

STRATEGY BATTLE GAME

RULES MANUAL HOBBET AND [ORD-FFFERINGS

lathabarrente a



"We come to it at last... the great battle of our time".

- Gandalf the White, The Lord of the Rings: The Return of the King.

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ISBN: 978 1 78826 412 9

Produced by the Middle-earth team in the Specialist Product Studio.

Thanks to 'The Ringwraiths' for their playtesting endeavours, special thanks to Frank Barron, Wendy Ryan, Steven Carter and Chaz Fitzhugh from Warner Bros, and Fredrica Drotos, Joseph Mandragona and Sam Benson at *Middle-earth* Enterprises.

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British cataloguing-in-Publication Data. A catalogue record for this rules manual is available from the British Library. Pictures are used for illustrative purposes only.

Games Workshop website

www.games-workshop.com

Forge World website

www.forgeworld.co.uk

UK Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS NORTHERN EUROPE Games Workshop Ltd, Willow Rd, Lenton,

Nottingham,

NG7 2WS

NORTH AMERICA Games Workshop Retail, Inc 6211 East Holmes Road, Memphis, Tennessee 38141 AUSTRALIA Games Workshop Oz Pty Ltd 23 Liverpool Street, Ingleburn, NSW 2565

INTRODUCTION



"It's a dangerous business Frodo, going out your door. You step onto the road and if you don't keep your feet, there's no knowing where you might be swept off to".

- Bilbo Baggins, The Lord of the Rings: The Fellowship of the Ring.

We elcome to the Middle-earth Strategy Battle Game, the hobby of collecting, painting and gaming with all of your favourite characters from *The Lord of the Rings™* and *The Hobbit™* using beautifully detailed Forge World and Citadel models. If you have ever wanted to explore the world of Middle-earth, its races and its heroes then this is definitely the hobby for you.

Chances are that at least some people reading this will have never played a tabletop wargame before, and so a tome as big as this may at first seem a little daunting to newer players. But fear not, within the pages of the Middle-earth: Strategy Battle Game rules manual you will be guided upon your journey into the wonderful realm of tabletop wargaming, with all of the rules laid out for you in a clear and easy to follow manner, complete with a series of examples to clear up any questions you may have. There is also a section towards the back of this manual that showcases many of the amazing models available, as well as a selection of example armies to inspire you to build your own. What more could you want!

MIDDLE-EARTH IN MINIATURE

Many of us who have followed the journeys of the characters of *The Lord of the Rings*TM and *The Hobbit*TM have at some point dreamt of being part of the action, fighting in one of the epic battles of Middle-earth or strolling along the paths of *The Shire.* The Middle-earth Strategy Battle Game unlocks the potential to relive all of your favourite moments from the books and films, transporting you to Middle-earth and letting your imagination run wild.

If you are reading this, then there is a good chance that you have already seen a selection of the stunning range of Citadel and Forge World models of the various characters and creatures from Middle-earth, in fact it is a distinct possibility that many of you may already own one or two!

This rules manual is here to guide you on your journey through building, painting and gaming with your own collection of highly detailed Middle-earth models, so that you can get the most fun and enjoyment out of them. Whether you simply want to collect your favourite characters and creatures from the world of Middleearth, or if you wish to gather a mighty army of Men, Orcs, Elves or something else and do battle with your friends, this manual will take you every step of the way.

HOW TO USE THIS RULES MANUAL

The Middle-earth Strategy Battle Game rules manual contains within its pages all of the information that you will need to organise your collection and play exciting games set in the world of Middle-earth. The game allows you to faithfully recreate all of your favourite scenes and battles from *The Lord of the Rings*[™] and *The Hobbit*[™] trilogies, as well as collect armies of the numerous and varied factions, realms and races of Middle-earth. This manual contains all of the rules that you will need to play games set within Middle-earth; including moving and shooting, fighting in close combat, and even how to use Magical Powers and fight epic siege battles.

This rules manual also contains a selection of specially written Matched Play Scenarios, perfect for use in organised play events or to test your skill and tactical ability as a general of your own army.

All of the profiles for all of your favourite heroes, warriors and creatures can be found within the relevant army book, either The Armies of *The Lord of the Rings*TM, or The Armies of *The Hobbit*TM, along with a series of Narrative Play Scenarios that allow you to use your collection of Middle-earth models to recreate some of the most famous battles or scenes from the films on the tabletop.



PLAYING THE GAME

Those of you who have never played a tabletop battle game before may be wondering how it all works. Over the next few pages, we will look at how you go about setting up and getting started with your first game of the Middle-earth Strategy Battle Game.

The first thing you need, and possibly the most important, is a friend to play your games with. You will then need to decide on what type of game you are going to play. There are three main ways to play games set in Middle-earth:

1) Narrative Play – Recreate all of your favourite battles and scenes from the *The Lord of the Rings*TM and *The Hobbit*TM using your collection of Citadel and Forge World models... and maybe change the course of history! You'll find more details on Narrative Play on page 124.

2) **Open Play** – Play the Middle-earth Strategy Battle Game with no restrictions. Unleash all of your models against your friends' in an all-out fight to the death or create your own 'What If?' Scenarios. More details on Open Play can be found on **page 126**.

3) Matched Play – Organise your collection into mighty armies using the points values and army lists found within The Armies of *The Lord of the Rings*[™] and The Armies of *The Hobbit*[™], then play battles against your friends to see who has the deadliest army. More details on Matched Play can be found on page 128.

Below: Adam and Jay have decided to recreate the events of the Ambush at Ithilien Scenario – one of their favourite scenes from the films.

SETTINGUP THE BATTLEFIELD

Narrative Play and Matched Play games will have instructions and ideas on how to set up your battlefield ready for your game, including maps and even photos to help guide you. In addition, in each Scenario we give an idea of what the terrain could be, and The Armies of *The Lord of the Rings*[™] and The Armies of *The Hobbit*[™] contain a variety of exciting Scenarios to allow you to recreate your favourite scenes from the books and films. If you do not have all of the scenery that is recommended, don't panic! You can still play the game with a bit of improvisation and imagination – most wargamers play their first games with books standing in for hills and ruins, and twigs from the garden for trees.

CHOOSE FORCES

Every Narrative Play Scenario contains a list of participants to help you put together a game that faithfully recreates the scenes from the films, and will require no small amount of cunning and wits. In the picture below, Adam has opted to take control of the Good forces, consisting of *Faramir* and the Rangers of Ithilien, whilst Jay has sided with the *Dark Lord* and controls the *Mûmakil* of Harad as they march to join the army of Mordor.

OBJECTIVES

Every Narrative Play Scenario has a series of rules that will determine who wins the game. In this Scenario, Faramir and his Rangers must try to prevent the Mûmakil from reaching Mordor, slaying them if possible, whilst the Haradrim attempt to eliminate as many of the Rangers as possible.



THE RULES

The rules are what make the game work on the tabletop – they govern all aspects of play, including how far a model can move, how many Attacks they may make and whether or not an arrow hits its target. The rules might seem a little intimidating at first, but don't be put off. After a game or two, it will all seem like second nature.

EXAMPLES 0

There are boxes just like this one dotted throughout this manual. These contain important examples and notes that further explain key features of the game, to help avoid any confusion on the battlefield. The number next to the header corresponds to matching numbers near the relevant rule.

CHARACTERISTICS

Every model, from the most heroic of Men to the most craven Orc, has a profile that reflects how powerful, brave and skilled they are in battle.

A profile is a collection of letters and numbers that at first glance may seem abstract and confusing, however, each of these letters and numbers directly relates to a specific aspect or ability. Throughout a game, you'll often find yourself referring to these to see which model wins a Duel, or whether a weapon's blow wounds a victim, etc.

Mv (**Move**) – This characteristic is probably used the most in the game – it tells you how far in inches (") that model may move in each of its Move phases.

F (**Fight**) – Fight is the characteristic that denotes a model's skill at fighting a Duel and firing a shooting weapon. This characteristic comprises two numbers divided by a slash. The first number is called the Fight value and shows how skilful the model is in a Duel; the better they are, the higher the Fight value. The second number is called the Shoot value and is always followed by the + sign; this shows the model's skill with missile weapons. The number indicates what score needs to be rolled in order for the model to hit its intended target; so in this instance, the lower it is, the better.

S (Strength) – This characteristic shows how strong the model is. A mighty Troll will have a much higher Strength than a lowly Hobbit, for example. The higher a model's Strength, the more easily it will injure an opponent.

D (**Defence**) – Defence represents how hard it is to hurt a model. If a model is clad in thick armour, or is inherently tough and resilient, its Defence will be higher, and the higher it is, the harder the model is to wound in battle.

A (Attacks) – The Attacks characteristic represents how many blows a model can land upon an enemy during a Duel. It literally translates to the number of dice that a model will roll during the Fight phase, both for making the initial Duel roll, and for making Strikes against an enemy.



W (Wounds) – This denotes how many injuries a model can sustain before it will succumb to its wounds and be slain. If at any point during the game a model's Wounds are reduced to 0, they are immediately removed from the board as a casualty. Most fighters will have just a single Wound, so will be removed as soon as they are wounded. Some creatures and characters are possessed with an exceptional resolve or massive bulk and can suffer two, three or even more Wounds before they are slain.

C (**Courage**) – How brave and determined a model is is measured by their Courage characteristic. The lower this value, the more likely the model is to quail in fear from a terrifying foe or flee the battlefield when the going gets tough.

M, **W**, **F** (**Might**, **Will**, **Fate**) – Some models, known as **Hero** models, possess an additional three characteristics known as Might, Will and Fate. Unlike the other characteristics, these are represented by a store of points that can be spent during the game.

A **Hero** can use these points to perform special actions throughout the course of the game, avoid harm or any number of other heroic feats. More information about **Hero** models and these extra characteristics can be found on **page 64**.

ANATOMY OF A PROFILE

Shown opposite is an example of a profile for the Middle-earth Strategy Battle Game, using the profile for *Elrond*, Master of Rivendell, from the Rivendell army list. While at first this may seem rather confusing if you haven't seen one before, it is actually really simple to understand. Here we will take you through each part of a character's profile and explain what they all mean – that way you'll be able to understand them in no time at all!

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CHARACTER'S NAME

1

This provides the name of the profile in question, sometimes these are quite long and may denote what part of time during the stories the profile represents. It is important when you are writing down your army list to use the full name of the profile as certain characters may have more than one profile (*Thorin Oakenshield* has three profiles for example), that way there is no confusion for either player.

POINTS VALUE

Here you will find the cost in points of the model. The points cost given is for the full profile, with the exception of any options they may be able to purchase – these are explained in point 9.

KEYWORDS

Here you will find the list of all the keywords that are associated with the profile. Many special rules will reference certain keywords in order to explain which models will be affected. Here we can see that Elrond has four different keywords: **Elf**, *Rivendell*, **Infantry** and **Hero**. For more on keywords, **see page 16**.

HEROIC TIER

Profiles that have the **Hero** keyword will also have a Heroic Tier associated with them. This represents how high up the ranks of their particular army they are and, depending on their Heroic Tier, how many followers they can have in their warband. For more on Heroic Tiers, **see page 132**.

CHARACTERISTICS

Here you will find all of the profile's characteristics as mentioned on **page 7**. If the model has the **Hero** keyword, then you will also find their Might, Will and Fate characteristics here as well.

ADDITIONAL RULES

In some rare situations, a profile may have an additional rule that will affect how an army is built. This could be anything from which other **Hero** models they can be in a force with, to how the model's inclusion affects the force's bow limit. If the profile has such a rule, it will be found here.

WARGEAR

Every model in the Strategy Battle Game has a selection of wargear that comes with their profile, as listed here. The rules for these can usually be found in the Weapons & Wargear section of this rules manual (see pages 82-91). Sometimes, a model will have specific wargear that has its own special rules. When this is the case, they will be listed below the profile's list of wargear. For example, Elrond has the wargear '*Vilya*', the rules for which as listed here.

HEROIC ACTIONS

Hero models have the ability to spend Might points to declare certain Heroic Actions. Some of these are available to every **Hero**, whilst others are only available to certain **Hero** models. Here will be listed all of the additional Heroic Actions available to the **Hero**. If there are no Heroic Actions listed here, then the **Hero** cannot declare any of the additional Heroic Actions. For more on Heroic Actions, **see page 68**.

OPTIONS

Some profiles have a list of options available to the warrior or hero. These can include weaponry, armour, mounts, and even other more unusual items. Every option has a points cost associated with it that will increase the cost of the profile if taken.

SPECIAL RULES

Some profiles will have special rules that represent the wide variety of abilities and skills that many of the characters and creatures of Middle-earth have. Some of these will just have the name of the special rule under the header. The effects of these can be found in the Special Rules section of this manual (**see page 102**). Others will have the full effects of the special rule, including whether it is Active or Passive or not (**see page 103**). Finally, others reference the specific page of the same book that the special rule can be found on.

11) MAGICAL POWERS

In Middle-earth, there are many beings that have the ability to use Magical Powers to aid them or defeat their enemies. Here will be listed all of the Magical Powers available to the profile, the range of the powers, and their Casting value. The full effects of the Magical Powers can be found on **pages 92-101**.

ELF, RIVENDELL, INFANTRY, HERO – HERO OF LEGENT A mighty and renowned warrior, Elrond has been at the forefront of many great battles. He fought against Sauron in the War of the Last Alliance and bore witness to the Dark Lord's downfall. It was he who tried to convince Isildur to destroy the Ring for good, an act that would have saved much suffering in the Third Age. Blessed with the gift of foresight, Elrond is able to provide great wisdom for his allies.

| | Mv | F | s | D | A | w | С | м | W | F |
|---|----|------|---|---|---|---|---|---|---|---|
| 1 | 6" | 6/3+ | 4 | 5 | 3 | 3 | 7 | 3 | 3 | 3 |

If your army contains Elrond, then Rivendell Knights do not count towards your bow limit.

WARGEAR

1

3

5

6

7

8

9

Elven-made hand-and-a-half sword and Vilya.

Vilya ACTIVE – This beautiful ring is one of the three Elven Rings of power.

Elrond, Master of Rivendell may re-roll his dice when using Fate points.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- · Heroic Strike
- Heroic Defence

OPTIONS

SPECIAL RULES Terror, Woodland Creature.

Foresight of the Eldar **EASTRE** – Elrond has been blessed with the gift of foresight, an ability that allows him to guide his allies in battle. 2

4

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11

Before the game begins, roll a D6 and make a note of the result – these are Elrond's Foresight points for the battle. During the Priority phase, after the dice has been rolled, Elrond may chose to expend these Foresight points to alter the controlling player's dice roll. For each Foresight point expended, Elrond may alter the dice score by either +1 or -1, to a minimum of 1 and a maximum of 6.

Lord of the West ACTIVE - See page 73.

| MAGICAL POWERS | Range | Casting |
|------------------|-------|---------|
| Wrath of Bruinen | - | 4+ |
| Renew | 12" | 3+ |

WHAT YOU NEED TO PLAY

Playing battles with the Middle-earth Strategy Battle Game is a rather simple thing to do. However, there are a few things that you will want to organise before you settle down to play (a willing opponent, of course, is vital). Over the next couple of pages, we will take a look at the things you will need, explain some of the more unusual items and help you work out how to get started.

10

3



PENS AND PAPER

It is often useful to have some paper and a pen close by to record vital information during your games, such as how many Might, Will or Fate points each **Hero** has spent, or the number of Wounds they have taken.

CITADEL OR FORGE WORLD MODELS

This may seem obvious, but you will need some Citadel or Forge World models in order to play. Whether this is a specific collection to faithfully recreate a scene from the films, or just a selection of your favourite models arranged into an army of your own making, the choice is up to you. As you play your first few games, you'll probably find yourself using unpainted models, but as almost every hobbyist will agree, playing a game with fully painted armies both looks and feels better!

2 DICE AND TAPE MEASURES

We use tape measures or measuring sticks to see how far our models can move across the battlefield each turn, whether they are in bow range and for many other distance-related reasons. To this end, it is important to have a measuring device on hand that measures in inches. *The Battle of Pelennor Fields* boxed game contains a handy ruler, or you can pick up a tape measure from any Games Workshop store.

Dice are required to see if our models are successful in their in-game endeavours, to see whether an arrow hits its target, who wins in a fight and all manner of other things. As such, you will need a selection of six-sided dice at your disposal (between eight and twelve, preferably in a few different colours, is about right).

