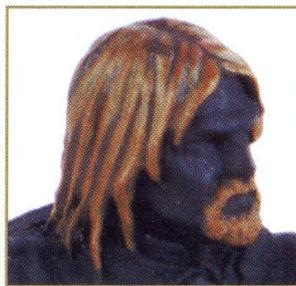
*Thinned Black Paint.*



**Hair and Fur** – Hair and fur textures can be brought to life by means of brushing a lighter colour over the raised detail to create highlights. The less paint you use the more subtle the effect – experiment to get a look you like. You may find it helps to actually wipe most of the paint from the brush, leaving only a little dry residue. Then brush over the areas to be highlighted depositing a fine dusting of paint to the raised areas.



Basic colour



First highlight



Second highlight



Basic colour



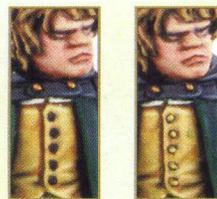
Ink wash



Highlight

**Detail** – The amount of detail you apply is up to you, but don't feel that you have to add every fingernail or dot the pupil of each eye. Our miniatures will generally be seen at arm's length or greater distances and will appear very much like real people at 50 to 100 paces away. At those kinds of distances eyes, nails, teeth, buttons, and details of clothing don't really stand out much. Trying to paint eyes onto miniatures an inch tall is not only very taxing, but it will tend to look unrealistically starey unless done with great skill. On the whole such levels of detail are best reserved for models that you want to display, where you might happily spend an hour getting the face 'just right'.

**Button, rivets, and small details** – Imagine you are painting a coat with a row of buttons and you have painted the coat colour. Now you want to make the buttons really stand out. First paint each button black allowing the paint to cover the entire button and slightly overlap onto the coat. Wait until this is dry and then paint each button silver leaving the overlap showing black. Result – a silver button outlined in black. You can use the same technique to outline any small area of raised detail to make it really stand out.



Haldir



Lurtz



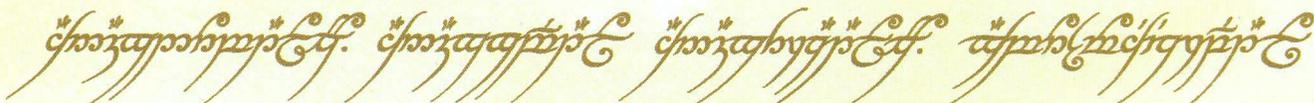
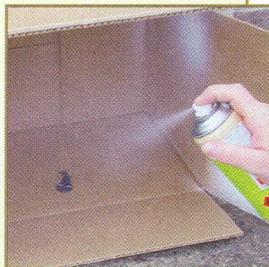
Saruman



Elrond

Examples of miniatures by our expert painters.

**Varnish** – Some people like to apply a coat of varnish to their model once it is finished. This protects the paint from chipping or wearing away whilst gaming. Should you wish to varnish your models use either a brush-on polyurethane varnish or a spray can. Some people like the highly shiny finish of protective varnish – others hate it! If you prefer a non-gloss finish Matt varnishes are available too!



## BASES

Depending on how you want to display your models you might wish to simply paint the bases an overall colour or decorate them more elaborately. Whilst models look attractive with the bases coloured an overall black, most players prefer to colour them either brown or green to represent the natural ground surface. If you look at the photographs in this book you'll see various appealing base finishes.



### Plain colour

This is the easier way to finish a base – paint it one overall colour

### 'Flock'

Flock is nothing more than fine pre-coloured sawdust. It is used by model railway enthusiasts to represent grass or earth texture. Flock of different grades and colours can be purchased from stores that sell model railway accessories. A flock finish can be added to a base that has already been painted one overall colour. To do this you will need some white PVA glue – this is the glue sold for woodwork so it is sometimes called 'woodworking glue'. Use an old paint brush to apply a thin layer of glue to the top surface of the base. Sprinkle on some flock and press into place to help fix it in position. Shake or brush away any excess flock and allow the base to dry.



Apply PVA glue to the base.



Dip into flock.

### Sand Texture

Some modellers like to enhance the appearance of the miniature's base by modelling the surface to look like broken ground. This takes a little effort but can look very effective. You will need some PVA glue and sand. Coat the base surface with the glue and apply a layer of sand – a coarse sand with bits of varied size will give a more interesting appearance. Press gently into place adding more sand if necessary, shake off any excess and allow to dry. The base can now be painted and patches of flock or electro-static grass added if you wish.



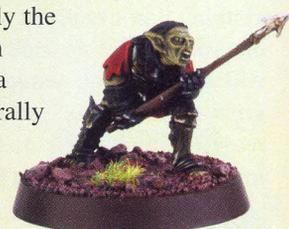
Paint the base with PVA and dip it into sand.



Once dry, the sand can be painted a suitable colour.

### 'Electro-static Grass' or Static Grass

Although this might sound dangerous it is nothing more deadly than a fibre-based alternative to sawdust flock. It is used in exactly the same way and is more realistic in appearance. Being derived from a synthetic material the fibres naturally develop a static charge and tend to stand upright rather like grass. Blowing the grass will slightly lift it and enhance the effect.



Static grass looks best in small clumps like this.

### Unfettered Ambition!

More experienced modellers like to add chips of stone to represent rocks, and materials to represent clumps of grass or other kinds of plant. Bristle from an old brush or broom makes very good long grass or reeds, for example. Everyone has their own tricks and materials and you'll find most modellers are more than willing to explain their methods.





## CONVERSIONS

This is not really the place to describe some of the techniques by which ambitious modellers create entirely new miniatures by cutting, transplanting, and remodelling the standard pieces. Hobbyists usually refer to these special models as conversions – you'll find much more about painting, modelling and converting in Games Workshop's monthly magazine *White Dwarf*.



This Moria Goblin has had his sword removed and substituted for a spear made from brass rod. The plastic spear tip is cut from a plastic Goblin model.



This Moria Goblin was originally shooting with a bow. The bow has been removed and the right hand swapped for one holding a sword. A separate plastic shield has been added too.



Haldir has swapped his sword for a bow – a simple hand swap but very nicely done!



The Elven Captain conversion is based on the Elrond model but has been given a different head and a shield slung on his back.



This Spearman has been converted into a standard bearer. The upper shaft of the staff is brass rod whilst the banner is paper.

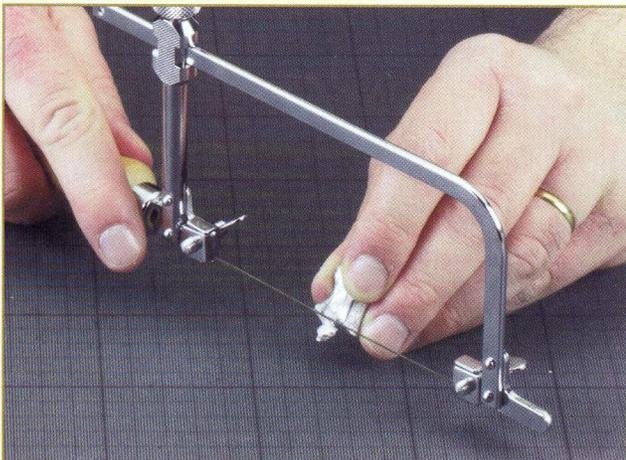
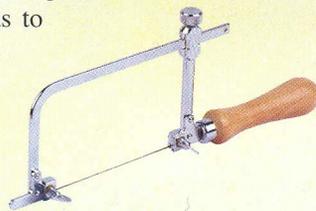


This nicely converted Gondorian Captain started life as a Spearman – the sword has been carefully cut from another model and repositioned.



To transpose a head, hand, arm or other body part you will need one of these – a modelling saw.

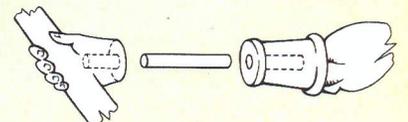
The blade is very thin so as to remove as little material as possible. It is important to cut slowly and carefully to avoid breaking the delicate blade.



Transposed pieces may hold in place if simply glued so long as there is sufficient anchorage. If not – and with hand transplants this is usually the case – it will be necessary to 'pin' the pieces together. To do this you will need a small drill – a hand-drill or twist-drill is best. This device is sometimes called a pin vice – though it is neither a pin nor a vice but just a simple hand-held drill bit.



Drill a hole in the largest component about 2mm deep or slightly deeper if the piece is large enough. Take a piece of soft wire, anything will do, a paper clip is ideal. Cut a length of about 10mm and superglue it into the hole. Once dry use clippers or pliers to cut the wire to leave a 2mm spike. Take the piece you want to attach and align it to the spike – this will leave a slight indentation to show where to drill the hole. If not, put a little paint on the spike and align your piece – the blob of paint shows you where to drill. Drill a hole in the component and fasten the pieces with superglue.

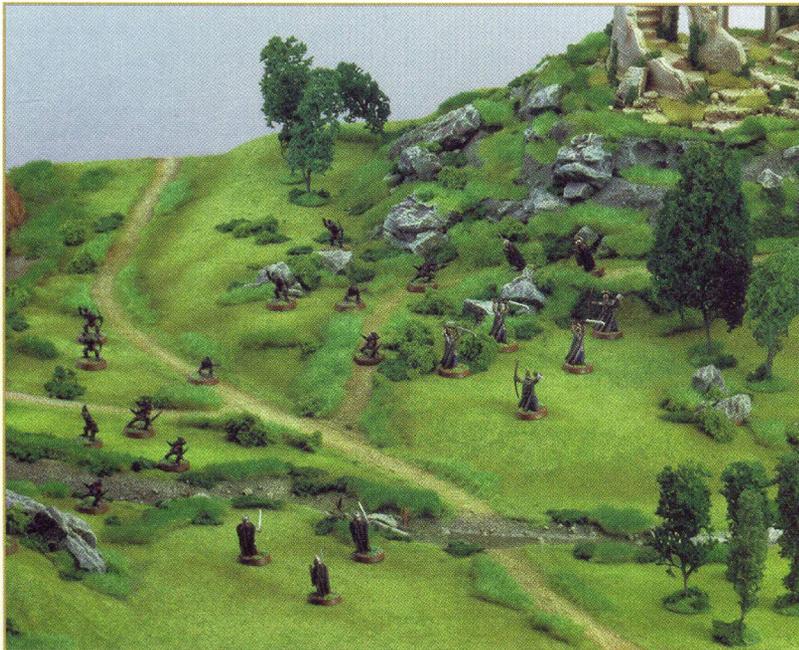




# MAKING TERRAIN

To fight a battle with miniature warriors it follows that you'll need a miniature battlefield. Some players enjoy creating accurate scale scenes to stage their games, others are happy to improvise around a few basic pieces and let their imaginations do the rest; either way works just as well.

If you enjoy scenery making then you'll probably want to devote more time and attention to the appearance of your battles. If you don't then you'll still want to know how you can create useful terrain relatively quickly. Whatever your skill level or needs – this section of the Lord of the Rings battle game is all about making scenery for your battlefield.



## THE TABLE

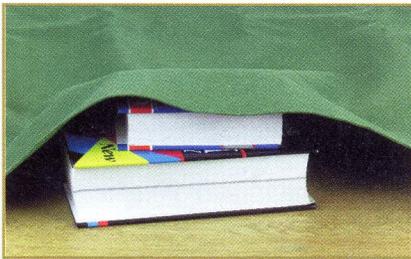
A typical kitchen table will be plenty big enough to stage all except the largest battle but a bigger table gives you the flexibility to create grander and more ambitious battlefields. Many enthusiasts make their own dedicated games table by taking a large sheet of chipboard, plywood, or medium density fibre-board (MDF) and fastening it over the top of an old table, desk or cupboard. The standard size for these materials is eight feet by four feet (about 240cm by 120cm). This is big enough for staging large battles and about the greatest width where most people can comfortably reach and move models that are in the middle of the table.



Most players don't have the room to leave such a large table set up all the time, so they keep the board separate to the base, storing it elsewhere when not in use. Depending on the material used it may be necessary to provide some bracing underneath to prevent the board bending under its own weight.

If you don't have room for a large table then the kitchen or dining room table can be pressed into service – unless of course your family's needs dictate otherwise. Valuable antiques and prized polished surfaces should be avoided at all costs. If you have no other option there is always the floor – which has the benefit of being flat and large, and should you accidentally drop a model it won't have far to fall!

## A CLOTH BATTLEFIELD



One of the quickest and easiest ways of making a battlefield with a landscape of rises and falls is to use a large piece of cloth.

