

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

FALL OF THE NECROMANCER



THE LORD OF THE RINGS
STRATEGY BATTLE GAME
SOURCEBOOK



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NEW LINE CINEMA
A Time Warner Company

FALL OF THE NECROMANCER

A Sourcebook for
The Lord of The Rings Strategy Battle Game



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FOREWORD

A terrible shadow has fallen over the south of Mirkwood, wreathing the once-great forest with darkness and despair. Brought together in common cause, the greatest champions of the Free Peoples have resolved to drive the Necromancer – in truth, Sauron, the Dark Lord – from the fortress of Dol Guldur, or die in the attempt!

WHAT'S IN THIS BOOK?

As a sourcebook for The Lord of The Rings Strategy Battle Game, Fall of the Necromancer is split into several different sections:

SCENARIOS

This book contains seven scenarios. They present players with a campaign that re-enacts the mustering of the White Council, and the expulsion of the Necromancer from Dol Guldur in a truly awesome contest of power. Each scenario walks you through the background to the battle and the forces involved, as well as victory conditions and any special rules that may apply.

Points Match

If you don't have the exact models to replicate the participants in any given scenario, there is a 'Points Match' box that gives guidelines on how to play the scenario with a different force. Simply create a force of the recommended points value, following the selection guidelines presented in the Points Match box.

PAINTING AND MODELLING

As well as presenting detailed painting guides for the models found within this book, this section gives you practical

guidance on building many of the more unusual hobby projects within. Though you don't need to make these terrain pieces to play the scenarios in this book, your games will be all the more satisfying and enjoyable with a few exciting terrain pieces. From spider lairs to Dol Guldur itself, there are guides aplenty to creating a terrain set that can be used not only with the scenarios in this book, but in other battle games in the world of The Lord of The Rings.

FORCES

Here you'll be presented with all the new Warrior and Hero profiles that you will need to play these scenarios. For the Evil side, this includes the Necromancer himself, as well as the corrupted forest creatures from Mirkwood. The Good side gains several new Heroes, including Saruman the White and Erebor, as well as Wood Elf Warriors. Where there is variation between the profiles included in the book and the ones printed in the main rules manual, this volume takes precedence. These new profiles can be used in addition to the ones in other The Lord of The Rings Strategy Battle Game sourcebooks and the main rulebook or for inclusion in your existing armies.



THE COMING OF THE NECROMANCER

There is little in Middle-earth that has remained unchanged by Sauron's eternal war against the free. Across Gondor and Rohan, towns and villages have become little more than armed camps bounded with strong walls, lest they be assailed in the deep night, to become tumbled and contested ruins. The realms of Elves and Dwarves, denuded and shrunk by years of strife against the servants of the Dark Lord, have become wary and insular, the better to maintain their guard. Fear is the chief tool of the Lord of Mordor, and its tendrils have sunk deep across Middle-earth, provoking changes that will take a thousand years to heal.

Nowhere is the touch of Sauron more obvious than in Rhovanion, the land that lies east of the Misty Mountains and north of Rohan. Here, dominating the wide plains that fall under its shadow, lies the dark and tangled mass of Mirkwood. This mighty forest is an enduring testament to Sauron's malice and corrupting influence, for it was once a wholesome place until the Dark Lord took up abode under its boughs. In those days, it was known as Greenwood the Great, for it was as noble, in its way, as the forests of Fangorn and Lothlórien, and many times their size.

It was here that Sauron came in secret during the first half of the Third Age, still reeling from his defeat at the hands of the Last Alliance of Men and Elves some centuries before. Knowing that the folk of Gondor still kept watch upon the bounds of Mordor, Sauron sought a new lair from which to rebuild his strength. It will never truly be known why the Dark Lord chose southern Greenwood for this purpose, for that secret rests solely in the mind of Sauron. Certainly, no realm claimed ownership of the southern bounds of the forest, for the Elves of Greenwood largely had their halls in the north and the Men of Rhovanion were ever reluctant to stray into the depths. It is possible that the Dark Lord deliberately sited his new lair atop the ruins of an older, long-abandoned fortress from the days of Morgoth in the hopes of rekindling any power that resided in its ruins. Wherever the truth of the matter lies, the coming of Sauron to Greenwood changed the forest forever.

Slowly, but inexorably, the presence of the Dark Lord corrupted and changed the forest beyond all recognition. The trees became twisted and the very air itself became heavy with malice and spite. Evil creatures began to venture under the trees, drawn by the unwholesome presence of the Lord of the Rings. Whether spiders from the Ephel Duath, or Wargs and

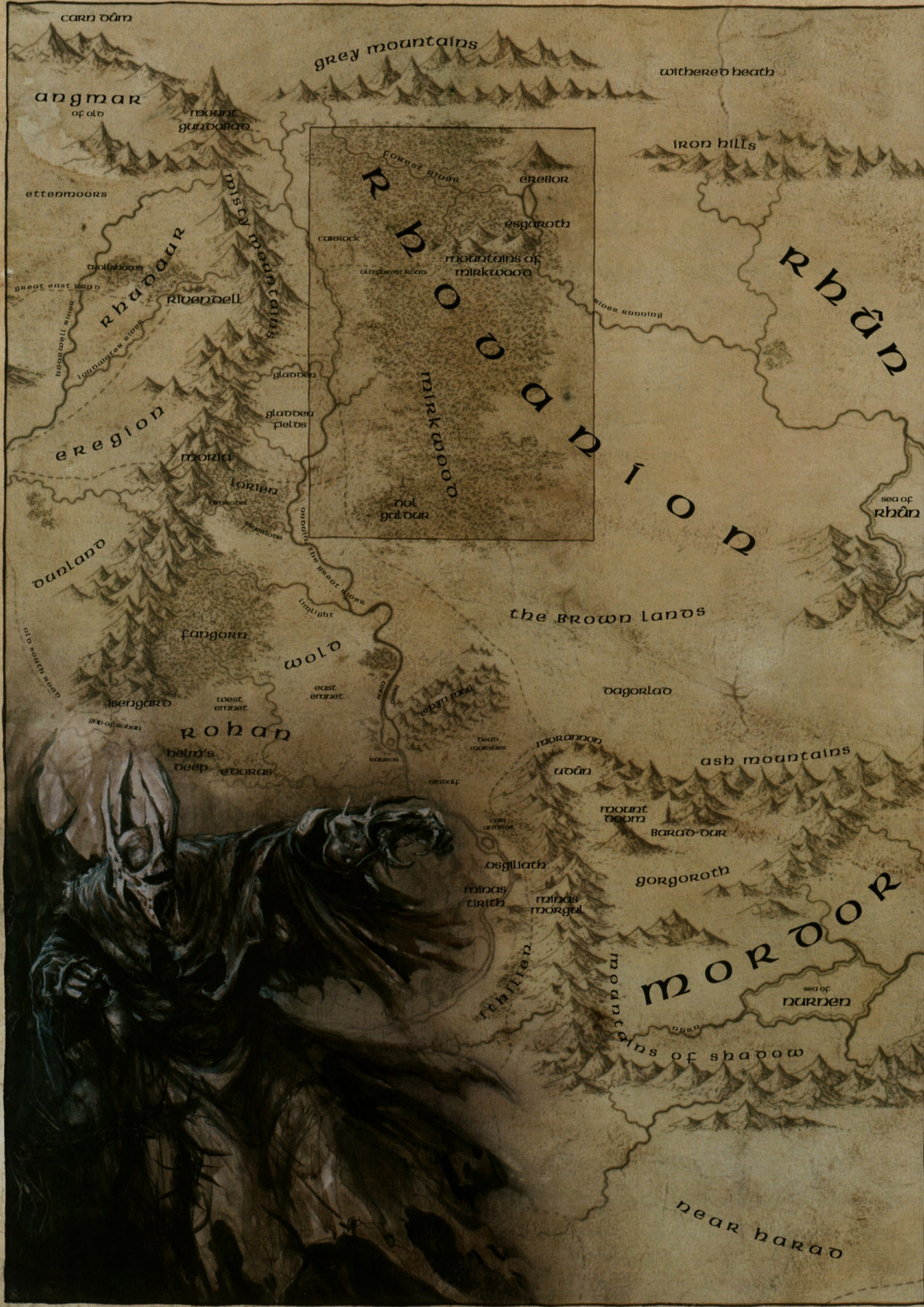


Orcs from the plains of Anduin, they came in great numbers and in brazen defiance of the Elves who lived there. Such changes could not go unnoticed forever, and soon tales came to the ears of Men and Elves that a great evil now dwelt in the forest of Greenwood. A Necromancer of great power resided in a dark and twisted tower that seemed almost alive and aware, atop a pit of shadow from which there was no escape. Greenwood was a noble place no longer, but had become the oppressive and malignant forest, Mirkwood. The worst of the changes were to be seen in the glades surrounding Sauron's new home, Dol Guldur – the Hill of Sorcery – yet throughout the forest his influence was plain.

Shortly thereafter, the Elves of Mirkwood found themselves beset upon all sides as the very forest seemed to turn against them. Despite the dark terror that their home had become, the Elves of Mirkwood did not yield, and fought on to reclaim their home – though with little help from beyond their borders. For many long years, the Necromancer gathered strength in his fortress, directing from afar his minions in other lands. Why the Free Peoples allowed him his grip on Mirkwood for so long is unknown, though they would often find themselves challenged in other quarters. Indeed, the Third Age saw many troubles to distract its kingdoms – plague, restless Haradrim in the south or the invading forces of Angmar in the north, to name but a few. It is likely that the Necromancer endured simply by remaining a less immediate foe. Dol Guldur remained unopposed save by those it directly threatened – the Elves of Mirkwood, who were faced with a battle they could not win alone.

Only when Gandalf the Grey entered the dungeons of the Necromancer's lair did the wheels of fate begin to turn against Sauron. For some time, the Wizard had feared that the master of Dol Guldur was none other than the Dark Lord, and beneath the Hill of Sorcery he found all the proof that he required. Faced with this knowledge, the White Council was no longer able to postpone confrontation with the darkness at the heart of Mirkwood. Though Saruman the White, then the master of the Council, stalled preparations to suit his own ends, the Wise were able to marshal their forces in preparation of assaulting Dol Guldur. Never before or since in the Third Age had so many powerful individuals been assembled in one place. The stage was set for one of the greatest battles ever to be seen in Middle-earth.





fall of the necromancer

erebor

Forest river

scenario two
in the nick of time

esgaroth

mountains of
mirkwood

old forest road

taur angol

scenario one
dol galdur awakens

river running

scenario three
a walk through dark places

scenario four
meddle not in the
affairs of wizards

the glade of
bones

m i r k w o o d

dol
galdur

scenario five
the lair of the
spider queen

scenario seven
fall of the
necromancer

scenario six
in the shadow
of dol galdur



DOL GULDUR AWAKENS

For many long years an evil power has been growing in strength at Dol Guldur, its hand reaching out across the forest of Mirkwood, making dark and foul that which was once green and fair. Now, armed with the knowledge that the Necromancer of Dol Guldur is none other than Sauron, the White Council, foremost assemblage of the wise in all Middle-earth, have judged that this fortress must be assailed. The Dark Lord cannot be slain whilst the One Ring endures, but he can be thwarted and his armies broken. Sauron shall be cast out and his plans, whatever they are, will be ended. So it is that many of the mightiest names amongst the Free Peoples gather together in common cause. From Rivendell comes Elrond Halfelven and his counsellors Erebor and Glorfindel. The Lord and Lady of Lothlórien, Celeborn and Galadriel, travel with a great host of Elves and Círdan stirs himself from the Grey Havens. The fight is not left solely to the Elves, however. Though two of their number cannot be reached, three of the five Wizards lend their skills to the task at hand. Radagast's home lies but a little distant from Dol Guldur, and he has seen the ruin it has caused for himself, whilst Gandalf wastes no opportunity to oppose Sauron. Even Saruman, his path not yet strayed into shadow, pledges himself to the battle to come. As yet, these players have yet to set foot upon the stage proper and Sauron, sensing that the Wise are moving against him, seeks to deny them allies. Exerting his influence over the corrupted creatures of the forest, the Necromancer sends them north to break Thranduil and the Elves of Mirkwood...

PARTICIPANTS

Good

Thranduil

3 Wood Elf Sentinels

12 Wood Elf Warriors

4 with Elven blades and throwing daggers; 4 with Elf bows;

4 with Wood Elf spears

Evil

4 Giant Spiders

2 Bat Swarms

POINTS MATCH – ALTERNATIVE FORCES

Good (200 points)

Must include a single Hero with no more than 2 Wounds (who takes the place of Thranduil). No Good models may ride steeds of any kind.

Evil (200 points)

No more than 50% of the Evil models may carry bows, and no Evil models may ride steeds of any kind. Remember that the Evil player must set approximately 100 points worth of the models chosen on one side to represent the Giant Spiders (see below).





LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. There should be two small forests (of about three trees each) placed in opposite corners, and a larger forest (of about five trees) in the centre of the map. Individual trees should be placed across the rest of the board, no closer than 3"/8cm to another tree or to a forest.

STARTING POSITIONS

The Good player deploys his force anywhere on the board, though no Good model may be deployed within 3"/8cm of another. Then, starting with the Evil player, the players take it in turns to deploy one Bat Swarm each. These may be placed touching any point on any board edge, though they may not be deployed within 3"/8cm of each other. The Spiders are kept in reserve, and will be available later in the game.

OBJECTIVES

The Good side wins if it manages to kill or drive off the Evil force before being destroyed or driven off itself. The Evil side wins if all the Elves (including Thranduil) are slain.

Wearied by Battle. This scenario represents the late stages of the Elven defence against the Necromancer's minions – they have already suffered many casualties and are ready to fall back. At the start of each Good model's move (before it has performed any kind of action), it must pass a Courage test or retreat a full move away from the nearest visible enemy model, unless its move is sufficient to carry it off the board, in which case, remove the Elf as a casualty.

SPECIAL RULES

Spiders. At the start of the Evil player's first Move phase, and for the next three Move phases, the player with priority places a single Giant Spider (or up to 25 points worth of models not currently deployed, if playing a points match) touching any point along any board edge. Newly arrived models may not charge in the turn they move onto the board but may otherwise act normally.

THE FALL OF THE NECROMANCER CAMPAIGN

If you wish to play the scenarios in this book as a campaign, it's important to keep track of the health (or otherwise) of the various Good Heroes as the scenarios progress. As such, you need to keep track of how many Might, Will, Fate and Wounds that have been expended by them at the end of each scenario.

When these characters appear in later scenarios, they do not start with all their reserves restored. Instead, at the start of the scenario, before deployment, the Good player rolls a D6 for each Good Hero to determine how many characteristic points they can restore. Each point expended replenishes a single point of Might, Will or Fate or heals one Wound.

Heroes that have been slain must use these points to restore their Wounds to above 0 otherwise they cannot take part in that scenario.



IN THE NICK OF TIME

Distracted by other affairs and caught off guard, the Elves of northern Mirkwood are cruelly pressed by the Necromancer's onslaught. Many lives have already been lost to the creatures that sweep through the forest like a hungry wind and, slowly but surely, the Elves are driven back towards their halls. Though Thranduil repels the attacks as best he can, much of his army is scattered throughout the forest on other errands and his wounded followers are beginning to outnumber those still capable of fighting at his side. It can only be a matter of time before they are all overwhelmed. Fortunately, the same events that led Sauron to launch an attack on Thranduil may yet be the salvation of the Elvenking. Elrond Halfelven has learnt of the king's plight and, with great haste, has led part of his army to Thranduil in the hope of rescuing the Wood Elves. Though he meets with much delay, Elrond arrives just as Thranduil prepares for a last desperate defence of his realm. With luck, and through the grace of the Valar, they will yet be able to crush the Necromancer's forces and save the realm from ruin.

POINTS MATCH – ALTERNATIVE FORCES

Good (600 points)

Must include two Heroes to take the place of Elrond and Thranduil. No Good models may ride steeds of any kind. Only 33% of the Good models may carry bows.

Evil (600 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Khamûl). No more than 50% of the Evil models may carry bows, and up to 33% of Evil models may ride steeds of any kind.

PARTICIPANTS

Good

Thranduil

Legolas

Elrond

3 Wood Elf Sentinels

12 Wood Elf Warriors

4 with Wood Elf spears; 2 with Elf bows and Elven cloaks;

2 with Elf bows; 4 with Elven blades and throwing daggers

(One Wood Elf Warrior may carry a banner).

11 Elf Warriors with heavy armour

4 with Elven blades; 4 with Elf bows; 3 with shield and spears

(One Elf Warrior may carry a banner).

Evil

Khamûl the Easterling

1 Wild Warg Chieftain

1 Orc Captain

24 Orc Warriors

8 with shields; 8 with spears; 4 with two-handed weapons;

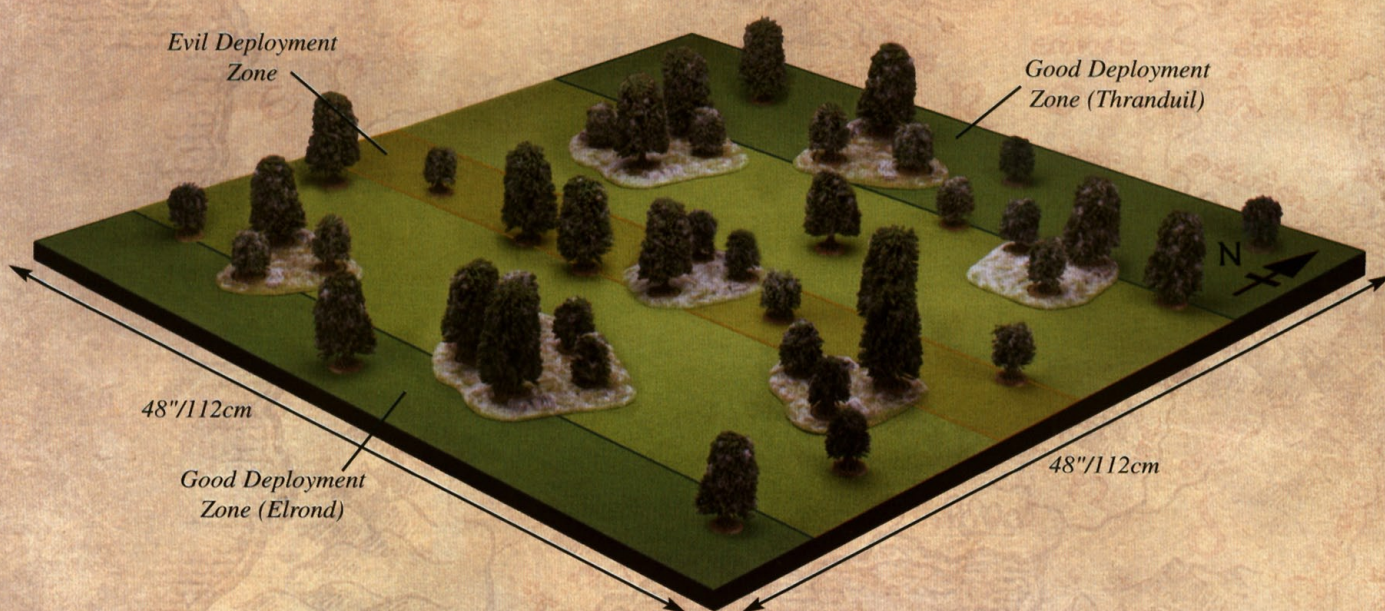
4 with Orc bows

(One Orc Warrior may carry a banner).

3 Wild Wargs

4 Giant Spiders

2 Bat Swarms





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, set up as shown opposite. The board is heavily forested and should have at least half of its surface area covered in either forests or individual trees. Four small forests (of about three trees each) and two larger forests (of about five trees each) along with a dozen individual trees will give a suitable effect.

STARTING POSITIONS

The Good player deploys his Wood Elves (including Legolas and Thranduil) within 12"/28cm of the northern board edge. When this has been done, the Evil player deploys his Orcs between 18"/42cm and 24"/56cm from the southern board edge and his other models at least 30"/64cm from the southern board edge. Finally, the Good player deploys his Elves (including Elrond) up to 6"/14cm from the southern board edge.

OBJECTIVES

Whichever side reduces the other to a quarter of their starting strength first, wins the game. If both forces are reduced to quarter strength in the same turn, the game is a draw. If the Evil player kills both Thranduil and Elrond, the best result the Good player can achieve is a draw.

SPECIAL RULES

Rivalry. Thranduil is a proud individual and does not easily submit to the will of others, nor does he allow his followers to do so. As a result, treat the two Elf forces as separate when determining whether or not Courage tests are required for forces being at half strength. This does not affect the victory conditions – calculate these from the total number of Good models in play. In addition, Elf Warriors will only use Elrond's Stand Fast! and Wood Elf Warriors will only use Legolas' and Thranduil's Stand Fast!



A WALK THROUGH DARK PLACES

In the north, Thranduil's Elves are barely holding their own against the sudden onslaught of the Necromancer's pawns, yet hope still exists. The members of the White Council have begun to pierce the oppressive canopy of the Tawar Dúath, that area of southern Mirkwood over which Dol Guldur's taint is strongest. The various groups have yet to combine, hoping that secrecy will carry them further to their goal than force of arms. When Elrond's scouts discover the plight of Thranduil and his folk, the master of Rivendell divides his force, taking many Elven warriors north to beset Thranduil's attackers. It is then that the Necromancer strikes against the western Elves, his vassals ambushing those that Elrond left behind. In a few moments of close fought battle, the Elves are all but overwhelmed, though they account for themselves well enough and succeed in driving the servants away. Círdan is severely wounded, and only Arwen and a handful of others are still able to fight. As they prepare what defences they can around Círdan's injured form, Arwen sends one of their number north to seek out her father, who despatches Erebor and Glorfindel to Arwen's aid when he learns of her plight. Meanwhile, with one of his oldest adversaries and the daughter of another foe so vulnerable to attack, Sauron unleashes several of his most powerful servants to finish them. Malignant shadows detach themselves from the heart of Dol Guldur and strike out into the forest, nigh-unstoppable extensions of the Dark Lord's will that will not cease until their quarry has been slain. A race now begins, in which the lives of Arwen and Círdan are the prize of victory.

PARTICIPANTS

Good

Círdan

Arwen Evenstar

Erebor

Glorfindel, Lord of the West

1 Elf Captain with heavy armour, shield and Elven blade

8 Elf Warriors with heavy armour

4 with Elf bows; 4 with Elven blades

(One Elf Warrior may be given a banner).

All Good models are on foot

Evil

4 Castellans of Dol Guldur, each with a Morgul blade

2 Bat Swarms

4 Wild Wargs

POINTS MATCH – ALTERNATIVE FORCES

Good (550 points)

The Good side must include five Heroes, one of which takes the place of Círdan, and another that takes the place of the Elf Captain. No Good models may be mounted.

Evil (300 points)

Must include four Heroes to take the place of the Castellans. May not include any mounted models, nor arm more than 33% of its models with bows.





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, set up as shown opposite. A rocky outcrop (about 3"/8cm in diameter) is placed in the centre of the board – this marks the heart of a clearing, so no other terrain features may be placed within 3"/8cm of it. The rest of the board should be as heavily forested as you can make it, with at least four small forests (of about three trees each) and two larger forests (of about five trees each) scattered across the board. Individual trees should be placed across the rest of the board, no closer than 3"/8cm to another tree or to a forest.

STARTING POSITIONS

The Good player deploys Círdan in base contact with the rocky outcrop, with Arwen and up to three Elf Warriors within 3"/8cm of Círdan – if the Good player has an Elf with a banner, he must be deployed here also. The Elf Captain, and any remaining Elf Warriors, are deployed at least 18"/42cm away from the rocky outcrop. Erebor and Glorfindel are deployed touching the centre of the northern board edge. When this has been done, the Evil player deploys one Castellán touching the centre of each of the southern and western board edges, and two at the centre of the eastern, board edge. He then deploys (in any combination) a third of his remaining models (two models, with the standard participants) within 12"/28cm each of the eastern, western, and southern board edges.

OBJECTIVES

The Evil side will win if both Arwen and Círdan are slain, whilst the Good player will achieve victory if both Heroes are alive once the Evil force has been destroyed. If either Arwen or Círdan is slain, but the other survives, the game is a draw.

SPECIAL RULES

Weary with Much Toil. To represent his fatigued and wounded state, Círdan begins the game with no Might or Fate, 2 points of Will, and only a single Wound. Also, his injury prevents him from moving and he will always count as being trapped. Similarly, the Elf Captain starts with no Might, Will or Fate.

The Touch of Despair. In the event of a Courage test being failed as a result of the Good side being reduced to below 50%, do not remove the model. Instead, the Evil player may move the model that turn – he may even charge into combat with an Evil model, if he wishes, to represent a last desperate act of valour. Models affected in this way remain Good models, and will act normally in the following Shoot and Fight phases.

The Light of Day. In the clearing that Arwen and Círdan shelter in, the dark canopy of the Tawar Dúath is pierced by the brilliant rays of the sun. The Wargs and Bat Swarms, being creatures of darkness, will not move into the clearing (ie, within 3"/8cm of the rocky outcrop) for any reason and will count as trapped if they attempt to back away into it.