REFRESHMENTS

In the finest tradition of *Hobbits* everywhere, it's often a good idea to have a selection of sensible snacks, such as biscuits and seed cakes, available for you and your opponent, as well as having something nice to drink (Jay will rarely go through a whole game without a nice hot mug of tea in his hand!).

PLAYING AREA

3

You can play a game almost anywhere, from your kitchen table with some makeshift scenery to provide some cover from arrow-fire, to custom-made gaming tables designed to resemble one of the famous scenes from Middle-earth. The more attention you put into your gaming area, the more evocative your games will be.

THE RUIDES



THE MOST IMPORTANT RULE

In a game with so many unique and exciting characters and creatures, there will be occasions where a situation will occur that is not fully covered in this rules manual. For example, you cannot seem to find the exact point in this rules manual to work it out, or there is a disagreement about the interpretation of a specific rule that you cannot come to a logical conclusion on.

Because wasting time arguing is not fun for either player (and more importantly is eating into the time that you could be using to have an awesome game instead), often it is good practice to interpret the rule in a way that suits both players equally at that point in time. This game is designed to be played in a generous spirit, in a manner befitting the gentlest and noblest of Hobbits, and you'll find that if you keep that spirit of kindness and fair play in mind, you can resolve almost every instance of disagreement.

If you find that you and your opponent still cannot agree upon the application of the rules, or another situation, simply roll a dice to see whose interpretation you will use for the rest of the game – on a 1-3, the Evil player gets to decide, on a 4-6, the Good player gets to decide. Then you can put the disagreement behind you and return to the much more important matter of the battle at hand. Once the game is over, you can continue the discussion (preferably over a mug of tea and a seed cake) and arrive at a consensus for future games.



BASIC PRINCIPLES

There are a few basic principles that govern games which are worth explaining before you get started.

GOOD VERSUS EVIL

All of the warriors, heroes and creatures that roam the lands of Middle-earth can generally be described as either valorous and noble of heart or cruel, vicious and twisted beings of darkness. In our games, we distinguish this difference by referring to them as either Good or Evil. When you are playing your games, you will command either the forces of Good or the forces of Evil, with each side being represented by a number of models that are controlled by one or more players.

There must always be at least one player for each side, so for larger games it's a good idea to split into teams of roughly equal size – a Good one and an Evil one. More players can easily join in, they just need to choose a side to join.

TURNS

Like many other games you will likely have played, the Middleearth Strategy Battle Game is divided into a series of turns. Each turn players will move, make shooting attacks, fight in Duels and do anything else that they are able to do with each of their models. Some games will continue until a set number of these turns has passed, whilst others will continue until a certain mission or objective has been accomplished by one of the sides. Whatever the case, it will be made clear.

D6, D3, 2D6

Throughout this rules manual there are instances where abbreviations have been used to explain which dice to roll or how to apply the result. Ordinary dice rolls are referred to as D6 - andwhere you see this it means a single six-sided dice.

Sometimes you will see D3 used. This is where you roll a single ordinary six-sided dice and halve the score, rounding up. This means that a score of 1 or 2 would be a 1, a 3 or 4 would be a 2 and a 5 or 6 would be a 3. A D3 roll will always be between 1 and 3, hence the expression D3.

Finally, where you see the term 2D6, it means that you roll two ordinary dice and add the scores together – giving a result between 2 and 12.

CHARACTERISTICS

During the game, there are instances or abilities where a model's characteristics may be increased or decreased. Certain characteristics can only be increased to a certain maximum or decreased to a specific minimum. Fight, Strength, Defence and Courage can only ever be increased to a maximum of 10 and decreased to a minimum of 1.

ROLLING DICE

The dice rolls that you will make will determine the effectiveness of your models' actions. In this game we use ordinary six-sided dice. Sometimes our dice rolls will have modifiers applied to them (such as a -1 or +1 modifier). For example, Goblins are especially good at scrambling up the rocky surfaces that they dwell around, so they receive a +1 modifier to any Climb tests they may have to take. In this example, roll the dice for the Goblin then add 1 to the result. Regardless of the modifiers that are in play, a dice can never be modified above the score of a 6 or below the score of a 1.

'Cocked' Dice: Because of the exciting, three dimensional nature of our battlefields, sometimes a dice won't land completely flat (or worse yet, will roll off the table completely). In these situations, both players should agree to just roll it again. If you're playing on an especially lumpy or textured surface and dice keep ending up 'cocked', just get an empty box lid or tray and roll them in that instead. Simple.

RE-ROLLS

There are occasions whereby a dice may be re-rolled, either due to a piece of wargear or a special rule. In these circumstances the second roll will always stand, even if it is worse than the original. Once a dice has been re-rolled, it may not be re-rolled again under any circumstances – unless, of course, the dice is cocked.

NATURAL ROLLS

Certain special rules will state that they require the roll of a 'natural X' where X is a number on a D6. What this means is that the score on the D6 must equal the value of X without being modified in any way (such as having Might used to increase it).

LINE OF SIGHT

At many points during a game, we will need to work out if a model is able to see a target. The best way to do this is to get down to the 'model's eye view' and see if you can see the target. This is the model's Line of Sight. If for whatever reason you cannot get down to the model's eye view, trace a line between the model and its target using a tape measure or range ruler instead.

Whilst in reality our models are static, we imagine that they are much more dynamic, swirling through the maelstrom of battle to slay their foes. Because of this, we don't penalise models for the wargear that they happen to be carrying or their dynamic pose. Therefore, a model has Line of Sight to another model only if it can see part of its head, body, arms or legs. If only banners, wings, tails, weapons or other such items can be seen, then the model is not in Line of Sight – it's always best to apply a degree of common sense to checking Line of Sight, it is good practice to ask your opponent for their opinion and agree together – don't forget to play in a generous spirit!

MEASURING

Throughout the game, you will need to measure distances across the battlefield, whether this is for moving a model or checking the distance to a target. All of our measurements are done in inches, so it is perfectly acceptable to use a normal everyday tape measure so long as it has inches marked on it.

To measure between models, always measure between the closest two parts of the base – ignore any overlapping elements such as limbs, wings or bits of base decoration.

As you play, you may measure any distance at any time as often as you wish.

KEYWORDS

Every model in the Middle-earth Strategy Battle Game has a series of keywords underneath its name. These denote a variety of things such as a model's race, faction or other important information.

Some rules will contain words or phrases in **bold**; these will show which models are affected by that particular rule. For example, a model may have a rule that affects 'all **Mordor** models'. This means that the rule would apply to all models with the **Mordor** keyword.

Some rules may list more than one keyword. Where this is the case, a model must have all of the keywords listed in order to be affected by that rule. For example, a model may have a rule that affects 'all **Mordor** *Orc* models'. This means that the rule would apply to all models with both the **Mordor** and **Orc** keywords – a model must have both keywords in order to be affected.



INFANTRY, CAVALRY AND MONSTERS

All of the models within the *Middle-earth* Strategy Battle Game can be divided into one of three categories: **Infantry**, **Cavalry** or **Monster**. If you look at the keywords in a model's profile, it will state whether it is **Infantry**, a **Monster** or **Cavalry**. It is possible for a model to have more than one of these keywords. A model could be both a **Monster** and **Infantry** for example. If the model is **Cavalry** (see page 56) or a **Monster** (see page 76) then they will have a number of additional special rules that govern them, as listed later in this manual. If an **Infantry** model purchases a mount as an option, then whilst they remain mounted, they will replace the **Infantry** keyword with the **Cavalry** keyword. If a **Cavalry** model is dismounted, it will replace its **Cavalry** keyword with the **Infantry** keyword.

MODELS AND BASES

Every profile, whether **Hero**, **Warrior** or otherwise, is represented by a Citadel or Forge World model, which acts as the character or creature during the game and is moved by its controlling player during the course of the battle. Each of these models is mounted on a base, the size of which will vary from model to model. This base represents the amount of space that the model needs when moving and fighting. Models must always be mounted upon the base size that they are supplied with; this is the base that best suits that particular model. Bases cannot overlap each other during the game, and should not be piled upon one another. If a model's base is touching something else, it is said to be in base contact with it.

Whenever you measure from one model to another (or a particular point on the battlefield), always measure from the closest edge of the model's base. There are a few models that are not actually mounted upon a base, a Battlecry Trebuchet, for example. In these instances, measure from the closest edge of the model itself.

DIRECTLY AWAY

Some abilities or special rules will make target models move directly away from another model, **Siege Engine**, etc. When this occurs, draw an imaginary line through the centre of the base of the model causing the ability and through the centre of the base of the target – this is the direction that the target must move.

TURN SEQUENCE

"I'm going on an adventure!".

- Bilbo baggins, The Hobbit: An Unexpected Journey.

As a battle rages on, warriors become locked in a desperate fight for survival as they clash weapons with their enemies. Arrows rain down upon the battlefield, and mighty heroes lead their followers forward to glory.

To bring order to this swirling maelstrom of action, the game is divided into a series of turns. Depending on the Scenario, a game could consist of any number of turns. Sometimes, a Scenario will call for the battle to last for a fixed amount of time, whilst on other occasions specific conditions need to be met in order to end the game. These could range from wiping out the opposing side to capturing a relic or a significant area of the battlefield.

TURNS

In each turn, both players use the models under their control, allowing them to move, use Magical Powers, shoot missile weapons and fight in hand-tohand combat with their foes. To keep things simple, and keep the battle flowing, a turn is divided into a series of phases that are listed opposite.

During each phase of the game, players use their models; the player who has Priority acts first and, when they have completed all of their actions with all of their models, the other player then acts with their models.



TURN SEQUENCE

1 PRIORITY PHASE

In the Priority phase, players roll off to see which player has Priority.

2 MOVE PHASE

Both players move their models. First, the player with Priority moves any of their models that they wish. When they are finished, the other player moves their models.

3 SHOOT PHASE

Players make shooting attacks with any of their models that are equipped with missile weapons, starting with the player with Priority. Once they have finished with all of their models, the other player makes shooting attacks with their models.

FIGHT PHASE

In the Fight phase, all models from both sides that are engaged in hand-to-hand combat will fight. The player with Priority chooses the order in which combats are resolved.

5 END PHASE

In this phase, resolve any effects that remain until the End phase (such as Paralyse, and so on), and then clear any stray tokens and dice before starting the next turn.



PRIORITY PHASE

"The board is set, the pieces are moving".

- Gandalf the White, The Lord of the Rings: The Return of the King.

Priority is how we determine which player acts first in the subsequent phases of a turn. It represents one force acting swiftly (or the other biding its time) and can present a range of tactical opportunities and consequences throughout the turn that follows.

In Narrative Play, Priority will always go to the Good player on the first turn, unless the Scenario specifically states otherwise.

In Matched Play and Open Play games, it is common for both players to roll for Priority in the first turn – re-rolling any ties.

Regardless of what type of game you are playing, from the second turn onwards both players will roll a D6 in the Priority phase to see which player has Priority for the subsequent turn. The player who rolls highest has Priority. In the event of a tie, Priority passes to the player who did not have it in the previous turn. For this reason (and indeed, for reminding yourself who has Priority throughout the turn), it is a good idea to have a suitable counter or token so that it is easy for both players to see who currently has Priority, and to pass it between players as and when Priority changes during the course of the game. As you play more games and gain experience, you'll quickly realise there are both advantages and disadvantages to having (or not having) Priority. After a few battles, it will become apparent that there are tactics and ruses that you can use to make the Priority phase work to your advantage. Something else to bear in mind is that there are a number of special abilities that can alter the ordinary workings of the Priority phase (Heroic Actions, certain special rules and so on). These are explained fully in the relevant sections.

A battle is taking place, and it is now the Priority phase. Each player rolls a D6 to determine who has Priority. Adam rolls a 4, whilst Jay rolls a 2, resulting in Adam gaining Priority. If the result had been a tie, Priority would have gone to Jay as Adam had Priority in the previous turn.





MOVE PHASE



"Out of the frying pan." "And into the fire. Run!"

- Thorin Oakenshield and Gandalf the Grey, The Hobbit: An Unexpected Journey .

As battle rages on, success often goes to those who gain control of the field of battle and seize critical positions. Whether the goal is to carefully infiltrate the ruins of *Osgiliath* or to flee the rampaging *Morannon* Orc hordes that burst forth from the *Anduin*, a firm grasp of the Move rules is required to achieve victory.

PRIORITY

In the Move phase, the player with Priority moves first. They may move all, some or none of the models under their control. Once the player with Priority is completely finished, the opposing player then gets to do likewise.

MOVING MODELS 1 2 3

Ordinarily, you can move each of your models in the Move phase. You can move your models in any order that you choose – as long as you complete the move of one model before starting the move of a different one.

A model can move a distance up to its Move characteristic in inches ("), as listed in each model's profile. This is referred to as the model's 'maximum Move distance' or its 'Move allowance'.

To move a model, measure how far it can travel and then move it along the correct amount. Models are not required to move only in straight lines – in fact you will often need them to move around corners, obstacles, other models and even traverse complicated battlefields. A model may move in any direction it wishes, as long as it does not exceed its Move characteristic.

Terrain has a big impact on the game, with models constantly having to traverse many different styles of battlefield. There may be some instances whereby a model will be faced with a piece of terrain that it could in theory fit through, however, its base will not fit (such as a **Cavalry** model moving through a gate). In these situations, if it is obvious that a model would be able to move through the gap, even though its base would not allow it, then you and your opponent are free to agree that it is possible – in fact, we would encourage that you do this.

Models may not move 'through' other models. Indeed, for a model to move past or between other models, there must be enough space for its base to be able to pass through without disrupting another model's base. If there is not enough room to pass through, then the model will have to go around or wait.

Generally, the facing of a model doesn't make any difference (aside from a few models, such as the Mûmakil), since we imagine they are actually fighting and looking around, rather than static playing pieces. However, there may be occasions when you want to rotate your models outside of your Move phase for dramatic effect, for example, you may want to rotate your archers to face their target or to rotate models in combat to face each other. This is fine to do, but only to make your battle look more cinematic. There should be no rotating your models to gain an extra In The Way roll, or any other in-game advantage.

MODELS UNABLE TO MOVE

Sometimes, a model will be unable to move for one reason or another. When this is the case, it will be made clear in the rules. Examples of this include models that have already been charged by an enemy or that are under the influence of a specific Magical Power.

END OF YOUR MOVE PHASE

Some events or abilities occur 'at the end of your Move phase'. Such events and abilities happen immediately after you finish moving all of your models that you wish to move that turn.

MOVEMENT 1

Frodo Baggins is trying to keep up with the rest of The Fellowship. A ruler is placed next to Frodo to measure his Move allowance of 4". It is important to not exceed a model's Move allowance (frankly, that's cheating!). With the distance determined, the Hobbit moves level with the 4" mark.



MOVEMENT 2

The ruined wall shown here is in Frodo Baggins' path. The controlling player measures around it to work out where the Hobbit's move will end.



MOVEMENT 3

With other members of The Fellowship blocking the way, Frodo Baggins can only just squeeze his base through the gap between their bases – note how the gap between Gimli and Sam is just wide enough for him to pass through.



CONTROL ZONES 4

Boromir is facing off against two Uruk-hai Scouts. Due to Boromir's Control Zone, the Uruk-hai may not enter this space unless they are charging Boromir.



CHARGING 5

Gimli has charged into this Uruk-hai Scout. Because it is now Engaged, the Uruk-hai may not move any further this Move phase.



CONTROL ZONES

Although all of the models are immobile, we imagine that they are, in fact, quite dynamic, ready to fight in the swirling maelstrom of battle. To represent this, every model has a Control Zone -a 1" imaginary ring that extends out from the edge of the model's base. No model may enter the Control Zone of an enemy unless they are charging the model in question (we will cover the rules for charging in a moment).

There may be occasions when a model is forced into an enemy model's Control Zone due to some other rule, such as being forced to Back Away after losing a Fight (see page 44) or failing a Jump test or Climb test. In these instances, it is acceptable to move the model into the Control Zone, making sure that a small distance still separates the models' bases. Note that a model cannot choose to enter an enemy's Control Zone without charging – it can only happen when another rule forces it to.

Control Zones can be a very useful tool, allowing you to keep your enemies out of a certain area of the battlefield. This can be particularly handy for protecting an objective, or an individual, from attack.

STUCK IN A CONTROL ZONE

It is possible for a model to start its move already within an enemy model's Control Zone. In these circumstances, your model has three choices:

- Remain where it is and forego its movement.
- Charge one of the enemy models whose Control Zone it is in.
- Move Away. In this third instance, a model may move within the Control Zone of an enemy, provided that it doesn't get any closer to the enemy whose Control Zone it started in.