You'll need a piece of cloth that's a suitable colour to represent the ground – ideally green or brown – and of a fairly heavy weight. A blanket is ideal.



*Cork bark makes a great rocky backdrop.*



*A few small rocks and a scatter of sand produces an instant scene.*

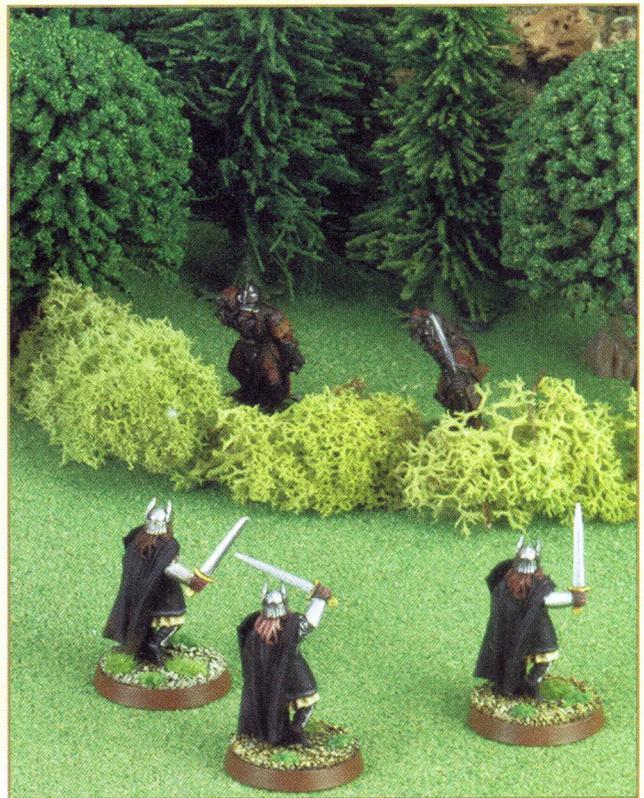
Spread the blanket over the table's surface and place books, magazines, or something similar underneath to create hills and valleys. With a little care it is possible to make the battlefield interesting by introducing cover that will restrict visibility and provide shelter. With the cloth in place you can add further scenery such as scrub, trees, buildings, and ruins to complete the scene.

## COMMERCIAL SCENERY

Most people will be familiar with the kind of detailed scenery available for model railway enthusiasts. A battle scene is very similar in many ways and you can use many of the same items and materials. Most model railway buildings, fences, and actual constructions are a little small, but trees and foliage have no obvious scale and can be used to good effect.

Games Workshop's attractive range of tabletop scenery includes trees, hedges, walling, and various set pieces such as ruins, all of which are similar in concept to those you'll find in railway hobby stores.

The most useful purchase you can make is a bag of lichen. Lichen, or reindeer moss as it is also known, is a natural product that you can buy in model railway stores and sometimes from craft or gift shops as it is also used by flower arrangers (I kid you not!). Lichen can be used to represent scrub, bushes, or any kind of similar vegetation, and can be re-used time and time again to create different layouts.



*Lichen makes very acceptable undergrowth and scrub.*



## SCENERY PROJECTS

If you're new to tabletop gaming then you might wish to rely upon that invaluable stalwart of tabletop scene setting – namely your own imagination! If you want to represent a wall or ruin use small stones or pebbles to make an outline on the table. If you want an area of marsh, or water, or something similar cut a shape out of card or paper, add a few smears of a suitable coloured paint and place it on the table. You won't win any 'Best Game Display Prizes' but that doesn't mean you can't have a great game that's easy to set up.

### A TREE

To make a realistic looking tree model you'll need some soft wire (or a few twigs), masking tape or similar tape, sponge or plastic scouring pad, flock or similar foliage scatter, and modelling clay or something similar.



To make the trunk twist together the strands of wire leaving a few strands free to represent roots and branches – bend into a realistic shape. Alternatively, you can make a trunk from actual twigs. Tape round the trunk and lower branches to make them thicker and provide support.

A suitable base can be cut from card, wood or a sheet of plastic, and the tree model fastened to it using modelling clay or putty. Any kind of two-part epoxy putty is ideal for this kind of modelling work – some craft shops have it and you can also get it from DIY and hardware stores as it is commonly used for repairs to plumbing. Alternatively, decorators' surface fillers can be used for the same thing – the sort of material used to fill defects in woodwork or plaster.

It is best to paint the tree trunk before applying the foliage. Give the whole tree a coat of white or black paint to seal it

and act as an undercoat for the colour. Some people like to use a textured paint for this, or add a little fine sand or sawdust to the paint before applying it to the tree. This creates a battered bark-like surface and helps to disguise any obvious joins in the tape or wire.

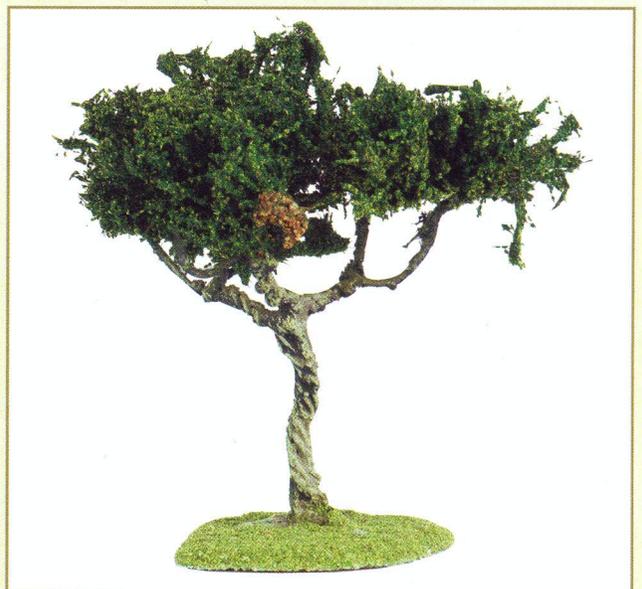
Paint the tree a suitable colour – take a look at real trees and you'll see how they are rarely a plain brown. Most trees are a mixture of colour from grey and black to green. Once the tree is dry you can apply foliage to represent leaves.

To create the canopy of the tree you'll need either small irregular pieces of sponge or something similar. You can also use pieces of plastic scourer roughly torn into pieces.



To apply the foliage you need to paint the upper branches with PVA glue. Although white, this glue goes transparent when dry so you can see where you've applied glue but when it has dried it won't be visible. Dip the glue-covered branches into the foliage material, apply more glue and material building up the tree shape until you are happy with the final result.

Once the basic shape is dry you can apply flock (sawdust dyed green) or the sponge scenic scatter to complete the effect. Use lighter coloured flock on the uppermost branches.



**A STANDING STONE**

You'll need a chunk of expanded polystyrene often called just 'styrene'. A real rock will also do the job but might prove a bit heavy. Balsa wood is also suitable. You also need a base, some sand or grit, and if you want to add more decoration, some bristle or sisal string.

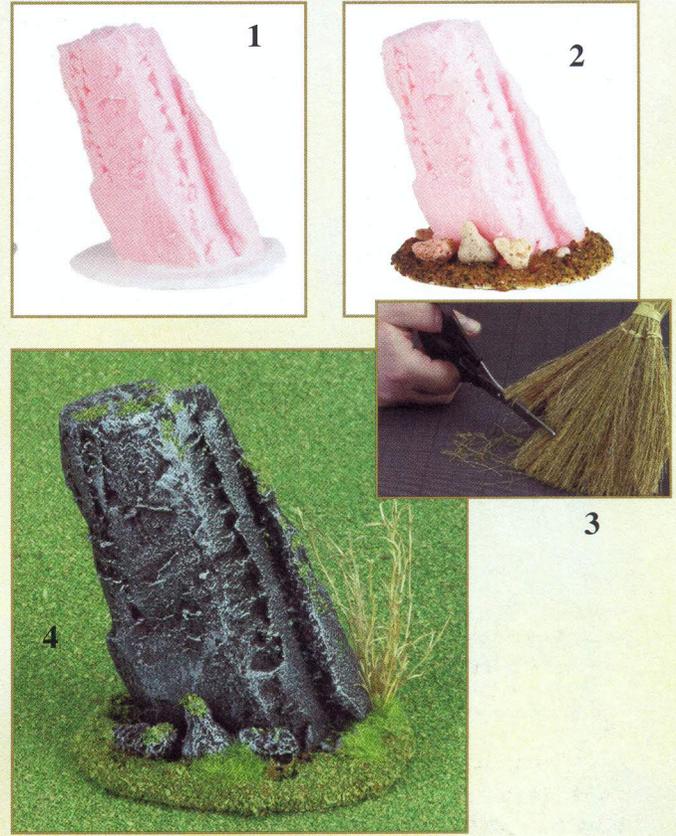
Styrene is great for making larger pieces such as a standing stone, larger ruins, and buildings, but you'll need to be careful when cutting and shaping it. It is possible to buy styrene cutters that use a heated wire to cut the material – a much safer method than using a knife – but in any case it is important to exercise proper caution when using craft materials.

1. Cut the styrene into rock shapes and glue to the base. Card or plastic will do for the base, plywood is better but harder to cut to shape. Use PVA glue and allow to dry thoroughly. Other glues may also be suitable – a hot glue gun is ideal for fastening larger pieces, for example.

2. Once the stones are firmly attached paint the whole base with glue and sprinkle over coarse sand with a little grit to represent the ground texture. Coat with more PVA to consolidate the ground. PVA can be mixed with water and painted liberally over a surface to bind it together – very useful for larger areas.

3. A good way of making clumps of tall grasses or reeds is to take an old brush or broom and cut off enough bristles to make your clump. These can be fastened in place with PVA, embedded amongst a mix of wet PVA and sand. Alternatively, you can wait until the whole thing is dry and fasten in place with superglue, then when this is dry apply more sand and PVA around the base to hold it firmly in place. A coating of PVA mixed with water will help to stiffen the bristles. Another alternative to bristles is to use the fibres of sisal string or from a clean door mat.

4. Once the whole piece is dry give it a coat of black or white paint by way of a primer and then paint as desired. A little electro-static grass here and there will create the illusion of moss growing on ancient stones.



**A WALL OR RUIN**

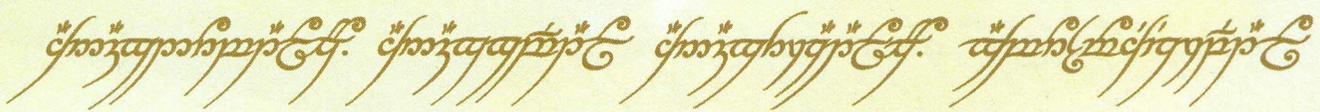
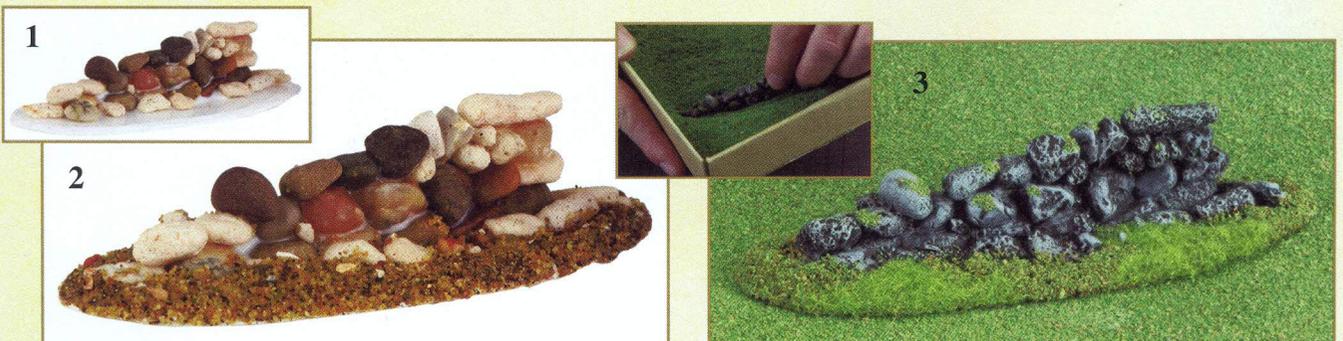
You'll need some card, wood or plastic sheet to make a base; some small pebbles, gravel chips, or similar stones; and grit or coarse sand. You can find a lot of these materials lying about, but you can also buy horticultural grit or gravel chips from any garden centre – small bags are not expensive and go a long way!