MEDDLE NOT IN THE AFFAIRS OF WIZARDS

Though Wizards purport never to be late or early, arriving precisely when they mean to, this is not always entirely accurate. Whilst the Elves labour in the Tawar Dúath, the three Wizards of the White Council have been delayed. Having finally encountered one another on the outer edge of the forest of Mirkwood, the three come under attack from within and without the gloom-struck forest. From the western plains of the Anduin sweep a band of Warg Riders, possibly directed by Sauron, but more likely merely searching for easy prey and erroneously thinking they have found it in the three old men who now stand before them. At the same time, and of far more immediate concern, several Castellans emerge from the canopy of Mirkwood. These, at least, are driven solely by the Necromancer's designs, and could yet prove to delay the three travellers further still, if not permanently...

PARTICIPANTS

Good

Gandalf the Grey
Radagast the Brown
Saruman the White

Evil

4 Castellans of Dol Guldur, each with a Morgul blade
1 Orc Captain
6 Warg Riders
 2 with throwing spears, 2 with Orc bows, 2 with shields
3 Wild Wargs

LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. The eastern 12"/28cm of the board is heavily forested and should have at least half of its surface area covered in either forests or individual trees. A small forest (of about three trees) and a larger forest (of about five trees) and half a dozen individual trees will give a suitable effect.

STARTING POSITIONS

The Good player deploys his force anywhere on the board, with no model deployed within 6"/14cm of another or the western board edge. When this has been done, the Evil player deploys his Castellans touching the eastern board edge, no closer than 3"/8cm to each other, and the remainder of his force within 3"/8cm of the western board edge.

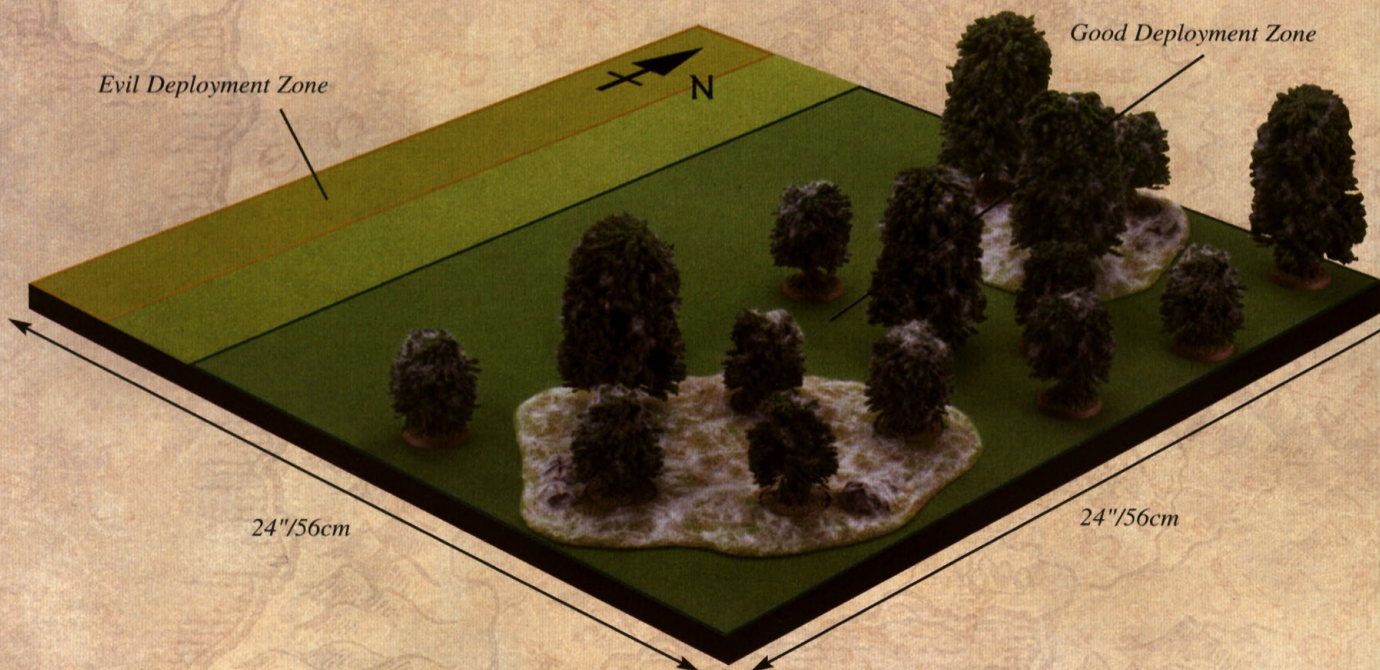
POINTS MATCH – ALTERNATIVE FORCES

Good (500 points)

Must include three Heroes. No Good models may ride steeds of any kind. One of the Heroes may be equipped with a bow.

Evil (400 points)

No more than 50% of the Evil models may carry bows, and up to 33% of Evil models may ride steeds of any kind.





OBJECTIVES

The Evil side wins if two of the three Wizards are slain before the Evil force is reduced to a quarter of its starting models. The Good player wins if the Evil force is reduced to half its starting models and two or more Wizards are still alive. In any other event, or in the event of both sides meeting their objectives in the same turn, the game is a draw.

SPECIAL RULES

The Will of Sauron. This far from Dol Guldur, the Castellans are much weaker than they normally would be – though they are still formidable, to say the least. They start the game with only 5 Will points each.



THE LAIR OF THE SPIDER QUEEN

Against all odds, the battles in the north have gone well. Elrond's forces prevailed and rescued Thranduil, whilst Erestor and Glorfindel's timely arrival preserved Arwen and Círdan from the attentions of the Castellans of Dol Guldur. In gratitude for Elrond's aid, Thranduil musters his remaining warriors and pledges his support to the greater goal. At last, the White Council begins to coalesce for the assault on Dol Guldur, yet one obstacle has to be overcome before the Hill of Sorcery can be brought under siege. Around the clearing in which Dol Guldur sits, the Tawar Dúath is almost impenetrably dense, a solid barrier made all the more forbidding by the malice of countless rotten-hearted trees. There is but one approach that, though perilous, will serve the attackers well. At one point along the perimeter, the forest becomes sparse, almost as though it were a living thing infested with decay. It is here that passage can be made, yet it is not without danger. In the heart of this region lives the queen of the Giant Spiders, an evil and cunning child of Shelob, spawn of Ungoliant. Her senses extend as far as her web, and the strands of her web cover acres beyond counting. To steal quietly through her realm would be costly at best, and impossible at worst, so this bloated creature must be slain and her brood scattered. This task falls to Galadriel and those that have travelled with her.

PARTICIPANTS

Good

Galadriel, Lady of the Galadhrim

Celeborn

2 Wood Elf Sentinels

24 Wood Elf Warriors

8 with Elven blades and throwing knives; 8 with Elf bows;

8 with Wood Elf spears

Evil

Spider Queen

4 Giant Spiders

2 Bat Swarms

6 Wild Wargs

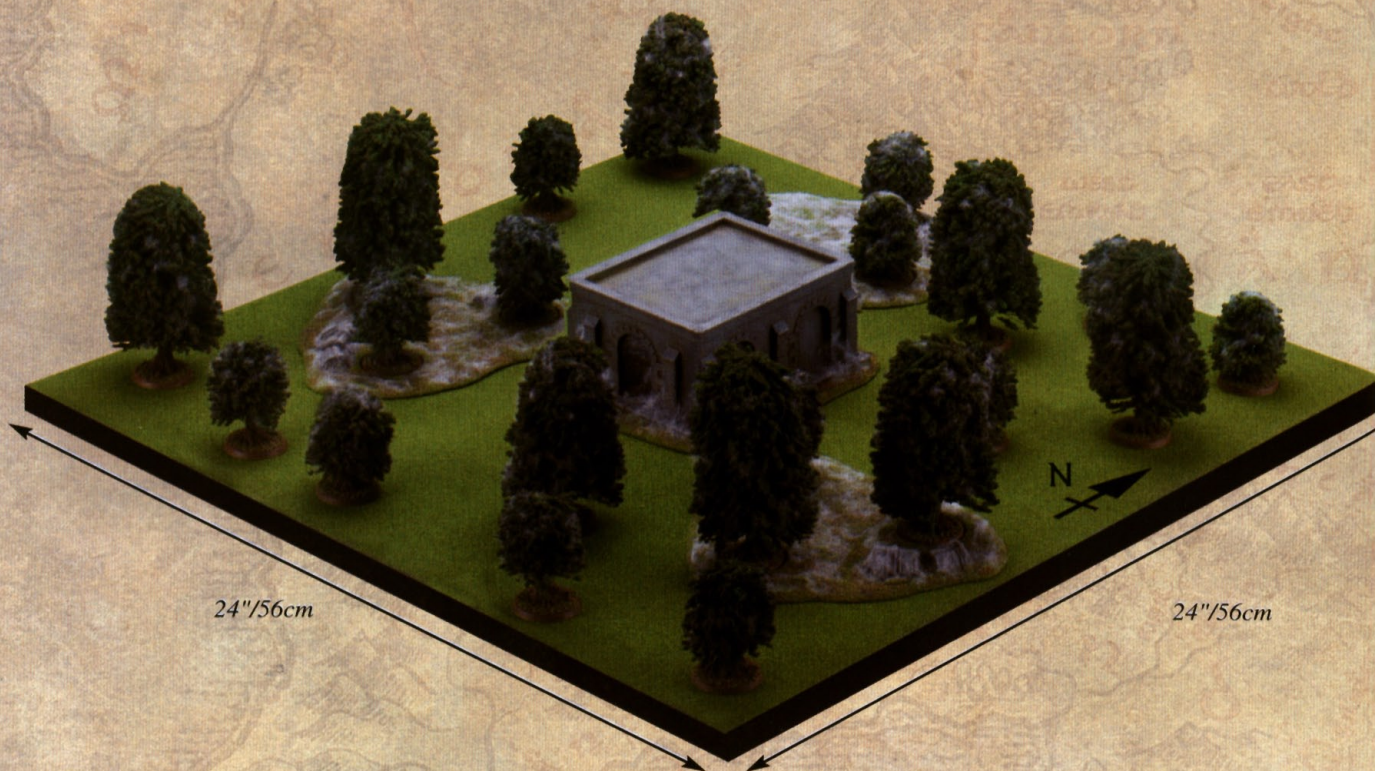
POINTS MATCH – ALTERNATIVE FORCES

Good (450 points)

Must include a single Hero (who takes the place of Galadriel). No Good models may ride steeds of any kind. Up to 33% of the Good models may be armed with missile weapons.

Evil (300 points)

Must include a single Hero (who takes the role of the Spider Queen). No Evil models may ride steeds of any kind. Up to 33% of the Evil force may be armed with missile weapons.





LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. The Spider lair is placed in the centre of the board. There should also be three small forests (of about three trees each) placed within 6"/14cm of the Spider lair. Individual trees should be placed across the rest of the board, no closer than 3"/8cm to another tree or to a forest.

STARTING POSITIONS

The Evil player deploys his entire force within 3"/8cm of the spider lair. The Good player splits his force into four equal groups, and deploys one group within 6"/14cm of the centre of each board edge.

OBJECTIVES

The Evil side wins if the Good force is slain or flees from the board, whilst the Good player wins if the Spider Queen is slain. In the event of Galadriel being slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

Defend the Queen. When the attack begins, the Spider Queen calls her brood to defend her, with more and more of the foul things appearing from the forest as the battle goes on. When a Giant Spider is slain, it is brought into play at the end of the following Move phase. The player with priority must place it touching the centre of any board edge or the Spider lair. Newly arrived models may not charge in the turn they arrive, but may otherwise act as normal. Evil models do not take Courage tests in this scenario.

The Web. The ground of the lair is covered with a layer of entangling webbing. At the start of their move, all Good models must roll a D6. On a roll of a '1', they have been snared in the web and may not move that turn, and count as trapped in the subsequent Fight phase. Heroes may use Might to modify this roll.



IN THE SHADOW OF DOL GULDUR

Having ended the threat of the Spider Queen, the forces of the White Council can now close on Dol Guldur and the enemy within. The tower of the Necromancer is an unusual fortress, for much of it exists deep underground – only a fraction of its true size can be seen atop the hill from which it sprouts. A vile network of caverns and passageways gnaw and burrow their way through the hill and the surrounding lands, providing the Necromancer with all manner of lairs for his servants and dungeons for his foes. This is why, when the Free Peoples advance upon the tower, hundreds of Orcs, Spiders, and other ruinous creatures appear to erupt from the ground, disgorged from several score vine-encrusted portals and caves. Swiftly, the Elves and their allies find themselves outnumbered by a veritable tide of Sauron's servants and fighting for their lives. In the dells below the silent tower, small groups of Elves steadfastly battle towards their goal, determined that the Necromancer will be defeated once and for all.