CHARGING ENEMIES 5

Across Middle-earth, there are many great fighters who possess an exceptional skill with a blade, axe or another preferred weapon. For these warriors to utilise their skills, they must fight in combat, and to do that they must Charge an enemy.

Charging is a special type of move that allows your model to end its move in base contact with an enemy model. The main rule that governs whether or not a model may Charge is that it must have Line of Sight to its intended target before it starts its Move. If the model has Line of Sight to its intended target, proceed as follows. If the model does not have Line of Sight, try looking for a different target, moving another model first or moving to a better spot for the next turn.

Making a Charge is simple – measure the distance as you would for making any other move and, if you have enough movement to reach your target, move your model into base contact with the target.

Once a model has charged into an enemy and is in base contact with it, they are both Engaged in combat and cannot move any further in the Move phase.

There are occasions when a model that was already Engaged in combat might suddenly find itself unengaged (a model that charged an enemy may have been slain by a throwing weapon or Magical Power, causing their opponent to become disengaged). If this happens, and the newly disengaged model's opportunity to move has not yet passed, it may still do so. It is quite possible, due to the order in which you move your models, that a model that could not make a Charge earlier in the phase might well be able to do so as your Move phase continues. This makes the order in which you move your models extremely important. Models may block one another's movement or, if moved in the right order, may free each other to move more effectively.

CHARGES AND CONTROL ZONES 5 6

There are a couple of rules regarding Control Zones that come about due to Charges:

The first rule is that if a model enters an enemy's Control Zone, they must Charge that enemy, although they may continue moving within that model's Control Zone in order to Charge a different part of the model's base if they so wish and have movement remaining. If a model enters two Control Zones simultaneously, the controlling player may choose which one it will Charge.

The second rule is that a model that is Engaged in combat has its Control Zone cancelled out. This means that you can eliminate the Control Zones of enemy models in order to clear a route through them.

The third rule is that once a charging model enters a Control Zone, it may ignore the Control Zones of other models in order to continue charging its original target. This means that, no matter how closely packed enemy models are, a model is always able to Charge the first enemy model whose Control Zone it moves into.

CHARGING MULTIPLE ENEMIES 7

There are times when a model who is especially skilled in combat (or desperate) will wish to Charge more than one enemy at a time. This can serve a number of tactical advantages, not least of which is enabling them to cut down several enemies in quick succession.

Charging multiple enemies is very straightforward. As long as your model has a high enough Move characteristic to reach all of its intended targets, and its base is large enough to touch multiple models, move its base into contact with its enemies.

Remember that a model ignores subsequent Control Zones after the first one it enters, so it is free to enter the Control Zones of a second, or even third model, etc., to fight in a Multiple Combat (see page 47).

DEFENDED POSITIONS

Sometimes, a model will wish to Charge a model that is on the other side of a wall, hedge or other barrier. The rules for this are more fully detailed in the Fight phase section (see page 48).

CHARGING 7

Boromir is an incredibly mighty hero, and can fearlessly face multiple Uruk-hai at once. With this in mind, the Good player Charges him headlong into a pair of nearby Uruks.



CHARGING 6

Aragorn charges the nearest Uruk-hai – entering its Control Zone first. As soon as he enters the Control Zone of the first model, he is free to continue moving within that Control Zone, so long as he ends up charging the model whose Control Zone he entered first.



Here, there is a narrow gap between Aragorn and Boromir, but the Uruk-hai would like to Charge the much weaker Pippin. However, because of Aragorn's and Boromir's Control Zones, the Urukhai cannot pass through without first charging one of the two Men.



To get around this, the Evil player has two other Uruk-hai Charge Aragorn and Boromir. Now that they are Engaged in combat, Aragorn's and Boromir's Control Zones have been cancelled out.

With both Aragorn and Boromir Engaged in combat, the path is clear through to poor Pippin, who must now fight for his life!



PAIRING OFF FIGHTS

At the end of the Move phase, it is important to work out which models are Engaged in combat with one another, for the sake of clarity. Any models that are Engaged in combat with an enemy need to be paired off into Fights, which are more fully detailed in the Fight Phase section (see page 42).

You may have situations where two, or maybe more, enemies face a single model. This is called a Multiple Combat. At the end of the Move phase, opponents are always paired off into one-on-one Fights where possible.

First, all models in base contact with an enemy must fight, so make sure all models Engaged in combat are still in a Fight when you are done.

Second, if a model could be involved in more than one Fight, the player with Priority may choose which of the possible combats they are assigned to.

In practice, it is usually a good idea for both players to look over all of the potential combats at the end of the Move phase and split them into their Fights – with the player with Priority deciding on any where there are multiple options. It can be a good idea to separate the combats slightly, so the Fights actually have a little distance between them. However, this should only ever be done for the sake of clarity, not to gain a benefit in-game. It's probably not a good idea to do this if it would have an effect on the models – such as moving a model out of proximity with a banner, or moving models out of their Shieldwall formation. In any case, if models are separated for the sake of clarity, they will still count as being in base contact with what they were beforehand.

Sometimes, there will be situations whereby a rule will target or affect a model in a Fight which could cause multiple other models to be affected as well; this could be a throwing weapon, a Magical Power (such as Sorcerous Blast) or a special rule. This can cause some issues as models are not divided into Fights until the end of the Move phase, so players may be unsure of who is actually involved in the Fight. If this situation arises, the player with Priority may decide how the Fights are split before the end of the Move phase so as to make resolving the effects of the rule easier and simple to understand.

TERRAIN

Middle-earth is full of exciting and vibrant places filled with all manner of terrain, from the peaceful rolling hills of The Shire to the war-torn ruins of Osgiliath or the rocky caves of *The Misty Mountains*. It is often the battlefields that we play on that make the game so enjoyable and immersive, but to ensure that our games still run smoothly, we need a couple of rules to govern them.

OPEN GROUND

Generally speaking, the majority of any battlefield is open ground. This covers such surfaces as grassy fields, sandy beaches, carved stone passageways or wooden walkways. There are no special rules assigned to such terrain, and any abilities that affect terrain do not affect open ground. Moving on such surfaces is completely normal and natural; models can move around on them up to their full Move.

DIFFICULT TERRAIN 9

Areas of loose rocks, thick undergrowth, especially long grass and other terrain that makes movement awkward, but not dangerous, is considered to be difficult terrain. This sort of ground isn't especially threatening (indeed it's not really dangerous at all, in most circumstances), but it does tend to slow down the movement of our fighters.

Any model that enters difficult terrain counts the distance it moves whilst in it as double. Thus, a model that moved half an inch through a piece of difficult terrain has used up a whole inch of movement, and so on. This penalty is applied any time that even part of the model's base is within difficult terrain.

OBSTACLES

Barricades, broken walls, fallen trees, hedges and piles of rocks are scattered across the battlefields and wild places of Middle-earth. These provide shelter from missile fire, as well as obstructions for our adventurers to traverse. Carefully placed Obstacles can slow the advance of an entire army as models are forced to jump over or travel around them.

The term Obstacle describes linear objects on the battlefield that impede movement, but can still be crossed, such as low walls, fences and so on. A model's ability to cross any such Obstacle is determined by comparing the height of the model and the Obstacle in question.

Any model can automatically cross an Obstacle that is less than half its height, without penalty – simply move the model over the Obstacle, imagining that it is stepping over it. This means that a Man will be able to stride effortlessly over an Obstacle that a Hobbit or Dwarf might struggle with – while this may seem unfair, it is true that little folk would find some obstacles to be much more difficult than big folk might.

A model can attempt to cross an Obstacle that is greater than half its height, but must take a Jump test or Climb test to do so (see pages 28 and 30 respectively). Usually, you can tell whether a model can cross an Obstacle without a test just by looking at it. In those rare situations where you must know exactly, measure the model from the top of its head to the bottom of its feet. Be sure to work out the model's 'true height', not the height of it in a strange pose (crouching low or perched on something, for example), and be sure to agree with your opponent. Once you have determined the height of the model, compare it to the height of the Obstacle to see if a test is needed.

PAIRING OFF FIGHTS

Frodo is in base contact with Moria Goblin A. As it's clear who Frodo is fighting, and there are no other models in the fight, no pairing off is required.

Sam is in base contact with Moria Goblins B and C. Merry is also in base contact with Moria Goblin C, and so Merry is paired off against Moria Goblin C, leaving Sam to fight only Moria Goblin B.

Finally, and most complex of all, Pippin is in base contact with Moria Goblins D and E, while Aragorn is in base contact with Moria Goblins E and F. It is clear that Pippin is fighting against Moria Goblin D and Aragorn is fighting Moria Goblin F. However, as Goblin E is in base contact with both Pippin and Aragorn, and both are already in a fight, the player with Priority chooses which fight the Goblin is paired off into. As the Evil player has Priority, they choose to pair off Goblin E into Pippin's fight – bad news for the Hobbit!



DIFFICULT TERRAIN 9

Boromir of Gondor (a Man with a Move of 6") is racing through the thick undergrowth of Amon Hen to rescue Merry and Pippin. For every 1" Boromir moves, he counts as having moved 2".



Merry and Pippin are in need of more help, so Boromir rushes into the difficult terrain to save them. Boromir moves across 2" of open ground before he reaches the difficult terrain. Since he only has 4" of movement remaining, he can only move 2" into the thick undergrowth.



JUMP TABLE

D6 RESULT

1 STUMBLES AND FAILS

The model does not cross the Obstacle, but instead ends its movement for the turn.

2-5 SUCCESS

The model successfully clambers over the Obstacle and reaches the other side. Place your model on the other side of the Obstacle, with its base touching it. The model may move no further this Move phase.

6 EFFORTLESSLY BOUNDS ACROSS

The model vaults across the Obstacle with ease, and may even complete its movement up to its maximum Move distance (minus the distance it already used getting up to and across the Obstacle, of course).

JUMPING¹⁰

From fallen trees to low walls, there are many items that impede movement on the battlefield. Jumping represents vaulting (or, in the case of Hobbits, a type of mad scrambling) to get across an Obstacle. Any attempt to do this is resolved with a Jump test.

A model may jump an Obstacle that is up to (but no greater than) its own height. If the top of the Obstacle is higher than the top of the model's head, it must instead make a Climb test (see page 30).

Making a Jump test is simple. Move your model into base contact with the Obstacle that you wish to jump over, roll a D6, compare the result to the Jump table on the left and follow the instructions given.

The horizontal movement your model makes when it jumps an Obstacle still counts towards the distance that model has moved this turn (although the vertical movement does not).

JUMPING 10

Merry is fleeing from the Nazgûl as they pursue the Hobbits, and now wishes to cross over a low wall. As the wall is no taller than Merry, he may attempt to jump over it. He moves into base contact with it and makes his Jump test. He rolls a 3 and moves over the wall to the other side.



Pippin catches up with his friend and also attempts to jump over the same wall. He takes his test and rolls a 6. Pippin therefore not only crosses the wall, but may continue his move with his remaining allowance.

Seeing his friends jump over the wall ahead of him, Sam desperately attempts to jump the same wall and takes his Jump test. However, Sam only rolls a 1, meaning that he fails to jump the wall and must now face the wrath of the Black Riders.



LEAPING ¹¹ ¹²

With rickety walkways, yawning chasms and other such hazards decorating our battlefields, there are plenty of opportunities for models to leap across intervening gaps. Any attempt to do this is resolved with a Leap test. To leap across a gap, your model's maximum Move allowance must reach far enough across the gap to be able to place it fully on the other side, otherwise it's just too far to leap across.

A model can leap across a gap with a width of up to twice the height of the model (compare the model to the gap in question if you are in any doubt). If the gap is wider than twice the model's height, they cannot attempt to leap across it.

Making a Leap test is simple. Move your model up to the gap that you wish it to leap over, roll a D6, compare the result to the Leap table on the right and follow the instructions given.



LEAPING 11

Being chased by two Moria Goblins, Gimli decides to leap across a chasm to safety. Trusting to luck, he rolls a dice and consults the Leap table to see if he makes it to the other side. Rolling a 4, the Leap is a success, and he moves to the other side of the gap.



LEAP TABLE

D6 RESULT

1 STUMBLES AND FAILS

The attempt to leap the gap has gone wrong. The model falls to the bottom of the gap, suffering falling damage as described **on page 31** and is knocked Prone.

2-5 SUCCESS

The model manages to leap across safely. Place the model on the other side of the gap, with its base touching it. The model may move no further this Move phase.

6 EFFORTLESSLY BOUNDS ACROSS

The model leaps across without missing a step. Place it on the other side; it may even complete its movement up to its maximum Move allowance (minus the distance it already used getting across the gap, of course).

LEAPING AND CLIMBING 12

With the Balrog hot on the heels of The Fellowship, they must do everything they can to escape. Aragorn decides to try to move over a small fallen pillar – he must take a Jump test. Boromir, on the other hand, wants to put some height between himself and the demon, and so chooses to scramble up a rocky cliff – he must take a Climb test.



CLIMB TABLE

D6 RESULT

1 FALL

The model slips and falls to the ground, and becomes Prone (see page 32) at the bottom of the surface it attempted to climb, place a Prone marker next to it. If the model began its climb at ground level, it suffers no further damage, but if it was higher than this, it may suffer falling damage (see opposite).

2-5 CONTINUE TO CLIMB

The model climbs until it has moved its maximum Move distance, or reaches the top, after which it may move no further this Move phase.

6 SWIFT ASCENT

The model climbs until it has moved its maximum Move distance, or reaches the top. It may even complete its move up to its maximum Move distance after it reaches the top (minus the distance it has already used climbing up, of course).



CLIMBING¹²¹³

When faced with especially tall Obstacles, the likes of a rock face, a tumbledown pile of statuary or raised scaffolding, a Climb test is often in order. The major difference between jumping and climbing is whether a model is attempting to increase its altitude by more than its own height.

When a model attempts to make a Climb test, it is important that there is some way for it to scale the surface – handholds, jutting rocks, wooden crosspieces, and so on. Whenever a model climbs in this manner, they are moving through difficult terrain (see page 26). Areas that do not have these are considered to be unscalable (see below).

Making a Climb test is simple. Move your model to the bottom of the surface you wish to scale, roll a D6, compare the result to the Climb table on the left and follow the instructions given.

A model may climb a surface or Obstacle of any height, provided that it is scalable (see below). **Cavalry** models may not make Climb tests.

CLIMBING VERY TALL STRUCTURES

In rare circumstances, models may wish to climb up very tall structures that will take more than one turn's worth of movement to reach the top. In these instances, either perch the model in a satisfactory way at roughly the correct height or leave the model at the bottom and place a dice beside them to indicate how many inches they have progressed.

UNSCALABLE TERRAIN

To prevent strange situations in our games, and to reduce the risk of damage to our models, we assume that any surface that is sheer (such as a fortress wall) or where we cannot balance a model without the risk of it falling off (such as a small pillar or a tree), cannot be climbed in our games. This means we can satisfactorily rule out situations where models are balanced atop tree leaves, teetering on rock pillars or other unlikely situations. If it doesn't look great, and doesn't instinctively 'feel right' for both players, then steer clear of it.

LADDERS, ROPES AND SIMILAR 14

There are a number of ways to make climbing easier, such as using a ladder, a rope or even a steep set of steps. Climbing up or down one of these doesn't typically require a Climb test, and neither is it difficult terrain. A model must simply expend the requisite movement to reach the top.

CLIMBING 13

Aragorn, Legolas and Gimli are cut off from their allies in Helm's Deep and need to climb the scaffolding to reach them. Aragorn spends 1" of movement to reach the base of the scaffold and then takes a Climb test. Rolling a 4, he is successful and moves to the top. Legolas follows suit and rolls a 6 on his Climb test. He moves up the scaffold and then spends his remaining movement (note that climbing is considered difficult terrain, so he has precious little left). Finally, Gimli reaches the bottom of the scaffold, but rolls a 1 for his Climb test. He fails to climb and instead falls to the floor, and a Prone marker is placed next to him.



DESCENDING AND FALLING

What goes up, must come down, or so the old expression says. Models can move downwards in two ways – they either descend safely or they fall.

DESCENDING

A model may automatically descend a distance equal to its own height without any penalty (the distance the model moves downwards is ignored for working out how far the model has moved that phase). If a model needs to descend further, they must make a Climb test, with the exception that they move directly down instead of up – there must also be some way for the model to climb down, such as handholds, etc. If the Climb test is failed (a roll of a 1) or the model falls for some other reason, it will suffer falling damage, as follows.