You can use the same method to make a stretch of stone walling or a ruined building. In either case you'll need a base to build on, which can be card, wood or a sheet of plastic, though card will tend to warp if the piece is large. Plywood is probably best for larger pieces as it resists warping very well.

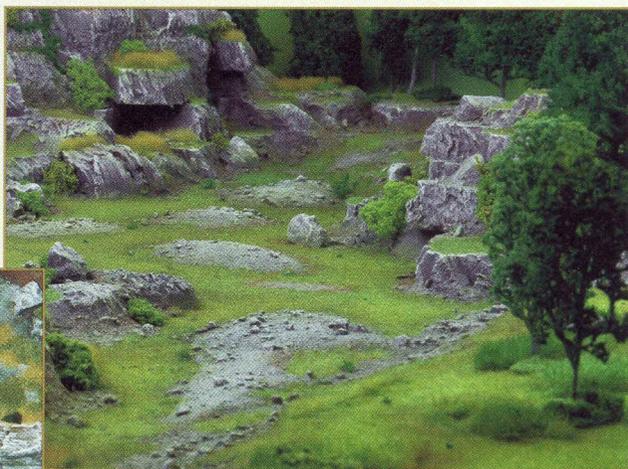
1. To make your basic shape glue small pebbles or gravel chips to the board using PVA glue. Once this is dry glue more pieces to build up the height and fill in with smaller pieces of gravel or grit. Although you can build short sections up to a couple of inches it is best to avoid building above an inch as it will make the finished article rather delicate (also very heavy!).

2. Once you have the structure apply a good layer of PVA to the base and lower portions of the walls and sprinkle with sand and small pieces of grit to represent ground and debris. If necessary fill any gaps in the ruin in the same way. PVA is very strong once dry – a few layers of sand soaked in PVA will help to cement everything together.

3. Once dry you can paint the piece how you want – an overall coat of white or black will prime the piece ready for a suitable coat of paint. You can further enhance the appearance of your ruin or wall by gluing on flock or electro-static grass to represent grass and moss growing on the tumbled down stones.



On these pages of terrain you can see our own terrain layout under construction and in its finished form.

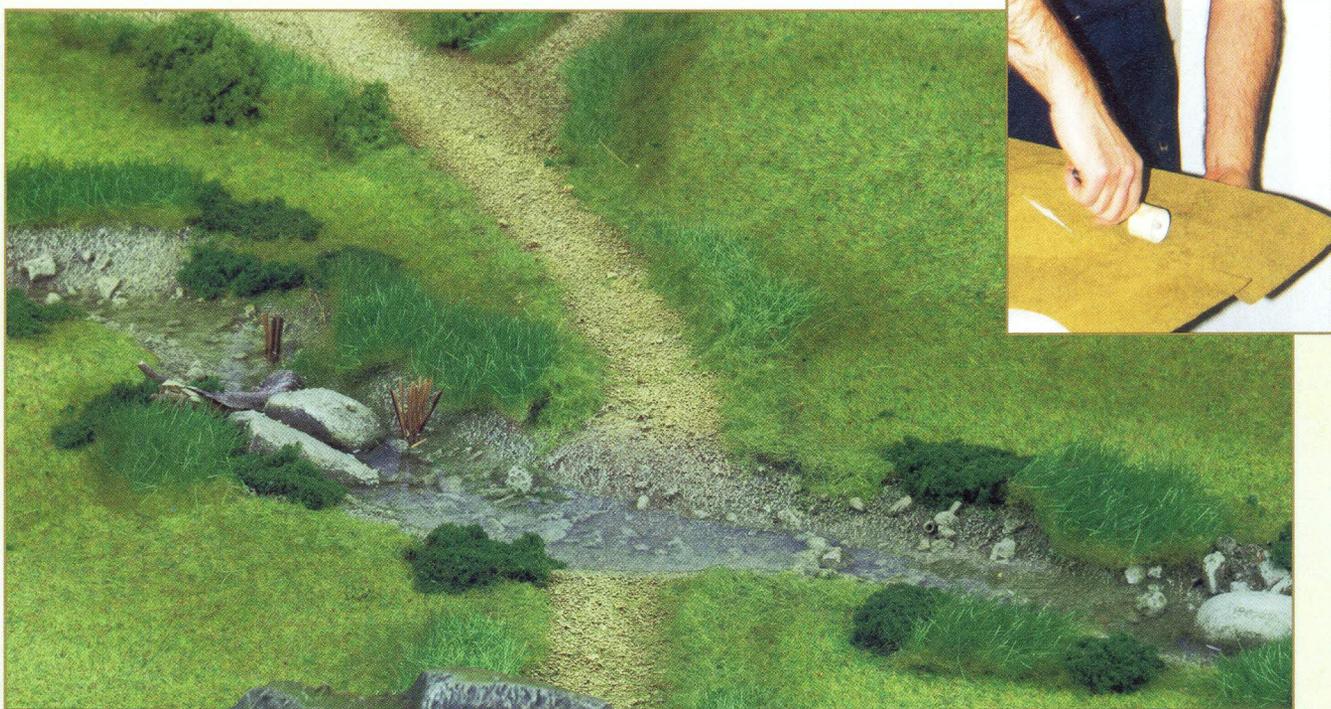


The bulk of the rocky hills were built up from styrene.



This is an example of the kind of battlefield we all dream of!

Handwritten text in a stylized, cursive script, likely a decorative flourish or signature.



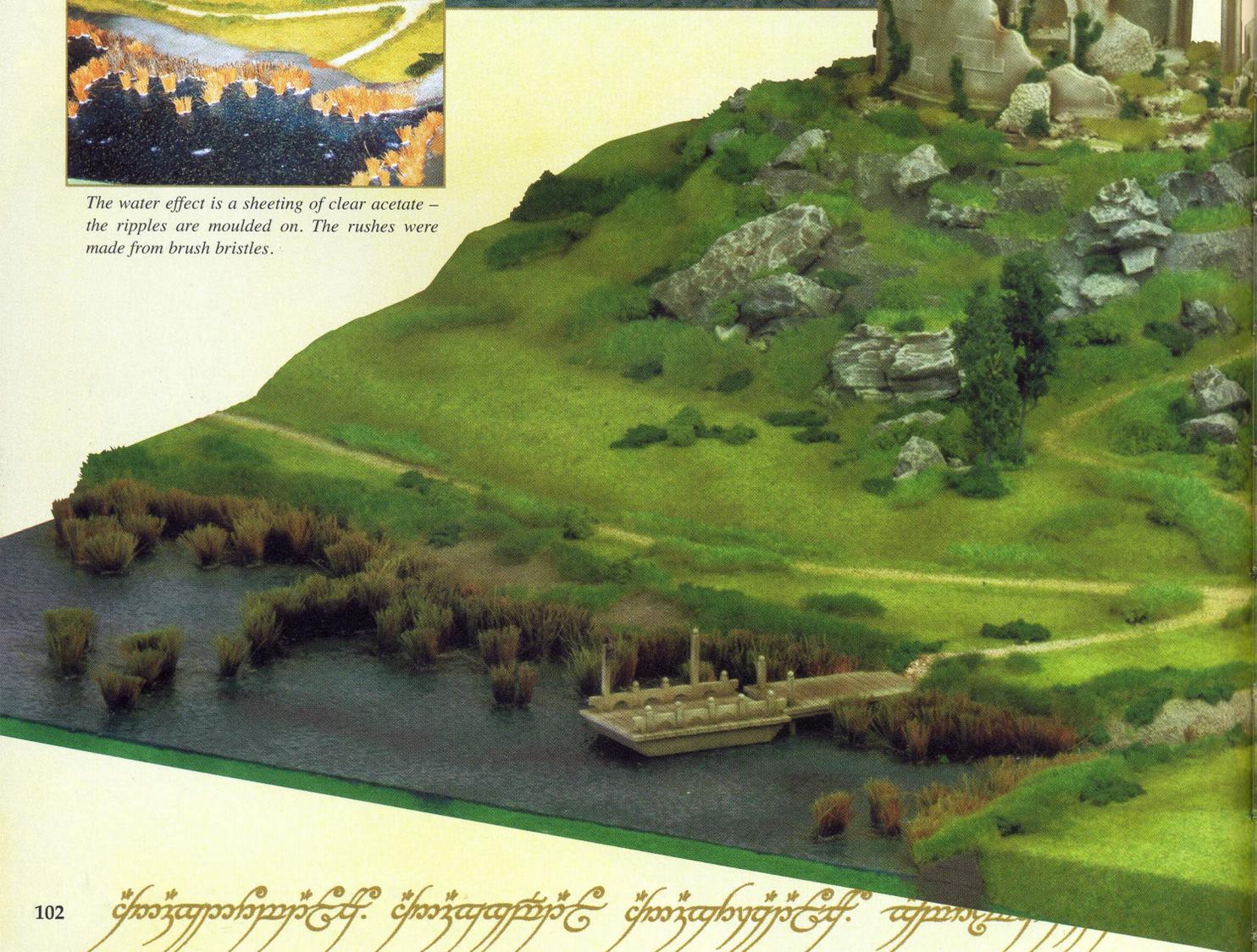
The base finish is a grass matting glued over the surface and carefully flattened down.



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The water effect is a sheeting of clear acetate – the ripples are moulded on. The rushes were made from brush bristles.



Handwritten text in a stylized, cursive script, likely a signature or decorative element.

## WEATHERTOP

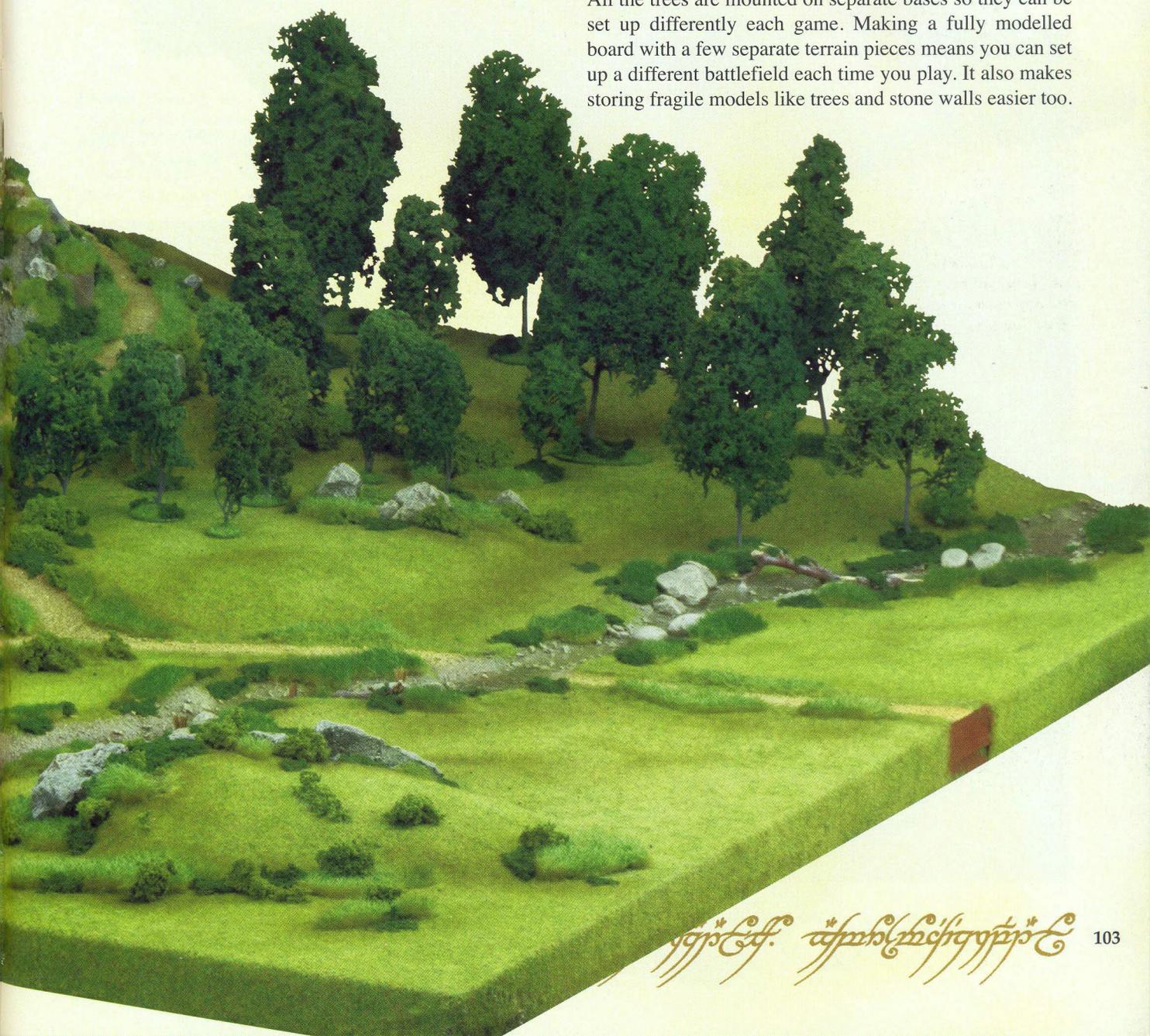
This is our version of Weathertop, a fully modelled terrain board. It was made by terrain builder Dave Andrews based on the encounter between the four Hobbits, Aragorn and the Ringwraiths. Dave started off with a four foot by four foot board and drew out a rough plan of the terrain features on the board with a marker pen. He then cut sheets of polystyrene to form the hillside, keeping a stretch of board clear to make the waterway. He then cut into the polystyrene, carving the huge blocks into a rough hill shape, including a pathway and a stream.