POINTS MATCH – ALTERNATIVE FORCES

Good (700 points)

Must include a single Hero (who takes the place of Elrond). No Good models may ride steeds of any kind. Up to 33% of the Good models may be armed with missile weapons.

Evil (800 points)

Must include at least three Heroes. No Evil models may ride steeds of any kind. Up to 33% of the Evil models may be armed with missile weapons.

PARTICIPANTS

Good

Elrond

3 Wood Elf Sentinels

25 Elf Warriors with heavy armour

9 with shields and spears; 8 with Elven blades;

8 with Elf bows

(One Elf Warrior may carry a banner).

24 Wood Elf Warriors

8 with Wood Elf spears; 4 with Elf bows and Elven cloaks;

8 with Elven blades and throwing daggers; 4 with Elf bows

(One Wood Elf Warrior may carry a banner).

Evil

1 Ringwraith

1 Wild Warg Chieftain

1 Orc Captain

1 Castellan of Dol Guldur

24 Orc Warriors

8 with shields; 8 with spears; 4 with two-handed weapons;

4 with Orc bows

(One Orc Warrior may carry a banner).

3 Wild Wargs

4 Giant Spiders

2 Bat Swarms

1 Mordor Troll

All Evil Heroes are on foot.

The Ringwraith begins the game at maximum Might, Will and Fate (ie, 2, 14 and 2 respectively).





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, set up as shown opposite. There are two small forests (of about three trees each) touching the southern board edge. In each corner of the board is a medium-sized hill (between 12"/28cm-18"/42cm in length and width and rising no more than 4"/8cm in height) each of which has a stone portal or gateway embedded in one face. Several rocky outcrops are scattered across the board.

STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the western board edge, all save for the Wood Elf Sentinels who can deploy up to 12"/28cm in from the western board edge. No Evil models are deployed at the start of the game; instead they will arrive as the game progresses.

OBJECTIVES

The Good force must move off the board via the eastern table edge – if more than 50% of the Good force exit in this way, the Good player wins. If less than 25% of the Good force exits the

board in this way, the Evil player wins. If between 50% and 25% of the Good force escape in this way, the game is a draw. If Elrond (or the Alternative Leader used in his stead – see below) is slain, the best result the Good side can achieve is a draw.

SPECIAL RULES

Unstoppable Tide. At the start of each of his Move phases, the Evil player rolls 2D6 – this is the number of models that he may bring onto the board that turn. They are divided as equally as possible between each of the stone portals and move onto the board from the relevant gateway. Newly arrived models may not charge in the turn they move onto the board, but may otherwise act normally. Warriors that were removed as casualties can be brought into play in this manner. The Evil force does not take Courage tests for being reduced to less than half strength in this scenario.

Alternative Leader. Dozens of small skirmishes of this nature are taking place around Dol Guldur at this moment in time. If you wish, you may exchange Elrond for any one of the Good Heroes used in a scenario within this supplement.



THE FALL OF THE NECROMANCER

The end is now in sight. Without and within Dol Guldur, the creatures of the Necromancer strive against Elven Warriors in a battle where quarter shall neither be asked nor given. The defenders of the tower are seemingly without number, and the triumph of the White Council rests upon the defeat of Sauron himself, for while he lives his followers fight without pause or fear. One by one, the Council breach the defences of the tower of Dol Guldur itself and begin to search for the Dark Lord within. As they do so, the Elves endeavour to keep the lesser evils of the place at bay, but they cannot hope to hold for long. When the Necromancer finally reveals himself, the fighting is redoubled, for he has gathered his most powerful servants to his side. So it is that the mightiest Heroes of the Free Peoples find themselves locked in a final terrible battle against the Dark Lord and a score of his deadliest servants. The result of this struggle will determine the fate of Middle-earth.

POINTS MATCH – ALTERNATIVE FORCES

Good (1,500 points)

Must consist entirely of Heroes – two of which take the role of Gandalf and Saruman. No Good models may ride steeds of any kind. Up to 33% of the Good force may be armed with missile weapons.

Evil (1,400 points)

Must include at least as many Heroes as Warriors. The most expensive Hero takes the role of the Necromancer. No Evil models may ride steeds of any kind. Up to 33% of the Evil force may be armed with missile weapons.

PARTICIPANTS

Good

Gandalf the Grey
Saruman the White
Radagast the Brown
Arwen Evenstar
Círdan
Glorfindel, Lord of the West
Erestor
Elrond
Galadriel, Lady of the Galadhrim
Celeborn
Thranduil
Legolas

Evil

The Necromancer
Khamûl the Easterling
5 Ringwraiths
4 Castellans of Dol Guldur
1 Troll Chieftain
1 Mordor Troll
4 Giant Spiders

No models (Good or Evil) are mounted.

The Castellans each carry a Morgul blade.

The Ringwraith begins the game at maximum Might, Will and Fate (ie, 2, 14 and 2 respectively).





LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. As the board represents the courtyard within the outer walls, there is little terrain, although there are a handful of jagged rock outcrops and twisted trees scattered across the board. The central tower of Dol Guldur rises from the centre of the board, whilst an overgrown mausoleum rests in the south-western corner.

STARTING POSITIONS

The Good player deploys Gandalf touching the western board edge and Saruman touching the eastern board edge. The Evil player then places the Necromancer in base contact with the central tower. The other models are held in reserve and will be available later in the game.

OBJECTIVES

This battle can only be won by the death of the Necromancer (actually, he'll flee at the instant of destruction, but that's a technicality). If the Good side is able to destroy the Necromancer before they are wiped out, then the Good player wins. Any other result is an Evil victory.

SPECIAL RULES

The Final Battle. This scenario represents the final battle between mighty Heroes. As such, we've chosen to ignore anything smaller than a Giant Spider as an irrelevance – just imagine there are Elves and Orcs battling in mortal combat as this game goes on. At the start of the Good player's Move phase, he may move D3 models not deployed at the start of the game (chosen by the player with priority) on from a board edge of the Good player's choice. At the start of the Evil player's Move phase, he may place D3 models not deployed at the start of the game (chosen by the player with priority) in base contact with either the tower or the mausoleum. Newly arrived models may not charge in the turn they move onto the board, but otherwise may act normally.

THE FALL OF THE NECROMANCER CAMPAIGN

If you're playing the Fall of the Necromancer as a campaign, the Good Heroes will be fairly beaten up by this point. To even up the forces, the Evil player may only field three Ringwraiths in this scenario if it is being played as part of a campaign.



MODELLING AND PAINTING

On the following pages we show you how to paint the heroes and warriors that take part in the Fall of the Necromancer. There are also guides to building a number of terrain pieces specific to the fighting at Dol Guldur, including the tower itself.

THE WHITE COUNCIL

GALADRIEL



- Basecoat the hair with Bronzed Flesh.
- Basecoat the skin with Bleached Bone.
- Finally, shade both with a mixture of Blue Ink and Dark Green Ink.

- Basecoat Galadriel's dress with Fortress Grey.
- Shade with Blue and Dark Green inks
- Highlight with watered-down Skull White.

CÍRDAN



- Basecoat with a Midnight Blue/Liche Purple mix.
- Highlight with a mix of Midnight Blue, Liche Purple and Scab Red.
- Add Skull White for final highlights.

SARUMAN



- Basecoat the robe with a mix of Bestial Brown and Codex Grey.
- Add Bleached Bone to highlight.
- Apply final highlights of Bleached Bone and Skull White.

ERESTOR



- Use Enchanted Blue and Chaos Black to paint Erestor's clothing.
- Add a little Codex Grey to the mix and apply as highlights.
- Add Fortress Grey for a final highlight.

GLORFINDEL



- Paint the cloak with a mix of Shadow Grey and Fortress Grey.
- Highlight with a mix of Fortress Grey and Skull White.
- Highlight the edges with Skull White.

ELVEN ARMOUR

- Basecoat with a mix of Shining Gold and a small amount of Goblin Green.



- Shade with a dilute mix of Black Ink and Snot Green paint.



- Mix Mithril Silver and Burnished Gold to highlight.



PAINTING WOOD ELVES

Wood Elves don't wear uniform clothing but instead have a number of colours in common which are applied to different parts of the model.

Metal



- Paint the metal areas with Boltgun Metal.
- Shade the metal with Black Ink.
- Highlight with Chainmail.
- Apply final highlights of Mithril Silver.

Skin



- Basecoat with Tanned Flesh.
- Highlight with Dwarf Flesh.
- Mix Dwarf Flesh and Bleached Bone for second highlight.

Hair



- Start with a mix of Snakebite Leather and Codex Grey.
- Highlight with Snakebite Leather
- Apply a final highlight of Bleached Bone.

Gold



- Basecoat with Brazen Brass.
- Shade with a wash of Chestnut Ink.
- Highlight with Burnished Gold.



Bow



- Basecoat with of Scorched Brown.
- Paint Dark Flesh over the base colour.
- Apply final highlights with Bleached Bone.

Green Cloth



- Paint a base colour of Chaos Black and Catachan Green.
- Highlight by adding Bleached Bone to the mix.
- Apply final highlights with Bleached Bone.

Brown Cloth



- Start with a basecoat of Scorched Brown.
- Highlight with a mix of Scorched Brown and Catachan Green.
- Finish off the cloth with Bleached Bone highlights.

Grey Cloth

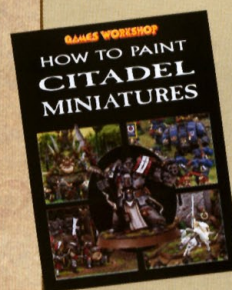


- Apply a mix of Chaos Black and Shadow Grey.
- Then apply highlights of Shadow Grey.
- Finish off with fine highlights of Fortress Grey.

THRANDUIL



- Thranduil's tunic is painted with a mix of Chaos Black and Catachan Green.
- Highlight this with Catachan Green.
- Then add a little Bleached Bone and apply as final highlights.



Much more information and help on painting can be found in the book *How to Paint Citadel Miniatures*.

DENIZENS OF DOL GULDUR

As well as the Bats and Spiders who infest the forest of Mirkwood, the Necromancer and his Castellans haunt the dark tower of Dol Guldur. This painting guide not only deals with the Necromancer but also the Giant Spiders, including plenty of different markings that can be applied to them.



THE NECROMANCER

Armour



- Paint the Necromancer's armour a basecoat of Boltgun Metal.
- Shade with a mix of Dark Green Ink, Yellow Ink and Chaos Black.
- Highlight with Chainmail.

Cloak



- Basecoat the cloak Chaos Black.
- Highlight with successively lighter mixes of Chaos Black and Goblin Green.
- Continue by mixing Scorpion Green into the Goblin Green.

KHAMÛL & CASTELLANS

Cloaks



- Apply a basecoat mix of Chaos Black and Rotting Flesh.
- Highlight this mix with Rotting Flesh.
- Apply a final wash of Rotting Flesh and Dark Angels Green.

Weapons & Armour



- Paint on a basecoat of Boltgun Metal.
- Shade with a mix of Black Ink and Dark Green Ink.
- Finish off with highlights of Chainmail.



GIANT BATS

Black Fur & Wings



- Highlight the Chaos Black undercoat with Codex Grey.
- Apply final highlights of Fortress Grey.

Brown Fur



- Basecoat the fur with Scorched Brown.
- Shade with Brown Ink.
- Highlight the fur with Vermin Brown.

Faces



- Paint the faces of the Giant Bats Graveyard Earth.
- Shade with Brown Ink.
- Highlight with a mix of Graveyard Earth and Bleached Bone.

THE SPIDER QUEEN

Body & Legs



● Mix together Chaos Black and Rotting Flesh and apply all over the body and legs.

● Add small amounts of Rotting Flesh to this mix and build up the highlights to Rotting Flesh.

Boils



● Apply watered-down Scab Red to the boils.

● Apply a mix of Red and Brown inks.

● To finish off, apply a coat of Gloss Varnish.



Broodlings



● Paint each Spider with a basecoat of Graveyard Earth.

● Then apply Desert Yellow.

● Finally, highlight again with Bleached Bone.

Mouth



● Basecoat with Tanned Flesh.

● Add small amounts of Bleached Bone to the base colour to highlight.

● Finish off with a wash of Red and Brown inks.

Fangs



● Paint the fangs a base colour of Graveyard Earth

● Highlight with Bleached Bone.

● Apply fine highlights of Skull White to finish off.

GIANT SPIDERS

Brown Spiders



● Start by painting the Giant Spider Scorched Brown.

● Highlight the base colour with Bestial Brown.

● Apply final highlights to the model using Snakebite Leather.



Green / Brown Spiders



● Apply a mix of Catachan Green and Scorched Brown.

● Add Bubonic Brown to the mix and highlight the creature.

Green Markings



● Apply a base colour of Snot Green to the model.