FALLING

A model that falls is knocked Prone at the base of the surface they have fallen from. If the model has fallen a distance greater than its own height, it immediately suffers falling damage: one Strength 3 hit (see page 40), plus one additional Strength 3 hit for every 1" more than its height it has fallen.

LADDER 14

Frodo Baggins doesn't fancy climbing this rockface, and so finds a ladder to scale instead. The ladder is 3" high, and so he moves up it at the cost of 3" of movement.





31

PRONE MODELS 15

In previous iterations of the game, we used to lie our models down to represent them being Prone. However, over the years this has caused some of our beloved models to be chipped or damaged and so the rules for this have changed in order to protect our models from harm.



PRONE MODELS 15 16

During battles in *Middleearth*, there are times when a model will find itself lying on the ground – whether this is the result of being charged by a **Cavalry** model, falling whilst trying to climb or attempting to hide from a foe. A model that is Knocked to the Ground is said to be Prone and should have a Prone marker placed next to it to show that the model is on the floor – this prevents any unnecessary damage to our precious models. Prone models have certain special rules that govern how they act.

CONTROL ZONES

A Prone model does not have a Control Zone.

PRONE MODELS AND LINE OF SIGHT

When a model is Prone, we can imagine it is writhing on the floor or cowering beneath a shield. Usually, a model would be able to see over a model that is Prone, however in some extreme circumstances (such as a Cave Troll being knocked Prone) this may not be the case. For these reasons, a Prone model is considered to be half its normal height (from the top of its head to its feet) for the purpose of working out Line of Sight.

CRAWLING

A model that is Prone may crawl 1" in the Move phase, regardless of its maximum Move allowance or the manner of terrain it is in. If a model crawls, the only other movement it may make that turn is to stand up. Crawling models may not make Jump, Leap or Climb tests. Prone models may not Charge – they must stand up first.



STANDING UP/LYING DOWN

A Prone model may stand up at the cost of half of its maximum Move allowance, and may still Charge if it does so. Likewise, a standing model may lie down for the same cost. A model may not both lie down and stand up during its own Move phase.

CHARGING PRONE MODELS

Prone models may be charged as normal. As they have no Control Zone, an enemy can move within 1" of them unimpeded, provided it doesn't come into base contact.

JUMPING OVER PRONE MODELS

You may attempt to jump over a Prone model by moving your model as close as you can to the Prone model, without making base contact, and then taking a Jump test (see page 28). If you pass (results 2-6), move your model over the Prone model (place it as close to the model as possible without making base contact) and proceed as if it had jumped an Obstacle. If you fail the roll, and the Prone model is a friendly model, then the jumping model just fails the Jump test. If you fail the roll, and the Prone model is an enemy, the jumping model must instead Charge the Prone enemy model, receiving any charging bonuses it would normally get.

REINFORCEMENT'S 17

As the battle rages, additional warriors often flock to the fray, drawn on by the sounds of combat.

Reinforcements typically enter play after a player has moved all of their models in a specified Move phase. To move a model onto the board, a point is chosen on the specified board edge, then the model will move onto the board from that point. The model may then move as usual, except that it may not Charge in that Move phase.

In Matched Play games, whole warbands will move onto the board from the same point via the Reinforcements rule. The player who chooses where the reinforcements enter play must choose a place where the entire warband may be fully deployed. If there is physically no way for this to be accomplished, the reinforcements may enter on the next turn instead, where they will roll again with a +1 bonus to their roll.

PRONE & MOVEMENT 16

Frodo Baggins has been knocked Prone by a pursuing Ringwraith. The Hobbit crawls 1" towards safety and then stands up – enabling him to move his full Move allowance in the following turn.



REINFORCEMENTS 17

Faramir's warband have arrived via the rules for Reinforcements. First, Faramir moves onto the board from the point chosen, followed by his warband, one by one.



SHOOT PHASE



"Had the aim of Men been true that day, much would have been different."

- Thorin Oakenshield, The Hobbit: The Desolation of Smaug.

Any armies will employ the use of archers, crossbows or some other form of ranged weaponry, tasked with raining down death from afar. These weapons vary in all manner of size and ways of use, from the traditional bow and arrow used by the Warriors of Minas Tirith, to the deadly crossbows wielded by the fearsome Uruk-hai and the finely balanced throwing spears the Riders of Rohan plunge into their enemies. Though these weapons are all different, they are all used to fulfill the same task – namely to fell their enemies before they can reach the fight.

During the Shoot phase, each player's eligible models can make a shooting attack with their missile weapons. To make a shooting attack, they must first pick a target, roll To Hit and then roll To Wound.

PRIORITY

The player with Priority shoots first. They select one of their models and resolve its shooting attack. Once they are finished, they select another of their models and resolve its shooting attack – repeating this process until they have made all of the shooting attacks that they wish to. Once the player with Priority has resolved all of their shooting attacks, the other player may then do likewise.

HOW TO SHOOT

Shooting is a fairly simple practice, especially after you have done it a few times. Here are the steps you need to take to make a shooting attack:

- 1 **Check Line of Sight to your intended target** Make sure that the model can actually see part of the model that they wish to shoot at.
- Work out the number of models or Obstacles that are In The Way

 If the Line of Sight to the target is obscured, you will need to know what
 it is that blocks this Line of Sight as this may affect whether the model may
 shoot or not.
- **3 Roll To Hit** Roll a D6 to see if your model has hit its target based on their Shoot value.
- **4 Make any In The Way rolls** If there are models/terrain along the path to the target, you will need to roll to see if the shot hits something along the path, or hits its intended target.
- **5 Roll To Wound** If the shot hits a model, you'll need to make another roll to see if the hit has caused a serious wound.
- **6 Remove Casualties** Any model that was slain is removed from the battlefield.

WHO CAN SHOOT?

There are a variety of factors that determine whether or not a model is eligible to make a shooting attack. If a model has a missile weapon, has a target to shoot at, hasn't moved too far in the preceding Move phase and is not Engaged in combat, it may make a shooting attack.

MISSILE WEAPONS

In order to shoot, a model must be equipped with a missile weapon (for example, a bow, crossbow, etc), many of which are described on **page 88**.

PICKING A TARGET

A model must have a target to shoot at. For an enemy model to be a viable target, they must be in Line of Sight and in range. It is likely that there will be multiple enemy models that are eligible targets. When this is the case, simply choose one of them to shoot at.

FINDING THE SHOOT VALUE

All models have a Shoot value listed in their profile – it is the second number beneath the Fight characteristic (and is always followed by a plus sign). Here you can see Legolas has a Shoot value of 3+.



LEGOLAS GREENLEAF



For example: Having worked out that he can see his target, and that his target is in range, Legolas lets his arrow loose against the Hunter Orc. To see if the shot is a hit, Legolas rolls a D6, which results in a 5. This is enough to hit the target, but if he had rolled a 1 or a 2, the shot would have missed.


LINE OF SIGHT 18

Legolas is readying himself to make a shot and there are four Hunter Orcs (A, B, C, D) before him. Hunter Orc A is in the open, and therefore is an eligible target. Hunter Orc B is partially concealed by the tree trunk, but is still a viable target. Hunter Orc C is almost completely concealed, but Legolas can see some of his face, so he is still a legitimate target. Hunter Orc D, on the other hand, is completely concealed except for his hand and a waving weapon – he cannot be targeted.



TERRAIN IN THE WAY 19

Here, Bard wants to shoot at the Hunter Orc scout bearing down upon Bain. However, Bard cannot see the whole Hunter Orc model. Some of it is being blocked by a house, so the house is In The Way. Bard rolls To Hit, scoring a 5 - a hit! He must then make his In The Way roll for the house, needing a 4 + tosucceed. Bard rolls a 2 and his arrow sticks firmly in the wooden house – bad news for Bain!



LINE OF SIGHT 18

When you select a model to make a shot, you need to check if they have any enemy models within Line of Sight.

MEASURE RANGE

You will also need to check to see if an enemy model is in range. Every missile weapon has a maximum range that tells you how far it can shoot in inches. Check to see how far each model's weapon can shoot by looking at the Missile Weapon chart on **page 88** (a cut down version can be seen below). If the distance to an enemy model is equal to or less than the weapon's maximum range, then it is in range.

| MISSILE WEAPON CHART | | | | | | | | |
|----------------------|-------|----------|--|--|--|--|--|--|
| NAME | RANGE | STRENGTH | | | | | | |
| Bow | 24" | 2 | | | | | | |
| Dwarf bow | 18" | 3 | | | | | | |
| Elf bow | 24" | 3 | | | | | | |
| Great bow | 24" | 4 | | | | | | |
| Orc bow | 18" | 2 | | | | | | |

MOVING AND SHOOTING

Moving too far can keep a model from making a shooting attack that turn (it's hard to aim a bow and run across a battlefield). A model can move and shoot as long as it has not moved further than half its Move allowance in the preceding Move phase. In addition, a model may not shoot if it has attempted a Jump, Leap, Climb or Swim (see pages 28-30 and 109) test in the preceding Move phase (even if they rolled a 6), or if it is Prone.

Bear in mind that certain types of terrain have the effect of slowing models down further, as described in the Move phase. A model in difficult terrain, for example, would only be able to move a quarter of its usual maximum Move distance and still shoot (halving its Movement for the terrain and then halving it again if they wish to shoot).

ROLLING TO HIT

Once a target has been chosen, you will need to see if they are hit. Not all fighters have an equal skill when shooting. Some, like Legolas Greenleaf, are expert archers with finely wrought bows, whilst others are clumsy or make crude shots with poorly made weapons. However, when shooting at the foe, there is always a chance (however small) that the shot will hit.

We represent this by making a dice roll and comparing it to the firer's Shoot value – this is called a Shoot roll. A model's Shoot value is the score it needs to equal or beat for the shot to hit its target. To see if your shot hits, roll a D6 - if the score is equal to or higher than the target number, you have hit!

If the score rolled is not high enough, the shot misses its target and causes no harm, probably clattering to rest somewhere nearby or sticking harmlessly into a piece of scenery.

IN THE WAY 19

Often, you will find that there are objects (or even other models) obscuring the shots you wish to make. When you are taking a look to see if your model can see its target, keep an eye out for any obstructions such as these. If you pass your Shoot roll, you will need to take an In The Way test for each obstruction.

Taking an In The Way test is simple – roll a D6 and compare the result to the In The Way chart below. If the result equals or beats the number given by the In The Way chart, the shot continues on its way to the target. Should you fail, the shot hits the obstruction instead. If the obstruction in question is another model, the shot may even result in some damage (see page 40).

IN THE WAY CHARTOBSTRUCTIONSCORE TO PASSPurpose built fortifications, large rocky outcrops,
windows and doorways.5+Walls, rocks, tree trunks, sturdy fence,
intervening models and
elevated positions (Combat only)4+Flimsy fences, bushes, crops and long grass.3+

Depending on what is between your model and their target, the roll will be easier or harder. If two or more obstructions stand In The Way of your shot, you will need to take an In The Way test for each of them, starting with the obstruction closest to the shooter.

There are rare situations where a model will be able to draw multiple Lines of Sight to a large model, and it can be difficult to know which path the shot will take. Normally, common sense will prevail and it will be obvious which route the shot takes. However, there may be situations where there is some dispute. In these situations, the shooting model's controlling player should roll a D6 before rolling To Hit. On a 1-3, their opponent chooses the path that the shot takes. On a 4+, the shooting model's controlling player may choose. If their opponent is allowed to choose, the controlling player may elect to target a different model instead should the shot no longer be preferable. Note that if there are models In The Way, then a path must be selected that goes through at least one model. Good models still cannot shoot at enemy models that are obscured by friendly models.

MODELS IN THE WAY 20 21

Sometimes, when you are taking shots with your models, you will find that other models partially obscure your original target. This is a slightly more complicated situation than when scenery is In The Way of a shot.

Firstly, Good models may not take shots where there is any risk of striking another Good model. Evil models don't care for the lives of their 'friends' and can make shots regardless of what (or who) is In The Way.

The shooter must still be able to see their target; if the intervening model blocks the target completely, then the shot cannot be attempted.

MODELS IN THE WAY 20

Adam wants his Narzug to shoot at Jay's Beorn with his Orc bow. However, there are two Hunter Orcs In The Way of Beorn to the right, and Radagast is In The Way of Beorn to the left. Adam and Jay have differing ideas as to which is the correct path for the shots to take, so to speed things up Adam (as Narzug's controlling player) rolls a D6 – and rolls a 2 meaning that the shot will pass through the two Hunter Orcs. Adam now has to decide whether he wants to risk hitting his own warriors or whether to look for another target.



MODELS IN THE WAY 21

Bard wants to take a shot at a Hunter Orc, who is closing in on Bain. The controlling player takes a look to see if the shot is clear and realises Bain is in The Way of the shot. Because Bard is a Good model, he may not risk hurting a friendly model, and so the shot cannot be made.



SHOOTING FROM BEHIND COVER 22

Legolas, behind a low wall, wishes to shoot at the Hunter Orcs that are closing in on him. Because he is in base contact with the wall, he can shoot across it without penalty.



SHOOTING FROM BEHIND FRIENDS 23

Kili is standing behind Dwalin (a rather safe place to be!), and wishes to take a shot at the Goblin rushing towards them. Because he is in base contact with Dwalin, Kili can shoot past him and no In The Way test is required.



SHOOTING FROM BEHIND COVER 22

A model that is in base contact with an Obstacle or piece of cover that it can see over (or around) ignores that item for the purposes of In The Way tests when it is shooting. This represents the warrior using a low wall, crop of boulders or even the trunk of a tree as cover.

SHOOTING FROM BEHIND FRIENDS 23

Whilst other models are typically considered to be obstructions when it comes to making shots, we make an exception for models who are in base contact with a friendly model with a base of the same size or smaller than theirs. We imagine that the friendly model simply leans out of the way or kneels to avoid obstructing the shot. However, models that are Engaged in combat cannot do this, they are too busy fighting for their lives to make way for the shot.

SHOOTING INTO COMBAT 24

Fimbul wants to shoot at Thorin, who is Engaged in combat against a pair of Hunter Orcs. Because he is an Evil model, Fimbul may take the shot. First he rolls To Hit, scoring a 6 a very clear hit! Next, he takes the special In The Way test (see page 37) to see if he hits Thorin, or one of the Hunter Orcs. Fimbul rolls a 2, meaning that he instead hits the Hunter Orc closest to him!



SHOOTING AT MODELS ENGAGED IN COMBAT

Evil models can shoot at an enemy that is Engaged in combat (Good models wouldn't dare take such a shot, for fear of striking their friends). Because Fights don't actually take place between static models, but rather between warriors hacking and slashing at one another, there is a risk that the shot could strike another model in the Fight.

To shoot a model Engaged in combat, the shooter must be able to see their target. If they can, roll To Hit as normal and take any In The Way tests for obstructions up to, but not including, those models actually Engaged in the same Fight.

Finally, you'll need to make a special In The Way test: roll a D6 to see who in the Fight is hit. On a 1-3, the friendly model closest to the firer is hit. On a 4-6, the original target is hit instead.

MOVING AND SHOOTING 25

If a model has moved, it will have less time to prepare to make a shot (all that jostling around has an impact on accuracy). Any model who wishes to shoot in the same turn that it has moved suffers a penalty to their Shoot value, making it slightly harder for them to score a successful hit.

This is represented by making the Shoot value of a model that has moved 1 point worse for the rest of the turn. Thus, a model with a Shoot value of 4+ that has moved will instead require a 5+ to hit their target that turn. A roll of a 6 always hits.

Note that turning on the spot does not count as movement (in fact, it's a great way to pose your models so that they are aiming at their target).

MOVING AND SHOOTING 25

Kili is trying to keep up with his friends, whilst also whittling down the Goblins bearing down upon them. He wishes to shoot at the Goblin nearest to him, and has moved this turn. Normally Kili needs a 3+ to hit a target with his bow, but because he has moved this turn, he instead needs a 4+. Kili rolls a 4, which is a hit!



| | | | | ЭWС | | FENG | | | | | |
|----------|----|---|---|-----|---|------|-----|-----|-----|-----|-----|
| | | 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 |
| HI | 4 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 6/4 | 6/5 |
| STRENGTH | 5 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 6/4 |
| STI | 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 |

ROLLING TO WOUND 26

Kili's arrow has hit his target, so now we need to know if the shot has caused any damage. Checking the To Wound chart, we discover that Kili's Dwarf bow (with a Strength of 3) needs a 4 or better To Wound the Goblin (whose Defence is 3). Luckily, Kili rolls a 6, and the Goblin suffers a Wound and is slain!