Dave began to lay the grass matting, carefully rolling it flat. He then glued piles of stones to make rocky outcrops around the hillside. The rocks and path were painted before he carried on with the rest of the board. After building up the stones, he glued tufts of lichen to form bushes where the matting joined the rocks, pathway and stream. Once he'd completed the board Dave used clear resin to make the stream.



The ruins on the hilltop are modelled onto a separate base. This means we can always replace it if we want to play a different scenario. The walls were made from polystyrene tile and rubble was built up using the broken pieces left over.

All the trees are mounted on separate bases so they can be set up differently each game. Making a fully modelled board with a few separate terrain pieces means you can set up a different battlefield each time you play. It also makes storing fragile models like trees and stone walls easier too.





*This is another scenic board with a rather nice boggy stream. The water has been painted with a coat of varnish.*





By cutting down into the polystyrene base we have created an interesting pattern of streams and gullies.

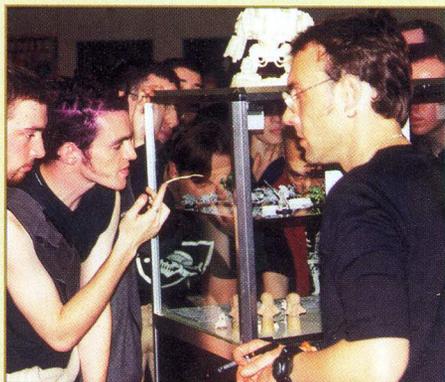
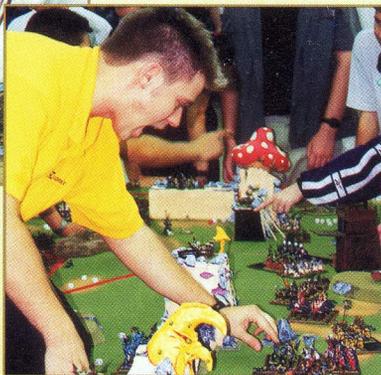
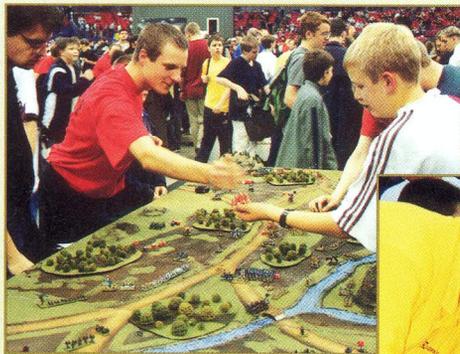


Handwritten decorative script in a stylized, cursive font, likely a signature or a decorative flourish, positioned at the bottom of the page.

# THE GAMING HOBBY

The gaming hobby has grown enormously in recent years as has the variety and quality of games and models available. Where once gamers were few in number and scattered far and wide, now there are few who do not have the benefit of a local club or stockist. Furthermore, the development of the internet has brought the skills and talent of the most creative individuals into the homes of all.

Games Workshop is a specialised company that manufactures and sells fantasy tabletop games and gaming miniatures. The Lord of the Rings battle game is part of a whole range of tried and tested gaming products and is fully supported by Games Workshop's extensive club and tournament program. Every year we hold special events – some of these take place at our Warhammer World exhibition centre in Nottingham, England, whilst our biggest and most popular Games Days are held annually, usually in Birmingham in England and Baltimore in the USA. More recently we have started to hold Games Days in France, Spain, Australia and Canada.



The crowds at Gamesday 2000.



## GAMES CLUBS

Gaming is a sociable hobby and you will not be surprised to hear that there are many clubs that cater for gamers of all ages and tastes. If you live in a large city you'll probably find there is a local games club where Games Workshop games are played. You don't need to be part of a club to enjoy gaming, but there are plenty of advantages, and it is always nice to meet people who share your own passion for gaming.

One of the great things about clubs is there's always someone willing to show you how to play a particular game or improve your painting or modelling skills. In particular, clubs always seem to harbour at least one expert scenery maker who will be only too happy to rope you in to whatever huge and ambitious project he happens to be working on. Many clubs also participate in bigger public events, putting on demonstration games or displays and helping to explain about the games and models.

## EVENTS

These are the social occasions of the hobby – a chance to meet fellow hobbyists and swap ideas or just to hang out with old friends. As well as the major events of the gaming calendar such as Games Day and the Grand Tournaments, there are many smaller local or specialist events held by independent groups or sponsored by Games Workshop. Many clubs hold their own events and though these are usually small, intimate affairs, some of the larger club events attract hundreds of attendees.



## ON THE WEB

You can find out much more about the Games Workshop Club program, events, and what is new for the Lord of the Rings game on Games Workshop's own website [www.games-workshop.com](http://www.games-workshop.com) where the Lord of the Rings game has its own extensive and ever expanding section. You'll find notes and interviews with the game's designers and the sculptors who worked on the miniatures, You can also find out more about painting and modelling the Lord of the Rings miniatures and see some wonderfully painted and converted examples from players' own collections.

**GAMES WORKSHOP** News • Warhammer • Warhammer 40,000 • The Hobby • Community • Shopping

**GAMES WORKSHOP NEWS**

THE LATEST AND GREATEST

**the LORD OF THE RINGS**

(April 16) **Canadian Online Mail Order Service is now open!!!** - That's right, if you live in Canada, you can now shop online, picking out your favorite games and miniatures from your very own home. So jump right in and take a look around!

(April 12) **US GAMES DAY 2001 WEB SITE** - All of the info you need to know about Games Workshop's biggest yearly event is now online. Check it out [here!](#)

(April 11) **Online Customer Service** - Now you can report any of your North America Customer Service Product Problems online with this nifty new feature.

(April 1) **Lord of the Rings Product Range News** - We now have some shots of the new Lord of the Rings miniatures well as information about the game itself! [More...](#)

**CHILDREN OF THE NIGHT!** Vampire Madness - In a battle to the death (or is that undead?) Vampires from all over the Old World have gathered to prove their might.

**THE BOOK OF KNOWLEDGE???**

**MAIL ORDER STORE**

**GET OFF** On this day, 1492 IC



# WHITE DWARF

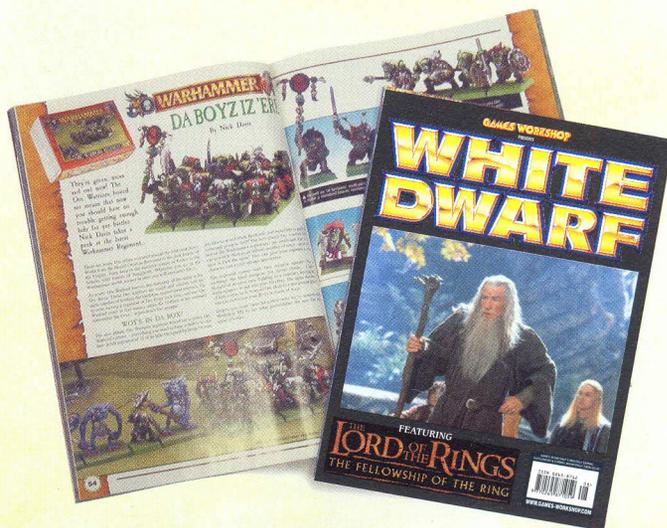
Games Workshop's monthly hobby magazine White Dwarf is a great place to look if you want more information about the Lord of the Rings game or the wargaming hobby in general.

To coincide with the release of the Lord of the Rings game White Dwarf has loads of articles enabling you to get more out of your battles. These include:

- News on forthcoming releases.*
- A look at the background of both the movie and game.*
- How to play the Lord of the Rings game.*
- New scenarios.*
- Campaigns and battle reports.*
- Advice on painting and converting your models.*
- Scenery masterclasses.*
- Gamers' model collections.*
- Features with sculptors, artists and designers.*

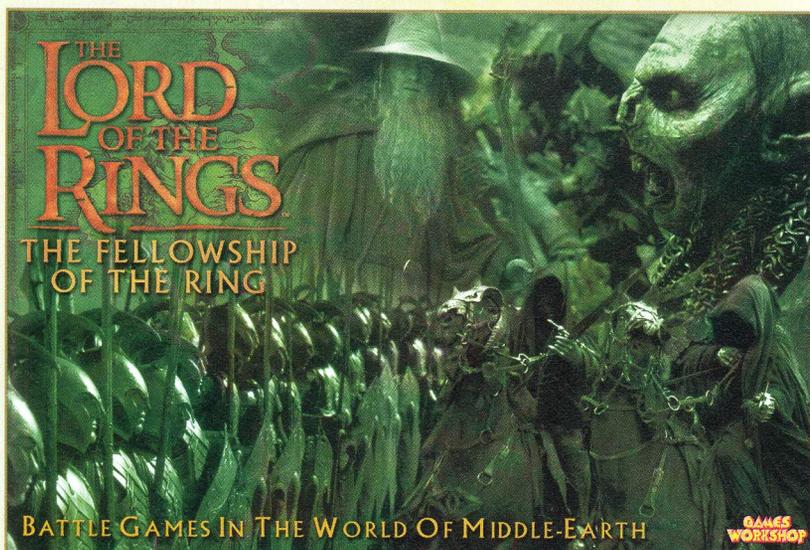
White Dwarf is also the place to look if you want to find out where your nearest Games Workshop store or local stockist is.

To make sure that you don't miss out on anything, you can buy White Dwarf from any of our stores or stockists, and most major newsagents. To be absolutely sure that you don't miss an issue, why not give Mail Order a call. They'll be more than happy to send your copy to you each month and if you take up a subscription you'll be able to take advantage of some of the brilliant deals available only to subscribers.

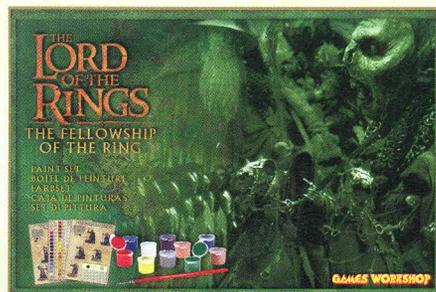


## FELLOWSHIP OF THE RING RANGE

The products shown here comprise the entire range released for the Fellowship of the Ring game. Check out White Dwarf magazine or our Lord of the Rings website at [www.games-workshop.com/lotr/](http://www.games-workshop.com/lotr/) for more details.



**Fellowship of the Ring Edition boxed game**  
This boxed game contains 24 Moria Goblins, 8 Men of Gondor, 8 Elf Warriors, 8 Elf Bowmen, rulebook, dice and ruined buildings.



**Fellowship of the Ring Edition Paint Set**  
This contains 10 pots of paint, a Citadel paint brush and a handy painting guide.



# THE GAMES WORKSHOP LORD OF THE RINGS WEBSITE

Regularly updated as and when boxed sets and miniatures are released Games Workshop's Lord of the Ring website is an ideal place to go to buy your models.

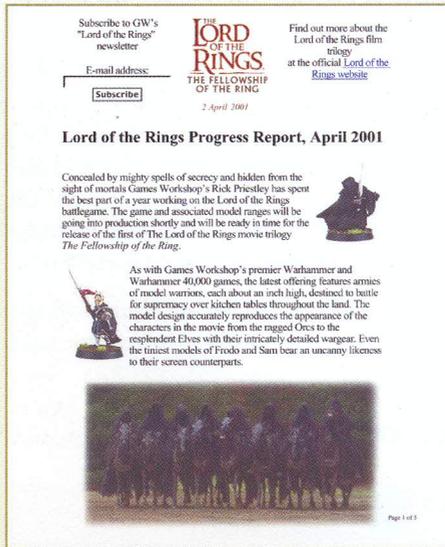
As well as this, the website will link you to the main Games Workshop website where you can find lots of information about painting models, details of wargaming clubs and gaming events in your area and the location of Games Workshop stores and independent stockists.