● Highlight the base colour with Goblin Green paint.

● Mix this with a little Skull White to highlight.

Blue Markings



● Use Ultramarines Blue to paint the marking.

● Highlight with a little Skull White added to the base colour.

Khaki Markings



● Start with a Graveyard Earth marking.

● Then highlight this with Kommando Khaki.

Orange Markings



● Apply Blazing Orange over a Skull White undercoat.

● Paint Golden Yellow as highlighting.

● Add a little Skull White to the yellow to highlight.

TREES

Dol Guldur lies on the outskirts of Mirkwood, a vast forest of twisted trees and undergrowth infested with spiders. There are several modelling techniques that can be used to get the most out of your model trees that are shown here, including how to change their shape and colour, as well as how to add cobwebs.

TRUNKS



1. Separate the trunk from the foliage and glue it to a 40mm base. It's much easier to texture the surface with sand and gravel without the foliage.



2. Undercoat both the trunk and its textured base with Chaos Black, then drybrush the base Graveyard Earth.



3. To finish off the base, drybrush the textured surface with Vomit Brown then apply patches of flock or static grass.



4. For variety, apply other colours to the trunks.

- Codex Grey
- Kommando Khaki



FOLIAGE



1. To break up the regular shape of the foliage, hit it with a hammer.*



2. Next drybrush the foliage with Graveyard Earth to tone down the colour.



3. The foliage can then be drybrushed different colours to give their appearance more variety.

- Vomit Brown
- Bubonic Brown



4. To give the impression of cobwebs, use hamster bedding, teased out and glued in place with a little PVA glue.

* Be careful using this tool. Only use it on a solid surface, and one that you don't mind getting damaged.



BASE

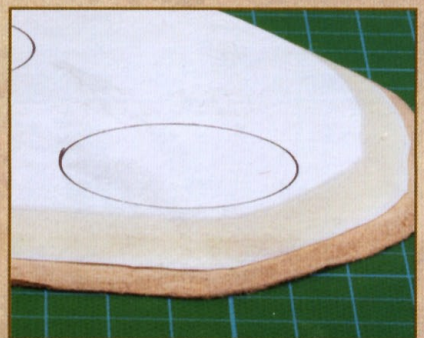
You can use the following techniques to make a base for your trees. This can be used to represent areas of difficult terrain around your trees, or just to enhance the appearance of your gaming board.



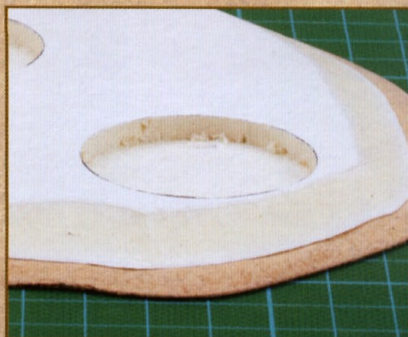
1. Cut a base from hardboard large enough to fit several bases and bevel the edges.



2. Cut a layer of foam board and glue to the base. Bevel this to match the hardboard.



3. Draw around the bases of the trees to mark their positions.



4. Carefully cut out each circle, and then scoop out the foam, leaving a hole for each base. Then peel away the top layer of card.



5. Sculpt the foam to make natural contours, and then texture and paint it to match your trees (see page 32 for more detailed guidelines). Finish off by spreading around some hamster bedding to represent the cobwebs on the ground.



LAIR OF THE SPIDER QUEEN AND THE TOWER OF DOL GULDUR

Two scenarios in this book feature a cobweb-covered tomb, built in the ancient Númenórean style, which is also used as the Spider Queen's lair. Furthermore, this building forms the basis of the tower of Dol Guldur, so the stage-by-stage building and painting guides that follow apply to both.



TOOLS

Pencil
Metal ruler
Modelling knife
PVA glue
Filler
Large flat drybrush

MATERIALS

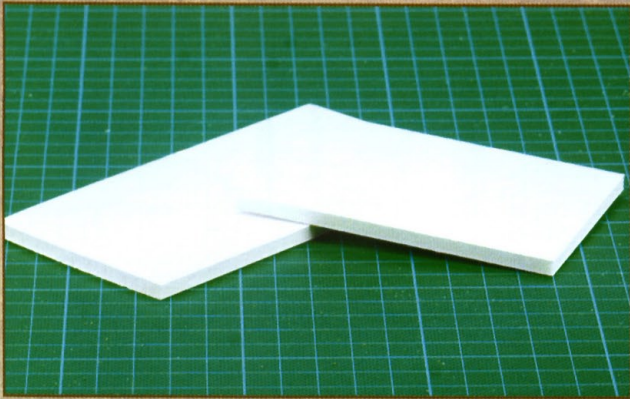
5mm foamboard
Thin card
Balsa wood
Brass rod
Basing material
Textured paint
Green flock
Brown flock

PAINT

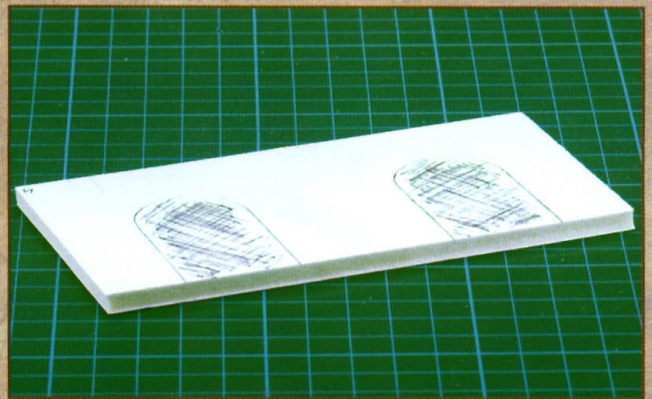
Codex Grey
Fortress Grey
Graveyard Earth
Bubonic Brown
Catachan Green
Rotting Flesh



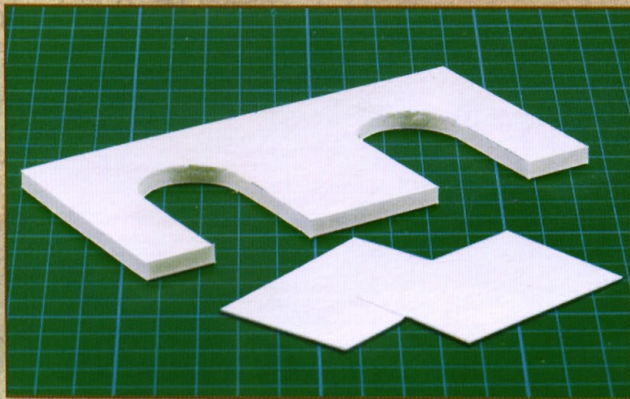
MAKING THE SHELL



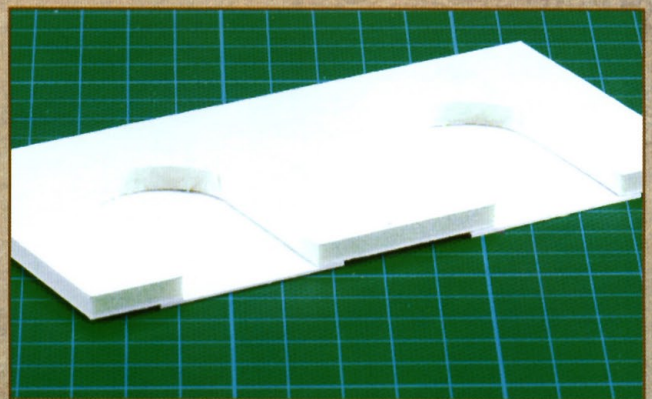
1. Start to build the walls of the tomb using foamboard. Cut two side walls (140mm by 70mm) and two end walls (100mm by 70mm), using the ruler and knife.



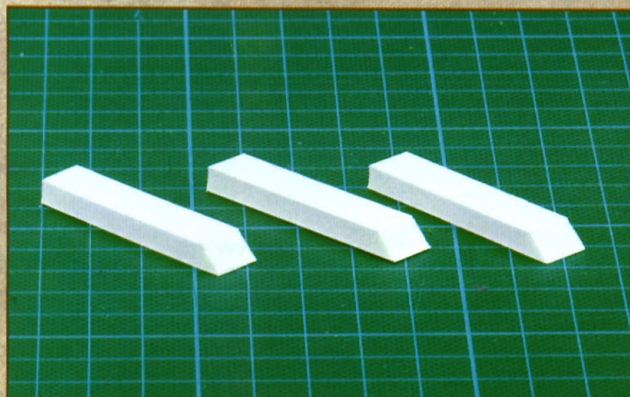
2. Draw arches 30mm wide and 50mm high; one in the middle of the two end walls and two on the longer walls, 20mm in from both ends.



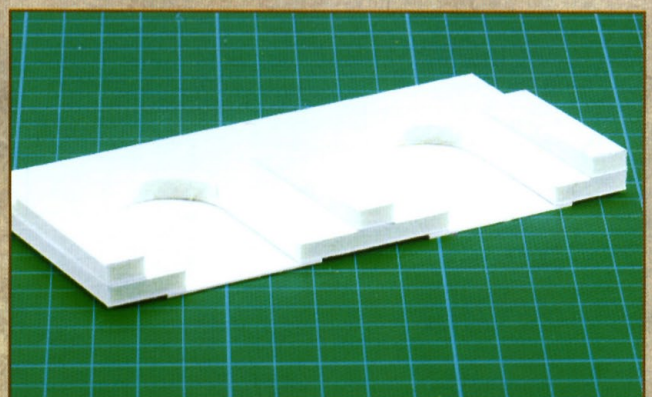
3. Cut out the arches, and cut five rectangles of thin card (50mm by 60mm).



4. Glue the card sections over five of the arches, leaving one of the end walls open.

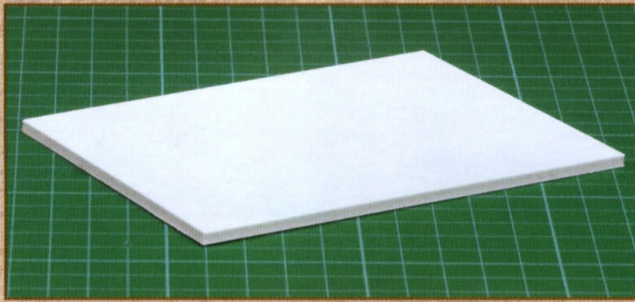


5. Use the foamboard to cut ten buttresses (10mm by 50mm). To angle the top of each buttress, measure 5mm away from one end and cut away the card, then the foam at an angle.

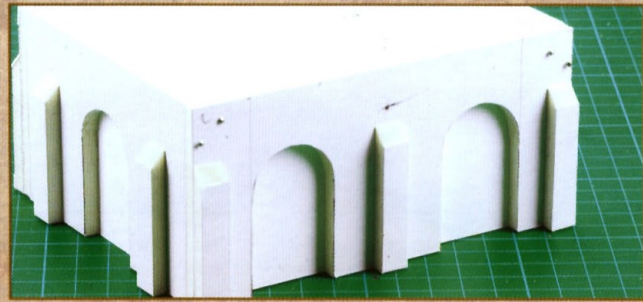


6. Now glue the buttresses onto the walls between the arches. Use the straight edges of the walls and arches as a guide to keep the buttresses straight.





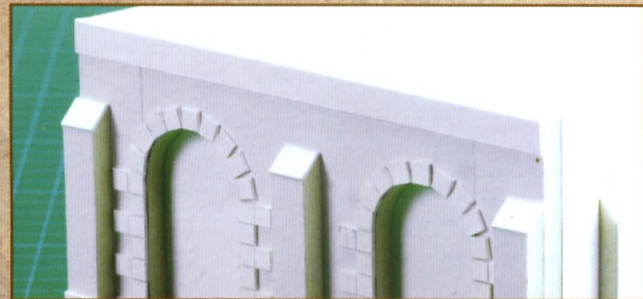
7. Cut a roof from foamboard (130mm by 100mm), then test fit the walls around it.



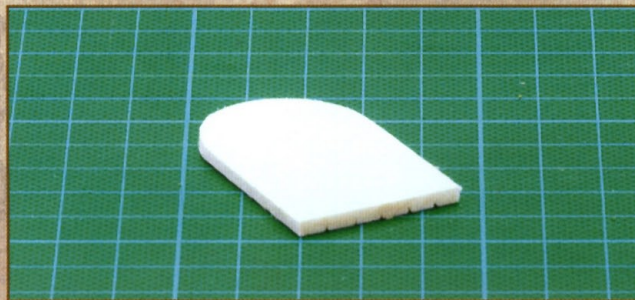
8. Glue the parts together, using pins to hold them in place until the glue has set.