ROLLING TO WOUND 26

When a shot hits its target, there is a chance it will cause serious injury or death. Of course, there is also the chance it will merely inflict a flesh wound or be deflected by armour, causing no damage at all!

Every missile weapon has a Strength value, which is often different to the user's and represents the power of the weapon itself. A weapon's Strength value can be found on the Missile Weapons chart on **page 88**.

First, compare the Strength of the weapon to the Defence of your target on the To Wound chart shown above. The result indicates the minimum dice roll required to inflict one Wound on your enemy. A score of 6/4, 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, respectively. A '-' means that model cannot wound the target, they are just too tough to be harmed. If your dice roll is not high enough, no Wound is inflicted (the target just ignores the blow).

RECORDING WOUNDS AND REMOVING CASUALTIES

When a model suffers a Wound, check against its profile to see how many Wounds it has. A model that has a Wound characteristic of 1 is slain as soon as it suffers its first Wound. A model that has two Wounds must be wounded twice before it is killed, and so on. For models with multiple Wounds, it helps to place a counter beside the model (or make a note on a piece of paper) to remind you how many Wounds the model has remaining.

When a model loses its last Wound, simply remove it from the game as a casualty – pick it up and place it carefully to one side.

TAKING SHOTS TOGETHER 27

Sometimes you will have several models firing at the same target. These situations can be resolved quicker by taking all the shots together. To do this, count up the number of firers, and roll that many dice at once. Work out which have struck the target, and then roll To Wound.

To make things clearer, it helps to roll different coloured dice for different variables. If the shooting models have different Shoot values, have different obstructions In The Way of their shots or will require a different score To Wound their foes, you can designate a particular colour to the variable: *'Blue dice need 3 or more to hit, red dice need 5 or more,'* for instance.

Taking shots together can really make your game flow more quickly and smoothly, and works very well if both players communicate clearly with each other as they play.

If you have multiple models shooting at multiple targets, it is best to break them up into smaller groups and resolve shots at individual targets as above.

TAKING SHOTS TOGETHER 27

Bilbo Baggins is in trouble – five Hunter Orcs are lining up to take shots at him. Two of the Hunter Orcs will need to take an In The Way test for a low wall, however (indicated by the red lines). To keep track of these and to make rolling all of the dice quicker, the dice can be rolled in two batches: the three shots that are unobstructed, and the two shots that will require In The Way rolls. Once it is clear which shots have hit, all of the To Wound rolls can be made at once.





FIGHT PHASE

"We are sons of Durin', and Durin's Folk do not flee from a fight!"

- Thorin Oakenshield, The Hobbit: The Battle of the Five Armies.

Battles are won and lost in the maelstrom of close combat, where warriors fight face-to-face with the enemy in a clash of steel and battle of wits. Skill with a blade, a stout heart and no small amount of luck are required to achieve victory when the fighting gets up close and personal. Victory will go to the general who can best control the forces they command, not always to the one who has the most warriors.

In the Fight phase, both Good and Evil combatants battle for their lives in a series of Fights – a Fight is the Duel between two or more enemy models that are Engaged in combat.

Remember, enemy models are only able to be placed in base contact with one another if one of the models has charged, and all enemy models in base contact (and thus Engaged in combat) **must** fight – there is no standing idly by. You must resolve every fight – you cannot choose not to resolve some of them!

WHEN TO FIGHT

Fights are resolved one at a time. The player with Priority picks a Fight that is yet to be resolved, and players use dice to determine who wins and whether any casualties are caused. Once the Fight is completely resolved, the player with Priority chooses another to resolve, repeating the process and continuing until all the Fights have been dealt with.

Note that the order that Fights are resolved in is often of little consequence, so it is usually best to work out the Fights in an arbitrary manner (left to right, or by saving whichever looks the most exciting until last, etc.). Sometimes, however, the order in which you conduct the Fights will make a big difference to the outcome of the battle – models might be trapped, banners might be in jeopardy, and so on. Because of situations such as these, it is well worth the player with Priority taking a look at how they can best play the Fights out in their favour!

DUEL ROLL 28

Frodo Baggins is in a fight for his life against a Moria Goblin. The Hobbit and the Goblin roll a dice to see who wins the Fight. Frodo Baggins scores a 5, while the Moria Goblin only manages to score a 2. With the highest dice roll, the Hobbit wins the Fight, and the Goblin must Back Away.



RESOLVING A FIGHT

Resolving a Fight is fairly simple once you have done it a couple of times. A Fight is broken down into the following four stages:

1 DUEL ROLL

Players roll a number of dice equal to the number of their Attacks to see who wins.

2 LOSER BACKS AWAY

The losing model (or models) must Back Away 1".



WINNER MAKES STRIKES

The winner (or winners) of the Duel roll now roll to see whether their Attacks cause any Wounds.



REMOVE CASUALTIES

Any models slain by the winners' Attacks are removed from play as casualties.

DUEL ROLL 28

To see who wins a Fight, you must make a Duel roll. To make a Duel roll, each player rolls a D6 and the player with the highest result wins.

For example, Frodo Baggins and a Moria Goblin Warrior fighting one another would roll one dice each. Whichever player rolled the highest score is the winner of the Fight.

WHEN RESOLVING A FIGHT, FOLLOW THE STEPS BELOW IN ORDER

- Gather the number of dice you need for the Duel roll; use a different colour dice for each model with modifiers or Might points available.
- Declare any Special Strikes or two-handed attacks.
- Roll all of your dice.
- Apply any modifiers to the dice rolls.
- Use any re-rolls; banners, special rules, etc.
- Use Might.
- Winner makes Strikes.

DRAWN COMBATS 29

Frodo Baggins is in battle against yet another Moria Goblin. Making a Duel roll, he scores a 3, and so does the Goblin – a tie! Comparing their Fight values; we see that Frodo Baggins has a Fight value of 3, while the Goblin's is only 2. Thus, Frodo Baggins wins the Fight. The Goblin Backs Away and the Hobbit makes a Strike (see page 46) against the unfortunate cave dweller.



DRAWN COMBATS 29

Quite often, the highest score that both players get in the Duel roll will be tied. When this is the case, compare the Fight value of the models – the model with the highest Fight value wins.

If the Fight values of the models are also drawn, then the player with Priority rolls a D6 to see who wins. On a 1-3, the Evil side wins the Fight, while on a 4-6, the Good side is victorious.

MULTIPLE ATTACKS 30

Many models have more than one Attack listed on their profiles. When a model such as this is involved in a Fight, simply roll a D6 for each of the model's Attacks when making the Duel roll, and use the result of the highest dice when checking to see who has won the Fight.

LOSER BACKS AWAY 31 32

With the Duel's winner determined, the loser must Back Away in a direction chosen by the controlling player. To Back Away, the loser must move 1" in a straight line away from the winner (though this does not have to be directly away). When a loser Backs Away, it can move through enemy Control Zones, but cannot move into base contact with an enemy model.

Backing away is not slowed by difficult terrain. Backing away cannot be used to cross Obstacles or to take Jump, Leap or Climb tests. However, a loser at the edge of a vertical drop, with nowhere else to Back Away to, must move off the edge. If the drop is equal to or less than the model's height, they suffer no damage. If the drop is greater than the height of the model, then the model suffers falling damage (see page 31).

MULTIPLE ATTACKS 30

Here, Éomer is in combat with an Uruk-hai. Being an expert fighter, Éomer has 3 Attacks on his profile. This allows him to roll three dice, compared to the Uruk-hai's one, when making the Duel roll.



LOSER BACKS AWAY 31

Aragorn has defeated Gothmog in a fight and won the Duel roll. Gothmog must now Back Away 1". The direction that Gothmog moves is up to his controlling player, as long as he moves the full 1" away from the victor. As the Orc retreats backwards, Aragorn readies Andûril, Flame of the West, for the kill.



TRAPPED

In the swirl of close combat, it is quite common for a model to be unable to make a full Back Away move. This puts them in a position of extreme danger.

If a model cannot Back Away a full 1" when they lose a Fight, they are Trapped. Usually this occurs when the model is backed against terrain, such as a wall or boulder, or is completely surrounded by enemy models.

It is important for any surviving models to be separated once the Fight has been resolved, so be sure to back the loser away enough to separate the bases of the models if you can. If the losing model is unable to Back Away at all (because it is pinned in place by multiple attackers or by an Obstacle) then it does not move and the models are left in base contact until after the winners have made their Strikes (see page 46), after which separate them by just enough that you can see a little space between them (a few millimetres should suffice), so that they are no longer in base contact.

PRONE MODELS

Sometimes, models that are lying down will find themselves Engaged in a Fight – this can be a very dangerous predicament for the unfortunate model on the ground.

Whilst Prone, models may never Charge an enemy, if a Prone model is charged, they fight as normal – with one exception. If the Prone model wins the Fight, they will make no Strikes against their enemies (see page 46), but may immediately stand up instead if they wish.

If the Prone model loses the Duel roll, they will Back Away as normal, moving 1" whilst remaining Prone. Backing away cannot be used to stand a model up. When resolving Strikes against a Prone model, they are always considered to be Trapped.

If both models in a Fight are Prone, the Duel roll is still made, however, the winner will only get to stand up and not make Strikes and the loser is still pushed 1" away.

LOSER BACKS AWAY 32

Bombur has lost a Fight and now finds himself pinned into place by two Goblins, with his back to a sheer drop. Bombur is forced over the edge! First resolve the Strikes of the two Goblins (as he falls off the edge) and then, assuming Bombur survives, resolve any falling damage (see page 31).







MAKING WAY 33

Théoden has lost a Duel roll to The Witch-king, and finds himself Trapped by Éowyn and Merry. Not wanting to risk taking double Strikes from the formidable Lord of the Nazgûl, the Good player has Merry Make Way to allow Théoden the space he needs to Back Away.



MAKE WAY 33

Sometimes, a defeated model will find themselves Trapped because a friendly model is blocking their path of retreat. In these situations, it is possible for the friendly model to make a special Make Way move of up to 1" to clear a path for their ally to Back Away through. Simply move the ally the shortest distance possible to enable their comrade to escape being Trapped. The friendly model's Make Way move is not slowed by difficult terrain and it can Make Way even if it is Prone.

Models that are Engaged in combat may not Make Way for their friends – they are too busy fighting for their lives.

Making way for a friend may take a model into an enemy's Control Zone, but not into base contact with an enemy model. Making way cannot be used to cross Obstacles or to take Jump, Leap or Climb tests or to move off of a cliff or anything else that would cause falling damage. A model may Make Way into a water feature.

Finally, only one model may Make Way for a defeated friend – if one model making way is not enough to prevent a model from being Trapped, then no Make Way move is made and the model is still Trapped.

What this means is that large mobs of troops will often find themselves in situations where the models at the front are Trapped by the weight of numbers pressing up behind them!

WINNER MAKES STRIKES

Once the loser has backed away, the winner of the Duel roll must Strike against their opponent. To make a Strike, roll To Wound, comparing the Strength of the winner against the loser's Defence to find the target number, in the same way as rolling To Wound when shooting (see page 40). If the target is wounded, reduce its remaining Wounds by 1 – if this reduces the model's Wounds total to 0, remove it as a casualty. If the To Wound roll is failed, there is no effect except a bruised ego (and possibly a few real bruises too!).

MULTIPLE ATTACKS

If a model with multiple Attacks wins a Fight, they make one Strike for each Attack on their profile when striking their victim. You may choose to fully resolve these Strikes one at a time (including using any Might – **see page 66**) or all together if you wish, so long as both players understand exactly what is happening. For more on resolving multiple Attacks, **see page 47**.

STRIKING A TRAPPED MODEL 34

Each Attack that is directed against a Trapped model becomes a set of two Strikes rather than one. Thus, a model with one Attack would deal a set of two Strikes against their Trapped victim, a model with two Attacks would deal two sets of two Strikes, and so on. When making Strikes in this way, nominate the target of the first Attack and roll both Strikes for that Attack at the same time. Then nominate the target of the second Attack and do the same. Repeat this process until all Attacks have been allocated or there are no more enemies to allocate Attacks to.

Note that you cannot split these sets of Strikes – you get a set of two Strikes for each Attack you direct against a Trapped model, but both Strikes must be directed against the same target.

If a Trapped model was unable to Back Away, and survives the Strikes made against it, then their Attackers must Back Away just enough to separate the models instead of them, so that they are no longer in base contact.

REMOVE CASUALTIES

Any model that is reduced to 0 Wounds is immediately removed from play as a casualty.

MULTIPLE COMBATS

In Fights where two or more models are fighting against one model, things work in exactly the same way as a one-on-one Fight.

DUEL

Both players make a Duel roll to see who wins the Fight. The player with multiple models rolls a number of dice for each model they have involved in the Fight equal to their Attacks characteristic.

When comparing the dice rolls to see which side has won, only consider the highest scoring dice and the highest Fight value on each side.

LOSER BACKS AWAY

If it is the lone model who wins the Duel roll, all of the enemy models in the Fight must Back Away. If the more numerous foes are victorious, the loser must Back Away.

WINNER MAKES STRIKES 35

If the lone model wins the Duel roll, it can make Strikes against any of the models that it is fighting.

If the lone model loses the Duel roll, the winners each make their Strikes against the loser in an order chosen by the winners' controlling player.

MULTIPLE ATTACKS 35

If the winner of a Multiple Combat has more than one Attack, they may choose to resolve Strikes against one target or against different models. It is allowed (and often a good idea) to see the result of one Strike before rolling for the next. Regardless of how a model directs its Attacks, you must resolve all of one model's Strikes before rolling for the next model.

REMOVE CASUALTIES

As normal, any model that is reduced to 0 Wounds is immediately removed from play as a casualty.

STRIKING A TRAPPED MODEL 34

In a frantic fight, Gandalf the Grey has forced this Moria Goblin against a rocky wall, trapping it. The Wizard wins the Fight and rolls To Wound – as the Goblin is Trapped, Gandalf the Grey's one Attack becomes two Strikes.



STRIKES ON MULTIPLE TARGETS 35

Aragorn has an Uruk-hai Trapped against a wall, and another Uruk-hai has charged in against him. Aragorn easily bests his opponents and wins the Fight, and can now resolve his Strikes. He chooses to Strike against the Trapped Uruk-hai first, so this Attack becomes two Strikes. He rolls both dice together. If the Uruk-hai survives, Aragorn can direct another Attack against him (for a further two Strikes) or he can choose to Strike against the other opponent, instead making one Strike for each Attack.



DEFENDED POSITIONS

Certain areas of the battlefield are ideally suited as defensive positions. From hedges, fences or fallen logs to doorways or even the tops of ladders, determined defenders can easily hold their ground against a more numerous foe if protected behind a barricade of some kind.

BARRIERS: HEDGES, FENCES, WALLS, ETC. 36

The first type of defended positions we will look at is Barriers. To count as defendable, a Barrier must be at least half the height of the attacking enemy, and the Defender must be able to see over it.

For a model to defend a Barrier, they must be in base contact with it (it is also a good idea to place a Defender marker next to the model). When this is the case, the defending model's Control Zone is 'extended' to 1" past the Barrier, as shown in the example below. As with any other Control Zone, enemy models may not enter this space except to Charge the Defender. Further to this, an Attacker cannot attempt to jump across the Barrier within the Defender's Control Zone. In short, to cross the Barrier near to the Defender, you'll have to Charge and fight them!

Barriers offer no protection against models that are more than twice the height of the Barrier. In the case of such massive fighters, ignore the Barrier, move the models as close together as possible and then imagine they are in base contact and Engaged in combat. Resolve a Fight with such a foe involved without any advantage to the defending model.

DEFENDED POSITION 36

Frodo Baggins is in base contact with a low wall. No enemy models may cross the low wall within 1" of the Hobbit unless they first Charge him and defeat him. The Moria Goblin must therefore decide whether to cross the wall further away from Frodo Baggins, or risk taking on a determined fighter behind a barricade!



CHARGING A MODEL BEHIND A BARRIER 36

To Charge a model that is defending a Barrier, simply move the charging model into base contact with the opposite side of the Barrier and within 1" of the Defender – we assume they are fighting across the Barrier, even though they are not actually in base contact.