A large part of the Games Workshop website is dedicated to the wargaming community. This is a major forum which links together thousands of people across the world who are totally devoted to wargaming. Here you will find an abundance of advice written by fellow wargamers on all aspects of the hobby and also links to some of the thousands of websites on the internet written by gamers.

Another great aspect of the site is that it enables players who live near each other to meet up and play a game. So even if you don't have a games store nearby you should be able to find a club near you or join up with someone wanting a battle.

To find out the latest releases and news on the Lord of the Rings releases visit the following website:

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

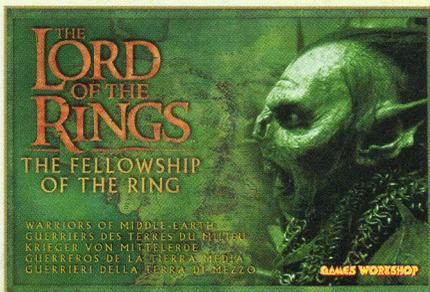


An example of an early web page announcing the progress of the project.

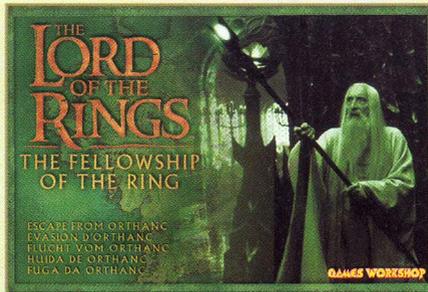
For more details on other Games Workshop releases, general wargaming and hobby information and links to our wargaming community check out:

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

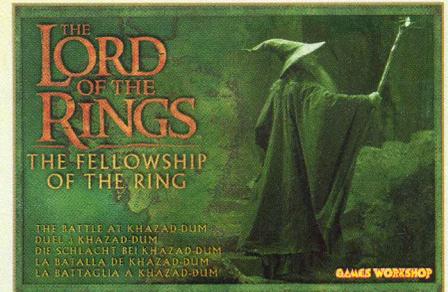
The products shown below and overleaf are just the start of the releases we have planned to coincide with the Lord of the Rings film trilogy. As each new film comes out our range will be updated so make sure you keep up to date by regularly checking out White Dwarf or the website.



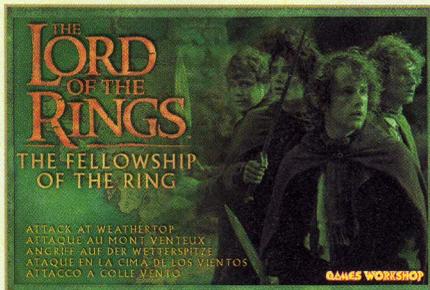
**Warriors of Middle-earth**  
4 Men of Gondor, 8 Elves, 12 Moria Goblins



**Escape from Orthanc**  
Saruman, Gandalf & Gwaihir



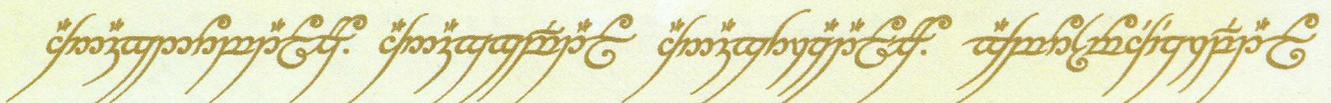
**The Battle at Khazad-Dum**  
Gandalf & the Balrog



**Attack at Weathertop**  
Frodo, Sam, Merry, Pippin, Aragorn, Witch King and 4 Ringwraiths



**The Fellowship of the Ring**  
Gandalf, Aragorn, Frodo, Sam, Merry, Pippin, Boromir, Legolas and Gimli



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Should you find that you do not have a local store or stockist nearby you can give our Mail Order department a call. Staffed by experienced gamers and collectors, they can supply you with the products that you require, and also help with any questions you may have about the Lord of the Rings hobby. From army selection to rules queries, feel free to give them a call.

If you place an order with us, it will be delivered straight to your door. Call the relevant number below for your country for more details.

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**USA 1-800-394-GAME**

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- **TELL THE STAFF WHAT YOU WANT** – If you are not sure, just ask the telesales staff. They will be happy to help you out.

- **SIT BACK & RELAX** – After you have placed your order, just sit back, relax and wait for your parcel to arrive on your doorstep.

If you wish to pay by cheque (please include your cheque guarantee card number) or postal order, it is just as easy. All you need to do is:

- **FILL OUT AN ORDER FORM** – Printed in the Mail Order section of White Dwarf magazine, with what you would like.

- **COMPLETE PERSONAL DETAILS** – Fill out your name and address in the space provided at the bottom of the form.

- **THEN SIMPLY PLACE YOUR ORDER IN THE POST!**

Below and opposite are models that are sold separately for both the Free Peoples and the Forces of Darkness. As they are available as individual miniatures in the case of characters, or as a group of two, three or four warriors, these models are an excellent way to add additional models or characters to your existing force.

## THE FREE PEOPLES

*Bilbo Baggins*

*Arwen*

*Galadriel*

*Celeborn*

*Gil-Galad*

*Elrond*

*Haldir*

*Elendil*

*Isildur*

*Aragorn (Strider) on horse*

*Boromir on horse*

*Elf Spearman x 3*

*Man of Gondor Bowman x 3*

*Man of Gondor spearman x 3*

*King of Men x 2*

*Dwarf King x 2*



## GAMES WORKSHOP STORES

One of the best places to learn more about the game is at your local Games Workshop store. Not only can you find the entire Games Workshop Lord of the Rings range there but our stores are staffed by experienced gamers who can advise you if you have any questions or wish to take part in an introductory game.

Our stores are also excellent places to meet other gamers. As most will have played other Games Workshop games they're a good starting point if you're new to gaming.

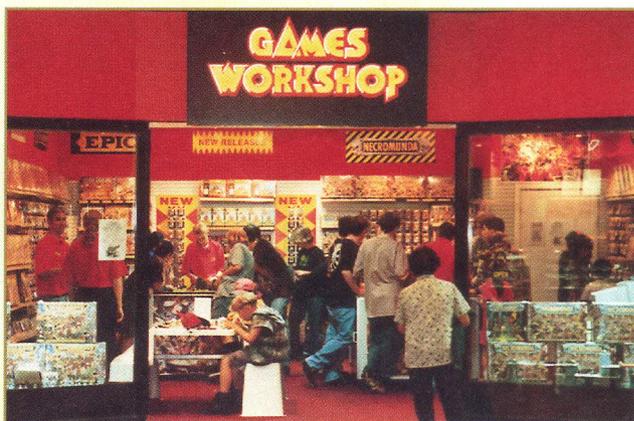


## INDEPENDENT RETAILERS

You can also find our great Lord of the Rings hobby products in a huge network of independent toy, hobby and game retailers across the world.

Many of these stores also offer modelling advice, in addition to stocking the Lord of the Rings range. They may also stock a wide selection of Games Workshop paints and modelling equipment.

If you would like to know where your nearest independent retailer is, you can find a contact number for your area on page 128 of this rulebook. Alternatively, look in White Dwarf magazine or on the Games Workshop web site at [www.games-workshop.com](http://www.games-workshop.com).



## THE FORCES OF DARKNESS

Saruman

Ringwraith

Mordor Orc bowman x 3

Uruk-Hai warrior x 3

Lurtz

Mounted Ringwraith

Mordor Orc warrior x 3

Moria Goblin bowman x 4

Cave Troll

Twilight Ringwraith

Uruk-Hai bowman x 3

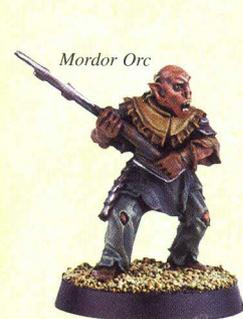
Moria Goblin warrior x 4

Lurtz

Saruman

Mordor  
Orc

Moria Goblin warriors



Ringwraith



Uruk-Hai  
bowman &  
warrior



Mounted  
Ringwraith

ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ





# SUMMARY OF PROFILES – FREE PEOPLES

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
FRODO BAGGINS	4"/10cm	3/-	2	3	1	2	6	Resistant to Magic; Ring	3/3/3
SAM GAMGEE	4"/10cm	3/-	2	3	1	2	5	Resistant to Magic	1/1/2
MERRY	4"/10cm	3/-	2	3	1	1	4	Resistant to Magic	0/0/1
PIPPIN	4"/10cm	3/-	2	3	1	1	4	Resistant to Magic	0/0/1
BILBO BAGGINS	4"/10cm	3/-	3	5	1	2	6	Resistant to Magic; Ring	1/3/3
LEGOLAS	6"/14cm	6/3+	4	4	2	2	6	Deadly Shot Wood Elves in Woods	3/2/2
ELROND	6"/14cm	9/-	4	7	3	3	7		3/3/3
ARWEN EVENSTAR	6"/14cm	6/-	3	3	2	2	5	Expert rider	3/3/3
HALDIR	6"/14cm	6/3+	4	4	2	2	5	Expert shot Wood Elves in Woods	3/1/1
GALADRIEL	6"/14cm	6/-	3	3	1	3	7	Lothlorien, Terror	3*/3*/3*
CELEBORN	6"/14cm	6/-	3	3	1	3	5	Lothlorien, Terror	3*/2*/1*
GIL-GALAD	6"/14cm	6/-	4	7	3	3	6	Fearless	3/3/1
ELVEN CAPTAIN with bow	6"/14cm	6/3+	4	4	2	2	5		2/1/1
ELVEN CAPTAIN with sword & heavy armour	6"/14cm	6/-	4	6	2	2	5		2/1/1
ELVEN CAPTAIN with sword, heavy armour & shield	6"/14cm	6/-	4	7	2	2	5		2/1/1
ELVEN CAPTAIN with two-handed sword & heavy armour	6"/14cm	6/-	4	6	2	2	5		2/1/1
GIMLI	5"/12cm	6/-	4	8	2	2	6		3/2/2
DWARF KING	5"/12cm	5/-	4	8	2	2	5		2/2/1
ELENDIL	6"/14cm	6/-	4	8	3	3	6	The Sword Narsil	3/3/3
ISILDUR	6"/14cm	6/-	4	8	3	3	6	The Ring	3/1/0
GANDALF	6"/14cm	5/-	4	5	1	3	7	Staff of Power	3/6/3
ARAGORN	6"/14cm	6/3+	4	5	3	3	6	Mighty Hero	3*/3/3
BOROMIR	6"/14cm	6/-	4	6	3	3	6	Horn of Gondor	6/1/0
CAPTAIN OF GONDOR with bow	6"/14cm	4/4+	4	4	2	2	4		2/1/1
CAPTAIN OF GONDOR with bow & armour	6"/14cm	4/4+	4	5	2	2	4		2/1/1
CAPTAIN OF GONDOR with sword, armour & shield	6"/14cm	4/-	4	6	2	2	4		2/1/1
KING OF MEN	6"/14cm	5/-	4	4	2	2	5		2/2/1
GWAIHIR	24"/56cm	8/-	5	8	1	3	6	Fly	1/0/0
HIGH ELF WARRIOR with bow	6"/14cm	6/3+	3	5	1	1	5		
HIGH ELF WARRIOR with spear/sword & shield	6"/14cm	6/-	3	6	1	1	5		
HIGH ELF WARRIOR with two-handed sword	6"/14cm	6/-	3	5	1	1	5		
WOOD ELF WARRIOR with bow	6"/14cm	6/3+	3	3	1	1	5	Wood Elves in Woods	
WOOD ELF WARRIOR with spear/sword & shield	6"/14cm	6/-	3	4	1	1	5	Wood Elves in Woods	
WOOD ELF WARRIOR with spear/sword	6"/14cm	6/-	3	3	1	1	5	Wood Elves in Woods	
MAN OF GONDOR with bow	6"/14cm	3/4+	3	4	1	1	3		
MAN OF GONDOR with spear/sword & shield	6"/14cm	3/-	3	5	1	1	3		