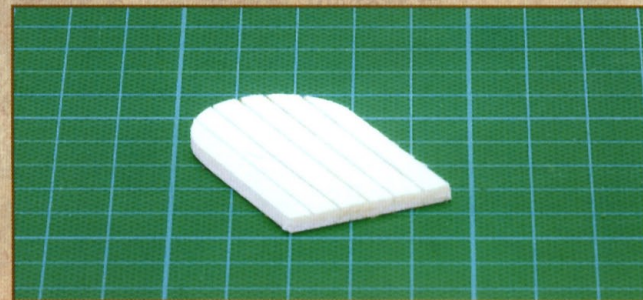
9. Cut out 'bricks' from thin card – 48 5x10mm bricks, and lots of 5mm square half-bricks. Glue these around the arch. Build up the sides first, then glue a brick to the centre, and fill in either side.



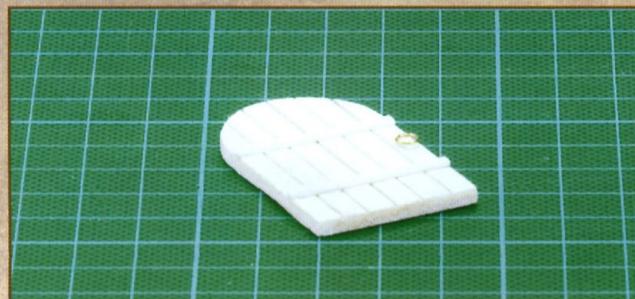
10. To finish off the tomb, cut strips of card 10mm wide and use this to finish the edges of the roof and the tops of the buttresses.



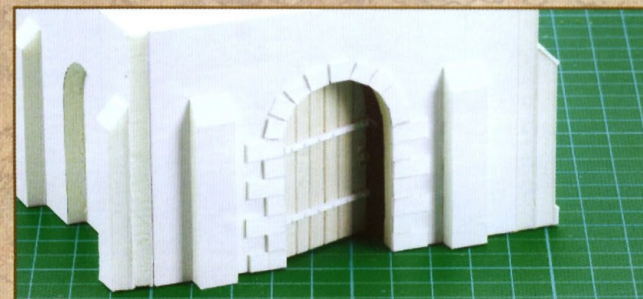
11. Using the shape of the arch as a guide, cut a door from balsa wood. Make sure the wood grain runs from the top of the door to the bottom.



12. To create the effect of individual planks, use a pencil and metal ruler to score lines along the grain of the balsa wood 5mm apart.



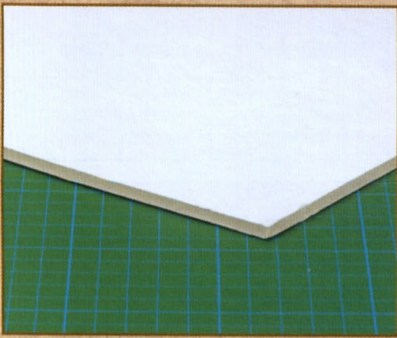
13. Before fitting the door, glue two strips of thin card across the planks, and then make a doorknob from a rectangle of card and a ring made from brass rod.



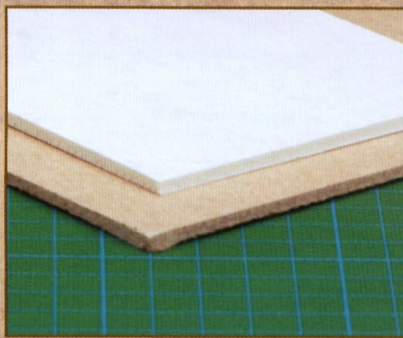
14. Using a small piece of card as a hinge, glue the door in place.



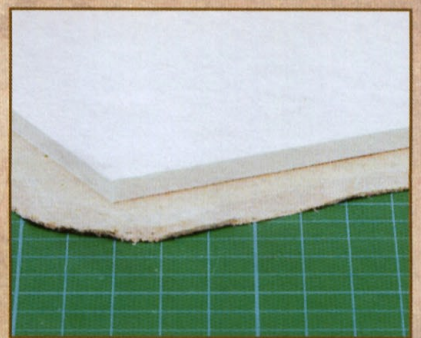
BASING AND TEXTURING



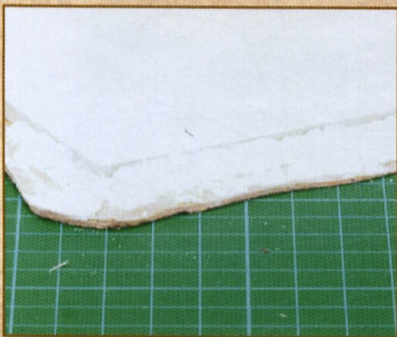
1. Use foamboard to make a raised plinth for the whole building, 12mm wider the walls.



2. Cut a base to fit the plinth, about 12mm larger.



3. To create a natural-looking bevelled edge to the base, carefully shave away the material, holding your knife at an angle.



4. To finish off, use filler to apply natural contours to the base and the edge of the plinth.



5. Cut some small notches in the base to represent the edges of the foundation stones.



6. Cover the tomb and the base with textured paint.

BARRICADES

Rocky barricades are a quick, easy addition to your terrain collection.



1. Glue small stones to a long base, applying a little filler to the gaps.



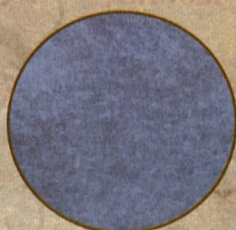
2. Texture and paint the barricade using the guides for the tomb over the page.



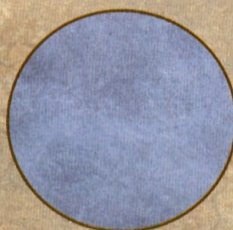
PAINTING THE TOMB

STONE

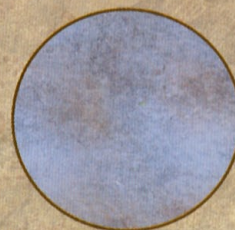
Before starting the painting, undercoat the whole model Chaos Black. Then use a Large Flat Drybrush to paint the big areas and the Small Flat Drybrush for the brickwork.



1. Start by painting the stone walls Codex Grey, leaving a little of the undercoat in the recesses of the model.

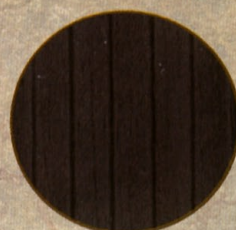


2. To highlight the edges of the walls and the raised brick detail, lightly drybrush with Fortress Grey.



3. To finish off, drybrush patches of Bestial Brown onto the walls and into the recesses of the model.

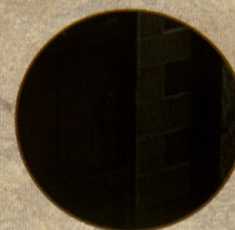
WOOD



1. Apply a basecoat of Scorched Brown to the whole door.



2. Lightly drybrush the wood texture with Bleached Bone.



3. Finish off by painting Boltgun Metal onto the door handle.

FINISHING THE BASE



1. Paint the whole base Bestial Brown, then drybrush Graveyard Earth over the top.



2. Next, apply a light drybrush of Bleached Bone.



3. Finish off with a thin coat of PVA glue and liberally apply green flock.

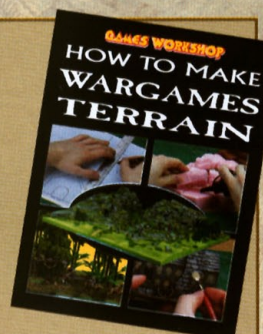
DETAIL



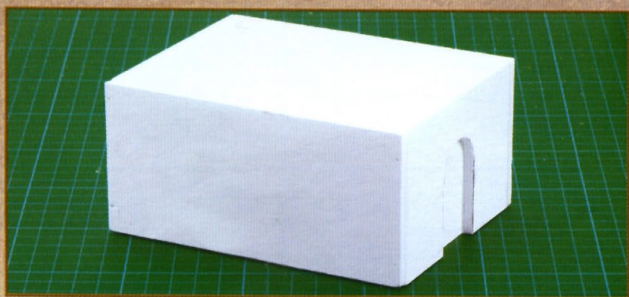
As shown for the trees earlier, add cobwebs to the walls, particularly the door.



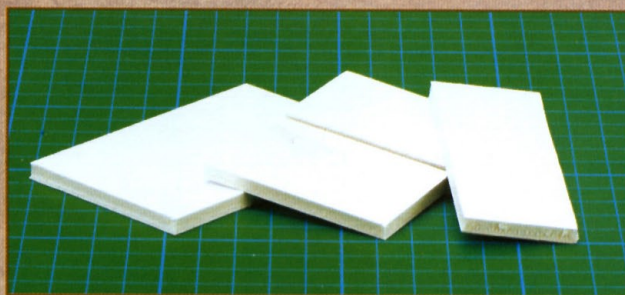
For more information on building and painting terrain pieces for your games, take a look at How To Make Wargames Terrain.



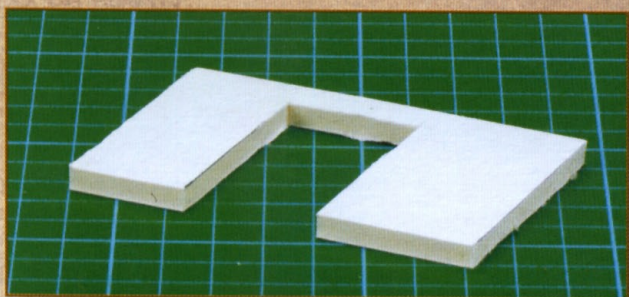
THE TOWER OF DOL GULDUR



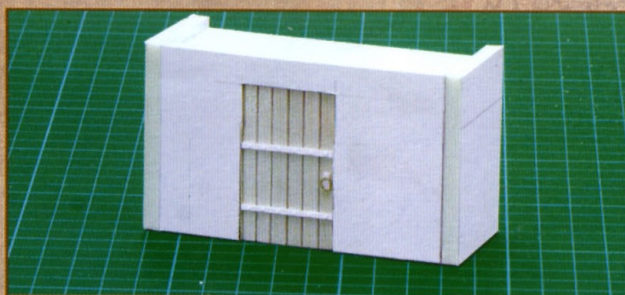
1. To make the base of the tower, use the same instructions as you did for building the tomb, only this time don't cut any arches into one of the long walls.



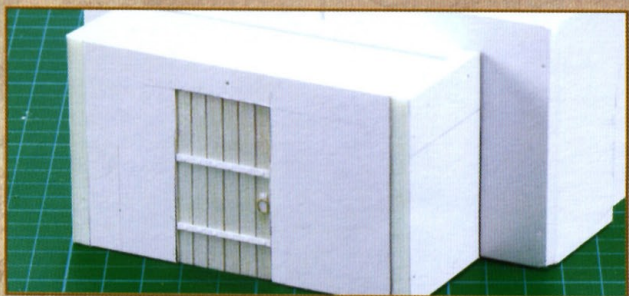
2. Dol Guldur has an entrance way attached to the solid wall. Cut two side walls (40mm by 60mm), a front wall (90mm by 60mm) and a roof (90mm by 35mm) from foamboard and assemble as above.



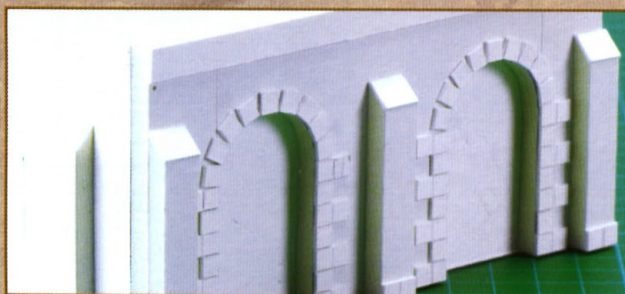
3. Measure a doorway onto the front wall (30mm wide by 50mm tall), then cut out this rectangle. Make a door to fit in the same way as for the tomb.



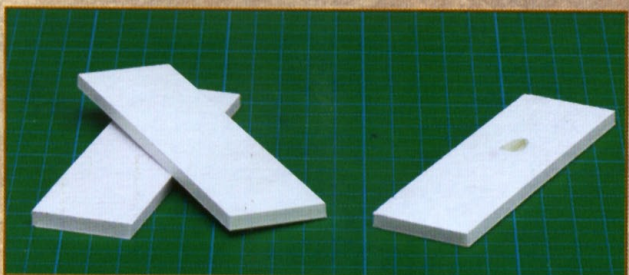
4. As before, test fit the walls and roof together, trimming the size of the roof to fit if required, then glue them all together.