An exception to the normal Control Zone rules exists in this situation. A defending model's Control Zone is not cancelled by enemies fighting it across the Barrier – only by a model that moves into base contact with it. Thus, a defending model's Control Zone could hamper several foes at once – even once they are Engaged in combat.

As a note, a model that is on the same side of the Barrier as a defending model will be able to Charge them as normal – the Barrier only offers protection from models charging the Defender from the other side of the Barrier. Similarly, a model could simply cross the Barrier away from the Defender's Control Zone, and then Charge them – should they be able to.

DUELLING ACROSS BARRIERS 37

The rules for a combat being fought across a Barrier are much the same as for other Fights. Determine the winner with a Duel roll as usual.

MAKING STRIKES ACROSS BARRIERS

Unlike in other Fights, Strikes are made before models Back Away when fighting over a Barrier. If the Defender wins, they get to Strike against the Attacker in the normal manner. If the Attacker wins, then they must take an In The Way test for each of their Strikes (see page 37). Strikes that fail their In The Way test cause no damage. Strikes that pass their In The Way test make To Wound rolls as normal.

BACKING AWAY FROM BARRIERS

If the Defender wins the Duel roll and the Attacker survives, the Attacker must now Back Away.

If the Defender loses the Duel roll, but is not slain by the Attacker's Strikes, they do not Back Away, as is usual in a Fight. Instead, the Attacker must Back Away! If, for some reason, the Attacker cannot Back Away a full 1", separate them enough to make it clear that they are no longer Engaged in combat.

DUELLING ACROSS BARRIERS 37

Following our previous example, the Moria Goblin and the Hobbit make their Duel rolls. Frodo Baggins wins the Fight. Because he is the Defender, he makes his Strike against the Goblin without needing an In The Way roll. If the Goblin had won, he would have needed to pass an In The Way test for his Strike.



FIGHTING MULTIPLE OPPONENTS OVER A BARRIER 38

Faramir is defending this low wall against Gothmog and two other Orcs. When the player with Priority decides to resolve these fights, Faramir will fight the Orcs one-on-one (in an order chosen by the attacking player). In this instance, the Attacker opts to have Gothmog fight Faramir first, just in case Gothmog is able to slay the young captain of Gondor.



ATTACKEDFROM BOTH SIDES 39

Frodo Baggins is still defending his low wall, but now another Moria Goblin has arrived. Because this second Goblin is on his side of the wall, the Hobbit loses the advantage for defending a Barrier. If he loses the Duel roll, the Goblins will make their Strikes against him without needing to take In The Way tests. Frodo is now in for the fight of his life!



DEFENDED DOORWAY 40

Here Gothmog is blocking a doorway by standing in it. Because Aragorn cannot move through the doorway without first touching Gothmog, the sneaky Orc gets the advantage of defending the doorway – and he will need all the advantages he can get if he is to defeat the heir of Isildur!



FIGHTING MULTIPLE OPPONENTS OVER A BARRIER 38

Multiple Combats involving models who are defending a Barrier work differently to 'normal' combats. If two or more Attackers fight a single Defender, then the Attackers must fight the Defender one at a time. The attacking player can choose the order in which the Fights are resolved, potentially meaning that a single Defender will fight several times in a single Fight phase.

Since each Fight is resolved one-on-one, if the Defender is not slain, then the Attacker must Back Away. If any of the attacking models are victorious in the Fight, and slay the Defender, then that model, and any other Attackers yet to fight that Defender, can immediately move across the Barrier as if they had rolled a 2-5 result on a Jump test (providing there is space for them to do so). If there is no space, the models must remain where they are.

If a single Attacker is in the Control Zones of two or more Defenders, they must fight them all at once as they would for a normal Multiple Combat. If they win the Fight and succeed in slaying one or more Defenders, then the Attacker can cross the Barrier, taking the place of one of the slain Defenders; move the other Defenders aside so that there is a gap between the Attacker's and Defenders' bases.

REINFORCING DEFENDERS

Friendly models can join a Defender fighting across a Barrier, by charging alongside them so they are touching the Barrier and are within 1" of an enemy. In this instance, the reinforcing models become Defenders too.

MULTIPLE FIGHTS ON BOTH SIDES

In situations where several models on both sides of a Barrier are in combat, the player with Priority must divide as many of these as possible into one-onone Fights. Those that cannot be split into one-on-one combats will remain as Multiple Combats as described above.

ATTACKEDFROM BOTH SIDES 39

Should a Defender also be charged by a model on their own side of the Barrier, then they lose any protection from the Barrier and the Fight becomes a normal Multiple Combat – all models ignore the Barrier when Striking. If the Attackers slay the Defender, they can immediately move across the Barrier as if they had rolled a 2-5 result on a Jump test (providing there is space for them to do so). If there is no space, the models must remain where they are.

In an alternative situation, where an Attacker is charged by another model from the Defender's force, the Fight is resolved as a normal Multiple Combat, ignoring the Barrier. Note that in this case, the Attacker cannot cross the Barrier, even if they slay the Defender behind it.

DEFENDING DOORWAYS 40

A model in a doorway counts as defending a Barrier if they are charged, provided that the enemy model cannot move through the doorway without coming into base contact with the Defender. If the enemy can move through the doorway without coming into base contact with the Defender, then the Fight is resolved as normal, ignoring the doorway.

DEFENDING ELEVATED POSITIONS 41

A model at the top of a cliff edge or ladder garners a degree of protection as fighters scrambling to fight them are exposed and unsteady.

Models positioned on high ground, which is at least half the height of the enemy model, gain the advantage of an elevated position. Such positions might involve a model stood on a raised platform or against a steep climb, such as a cliff edge or the top of a ladder. The benefit of defending an elevated position is the same as defending a Barrier. This means that Attackers in this situation must fight the Defender one at a time, the Defender will not be pushed back if they lose the Fight, and the enemy will need to take In The Way tests to strike blows against them.

If any enemy wishes to Charge a Defender positioned in this way, check that their maximum Move distance is enough to reach the intended target (including the distance required to climb the cliff if it is too large to jump) and then move the charger to the bottom of the slope, as close to the target as possible. This counts as a Charge and both models are Engaged in combat.

Resolve the Fight as described for defending a Barrier. If the Attacker wins and kills their foe, they can immediately move to the top of the slope and take the place of the slain Defender. If the Defender survives, the Attacker must Back Away. If the elevated position is high enough that the model would have required a Climb test, then the defeated Attacker will fall and suffer any relevant falling damage (see page 31).

If the Defender at the top of the slope is attacked by a model already at the top, then it becomes an ordinary combat (so it is almost always easier to clamber up somewhere that isn't defended).

DEFENDING ELEVATED POSITIONS 41

Legolas and Gimli are atop a ledge, facing an onslaught of fighting Uruk-hai. Because their elevated position is higher than half the height of the Uruk-hai, both Legolas and Gimli will receive the bonuses for defending a Barrier.







COURAGE



- Aragorn, The Lord of the Rings: The Return of the King.

As a battle rages on, warriors become surrounded by death, destruction and the horrors of warfare. Surrounded by such peril, the mettle of even the most valiant of warriors will be pushed to breaking point. As the tide of the battle shifts, a warrior's resilience can begin to fade; their will to continue on in this fight ebbing away.

TAKING COURAGE TESTS 42

There are many occasions in a battle when a model will be forced to take a Courage test (the most common ones are listed below). To take a Courage test, roll 2D6 and add the scores together. Then, add the model's Courage value. If the total is equal to 10 or more, then the Courage test is passed. If the total is 9 or lower, then the Courage test has been failed. The effect of failing the Courage test is described by the special rule, Magical Power or ability that caused the test to be taken.

WHEN TO TEST

The most common circumstances that cause a Courage test to be undertaken are:

- **Broken Force:** When a model's force is reduced to below half of its starting number of models, usually during a Matched Play game (see page 128).
- **Separated Mounts:** If a mount loses its rider, it must immediately take a Courage test (**see page 59**).
- **Terror:** When a model wishes to charge an enemy model that has the Terror special rule (see page 107).

There are other situations that require a model to take a Courage test. When these occur, it will be clearly stated in the relevant special rules.

TAKING COURAGE TESTS 42

A lumbering Cave Troll has charged Frodo. Wishing to save their friend from this terrifying beast, Merry and Pippin both attempt to Charge the Troll. As the Cave Troll has the Terror special rule, both Merry and Pippin must take a Courage test. Merry goes first and rolls a 3 and a 4. After adding these together, then adding his Courage value of 4, Merry scores a total of 11 and may immediately Charge the Troll. Next, Pippin makes his Courage test. However, Pippin only rolls a 1 and a 2. After adding his Courage value of 4, Pippin only scores a total of 7 and so cannot Charge the Troll – or move at all this turn.





TAKING MULTIPLE COURAGE TESTS 43

Frodo has been targeted by a Spectre's A Fell Light is in Them special rule, and must now make a Courage test. Rolling a 5 and a 4, Frodo adds his Courage value of 6 and scores a total of 15 – a clear pass. A second Spectre then also targets Frodo with the A Fell Light Is in Them special rule. However, as Frodo has already passed one Courage test this turn due to the A Fell Light is in Them special rule, he will automatically pass the second test.



TAKING MULTIPLE COURAGE TESTS 44

Aragorn has charged a Ringwraith after passing his Courage test due to the Ringwraith's Terror special rule. Aragorn calls a Heroic Combat (explained on **page 69**) and successfully slays the Nazgûl. Aragorn does not need to take a second Courage test to charge the second Ringwraith as he already passed one Courage test due to the Terror special rule earlier in that turn.



TAKING MULTIPLE COURAGE TESTS 43 44

If a model passes a Courage test caused by a special rule or ability, it automatically passes any subsequent Courage tests it is required to take because of the same special rule or ability for the rest of the turn, unless otherwise stated.

BROKEN FORCE 45

When the slaughter is thickest, the resolve of many a brave warrior will crack. Some flee in fear of their lives. Others will lose faith in their cause, or prefer to slink away and live to fight another day.

When you write your army list for Matched Play (or gather the models required to play certain Scenarios), you must also calculate your Break Point. This is always equal to half of the models in your army at the start of the game. Even if the number of models in your army increases as the game goes on, your Break Point remains unchanged. A force with 50 models would have a Break Point of 25, whilst one with 13 models would have a Break Point of 6.5.

During the game, you should keep track of how many casualties your force has suffered. If, at the beginning of any turn, the number of casualties suffered by your force is greater than your Break Point, your force is considered to be Broken. From then on, every remaining model in your force must take a Courage test at the start of its Move. Even models that do not intend to move must still test. The only exceptions to this are models who are already Engaged in combat (they are too busy fighting for their lives) or who are unable to move due to the effects of Magical Powers or other special abilities.

If the test is passed, the model stays in the fight. Complete its move before proceeding on to the next model. If the test is failed, the model has lost its nerve and is removed as if it had lost its last Wound. Whether this means they have turned tail and fled, surrendered or are simply playing dead, the result is the same.

Cavalry models require an adjustment to this in terms as to when the model counts as slain, **see page 63**.

STAND FAST! 46

The following rule applies only to Courage tests which are taken on account of the army being Broken. This is often the point where battles will be won or lost, and where only heroes can help ordinary warriors to find their courage. Rules for Hero models are given later.

Warrior models do not have to take their Courage test for their force being Broken if there is a visible friendly **Hero** model within 6" who has already taken and passed their Courage test that turn (including those **Hero** models that pass this test automatically because of a Magical Power or special rule). For a **Warrior** model to benefit from this rule, a **Hero** model must test and move before testing for the **Warrior** model. Remember that other **Hero** models are not affected by this rule, and must therefore take a test even if a **Hero** model within 6" has already passed their test.

Hero models that are Engaged in combat do not test on their Courage, so they cannot use the Stand Fast! rule (they are too busy defending themselves to rally the troops around them).

BROKEN FORCE 45

The Fellowship has been frantically fending off the Uruk-hai Scouts, felling as many as possible. At the start of the game there were 30 Uruk-hai Scouts, but at the start of the 10th turn, 16 of them have been slain. As the Uruk-hai Scouts had a Break Point of 15, they have started the turn having exceeded their Break Point and so are now considered to be Broken – they must now start taking Courage tests.

STAND FAST! 46

Éomer's army has been Broken. At the start of the next Move phase, Éomer takes a Courage test and passes it. After Éomer finishes his movement, Warriors of Rohan A, B and C are within 6" so they automatically pass their Courage test due to Éomer's Stand Fast! rule. Warrior of Rohan D, however, is not within 6" and so is not subject to Éomer's Stand Fast! rule. Warrior of Rohan D must make their own Courage test.







"Arise, arise, Riders of Théoden! Spears shall be shaken, shields shall be splintered... a sword day, a red day 'ere the sun rises!".

- Théoden, The Lord of the Rings: The Return of the King.

Any of the most formidable and best-known warriors in Middle-earth have earned their reputation in battle from the back of a horse, *Warg* or some other mount. From Théoden's Riders of Rohan, famed for their devastating charge at the Battle of Pelennor Fields, to the scouting Hunter Orcs sent by *Azog* to hunt down Thorin's Company en route to *Erebor*, there is an abundance of cavalry troops available to the armies of Middle-earth.

WHAT IS A CAVALRY MODEL?

A **Cavalry** model consists of a rider and its mount. Riders who dismount from their steeds and mounts that lose their riders are no longer considered to be **Cavalry** models and will replace their **Cavalry** keyword with the **Infantry** keyword. Additionally, if an **Infantry** model purchases a mount, then whilst they remain mounted they will replace the **Infantry** keyword with the **Cavalry** keyword.

WHICH MODELS CAN RIDE?

The only models that are able to ride mounts are those who have them listed in their wargear or as options. **Monster** models can never ride ordinary mounts, but we will discuss **Monster** models later, starting on **page 76**.

WHO SEES - RIDER OR MOUNT?

In the case of a **Cavalry** model, as the rider is directing their mount, Line of Sight is always taken from the perspective of the rider and is never blocked by the mount. This is important for establishing whether a model has Line of Sight to an enemy they are about to Charge or that they intend to shoot.

CAVALRY AND MOVEMENT

A **Cavalry** model moves in the same way as **Infantry** models, except they may not make Climb tests, lie down or crawl. **Cavalry** models must use the Move characteristic of the mount. It's probably also worth pointing out that **Cavalry** models cannot use ladders, ropes or similar...

When comparing the height of the **Cavalry** model to an Obstacle or gap, always use the height of the mount at the top of its shoulders. If a **Cavalry** model is in an unusual pose, use the mount's true height (not the height of it if it is rearing up or is hunched low).

CAVALRY AND DIFFICULT TERRAIN 47

Difficult terrain is either too dense or too dangerous for **Cavalry** models to move through at full speed. However, a **Cavalry** model can negotiate its way through difficult terrain by moving very slowly and carefully.

Any **Cavalry** model that moves whilst within difficult terrain counts the distance it moves whilst within the terrain as four times what it would normally be. Thus, a **Cavalry** model that moves 0.5" through a piece of difficult terrain has used up 2" of movement, and so on. This penalty is applied all the time that even part of the **Cavalry** model's base is within difficult terrain. In addition, whilst in difficult terrain, **Cavalry** models never gain any of the combat bonuses they normally get when charging, including the bonus for using a lance (see page 86), if the rider carries one.

CHARACTERISTICS FOR MOUNTS

A Cavalry model has two sets of

characteristics: one for the rider and



 Mv
 F
 S
 D
 A
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 C

 10"
 3/6+
 4
 4
 1
 1
 2

One of the benefits of riding a mount is that a rider uses some of the mount's characteristics. In a Fight, a rider may use their mount's Fight, Strength and/or Attacks characteristics if they are better than their own. **Cavalry** models always use the Move value of the mount.

In the example above, the Orc could use the Warg's Strength of 4 as it is better than its own.

CAVALRY AND DIFFICULT TERRAIN 47

Éowyn is riding her horse towards the Orcs at the Pelennor Fields, however she needs to pass through a rocky outcrop. A horse can move 10" in total. Éowyn spends 2" of movement to move up to the difficult terrain, leaving her with 8" of movement remaining. This allows Éowyn to move 2" through the rocks this turn.



CAVALRY DESCENDING 48

Éomer and his horse wish to descend from a large boulder. Because the drop is taller than the mount, there is a risk that they will be injured. The horse suffers one Strength 3 hit. If it survives, it may complete its move as normal.