# SUMMARY OF PROFILES – FORCES OF DARKNESS

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
WITCH KING	6"/14cm	5/-	4	8	1	1	6	Morgul Blade	0/10/0
RINGWRAITH	6"/14cm	5/-	4	8	1	1	6	Will, Terror, Darkness, Ringwraiths and the Ring	0/7/0
LURTZ	6"/14cm	5/4+	4	6	2	2	4		3/1/1
THE BALROG	6"/14cm	10/-	8	10	4	10	7	Lash, Terror Will, Goblin Mastery	0/*/0
SARUMAN	6"/14cm	5/-	4	5	1	3	7	Staff of Power, Palantir	3/6/3
ORC CAPTAIN with bow	5"/12cm	4/5+	4	4	2	2	3		2/1/1
ORC CAPTAIN with spear/sword & shield	5"/12cm	4/-	4	5	2	2	3		2/1/1
MORIA GOBLIN CAPTAIN with bow	5"/12cm	3/5+	4	4	2	2	3	No Jump test required for obstacles	2/1/1
MORIA GOBLIN CAPTAIN with sword & shield	5"/12cm	3/-	4	5	2	2	3	No Jump test required for obstacles	2/1/1
URUK-HAI CAPTAIN with bow & heavy armour	6"/14cm	5/4+	4	6	2	2	4		2/1/1
URUK-HAI CAPTAIN with sword, heavy armour & shield	6"/14cm	5/-	4	7	2	2	4		2/1/1
MORIA GOBLIN with bow	5"/12cm	2/5+	3	4	1	1	2	No Jump test required for obstacles	
MORIA GOBLIN with spear	5"/12cm	2/-	3	4	1	1	2	No Jump test required for obstacles	
MORIA GOBLIN with spear/sword & shield	5"/12cm	2/-	3	5	1	1	2	No Jump test required for obstacles	
ORC WARRIOR with bow	5"/12cm	3/5+	3	4	1	1	2		
ORC WARRIOR with spear	5"/12cm	3/-	3	4	1	1	2		
ORC WARRIOR with spear/sword & shield	5"/12cm	3/-	3	5	1	1	2		
ORC WARRIOR with two-handed sword/axe	5"/12cm	3/-	3	4	1	1	2		
URUK-HAI with bow	6"/14cm	4/4+	4	5	1	1	3		
URUK-HAI with sword & shield	6"/14cm	4/-	4	6	1	1	3		
CAVE TROLL	6"/14cm	6/-	6	6	3	3	3		

\* See model's entry for details.





## TURN 3

**PRIORITY**

Both players roll a dice again to determine who will go first. This time they both roll a 2, a draw. Since the Evil side has gone first in the previous turn, a draw means a change of priority, so the Good side gets to go first in Turn 3.

**MOVE PHASE**

The Gondor warrior seizes his opportunity and moves in contact with the Goblin, engaging him in combat. As a consequence of this, the Goblin loses his chance to move. Models cannot move out of a combat once they have been engaged.

**SHOOT PHASE**

This time the Goblin cannot use his bow, because he is too busy defending himself from the charge of the Gondor warrior. The Goblin therefore puts aside his bow and draws his long dagger.

**FIGHT PHASE**

Both players roll a dice, to determine which model wins the fight and strikes the opponent. The Man rolls a 3 and the Goblin rolls a 4, winning the fight! The surprised Man is struck and moved back 1"/2cm. Just as with shooting, now the player controlling the Goblin must roll another dice to find out if his strike is going to wound the Man.

Once again he needs a 6 for his dagger to go through the thick armour of the Man and eliminate him. He rolls a 5 and doesn't make it.

*Now you can place the models back in their initial positions and try again to fight this one-on-one combat as many times as you like. The Goblin can try to get his revenge! After that, we suggest that you read once through the book to learn more about the particular rules you have just used.*

*The best way to continue and learn the rules is then to play Scenario 1 – Close Encounter (on page 64) and look up any rules problems as you meet them.*

## TURN 4

**PRIORITY**

Both players roll a dice again to determine who will go first. The Good side rolls higher and gains priority once more.

**MOVE PHASE**

The Man of Gondor once again charges into combat against the Goblin, stopping the creature from moving when its turn comes.

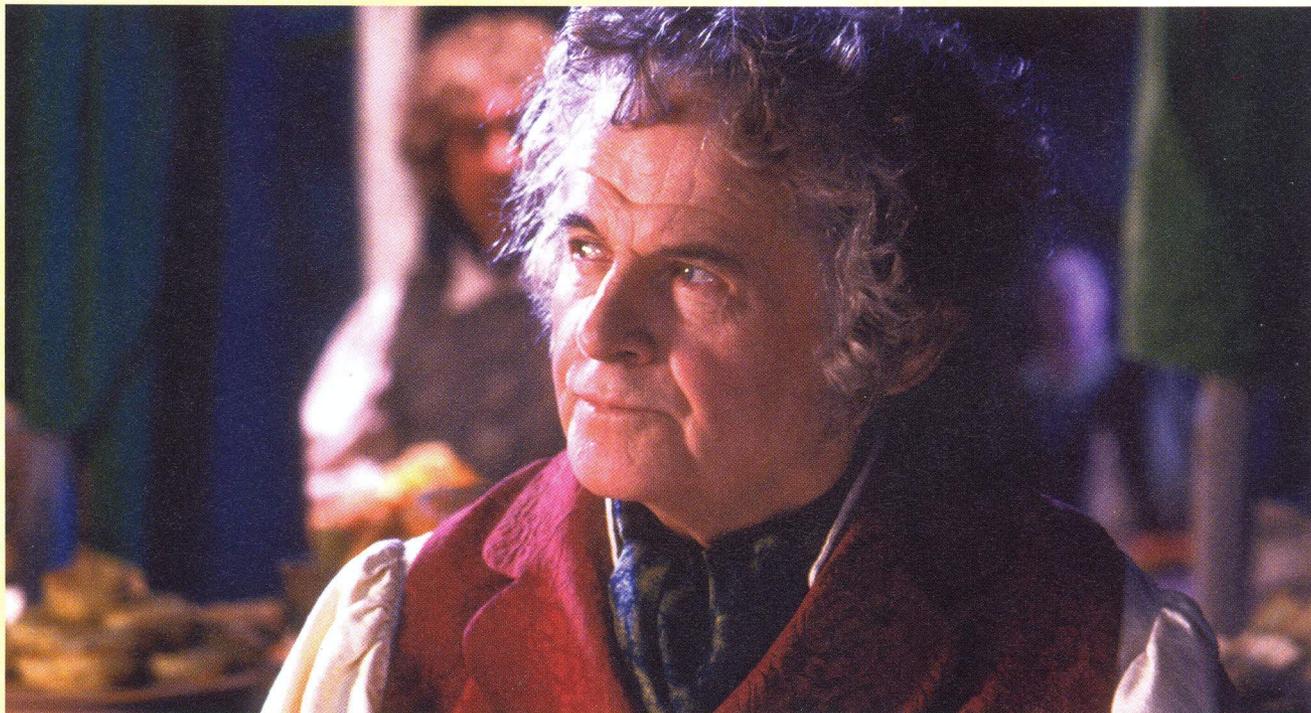
**SHOOT PHASE**

Again the models are locked in combat, so there is no chance for the Goblin to use his bow.

**FIGHT PHASE**

This time both players roll a 5. In case of a draw the model with the higher Fight value wins the fight. The Man has a Fight value of 3 and the Goblin has a Fight value of 2. The Man wins the fight and this time the Goblin is moved back 1"/2cm.

The Man also gets to roll to wound the Goblin. To do this he needs a result of 5 or 6, because the Goblin is considerably less well armoured. He rolls a 6 and kills the Goblin. The Goblin model is removed, leaving the warrior of Gondor as the only survivor and winner of the confrontation.



*Bilbo Baggins.*



# RECORD SHEET

WARRIOR      Move   F   S   D   A   W   C   Notes      M/W/F

Please feel free to photocopy this page for your personal use.

*Handwritten decorative flourish in a cursive script.*



# Designer's Notes

The chance to work on the Lord of The Rings battle game has been a great privilege, an adventure in itself, and without doubt a dream come true for our design group. Getting everything ready in time was undoubtedly hard work – but it was work cheerfully and purposefully undertaken by the whole team. Every one of us was aware that a project like the Lord of the Rings battle game only comes along once in a lifetime.

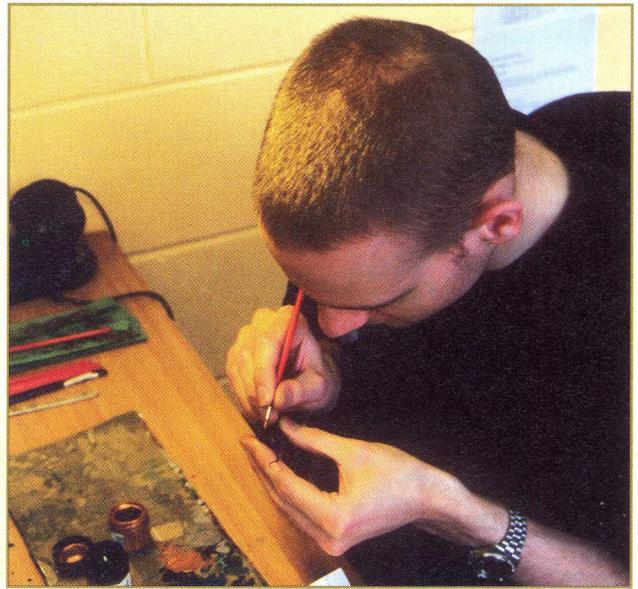
Our game was to be based on the Fellowship of the Ring – but at the same time it had to be flexible enough to include all of the extra characters and warriors featured in the whole movie series. As far as we were concerned that meant the game had to work with a handful of models on each side or with hundreds of models on each side – an encounter between groups of adventurers and full-blown battles with hordes stretching from horizon to horizon.

While we were about it our game had to be a real game – the sort of detailed game that would appeal to hard-core players. At the same time we knew that for many purchasers this would be their very first tabletop game – so it was important to create a game that would be reasonably easy to assimilate. But most importantly – we wanted to design the game that we would play and enjoy ourselves. Those were our basic design parameters and with that in mind we gradually set about evolving the game you have in your hands.

Of course, there is more to a tabletop battle game than the rules manual. There are the models to be sculpted, appropriate artwork to be generated, and all the details of packaging and production to be considered. So, whilst the games design team started to plan how the game was going to work the sculptors were already busy turning the beautiful film images into exacting three-dimensional models. You can see some of the sculptors at work in the accompanying photographs.



*Alan Perry hard at work!*



*Martin Footitt adds the finishing touches to another model.*

To begin with our design team came up with a whole bunch of different ideas about how the game might work. We played and we played and then we played some more – gradually sifting the ideas until we were happy with a core system that we could embellish at leisure. The core of that system is the way both sides move, shoot, and fight together, with priority establishing the side that moves and shoots first. Although quite simple in concept the ramifications of that are quite demanding. Having priority can be a good thing, but it can also be a bad thing, depending on the situation. Sometimes you want to move first to seize the initiative and other times you want to wait and see what the other guy does. Either way – good players soon learn to think a turn ahead so they can make the most appropriate actions depending on which way the priority roll goes.

We soon developed the shooting and combat systems – using the Strength and Defence characteristics to give us the dice roll needed to take out an opposing model. That was fairly straightforward but the hand-to-hand fighting rules went through several permutations before we arrived at the finished result. We were looking for something that evoked a sense of combat as well as representing the prowess of individual warriors, which is why we plumbed for opposed dice rolls where each player rolls against his opponent.

For statistically minded players the implications of the combat rules will provide plenty of food for thought. A warrior's fighting ability, his Fight value, will give him an advantage on ties – which is 1 in 6 rolls when rolling 1 on 1. Where a warrior is forced to fight two or more enemies at once his advantage is vastly reduced. Similarly, a warrior capable of more than 1 Attack rolls multiple dice and is therefore more likely to equal or beat his opponent's score. The basic statistics reward players who succeed in bringing greater numbers to bear but also allow better fighters to hold their own if they stay lucky.



The stars of our game are, of course, the heroes and heroines and their enemies, the evil monsters and dread foes that, for the sake of argument, we also call heroes though perhaps anti-heroes might be more apposite. Representing the strength at arms, fortitude, and plain good fortune of our heroes posed something of a problem. How do you make Boromir a fantastic fighter and yet human – vulnerable to the sword and arrows of his foes but still immune to the vagaries of luck that accompany any dice based game? We did not want our Boromir to perish with the first shot of the game after all!