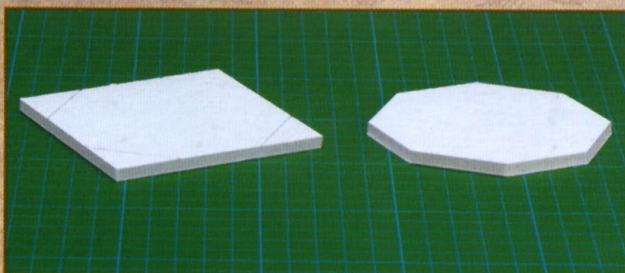
5. Glue the entrance way structure together to the centre of the solid wall on the tower building.



6. With the shell of the building complete, detail the building, adding bricks and edging to the buttresses and both roofs.



7. To build the tower, cut eight walls (120mm by 36mm). Mark windows into four of the walls, cutting away the outer layer of card and scooping out the foam.

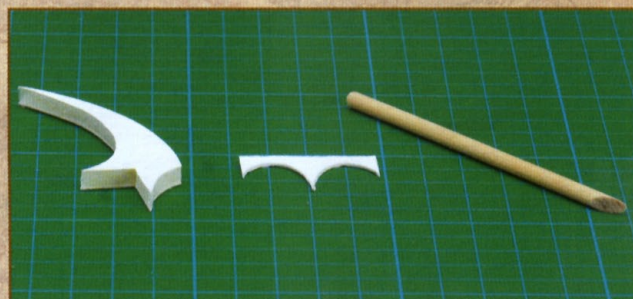


8. Cut two pieces of 88mm square foamboard. Measure 26mm from each corner, and then draw lines between the points to make an octagon. Cut off the corners.

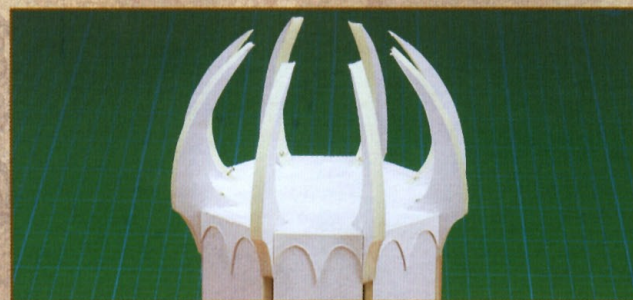




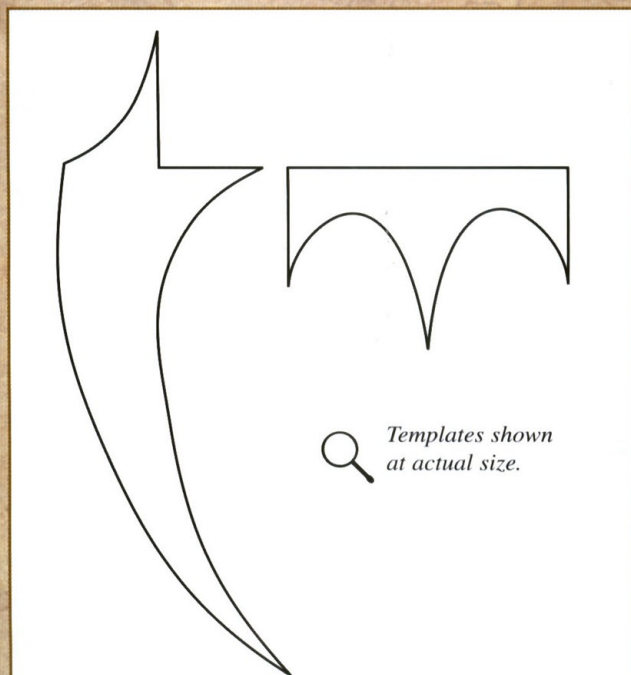
9. Test fit the walls and the octagonal roofs together, trimming the roofs if necessary to get a solid fit. Then glue the whole structure together and leave to dry.



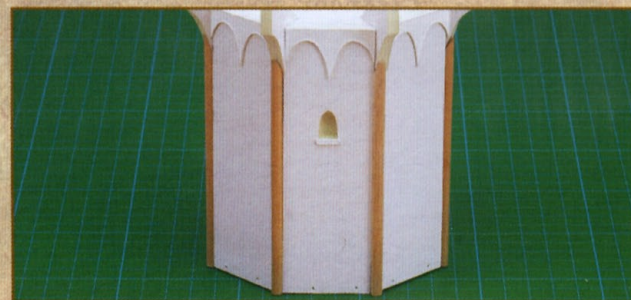
10. Using the template as a guide to the shape, cut eight roof spines from foamboard and eight detail sections from thin card. Cut 5mm dowelling to fit the corners of the tower, and trim one end at an angle.



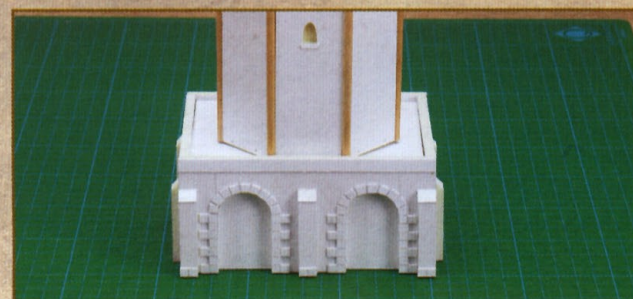
11. Glue the spines to the corners of the roof, and fill the spaces between with the card shapes.



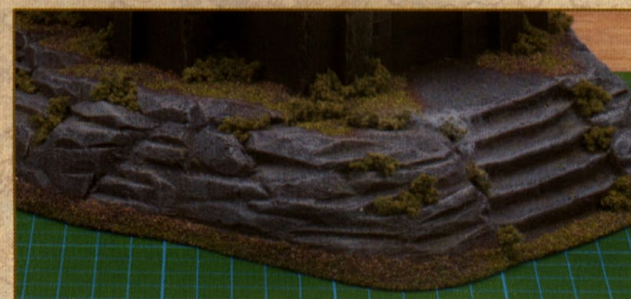
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12. Glue the dowelling between the gaps on the corners of the tower. For a final touch of detail, glue a small strip of card below each of the windows.



13. Once construction of the tower is finished and the whole model is dry, glue the whole tower onto the roof of the building, in the centre.



14. For extra height, place the completed tower on a small, flat-topped hill. Texture and paint the building, this time using Cataphan Green highlighted with Rotting Flesh.

THE WHITE COUNCIL

Combining the wisdom of the finest minds in Middle-earth with the martial skill of the Elves, the White Council is Sauron's chief opponent in the middle years of the Third Age. Primarily concerned with thwarting the Dark Lord in his efforts to regain power, the eyes and ears of this august body extend into all areas where Sauron does not yet hold total sway. The titular head of the council is the wizard Saruman the White, a strong and charismatic leader whose heart hides

an ambition that will one day be his undoing. This aside, there is no hierarchy to speak of, with the opinion of all the counsellors holding equal weight. Caution is the chief watchword of the White Council, for they choose to work in secret, and thus out of Sauron's sight, for as long as they may. Even so, wars cannot be won solely through guile and knowledge – sooner or later, keen blades must act where subtlety cannot.



GOOD HEROES



Saruman the White (Wizard)

Points value: 150

	F	S	D	A	W	C	M/W/F
Saruman the White	5/-	4	5	1	3	7	3 /6*/3

Note: Your force can only include one White Wizard, either Saruman the White or Gandalf the White.

Wargear

Saruman carries his staff of office (two-handed weapon).

Special Rules

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

Voice of Curunir. The voice of Saruman is a potent tool, able to inspire courage in his allies when all hope is lost. To represent this, the range of Saruman the White's 'Stand Fast!' is 12"/28cm rather than 6"/14cm and, unlike other Heroes' 'Stand Fast!' rolls, can affect other Heroes.

Consuming Rivalry. Saruman is both jealous and resentful of Gandalf and such hubris may yet prove to be the White Wizard's downfall. Saruman will never move as part of a heroic action called by Gandalf, nor will he accept Gandalf's aid in the form of the Strengthen Will spell – if Gandalf casts this magical power on Saruman, it will have no effect.

Magical Powers

Terrifying Aura. Dice score to use: 2+.

Sorcerous Blast. Range 12"/28cm. Dice score to use: 4+.

Immobilise. Range 18"/42cm. Dice score to use: 2+.

Command. Range 18"/42cm. Dice score to use: 3+.

At the time of the Necromancer, Saruman the White is the head of the White Council, a position to which he has risen through his primacy of the Wizard order as much as any other factor. Though his knowledge of lore is great and his magical abilities are beyond reproach, there is something about Saruman's nature that brings a certain unease amongst his allies. It is not until many years later that the exact shape of this malaise becomes apparent to his fellows, when Saruman the White falls from grace and into shadow – some say losing the better part of his power as he does. For the time being, however, Saruman leads the White Council in the purpose for which they were forged: the opposition of Sauron and his works in Middle-earth.



Radagast the Brown (Wizard)

Points value: 150

	F	S	D	A	W	C	M/W/F
Radagast	5/-	4	5	1	3	7	3 /6*/3

Wargear

Radagast carries his staff (two-handed weapon). At an additional cost Radagast may have the following:

Horse10 points

Special Rules

***Staff of Power.** Radagast'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.

Master of Birds. Radagast is frequently accompanied by a raven that acts as his eyes and ears. Radagast is always assumed to have line of sight to any point on the battlefield.

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

Magical Powers

Terrifying Aura. Dice score to use: 2+.

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

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

Aura of Dismay. Dice score to use: 5+.

Panic Steed. Range 12"/28cm. Dice score to use: 2+.

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



Galadriel is a daughter of noble descent whose magic can be subtle as a summer breeze or as destructive as a winter storm. In times of great need, she can use her power to reveal a vengeful and terrible aspect of herself that otherwise remains hidden. Such are the tactics of desperation, for to court such power is to risk corruption and requires great effort of will to sustain.

Galadriel, Lady of the Galadhrim (Elf) Points value: 125

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

Note: Your force can only include one Galadriel.

Wargear

Galadriel wears armour and bears Nenya (she may re-roll her dice when using Fate points) and wields an Elven blade.

Special Rules

Lineage of the Firstborn. This Elf Hero is descended from the mightiest of Elvenkind, their power almost beyond reckoning. Their appearance causes Terror in all Evil creatures.

Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6"/14cm in any wooded area classed as difficult terrain just as if she were in the open.

War Aspect. There are few sights more terrible than the Lady of the Galadhrim roused to wrath. All enemy models within 6"/14cm of Galadriel suffer a -1 penalty to their Courage.

Magical Powers

Cast Blinding Light. Dice score to use: 2+.





Círdan (Elf)

Points value: 90

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

Wargear

Círdan is first and foremost a counsellor and loremaster – he is unarmed.

Special Rules

Lineage of the Firstborn; Woodland Creature.

Magical Powers

Aura of Command. Dice score to use: 2+.

Cast Blinding Light. Dice score to use: 2+.

Aura of Dismay. Dice score to use: 5+.

Even by Elven standards, Círdan is old, his tale of life stretching back far into the past. He has watched the passing of the Second and Third Ages from the Grey Havens, from which the Elves set sail for Valinor.



Glorfindel, Lord of the West (Elf)

Points value: 140

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

Note: Your force can only include one Glorfindel, either Glorfindel or Glorfindel, Lord of the West.

Wargear

Glorfindel, Lord of the West wears the armour of Gondolin and carries an Elven blade. At additional cost he may have the following:

Asfaloth (Horse)10 points

Armour of Gondolin. An artefact of times long past, the armour of Gondolin offers the wearer some protection against magical powers. Glorfindel, Lord of the West, is Resistant to Magic.

Special Rules

Lineage of the Firstborn; Woodland Creature.

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



Erester (Elf)

Points value: 75

	F	S	D	A	W	C	M/W/F
Erester	6/3+	4	7	2	2	5	1 / 1 / 3

Wargear

Erester carries an Elven blade and wears heavy armour. He also carries several keenly crafted Noldorin throwing daggers. He may have additional equipment at the following cost:

Elven cloak10 points

Noldorin Daggers. Using these throwing daggers, Erester is able to target weak spots on his foes. Erester may re-roll any failed 'to wound' rolls made when throwing these daggers. In combat they function as an ordinary hand weapon.

Special Rules

Woodland Creature.

Erester is Elrond Halfelven's trusted chief counsellor, schooled in the ways of the Dark Lord by grim experience gathered over many centuries. Though primarily concerned with affairs in the lands surrounding Rivendell, dire need or the tug of fate can force Erester to take an interest in the affairs of the wider world.



Thranduil is ruler of all Elves who live to the north of the forest road. Though a little insular by some of the surrounding peoples, Thranduil and his subjects are staunch supporters of the White Council.

Thranduil (Elf)

Points value: 90

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

Wargear

Thranduil wears armour and an Elven cloak. He carries an Elven blade, Elf bow and an Oaken Staff.