JUMPING AND LEAPING

Cavalry models make Jump tests and Leap tests in the same way as other models – roll a D6 and consult the appropriate table (**see pages 28** and **29**, respectively). Jumping fences and leaping divides from the back of a horse or Warg is not without risk, however, so beware rolls of a 1. If a **Cavalry** model fails their Jump test or Leap test, there is a chance that the rider has been thrown from their steed. Roll a further D6; on a 1, the rider is Knocked Flying exactly as if it had rolled a 1 on a Thrown Rider test (**see page 61**).

DESCENDING 48

Cavalry models find it more difficult to descend than **Infantry** models – while they may descend from drops that are equal to or less than the height of the mount without penalty, they may not descend further than this without risking injury.

If a **Cavalry** model descends a distance greater than the height of the mount, the mount takes one Strength 3 hit, plus one additional Strength 3 hit for every 1" more than its height it has descended. If the mount is slain, the rider must take the same number of Strength 3 hits as their mount, followed by a Thrown Rider test (see page 61).

STAIRS, DOORWAYS AND WATER FEATURES

There are a number of situations that may occur during your games that will give you pause for thought with your **Cavalry** models.

STAIRS

Whilst **Cavalry** models cannot climb ropes or ladders, they may well be able to negotiate staircases that are not too steep. Steps that are broad and shallow can be moved on, counting the distance moved as double, whilst a **Cavalry** model may not traverse steep stairs. If in doubt about a feature, make sure that both sides agree whether steps are accessible to **Cavalry** models before the game begins.

DOORWAYS

Cavalry models cannot pass under doorways or ceilings that are too low. See if the model will fit through the doorway – of course, be reasonable here; as long as the mount fits through, it is safe to assume the rider is ducking down low in the saddle. As long as both players agree, it's fine to move the **Cavalry** model through the doorway.

WATER FEATURES

Cavalry models can swim – in fact, they receive a bonus on the Swim chart (see page 109).

CAVALRY AND COURAGE TESTS

Ordinarily, when you are required to take Courage tests with a **Cavalry** model, only the rider, and not the mount, needs to pass a Courage test.

SEPARATED MOUNTS

In the thick of the fray, a **Cavalry** rider and their mount fight as one. When they are separated, however, in most cases the mount will flee.

Whenever a mount loses its rider, whether the rider is slain, knocked from his steed or dismounted for some other reason, the mount must immediately take a Courage test. If the test is failed, the mount is startled (or delighted by its newfound freedom!) and flees – remove the model from play. If the test is passed, the **Cavalry** model should be replaced with a suitable unridden mount model (note, if no such model is available, remove the mount as if it had in fact failed the test).

Mounts that have a value of 0 for either their Attacks or Courage characteristic (such as horses or ponies) are considered too timid to stand their ground and automatically fail this test – fleeing as soon as they no longer have a rider.

If, at any point, a **Cavalry** model is knocked Prone for any reason, the rider will automatically suffer the effects of the Knocked Flying result on the Thrown Rider chart (see page 61).

REMOUNTING

Once a rider has become separated from their mount, they cannot remount during the game (we assume their mount is too skittish or unruly to let them approach).

DISMOUNTING 49

Éomer wishes to move under a low arch, whilst riding his horse. The arch, however, is too low – and he cannot fit underneath it. Éomer must either dismount and walk through, or find an alternative route.



CAVALRY AND SHOOTING

Cavalry models shoot in the same way as other models. Remember, we always measure Line of Sight from the point of view of the rider.

SHOOTING AT CAVALRY

When shooting at a **Cavalry** model, a successful Shoot roll might hit either the rider or the mount. Because of this, the mount is treated as if it were In The Way of the rider and the rider is treated as being In The Way of the mount. Each time one of your shots hits a **Cavalry** model, roll a D6. On a 1-3 the mount is hit, while on a 4-6 the rider is hit. You must always target the model as a whole: you cannot normally target either part specifically.

HITS ON RIDERS AND MOUNTS

If the rider is slain, remove the rider from the model or replace the **Cavalry** model with a suitable unridden mount (if you don't have such a model, remove it as described earlier). Remember that when a rider is slain, their steed becomes a Separated Mount and there is a good chance that it will run away immediately (see page 59).

Should a mount be slain, make a Thrown Rider test (**see page 61**). If the rider survives, remove the **Cavalry** model and replace it with a dismounted **Infantry** version within the footprint of the **Cavalry** model's base as close to the centre as possible – the **Infantry** model replaces the **Cavalry** model in all regards (if you don't have such a model, you can instead mark the **Cavalry** model's base with a counter to remind yourself that the mount is slain). If the model was in a Fight, it will remain in the Fight with all models that were Engaging it. This may create a weird encounter where they are no longer in base contact with an enemy model they are Engaged with, just remember who they were fighting.

DISMOUNTING 50

Aragorn has chased his enemy, Gothmog, down, and now wishes to fight him. Because he is in difficult terrain, Aragorn decides to dismount and fight the Orc. Aragorn dismounts and then moves 3" to Charge Gothmog on foot.



CAVALRY AND DISMOUNTING

Whether an Elven Warrior wishes to leave their horse to climb a cliff face or an Orc needs to abandon its Warg to pursue a troublesome foe, there are times when a warrior needs to continue the battle on foot.

DISMOUNTING 49 50

A **Cavalry** model may dismount from their steed at any point in their Move. Dismounting is automatic – there is no roll required. Place the newly dismounted **Infantry** model in base contact with the original **Cavalry** model. If the model has any remaining move left (subtract the distance that the **Cavalry** model has moved prior to the dismount) then the **Infantry** model may complete its remaining move. The steed automatically becomes a Separated Mount (see page 59) and, if it stays on the battlefield, may not move any further during the Move phase. Models may not dismount directly into combat, but may dismount and then move into combat if they have Movement allowance remaining.

THROWN RIDER TABLE

D6 RESULT

1 KNOCKED FLYING

The rider hits the dirt and immediately suffers one Strength 3 hit. If they survive, the model is Prone and can do nothing else for that turn – this includes moving, shooting, making Strikes and casting Magical Powers. If the mount survives, place the rider in base contact with the mount instead of in the centre of where its base was; if there is not enough room, move the models apart a little to make it so. If Engaged in combat, they fight as a Prone model.

2-5 RISES FROM THE DUST

The rider disentangles themselves from their mount but can do nothing else for that turn – this includes moving, shooting, making Strikes and casting Magical Powers.

6 LEAPS INTO ACTION

The rider bounds from the saddle ready to face their enemy. The **Cavalry** model is replaced by an **Infantry** model and suffers no further penalty.



CAVALRY STEEDS

Various models can take a mount of some kind. The more unusual ones are listed in the rider's entry, but the more common steeds are listed here.



HORSE

Mv F S D A W C 10" 3/6+ 3 4 0 1 3

ARMOURED HORSE

 Mv
 F
 S
 D
 A
 W
 C

 10"
 3/6+
 3
 5
 0
 1
 3

PONY*

 Mv
 F
 S
 D
 A
 W
 C

 8"
 2/6+
 2
 3
 0
 1
 2

WARG[™]

| Mv | F | s | D | A | w | С |
|-----|------|---|---|---|---|---|
| 10" | 3/6+ | 4 | 4 | 1 | 1 | 2 |

FELL WARG

| Mv | F | S | D | A | w | С |
|-----|------|---|---|---|---|---|
| 10" | 3/6+ | 4 | 4 | 1 | 1 | 2 |

*Ponies are timid creatures, not used to warfare and will need to be coaxed into battle should the time arise. If a model riding a Pony wishes to charge, the model must make a Courage test. If the test is failed, the model may not Charge but may move as normal. Note that a model must always take this Courage test, even if it would usually automatically pass it. A model riding a Pony does not get the Extra Attack or Knock to the Ground bonuses when charging.

CAVALRY AND FIGHTS

When a **Cavalry** model fights, we assume it is the rider doing most of the fighting, with the mount lending its weight and speed to the impetus of the charge. However, in the case of ferocious beasts such as the Wargs ridden by some Orcs, for example, the mount is the more dangerous of the two and can even continue to fight if its rider is killed.

To represent this, **Cavalry** models fight as one model, with both rider and mount acting together. A **Cavalry** model always uses the highest Fight, Strength and Attacks characteristics available to the rider and mount. It can even mix the use of these characteristics, such as using the rider's Fight value but the mount's Strength, and so on.

To illustrate this point, compare the characteristics of a Knight of Minas Tirith mounted on a horse with those of a Warg Rider.

| KNI | GHΊ | " OI | FML | NAS | TIR | HTB | ы | | H | IOR | SE | | |
|-----|------|------|-----|------|-----|-----|-----|------|---|-----|----|---|---|
| Mv | F | s | D | A | w | С | Mv | F | s | D | A | w | С |
| 6" | 3/5+ | 3 | 5 | 1 | 1 | 3 | 10" | 3/6+ | 3 | 4 | 0 | 1 | 3 |
| | OF | ۲C™ | WA | RRIG | OR | | | | V | VAR | G™ | | |
| Mv | F | s | D | A | w | С | Mv | F | s | D | A | w | С |
| 6" | 3/4+ | 3 | 4 | 1 | 1 | 2 | 10" | 3/6+ | 4 | 4 | 1 | 1 | 2 |

The Knight of Minas Tirith uses their own characteristics (except for Move, of course), as they are better than (or at least the same as) those of the horse they are riding. The Orc Warrior, on the other hand, uses its Warg's Strength of 4 when rolling To Wound against its opponents – a considerable advantage!

CAVALRY CHARGE 51 52

One of the greatest advantages of riding a steed into battle, is that a fighter on a powerful mount is very difficult to stop – the sheer weight and momentum of a mounted attack will often bowl the enemy to the ground! We have two rules that represent this extra fighting ability. If a **Cavalry** model charges an **Infantry** model, they receive two special bonuses in the ensuing Fight: Extra Attack and Knock to the Ground.

They receive these bonuses regardless of the number of enemy models they have charged, so long as all of their opponents are **Infantry** models. The bonuses apply even if other enemies that are **Infantry** subsequently charge the **Cavalry** model.

These bonuses do not apply when charging enemy **Cavalry**. In order to claim these bonuses, **Cavalry** models must have charged only **Infantry** models and be in base contact exclusively with **Infantry** models when the Fight is resolved.

EXTRA ATTACK

A **Cavalry** model with this bonus gains one additional Attack when making Duel rolls and when making Strikes in the following fight. So, a model with 1 Attack rolls two dice when making a Duel roll, a model with 2 Attacks rolls three dice, and so on.

Note that, even if the rider is using the Attacks value of their mount (see left), they still get the additional Attack.

KNOCK TO THE GROUND 51

If a **Cavalry** model with this bonus wins a Fight, all of their opponents are Knocked to the Ground, except for **Monster** models or other models with a Strength of 6 or more.

A model that is Knocked to the Ground is knocked Prone after Backing Away. This means that they will also be Trapped, as described in the rules for Prone models (see page 32).

STRIKES AGAINST CAVALRY MODELS

If you win a Duel roll against a **Cavalry** model, you may choose to Strike either the rider or the mount. This is the choice of the player making the Attacks. If they have several Attacks to distribute, they can resolve them one at a time in the usual fashion, alternating between rider and mount if they wish. If this slays the mount, a Thrown Rider test will need to be taken after all other Strikes have been made. Note that, in this case, a mount isn't considered to be In The Way as it is for hits from shooting – combatants are close enough to place their blows with greater accuracy.

If the rider is slain, their mount becomes a Separated Mount (see page 59) and there is a chance that it will run away.

If the mount is slain after all Attacks against the mount and rider have been resolved, the rider must roll on the Thrown Rider table (see page 61).



FIGHTING ACROSS BARRIERS

Cavalry models can defend and Fight across Barriers, but they do not receive any of their Cavalry Charge bonuses (including bonuses for using a lance – **see page 86**) when charging models that are defending a Barrier against them. Remember that the Barrier must be at least half as tall as the Attacker (or in this case their mount) to count as a Barrier.

CAVALRY AND MAGICAL POWERS 53

If a model employs a Magical Power against a **Cavalry** model, the whole model is considered to be the target of the power. This means that either the rider or the mount can use Will points to resist the Magical Power, and if the power is successful, both feel the effects unless otherwise stated (see page 95).

CAVALRY AND BREAK POINTS

As stated earlier, **Cavalry** models can have an unusual impact upon the Break Point of an army. There are situations when a mount is killed but the rider is not and vice versa. This can cause some confusion about how many casualties have been inflicted. For example, a Warg Rider army may have had two mounts slain and two riders slain from different models, yet a full model has not yet been removed, which begs the question – has the army suffered any casualties?

To solve this, a **Cavalry** model will count as a casualty when both a rider and a mount have been slain, however, they do not necessarily need to be from the same model. For example, if one Warg Rider has its rider slain and the Warg stays, and another Warg Rider has the Warg slain and the rider survives – this will count as one casualty, as one full Warg Rider (the rider from one and the Warg from the other) has been slain.

CAVALRY CHARGE 51

Théoden charges into a pair of Morannon Orcs, meaning he will receive the Extra Attack bonus. Having won the Duel roll against them, he knocks them both to the ground. With 3 Attacks (2 on his profile and +1 for the Extra Attack bonus for charging as a Cavalry model), Théoden must now choose how to assign them. He assigns the first Attack to the first Orc, which becomes two Strikes. He rolls these and checks the results before deciding which Orc to assign the next attack (pair of Strikes) to.



CAVALRY CHARGE 52

Éomer has charged a Morannon Orc and is subsequently charged by a Warg Rider. Since Éomer is no longer fighting against just **Infantry** models, he no longer gets the Knock to the Ground and Extra Attack bonuses he would normally get for charging. This means that Éomer only rolls three dice, the number of attacks on his profile, when seeing who wins the Fight.



CAVALRY AND MAGIC 53

Gandalf the White is mounted upon Shadowfax and is the target of Saruman's Flameburst Magical Power. As this is a **Cavalry** model, both Gandalf and his mount feel the effects of the Magical Power and so both will suffer its effects.



HEROES

"Come on, Mr Frodo". I can't carry it for you... but I can carry you! Come on!"

- Samwise Gamgee, The Lord of the Rings: The Return of the King.

Throughout the extensive history of Middle-earth, there have been countless individuals who have left their mark upon the world, either for good or for ill. These individuals can be loosely referred to as heroes (although villains would probably suit the followers of the Dark Lord) and encompass various famous characters from Middle-earth's history. From mighty warriors and kings such as Aragorn or Théoden, to the humble Hobbits of The Shire that journeyed to Mordor to destroy The One Ring, heroes can come in all shapes and sizes.

Models that are also heroes will have the Hero keyword in their profile.

Hero models have a number of special abilities that separate them from the rank and file **Warrior** models that are found within Middle-earth, all of which are discussed here.

MIGHT, WILL AND FATE

The most obvious difference between a **Hero** model and an ordinary **Warrior** model is that **Hero** models have three extra characteristics on their profile: Might, Will and Fate. These three things do a great deal to separate the heroes of Middle-earth from the rest of those who fight alongside them.

Unlike other characteristics, Might, Will and Fate points are expended when they are used – so players need to watch out for the best opportunities to use them and mark them off as they are used up. When a **Hero** model runs out of Might, Will or Fate points they may spend no more during that game, unless they are somehow able to regain these points during its course.

HEROIC PROFILES

All **Hero** models have an extra section to their characteristic profile, which shows how much Might, Will and Fate they have at their disposal.



Bard has 3 points of Might (M), 3 points of Will (W) and 3 points of Fate (F).



MIGHT 54

Bard takes a shot at a Hunter Orc and scores a hit. There is a wall In The Way, however, so Bard must pass an In The Way test in order to hit the Orc. Bard rolls his In The Way test and scores a 3. Walls require an In The Way roll of a 4+, so Bard must spend a Might point in order for the test to be successful.



MIGHT 55

Jay and Adam are both using Hero models in a Fight. Adam is using Thorin (Fight 6 and 3 Might) and Jay is using Azog (Fight 7 and 3 Might). Adam rolls his dice for the Duel roll, scoring a 1, 2 and 3 whilst Jay scores a 2, 3 and 4. As Adam is currently losing, he elects to use Might, but as Thorin has the lower Fight value, he must use 2 Might points to boost his 3 to a 5 in order to win the Fight. As Jay is now losing, he elects to use a Might point to boost his 4 to a 5, and as Azog has the higher Fight value, Jay is now winning the fight. Adam now has another opportunity to use Might as he is once again losing the Fight, he elects to use his last Might point to boost his 5 to a 6 and once again win the Fight. Jay then elects to use another Might point to also boost his 5 to a 6 and win the Fight. As both players are now at a 6, no more Might can be used: Azog wins the Fight - bad news for Adam and Thorin!