To give our heroes some real heroic character we came up with the three special characteristics: Might, Will and Fate. Only

heroes have these and unlike the other characteristics such as Strength and Defence, these were to represent a store that each Hero expended throughout the game. Might is the most useful as it can be used to add to a dice roll – for example in combat turning a defeat into victory. Will is used to cast spells and use magic abilities as well as to defend against magical attacks. Fate is used to ‘save’ a character’s life once all else fails – representing something like luck or destiny. The combination of these three allows heroes to behave very heroically indeed – at least until their Might, Will and Fate run out.

RICK PRIESTLEY

## SOME COMMONLY ASKED QUESTIONS

### **Does a warrior have to be able to see his enemy at the start of the turn in order to charge?**

A charger has to be able to see his enemy when the charging model begins his own move – not necessarily at the start of the turn or the start of the move phase. This means it is perfectly possible for enemies to move into or out of sight before you get a chance to move.

### **I have no shoot value so can I shoot?**

All races have a basic Shoot value that automatically applies if no other value is given. This is the Shoot value of an ordinary warrior of that race and can be found in the Forces lists. As there are no Hobbit or Dwarf warriors and none of the Hobbit or Dwarf Heroes have bows no Shoot value is given. Hobbits and Dwarfs have a nominal Shoot value of 4+.

### **Do I have to move in a straight line?**

No you don’t and in some case this may be impossible in any case.

### **Do I have to charge the closest enemy?**

There is no obligation to charge the closest enemy when you charge. However, you cannot enter the control zone of a model unless you intend to charge it! Sometimes you will find it is impossible to charge a model without entering the control zone of several different enemies – in which case you must charge the model whose control zone you entered first.

### **Can I roll a score of zero or seven on a dice?**

’Fraid not! The highest score is 6 and the lowest score is 1. Even if you are adding to or subtracting from the dice you can never score less than 1 or more than 6. This is especially important in a fight as it means a Hero cannot use his Might to increase his score to 7 in order to beat an enemy’s roll of 6.

### **Can I use a Command or Compel spell on a model that is in combat?**

Yes, you can and the model can be moved away from his enemy as a result. This breaks the fight – the enemy cannot strike as they are no longer touching in the Fight phase.

### **Can I expend Might to win a Priority roll?**

No you can’t! Might can only be used when a dice is rolled on behalf of the Hero whose Might is being expended. Might is never used when a roll is ‘random’, for example when rolling for Priority or when rolling for damage on the bridge in the Bridge at Khazad Dum scenario. Most players save their Might to use when deciding who wins a combat, for striking blows or Courage tests. Shots from bows strike with the strength of the weapon rather than the Hero – so Might cannot be used to inflict shooting wounds either.

### **If I want to shoot with several models at a group of enemy do I have to nominate all my targets before rolling dice?**

You can actually do this any way you want. You can shoot with each model one dice at a time if you prefer, working out the result of each hit before going onto to the next shooter. On the other hand if you are shooting with several models at a scattered group of targets it’s often easier to roll all the dice ‘to hit’ at the same time.

For example: 12 Goblins might shoot at a group of four identical High Elves. The Evil player says ‘I’ll shoot at each Elf in turn closest first’ and he rolls all 12 dice at once. If we imagine he rolls 1, 2, 2, 2, 3, 4, 4, 4, 5, 5, 6 and 6 then he has scored 4 hits (Goblins require 5s or 6s to hit their target). Taking the four dice that have scored hits the Evil player rolls them again to see if any score wounds – needing 6s in this particular case. If these dice should roll 1, 3, 6 and 6 then two Elves have been hit and slain – the two closest Elf models are removed as casualties. It is easiest to go for the closest models first as this removes any possibility of other models being in the way. Note that this quick method isn’t changing the rules or altering the chances of hits being scored – it just enables you to save time by rolling lots of shots at one go.

### **Can models that retreat use their magic abilities?**

Yes – a model is not forbidden from using a magical ability just because it retreats in the move phase.



# THE LORD OF THE RINGS GAME AT A GLANCE

In this section of the manual we've summarised the game rules in a format that is more suitable for reference than the rules section of the manual itself. As such the summary is devoid of explanation and examples and has been presented in as compact a manner as possible. In all cases the actual rules section of the manual is definitive – refer to the main part of the rules for a full explanation.

## 1. TURN SEQUENCE

Each turn is divided into phases as follows:

1. Priority
2. Move
3. Shoot
4. Fight
5. End

## 2. PRIORITY PHASE

- 2.1 Both sides roll a dice and the highest score has priority that turn.
- 2.2 In the event of a tie the priority changes.
- 2.3 Unless specified otherwise the Good side has priority in the first turn.

## 3. MOVE PHASE

- 3.1 The side that has priority moves its models first. Move one model at a time until all models that intend to move have done so. The other side moves its models once the side with priority has completed its moves. Heroic moves are taken out of sequence before other movement (see Heroic Actions). Courage tests must be taken by individual models before they move in some situations (see Courage).
- 3.2 A model can move up to the maximum distance indicated on the Movement chart for its type.
- 3.3 Movement over difficult terrain counts as twice the actual distance.
- 3.4 If a model has magical powers these can be used at the same time as the model is entitled to move and at any point during its movement. A model must be free to move in order to use a power and must be able to see the target. Models already fighting enemies cannot use magical powers. (see Heroes).
- 3.5 A model cannot move to within 1"/2cm of an enemy model unless it intends to charge. A model already within 1"/2cm at the start of its move cannot move closer unless it intends to charge.



*Arwen is an accomplished warrior.*



- 3.6 A model that moves into touch with one or more enemy models has charged. A model must be able to see its enemy at the start of its movement in order to charge. Once opposing models are touching they cannot move further than Move phase.
- 3.7 Models cannot move through other models as they move – each model’s base defines the ground space it occupies.
- 3.8 Models are not allowed to leave the gaming area unless retreating from the battle or fulfilling an objective.
- 3.9 A barrier or object that is at least half the height of the model and up to and including twice the height of the model is considered to be an obstacle. Models can jump obstacles. Refer to the Jump chart. Lower barriers are no hindrance to movement. Higher barriers or barriers broader than double the model’s height are impassable.
- 3.10 A model placed behind a barrier can defend it – its zone of control extends to the barrier in front of him up to 1"/2cm either side of his base. No enemy can cross this section of barrier.
- 3.11 Mounting is treated as a jump – dismounting is automatic.
- 3.12 Mounts can re-take a failed Jump test – re-rolling 1s.
- 3.13 Mounted warriors cannot move through difficult terrain, climb, or willingly jump down a drop of more than twice the mount’s height.
- 3.14 Climbing sheer surfaces is treated as difficult terrain with the addition of a Climb test. Refer to the Climb chart.
- 3.15 Falls of more than twice the model’s height suffer one Strength 3 hit per 1"/2cm of fall.
- 3.16 A warrior can lie down or get up once lying – costing half the model’s move in each case.
- 3.17 A warrior can crawl at 1"/2cm per turn.
- 3.18 A lying down model cannot shoot.
- 3.19 A lying down model is assumed to be able to see as if standing.
- 3.20 A lying down model which is partially obscured can only be seen on the dice roll of a 4, 5 or 6.
- 3.21 A lying down model can fight in combat but cannot strike. If it wins the combat it automatically stands.
- 3.22 A lying down model cannot defend a barrier.

## 4. SHOOT PHASE

- 4.1 In the Shoot phase the side with priority shoots with its models first. Shoot with one model at a time until all models that can do so have shot. Remove casualties as they occur. The other side shoots once the side with priority has finished. Heroic shooting is taken out of sequence before other shooting – see heroic actions.
- 4.2 The maximum range of a shot and Strength value of any hits is indicated on the Missile chart.
- 4.3 Models that have moved more than half the distance permitted in the Move phase cannot shoot in the Shoot phase.
- 4.4 An appropriately armed model shoots once in the Shoot phase (some Heroes shoot more than once).
- 4.5 Roll a dice for each shot. A model needs to roll its Shoot value or greater to score a hit.
- 4.6 If a hit is scored on a partially obscured target roll a dice for each obscuring feature or model that lies in the way of the missile – starting with objects closest to the shooter. A dice roll of 1, 2 or 3 indicates the object/model has been hit and the missile is stopped.
- 4.7 A model shooting from behind cover does not count his own cover as in the way of his shot.
- 4.8 If the target is fighting in combat roll a dice: 1, 2 or 3 the shot hits the closest model from its own side; 4, 5 or 6 the shot hits the intended target.
- 4.9 Good models cannot shoot at an enemy if there is a friend in the way of the missile or fighting the target in combat.
- 4.10 Work out the effect of hits on targets or models struck in combat or because they are in the way. Roll a dice and consult the Wound chart. Cross reference the weapon’s Strength with the target’s Defence. If the roll is sufficient to inflict a wound the target is removed as a casualty if it has 1 wound on its profile, or its Wound value is reduced by 1 if it had 2 or more wounds to begin with.
- 4.11 Heroes with multiple shots can divide their shots between different targets if desired.
- 4.12 When shooting at mounted targets the mount is treated as in the way of a shot at the rider, and the rider is treated as in the way of a shot at the mount. If riders are killed their mount is also removed as a casualty.
- 4.13 Should a mount be killed the rider must roll on the Thrown Rider chart.





Uruk-Hai preparing to attack.

## 5. FIGHT PHASE

- 5.1 Combatants are paired into one-on-one fights where possible, or into one-on-multiple fights where individuals are outnumbered. Spear-armed warriors fighting through friends simply add to one or both sides – they are not counted when dividing into combats.
- 5.2 Where combats can be divided more than one way the side with priority that turn decides how the combats are formed.
- 5.3 Combats are resolved one at a time. The side with priority decides which combats to fight first. Heroic combats are fought out of sequence before other combats – see Heroic Actions.
- 5.4 To determine which side wins a combat roll one dice for each model fighting or, if models have more than 1 Attack, each model rolls as many dice as it has Attacks. Pick out the highest dice roll on each side. The side that has the highest roll wins the combat.
- 5.5 Where models score equally the side whose model has the highest Fight value wins the combat. If this is equal roll a dice – 1, 2, 3 the Evil side wins; 4, 5, 6 the Good side wins.
- 5.6 Heroic models may add one or more points of Might to their dice rolls up to a maximum score of 6. If both sides wish to do this they secretly indicate how much Might they are using (minimum 1).
- 5.7 All models on the losing side are beaten back 1"/2cm directly away from the enemy or, if fighting two or more enemies, through any gap large enough for them to move through.
- 5.8 Models that are unable to move back because of interposing enemies, friends, or terrain are trapped.
- 5.9 All models on the winning side can strike against their enemy once they have been beaten back. Models strike once for each Attack on their profile. Victors with 2 or more Attacks can divide their strikes between different defeated enemies if they want. Double the number of strikes when striking against a trapped enemy.
- 5.10 Resolve the effect of each strike on the Wound chart. Cross referencing the striker's Strength with the target's Defence to find the dice score required. Where wounds are inflicted remove casualties or record wounds inflicted where these are insufficient to cause a casualty.
- 5.11 When a combat is fought across a barrier models are assumed to be touching even though the barrier divides them. Only one enemy can fight a defender across a barrier.



- 5.12 A model defending a barrier is not beaten back if defeated. If neither model is slain as a result of combat the attacker is beaten back 1"/2cm regardless of which side won.
- 5.13 If the model that is making the attack across the barrier wins, then each strike will be deflected by the barrier on the roll of a 1, 2 or 3.
- 5.14 If the defender of a barrier is killed his attacker can move over the barrier to take his place.
- 5.15 If striking against a mounted warrior each strike can be directed at mount or rider as the attacker wishes.
- 5.16 Mounted models cannot defend barriers.
- 7.6 A Hero making a heroic move moves before other models in the Move phase. Friends within 6"/14cm move at the same time.
- 7.7 A Hero who is making a heroic shot shoots before other models in the Shooting phase. Friends within 6"/14cm shoot at the same time.
- 7.8 If a Hero makes a heroic combat action work out the fight he is engaged in before other fights. If the Hero wins his fight and if all of the enemy in the same fight are killed, then the Hero and all other models in the same fight can move again immediately. Models moving in this way can charge enemies they can see, initiating new fights or joining old ones if they wish. Models cannot fight more than one heroic combat in a turn.

## 6. END PHASE

- 6.1 The End phase is an opportunity to check whether objectives have been met and make sure all necessary recording has been done before going on the next turn. It is also a good time to check for 50% casualties if one side is looking a little worn down.