The Circlet of Kings. An ancient heirloom of Thranduil's line, this circlet allows him to cast the Magical Power 'Aura of Dismay' once per game. The spell is automatically cast and no Will points need be expended.

Special Rules

Woodland Creature.



We have included the option to have one or more Wood Elf Captains as part of your force – note that you can include more than one if you wish. If you choose Wood Elf Captains, invent suitable names for each.

Wood Elf Captain (Elf)

Points value: 65

	F	S	D	A	W	C	M/W/F
Wood Elf Captain	6/3+	4	4	2	2	6	2 / 1 / 1

Wargear

The Wood Elf Captain represented by this profile has an Elven blade. At an additional cost he may have the following:

<i>Elf bow</i>5 points
<i>Throwing daggers</i>5 points
<i>Wood Elf spear</i>5 points
<i>Elven cloak</i>10 points

Wood Elf spear. A model armed with a Wood Elf spear may support a friendly model as normal. Alternatively, they can use their spears to parry as if they were carrying a shield. Therefore a model that carries a Wood Elf spear may use the Shielding rule.

Special Rules

Woodland Creature.



GOOD WARRIORS



Wood Elf Sentinel (Elf)

Points value: 25

	F	S	D	A	W	C
Wood Elf Sentinel	5/3+	3	3	2	1	5

Wargear

The Wood Elf Sentinel represented by this profile carries a dagger, an Elf bow and wears an Elven cloak.

Special Rules

Woodland Creature.

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

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

Eldamar Madrigal. Range 12"/28cm. The target Evil model must pass a Courage test or make a full move under the control of the Good player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action than would cause harm to the target (such as jumping down a cliff etc). Affected models may not move further that turn.

The Lay of Gondolin. This sombre verse recalls the mighty Elf city of Gondolin. Though it is now lost in the mists of history, its name is still powerful enough to freeze the hearts of Evil creatures. If the Sentinel sings this song, he causes Terror until the end of the turn.

Wood Elves do not rely on walls and fortifications for their defence, instead striving to outmanoeuvre and overwhelm their foes piecemeal. Key to this are the Sentinels, Elven warriors who wander the paths far from Elven settlements. Somewhat incongruously, many carry lutes or pipes on their vigils, yet this is key to their role, for the music of the Sentinels is interwoven with magical verse, each refrain crafted to either beguile, repel or embolden, depending on the need.



Wood Elf Warrior (Elf)

Points value: 7

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

Wargear

The Wood Elf represented by this profile carries a dagger (hand weapon). At an additional cost he may have the following:

Elf bow	.2 points
Throwing daggers	.2 points
Wood Elf spear	.1 point
Elven cloak	.5 points
Elven blade	.1 point
Banner (one per Hero in the same force)	.35 points

Wood Elf spear. A model armed with a Wood Elf spear may support a friendly model as normal. In addition, they can use their spears to parry as if they were carrying a shield. Therefore a model that carries a Wood Elf spear may use the Shielding rule.

Special Rules

Woodland Creature.

Almost all Wood Elves have been called to fight at some time or another, using their deadly skills with bow, spear and blade in the defence of their homes. These Elvenkind do not wear armour, preferring instead to rely on stealth and manoeuvrability to win the day for them.



DOL GULDUR

Dol Guldur sits like a monstrous stone spider atop a web of corruption in the heart of southern Mirkwood. Although to a casual observer the tower seems to be in the process of collapse, it is more a reflection of Sauron's attitude to function over form than any real indication of decay – it serves the purposes of the Dark Lord, and that is enough. A network of dungeons and warrens thread through the rock beneath the

tower, concealing the minions of the Necromancer both from the daylight they loathe and from prying eyes. Of all the armies Sauron has commanded since the fall of Morgoth, the garrison of Dol Guldur is probably the most unnatural. A legion of spirit creatures can be seen marching alongside the corrupted creatures of the forest as can innumerable Orcs who are, as ever, drawn like moths to Sauron's baleful flame.





For many long years, a darkness has dwelt in the southern reaches of Mirkwood, an evil known only as the Necromancer. Eventually, the Free Peoples discovered that this being was none other than Sauron, the Lord of the Rings. Though his power is weakened by the loss of the Ruling Ring and his physical form was destroyed in the war of the Last Alliance, Sauron is still a force to be reckoned with, and his power is growing. If the forces of Good cannot banish him once again, Middle-earth is doomed to impenetrable darkness.

"...he was none other than Sauron, our Enemy of old, at length taking shape and power again."

- The Fellowship of The Ring

EVIL HEROES

The Necromancer (Spirit)

Points value: 250

	F	S	D	A	W	C	M/W/F
The Necromancer	7/-	6	8	1	1	6	3 /25/ *

Note: Your force can only include one Sauron, either The Dark Lord Sauron or the Necromancer.

Wargear

The Necromancer is an ethereal being with little physical substance; he is unarmed and wears the ghastly remnants of ancient armour.

Special Rules

Terror.

***He Cannot Yet Take Physical Form.** Still denuded by his loss of The One Ring, Sauron is condemned to the shadowy existence of a malignant dream. Even so, the Necromancer retains the instincts of a mortal creature, and will retreat further into the shadow-world if he considers himself to be in danger. The Necromancer may use his Will points as Fate points if he wishes.

Drain Soul. Any enemy that suffers a wound from the Necromancer in close combat is automatically slain regardless of the number of Wounds on its profile. Heroes can use Fate to avoid wounds suffered from the Necromancer, but if even a single wound is not avoided, they are slain.



The Will of Evil. During the game the Necromancer must give up 1 point of Will at the end of the Fight phase if he has been in a fight. Note that if the Necromancer is touching an enemy he must fight; he cannot choose not to! Once the Necromancer suffers 1 Wound, or has 0 Will remaining, he is banished and removed as a casualty.

The Ring. The Necromancer does not carry The Ring, but can exert power over it. Any model foolish enough to put on The Ring in a game involving the Necromancer is instantly removed as a casualty.

Ancient Evil. All Good models within 18"/42cm of the Necromancer suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as Khamûl's Harbinger of Evil rule).

Magical Powers

Chill Soul. Range 12"/28cm. Dice score to use: 5+.

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

Drain Courage. Range 12"/28cm. Dice score to use: 2+.

Sap Will. Range 12"/28cm. Dice score to use: 4+.

Transfix. Range 12"/28cm. Dice score to use: 2+.



Lieutenant of Dol Guldur, Khamûl is second amongst the Ringwraiths, a dark terror clad in an impenetrable shroud of cloth and armour. The knowledge of how he came into the service of the Lord of the Rings has long been lost, though a few of the Wise believe that he once ruled a land beyond Mordor's eastern boundaries. This at least must be partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Other than this, little is known of Khamûl's past save what he has done since in the service of Mordor. Whatever the deeds of the man that he once was, Khamûl walks now only where Sauron bids him, his will bound solely to that of his dark master.

Note on Choosing Ringwraiths: This version of Khamûl represents him at the height of his power and proximity to the Dark Lord. If you use Khamûl, he replaces one of the ordinary Ringwraiths as detailed in the main rules manual, ie, you may include the Witch-king, Khamûl, and seven ordinary Ringwraiths in your force.

Khamûl the Easterling (Spirit)

Points value: 120

	F	S	D	A	W	C	M/W/F
Khamûl the Easterling	5/-	4	8	1	1	6	2 / 12 / 2

Wargear

Khamûl carries a wicked-bladed sword (hand weapon). He may ride one of the following at additional cost:

Horse	10 points
Armoured horse	15 points
Fell Beast	50 points

Special Rules

Terror.

Essence Leech. Khamûl's touch can drain foes of their vitality. If Khamûl causes a wound, he instantly regains a point of Will for each wound caused (unless that wound is 'saved' with a point of Fate). This ability cannot be used to take his Will above 12.

In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

The Will of Evil. During the game, Khamûl must give up 1 point of Will at the end of the Fight phase if he has been in a fight. Note that if Khamûl is touching an enemy he must fight, he cannot choose not to fight! He does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy models are included as part of a multiple combat. Once Khamûl suffers 1 Wound or has 0 Will remaining, he is banished and removed as a casualty.

Harbinger of Evil. All Good models within 12"/28cm of Khamûl suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Balrog's Ancient Evil rule).

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 6+.

Compel. Range 12"/28cm. Dice score to use: 5+.

Drain Courage. Range 12"/28cm. Dice score to use: 3+.

Sap Will. Range 12"/28cm. Dice score to use: 4+.

Transfix. Range 12"/28cm. Dice score to use: 4+.

Fell Beast

Ringwraiths often ride these evil creatures. Rules for monstrous mounts are given in the Advanced Rules section in the main rules manual.

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

Fly. A Fell Beast moves by flying – its move is 12"/28cm. It can fly over the top of any models or terrain without penalty. It cannot enter woods, buildings or other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game. Fell Beasts cannot be used in scenarios that take place in Moria or other subterranean areas.

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



Nameless and with no will of their own, the Castellans of Dol Guldur are but one facet of that cursed tower's sleepless malice. Formless, save for the armour that binds them, they stalk the paths about Dol Guldur, slaying those they find. Each fell to Sauron's service in a different way; some sought to learn from him as an apprentice does from a master, others are the eternal remnants of one who has died in agony in Sauron's dungeons. However they came into the Dark Lord's service, they are all now bound to his curse and serve him absolutely.



Wild Warg Chieftains are ferocious and determined beasts, that dwell across Middle-earth. Their hunger knows no bounds and often drives them into a maddened state.

Castellan of Dol Guldur (Spirit)

Points value: 65

	F	S	D	A	W	C	M/W/F
Castellan	5/-	5	7	2	1	6	0/12/0

Wargear

Castellans of Dol Guldur carry tainted longswords. They may be given additional equipment at the following cost:

Morgul blade 5 points

Morgul Blade. This evil weapon is both magical and poisonous – a deep wound leaves tainted shards from its blade in the foe's flesh, reducing them to a shattered and helpless wreck. The Morgul blade can only be used once – the Evil player must declare he is using the Morgul blade before rolling to wound. An enemy that suffers damage from a Morgul blade is automatically slain regardless of the number of Wounds on its profile. Heroes can use Fate to avoid Wounds suffered from the blade but, if this is failed, they are slain.

Special Rules

Terror.

The Will of the Necromancer. The Castellans of Dol Guldur draw their power from Sauron – without him, they would cease to exist. It is only by their will that they maintain corporeal form, yet if their desire to survive proves strong enough they can endure wounds that would slay a mortal creature.

Castellans may use their Will in the same manner as Fate points. However, during the game a Castellan must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that a Castellan in base contact with an enemy model must fight – they cannot choose not to fight! Once a Castellan suffers 1 Wound or has 0 Will remaining, it is banished and removed as a casualty.

Automatons. As beings bereft of personality, Castellans do not make for good leaders. Castellans do not grant a 'Stand Fast!' to nearby Warriors.

Wild Warg Chieftain

Points value: 75

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

Wargear

Teeth and claws (counts as a hand weapon).

Special Rules

Terror.

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



EVIL WARRIORS

Bat Swarm

Points value: 35

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

Special Rules

Fly. Bat Swarms move 12"/28cm. They can fly over the top of any models or terrain without penalty.

Blinding swarm. Creatures attacked by Bat Swarms are blinded by their numbers and unpredictable movement. The Fight value of any enemy model in base contact with a Bat Swarm is halved (round fractions down).

The corrupted and bloated bats of the Tawar Dúath have long been aligned with the forces of darkness in Middle-earth. While little threat singly, they are deadly in large numbers a suffocating dark cloud of tooth and claw.



Giant Spider

Points value: 25

	F	S	D	A	W	C
Giant Spider	4/-	5	3	2	2	3

Special Rules

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, ditches and other spaces, which they have to jump as normal.

Venom. The fangs of the Giant Spiders are highly venomous. They must re-roll each score of '1' when rolling to wound.

The spiders of Mirkwood are the sundered kin of Shelob, last surviving child of Ungoliant. Though most commonly found casting their webs in the shadow of Dol Guldur, such creatures can be found in many of the dark places of the world. Predatory by nature, their malice has been magnified by the influence of the Necromancer.



Wild Warg

Points value: 8

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

Wargear

Teeth and claws (count as a hand weapon).

Unlike their cousins in other lands, these beasts have never been broken to the service of Orcs. They exist solely to roam the confines of Mirkwood, slaking their hunger where they can.

"Under the boughs of Mirkwood was deadly strife of Elves and Men and fell beasts."

- The Fellowship of The Ring





The Wood Elves of Lothlorien rally to repel Uruk-hai raiders.



Giant Spiders burst from the woods to assail the Rohirrim.



THE LORD OF THE RINGS STRATEGY BATTLE GAME

"A shadow that fell on the forest, so that it became darkened and its new name was Mirkwood."

The Fellowship of The Ring

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