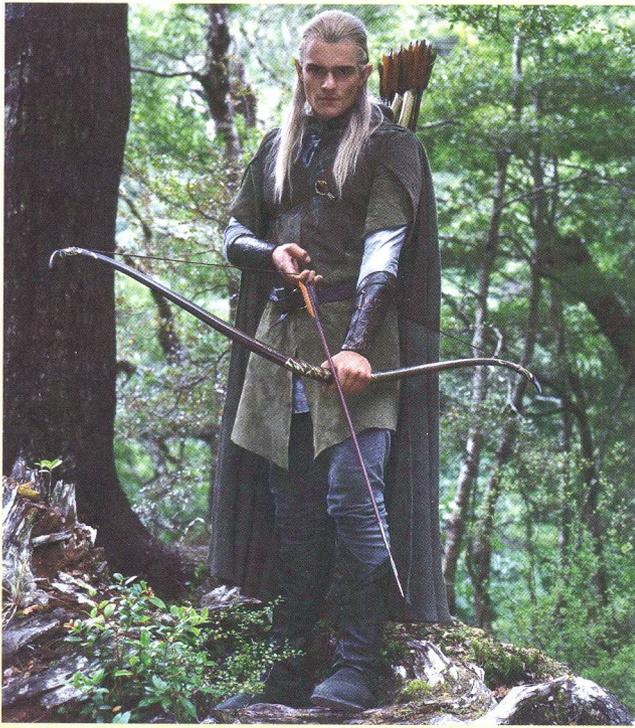
## 7. HEROES

- 7.1 Heroes have three additional characteristics on their profile – namely Might points, Will points and Fate points. Not all Heroes have all three. Might, Will and Fate differ from ordinary characteristics in that they are expendable. Once a point of Might, Will or Fate has been used it is deleted from the model's profile.
- 7.2 Might is used either to modify dice rolls made on behalf of the Hero or to take heroic actions. When modifying dice rolls each point of Might expended adds or subtracts 1 from the dice roll (minimum score 1, maximum score 6). These additions/subtractions are made after the dice have been rolled and the score is known. Might can be used to modify Will dice rolls or Fate dice rolls, and is most commonly used to boost rolls to hit whilst shooting, rolls to determine which side wins a fight, and wound rolls either from shooting or fighting. It is also useful for Courage tests.
- 7.3 If opposing warriors both wish to use Might to boost their scores in a fight then each must secretly note how much Might they wish to use.
- 7.4 Where players wish to use Might to make a heroic action they must declare they are doing so at the start of the relevant phase. If both players wish to make heroic actions in the same phase they nominate which Heroes will act alternately starting with the player who has priority.
- 7.5 There are three types of heroic action – heroic move, heroic shooting, and heroic combat. Each type of heroic action costs 1 Might point.
- 7.9 Will is used in the Move phase to employ magical powers or to resist those of the enemy. To use a magical power roll one or more dice. Each dice rolled expends 1 point of Will. Pick the highest dice roll. If the score is equal to or more than that required to use the power then work out the result as described for the Hero's power. Might can be used to boost this score if required.
- 7.10 To resist a magical power roll one or more dice, expending 1 point of Will for each dice rolled. If the score equals or beats the dice score of the model using the power the power has been successfully resisted.
- 7.11 Fate is used when a Hero suffers a wound. The model gives up 1 Fate point and rolls a dice. If the score is a 4, 5 or 6 the Hero has miraculously survived and the wound is ignored. This roll can be boosted by Might. If the roll is failed the Hero can use another point of Fate, and can continue to do so until he has no Fate left.

## 8. COURAGE

- 8.1 A warrior must test his courage in three circumstances: 1) Attempting to charge a terrifying enemy; 2) At the start of a move once half the force is destroyed; 3) At the start of a move if you are on your own.
- 8.2 When attempting to charge a terrifying enemy the test is taken once the model moves to within 1"/2cm of the enemy. In other situations the test is taken before the model moves in the Move phase.
- 8.3 Models are considered to be on their own if there are no visible friends within 6"/14cm and at least two visible enemies within 6"/14cm for every remaining wound the model has.





Legolas.

- 8.12 If testing because half the army is destroyed, models within 6"/14cm of a Hero who has already tested his courage and passed do not have to test. They automatically stand fast so long as the Hero stands.
- 8.13 Models that have retreated are not penalised in subsequent turns. The failed Courage test results in a retreat, after which the model is treated as any other. Models will only retreat over successive turns if they fail successive tests.

## 9. WEAPONS

- 9.1 Warriors armed with swords, axes, clubs, maces and similar hand-held weapons are considered to be armed and able to fight as described in the main rules. The same is true of bow-armed models armed with bladed bows. No special rules apply.
- 9.2 **Spears.** Warriors armed with spears, whether held in one or both hands, can fight in combat exactly like sword-armed models. In addition, they can add 1 Attack to a fight if they are touching a friend who is himself touching an enemy. The spear-armed model 'fights through' the friend. The spear-armed model cannot be struck if his side is defeated, but he can strike if his side wins. He will be beaten back if his side is defeated. Only one spear-armed model can fight through the same friend, and friends wielding two-handed swords/axes or shielding cannot be fought through in this way.
- 9.3 **Two-handed swords/axes.** Warriors armed with big, heavy swords or axes that require both hands to use are said to have two-handed sword/axes or two-handed weapons. Halberds, glaives, and other axe-like pole arms that require both hands to use can also be considered to be in this category. Models armed with two-handed swords/axes suffer a -1 dice penalty when working out which side has won a fight, but add a +1 bonus to their dice roll to score a wound. In both cases the worst result is a 1 and the best result is 6.
- 9.4 **Knives/Daggers.** Warriors that have no visible armament are assumed to have knives or daggers tucked into boot tops or hidden under clothing. Models armed with daggers suffer a -1 dice penalty when working out which side has won a fight. The worst roll is a 1.
- 9.5 Models armed with shields have a Defence value that reflects the added protection of the shield. In addition they may defend by shielding. A model that is shielding rolls two dice per Attack when working out which side wins the combat, but cannot strike if it wins. In a multiple combat all models on the same side must use the shielding rule or none.

- 8.4 Models that are already fighting an enemy at the start of their move do not have to test.
- 8.5 To take a Courage test roll two dice, add the scores, and add the model's Courage value. If the total score is 10 or more the test is passed. If the score is less than 10 the test is failed.
- 8.6 Models that pass their test are unaffected. Models that fail their test must retreat immediately.
- 8.7 Retreating models turn away from the nearest visible enemy and move their full movement distance. They will move as directly away as possible, diverting round other models, terrain and obstacles where they are in the way. Retreating models will not move to within 1"/2cm of enemy, or closer if already within 1"/2cm when they start to retreat.
- 8.8 Models that retreat from a terrifying enemy will effectively move twice – once to within 1"/2cm of the enemy and then a full move away.
- 8.9 Models unable to retreat because their route is blocked will retreat as far as they can. They still count as having moved full distance for other purposes (eg, shooting).
- 8.10 If a retreating model can reach the table edge within its move it will do so regardless of direction. The model will leave the battle and does not return.
- 8.11 Only one Courage test is taken in a turn because of half the force destroyed or being on your own. The first result stands for all.



# CHARTS

## MOVE CHART

Type of Model	Maximum move Inches/Cms
Human	6"/14cm
High Elf	6"/14cm
Wood Elf	6"/14cm
Hobbit	4"/10cm
Dwarf	5"/12cm
Orc	5"/12cm
Moria Goblin	5"/12cm
Uruk-Hai	6"/14cm
Cave Troll	6"/14cm
Balrog	6"/14cm
Ringwraith	6"/14cm
Horse Rider	10"/24cm
Giant Eagle	24"/56cm

## CLIMB CHART

Dice	Result
1	Fall to the ground.
2-5	Continue to climb up/down. If top/bottom reached model halts.
6	Continue to climb up/down. If top/bottom reached complete remaining move.

## THROWN RIDER CHART

Dice	Result
1	Knocked flying. Rider placed lying by mount and moves no further that turn.
2-5	Rises from the dust. Rider placed standing by mount and moves no further that turn.
6	Leaps into action. Rider placed standing – no further penalty.

## JUMP CHART

Dice	Result
1	Stumbles and fails. Halt at obstacle.
2-5	Success. Cross obstacle and halt.
6	Effortlessly bounds across. Cross obstacle and complete move.

## BOW RANGES

Weapon	Range	Strength	Move Penalty
Orcish bow	18"/44cm	2	Half
Bow	24"/56cm	2	Half
Elven bow	24"/56cm	3	Half

## Wound Chart

### DEFENCE

	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	–	–
2	4	4	5	5	6	6	6/4	6/5	6/6	–
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/5
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4



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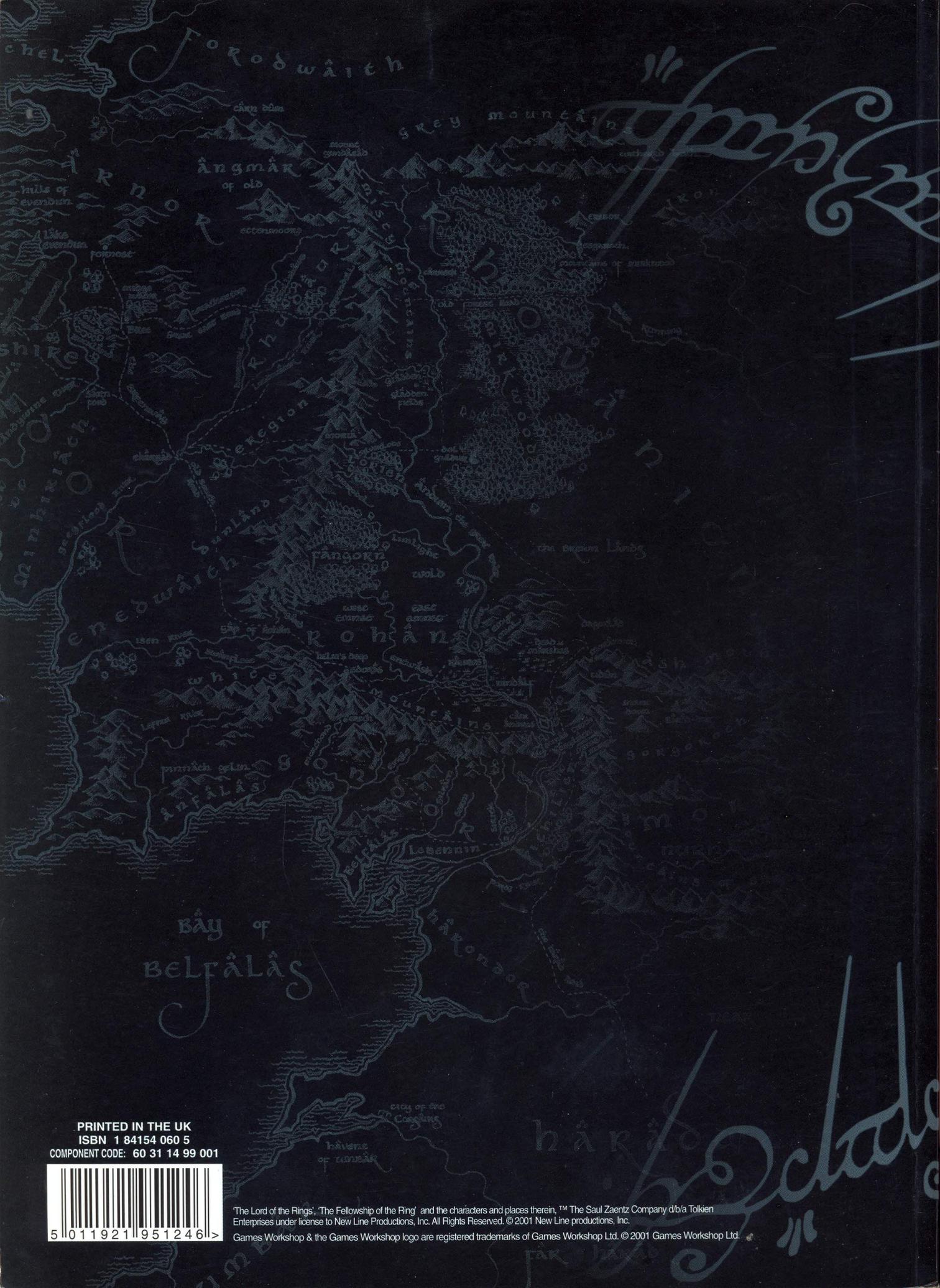
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