MIGHT

Arguably the single most valuable characteristic available to a model, Might points represent the ability of a **Hero** to seize the initiative, to act faster than their foes or to summon strength that few ever knew they possessed. Might points are a reserve of resolve and heroism, and spending a Might point is often a sign that a truly heroic deed is afoot.

Might points can be used in two ways: to modify dice rolls and to perform Heroic Actions.

MODIFYING DICE ROLLS 54 55 56

A **Hero** model is able to spend a point of Might to adjust a dice roll made on their behalf. For each point of Might that is expended, alter the dice score by 1. Normally, this can only be used to increase a dice roll in order to succeed in a particular situation. However, there may be certain situations when Might can be used to decrease a dice roll (such as when rolling for Maelstrom of Battle deployment), and when this is the case it will be clearly stated.

A player does not need to decide to use their Might until all the dice have been rolled, until both sides have rolled in the case of seeing who wins a Duel roll, or until after any re-rolls that might be available have been used. Essentially, in most situations, a player can ensure the result that they want if they have enough Might points at their disposal. The exception is that a dice roll can never exceed 6 or go below 1, no matter how many Might points you have!

If two opposing **Hero** models are fighting, both may use Might in order to win the Fight. This is done as a sort of bidding system, where the player whose **Hero** is currently losing has the first opportunity to use Might. Should they choose to use Might to win the fight, then their opponent may elect to use Might as well in order to win. The opportunity then keeps switching between players until both players have used all of the Might points they would like to, or no more can be used.

Hero models can only use Might points to alter their own dice rolls, not those of other friendly or enemy models. This means that in some situations, such as Multiple Combats, it is important to roll dice separately for specific **Hero** models and ordinary **Warrior** models. A good system to use in this instance is to have different coloured dice for each **Hero** model and another for individual **Warrior** models. If you don't have enough coloured dice for that, roll each model's Attacks separately instead.

CAN I USE MIGHT?

Here is the list of situations in which Might points can be used to alter a dice roll, along with some notes on how these take effect. Unless specifically stated, Might cannot be used to alter any other rolls. Where this is the case, it will be stated in the relevant special rule.

- **Taking Tests** Might can be used to help a model succeed in tests such as Jump, Climb or Thrown Rider tests.
- **Duel Rolls** Might points can be used to boost a **Hero** model's score during a Fight to see who wins a Duel roll.
- **Shooting** Might can help a shot hit a target, either by modifying a To Hit roll or an In The Way roll.
- **Rolling To Wound** Might can improve a To Wound roll. Note, in cases where two rolls are required (e.g., 6/4+) spending a single Might point will affect both rolls.
- Courage A Hero can use Might to improve their roll in a Courage test.
- Using Will A Hero can use Might to modify the dice roll to succeed when casting a Magical Power or attempting to pass a Resist test.
- Using Fate A Hero can use Might to succeed in a Fate roll (see page 75).

MIGHT 56

Beorn is in a Fight against Bolg. Looking at their Duel roll, Beorn scores a 1, 3 and 4. Bolg rolls a 2, 4 and a 6 – beating the hulking bear's score by 2. Beorn now has to decide whether he loses the Fight or if he is willing to spend 2 Might points to even draw with Bolg (and with his higher Fight value, that's a pretty sensible thing to do).





HEROIC MOVES 57

The Evil side has Priority, and Tom the Troll is closer to Thorin's Company than they would like. Bilbo Baggins uses a Might Point to declare a Heroic Move, enabling him and all friendly models within 6" to move first, outside of the normal order of Priority.

If Tom decided to spend a Might point to counter this Heroic Move, the player with Priority (the Evil player) would roll a D6 to see whose Heroic Action is utilised first.



HEROIC COMBAT 58

Thorin is fighting a lone Goblin, a combat he is very likely to win. Because of this, his controlling player spends a Might point to declare a Heroic Combat. If Thorin wins the Duel roll and kills the Goblin, he will be able to move straight away and even charge a new foe – in which case he will also fight again following the normal order of Fights.



HEROIC ACTIONS

Hero models can also use Might points to perform Heroic Actions. These spectacular deeds can sway the outcome of an entire battle.

A **Hero** may attempt a single Heroic Action at the start of the Move, Shoot or Fight phases, before any dice are rolled, depending on the Heroic Action in question; this is defined, in brackets, next to the name of the Heroic Action. To do so, the controlling player states that the **Hero** is attempting a Heroic Action, and which Heroic Action it is, and expends a Might point.

If both players wish for **Hero** models in their forces to attempt a Heroic Action in the same phase, they must take it in turns to nominate a **Hero**, starting with the player who does not have Priority. Declare the action, make a note that the **Hero** has spent a Might point and place a marker so it is clear which Heroic Action they are using.

Once that player has declared the Heroic Action they wish to use, the opposing player then gets the opportunity to declare a Heroic Action in reply.

Both players may continue to declare Heroic Actions in this manner until both are satisfied.

Note, sometimes you might have a situation where, because of one player's choice of Heroic Action (or choice not to call a Heroic Action), the other wishes to reply with one of their own. This is perfectly acceptable. You can always declare a Heroic Action if you have the Might, and the **Hero** models to spare – what you cannot do, is go back and change (or cancel) one that has already been declared.

Some Heroic Actions interfere with the order in which a phase is conducted. For instance, if a **Hero** is attempting a Heroic Combat, that Fight is resolved first. If two or more **Hero** models from the same side wish to perform such an action, their controlling player simply chooses the order in which the actions take place. If **Hero** models from both sides are performing such Heroic Actions, follow this system to determine the order in which they are resolved:

- Both players nominate **Hero** models to perform Heroic Actions, as described above, and make a note that they have expended a Might point.
- $\begin{pmatrix} 2 \end{pmatrix}_{t}^{T}$

3

- The player with Priority rolls a D6. On a 1-3, the Evil player performs the first Heroic action. On a 4-6, the Good player does.
- Players alternate performing Heroic Actions until none are left.

A model may only benefit from a single Heroic Action, of each type, in each phase. The important exception to this being in a Heroic Combat – a model who successfully completes a Heroic Combat and then joins in a second Fight that is also a Heroic Combat, will fight as normal. They will not, however, be able to move and fight again if that Heroic Action is also successful.

Certain Heroic Actions are universal and can be used by any **Hero** in the game, regardless of who they are. Every **Hero** who has a Might point can use the following three Heroic Actions:

HEROIC MOVE (MOVE PHASE) 57

Amidst the chaos and confusion of battle, the hero's bold voice rings out, spurring their troops to quickly surge into motion.

A Heroic Move enables a **Hero** model to move before other models – essentially defying the usual Priority system. The **Hero** can then move, jump, climb, Charge and even use their Stand Fast! (see page 55) in the usual manner.

This Heroic Action can prove extremely valuable, so when a Heroic Move is declared by the player without Priority, the opposing player will often choose to also declare a Heroic Move in an attempt to keep the initiative.

If a **Hero** declares that they will attempt a Heroic Move, but is charged before they can perform it, the Heroic Move is cancelled and the Might point spent to attempt it is lost.

WITH ME!

A **Hero** model performing a Heroic Move may choose to shout "With Me!" In this case, note their starting position before moving them. Any friendly models within 6" of that point may also move, so long as they end their move within 6" of the **Hero** (if they are not able to end within 6" of the **Hero** then they may not move at all this phase). Any model in range of the Heroic Move that chooses not to move as part of the Heroic Move, will forgo their movement, and cannot act any further during that Move phase. The **Hero** calling the With Me! must fully complete their move before any friendly models can start their move as part of the With Me!

Note that a **Hero** model can utilise their Heroic Move and call With Me! without actually moving themselves, even if they fail a Courage test as a result of the Terror special rule, they are simply goading those around them into action. However, should a **Hero** call With Me! and then subsequently flee the board as a result of their force being Broken, their Heroic Move will automatically be cancelled.



HEROIC SHOOT (SHOOT PHASE)

The skill of being able to fire quicker than an enemy can often mean the difference between life and death.

Heroic Shoot enables a **Hero** model to shoot before other models get a chance. A **Hero** cannot perform a Heroic Shoot if they are Engaged in combat.

LOOSE!

A **Hero** performing a Heroic Shoot may shout "Loose!" if they wish, enabling all friendly models within 6" to shoot with them.

A **Hero** does not need to have a missile weapon to call Loose! and does not need to shoot first. Models benefitting from a Heroic Shoot or Loose! do not need to target the same enemy model – they may each choose any target viable to them (**see page 36**). Any model in range of a Heroic Shoot/Loose! that does not Shoot cannot choose to Shoot later on in that phase.

HEROIC COMBAT (FIGHT PHASE) 58

Driven by a sense of desperation or urgency (or perhaps just a lust for blood), a true hero will fight through rank upon rank of foes in order to reach their intended target.

When a **Hero** model declares a Heroic Combat, the Fight that they are involved in is resolved first. In addition, if all the enemies in the Fight are slain, the **Hero**, and any models from their force Engaged in the same Fight (not those joining in with a **spear** or **pike**) may move again before proceeding with the Fight phase. This additional move can be a Charge into new enemies, if you wish, in which case the models will fight again in the ordinary sequence. A model may only benefit from one Heroic Combat in each turn; so if a model that was involved in a Heroic Combat moves into a combat where another friendly **Hero** model has also called a Heroic Combat, they may not move again if that Heroic Combat is also successful.

If any of the models involved in the Heroic Combat Charge into new enemies, the way that the Fights are divided may be altered. Once all Heroic Combats have been resolved, rematch any Fights that must now change. The player with Priority decides how combatants are matched.



SPECIALISED HEROIC ACTIONS

There is a selection of other Heroic Actions that can only be used by certain **Hero** models. In a **Hero** model's profile, all of the other additional Heroic Actions they can perform will be listed. These Heroic Actions are as follows:

HEROIC RESOLVE (MOVE PHASE)

Upon the battlefield, the hardy resolve of even the bravest of warriors will be sorely tested. It is in times like these that heroes must show true leadership and strength of will, encouraging those nearby to do the same.

Unlike other Heroic Actions, when a Hero declares a Heroic Resolve, the effects of the Heroic Action take place immediately. Friendly models that are within 6" of a Hero model that declared a Heroic Resolve, including the Hero themselves, receive one free additional dice to any Resist tests they make for the remainder of the turn. Note that in the case of Warrior models, and Hero models with no Will points remaining, this allows them to make a Resist test on one dice rather than none (one for Heroic Resolve, and one for Resistant to Magic). If a model that has the Resistant to Magic special rule is subject to a Heroic Resolve, they may roll two dice for their Resist test. A Hero who declares a Heroic Resolve cannot move in the same turn (they are too busy trying to steel their allies against unfriendly magics), however they may still do anything else that they would usually be able to do, such as cast Magical Powers.

HEROIC MARCH 59

Grinnah and his Goblins wish to catch the fleeing Dwarves as quickly as possible. Grinnah declares a Heroic March. When they move, Grinnah and the Goblins within 6" of him move 5" as per their Move characteristic, plus 3" more for the Heroic March.



HEROIC MARCH (MOVE PHASE) 59

There are times when great distances need to be covered with haste. Digging deep into their reserves of stamina, a hero can lead those around them to feats of great endurance.

A Heroic March enables a **Hero** to swiftly cover a greater distance – ignoring the chaos around them to rush into position. A **Hero** model who uses a Heroic March adds 3" to their maximum Move distance if they are **Infantry**, or 5" to their mount's maximum Move distance if they are **Cavalry**, or if the **Hero** has the Fly special rule. Models who utilise a Heroic March may not Charge in the same Move phase.

If a **Hero** declares that they will attempt a Heroic March, but is charged before they can perform it, the Heroic March is cancelled and the Might point spent to attempt it is lost.

AT THE DOUBLE!

A **Hero** model who is conducting a Heroic March may choose to shout "At The Double!" as they move, to enable their friends to keep pace with them. In this case, note their starting position before moving any affected models. Any friendly models within 6" of that point, who have not yet moved, also add 3" to their maximum move distance if they are **Infantry** and 5" to their mounts' maximum Move distance if they are **Cavalry**, or they have the Fly special rule. Once the **Hero** has completed their move, those affected models may also move, so long as they end their move within 6" of the **Hero**. A **Hero** can utilise their Heroic March and call At the Double! without actually moving themselves; they are simply goading their friends into action. These models may not Charge as part of the At The Double! move.

Any model in range of the Heroic March that does not move, cannot choose to move later on in that phase.





HEROIC CHANNELLING (MOVE PHASE)

Summoning power from the depths of their being, the hero unleashes the most powerful magic that they can call upon.

A **Hero** model who uses Heroic Channelling uses the Channelled versions of any Magical Powers that they cast this turn (see page 95).

HEROIC ACCURACY (SHOOT PHASE) 60

A commanding word from a leader can calm the nerves and steady an archer's hand, ready to loose an arrow into the foe with greater accuracy and skill.

Heroic Accuracy enables a **Hero** model to re-roll failed In The Way rolls when shooting in that Shoot phase. A **Hero** cannot perform a Heroic Accuracy if they are Engaged in combat. A **Hero** does not need to have a missile weapon to declare a Heroic Accuracy.

TAKE AIM!

If a **Hero** performing a Heroic Accuracy wishes, they may shout "Take Aim!" to their comrades, allowing all friendly models within 6" to also re-roll failed In The Way rolls when shooting in that Shoot phase.

Models benefitting from Heroic Accuracy or Take Aim! need not target the same enemy model – they may each choose targets viable to them.

HEROIC ACCURACY

Tauriel and her Mirkwood Rangers are about to fire at some Hunter Orcs. Because the Orcs are protected by obstructions, Tauriel spends a point of Might to declare a Heroic Accuracy. When she, and any friendly models within 6" shoot this turn, they may re-roll any failed In The Way rolls.




HEROIC STRIKE (FIGHT PHASE)

Outnumbered and fighting for their life, it is times like these when a hero must dig down deep in order to fight off their foes with all the skill they can muster.

A **Hero** model who declares they are using Heroic Strike adds D6 to their Fight value for the duration of the Fight phase. This is rolled for at the start of the model's Duel roll and lasts until the end of the turn. This cannot increase a **Hero** model's Fight value above 10. Note that this bonus is applied before other effects are taken into account. Thus, a **Hero** who is Engaged in a Fight with a Bat Swarm would add D6 to their Fight value (to a maximum of 10) and then halve the total due to the Bat Swarm's Blinding Swarm special rule.

HEROIC DEFENCE (FIGHT PHASE)

When faced with insurmountable odds, a hero can ready themselves for the force of the blows coming their way, allowing them to lessen the impact and reduce the level of damage taken.

A **Hero** model that declares a Heroic Defence will only suffer a Wound on the roll of a natural 6 in the ensuing Fight phase, regardless of any modifiers or Brutal Power Attacks. If the **Hero** would usually have been wounded on a 6/4+, 6/5+ or 6/6, then they will only be wounded if both rolls are natural rolls (see page 16). Note that a **Hero** model's mount is not affected by Heroic Defence.

HEROIC STRENGTH (FIGHT PHASE)

Drawing on their reserves of Strength, a hero can smite their foes with greater ferocity and power than they ever realised they were capable of.

A **Hero** model who declares they are using Heroic Strength adds D3 to their Strength characteristic for the duration of the Fight phase. This cannot increase a **Hero** model's Strength above 10. Note that this bonus is applied before other effects that affect a model's Strength, such as the Wither Magical Power.

HEROIC CHALLENGE (FIGHT PHASE)

Upon the field of battle, there are times when a hero will come face-to-face with an enemy who rivals their skill with a blade, and will seek to prove themselves as the better combatant of the two.

A **Hero** that is in base contact with an enemy **Hero**, of the same Heroic Tier (see page 132) or higher, may declare a Heroic Challenge.

If the enemy **Hero** accepts the Heroic Challenge, all other models that are part of the same combat, including supporting models, may not roll dice for the Duel roll, provide their Fight value to the fight or makes Strikes if their side wins the fight. From this point on, both **Hero** models involved in a Heroic Challenge must Charge each other if able to do so until one of them has been slain. Other models may not Charge either of the **Hero** models involved in the Heroic Challenge. Whichever **Hero** is successful in slaying their opponent (they must be the one to cause the final blow) will immediately gain D3 Might points; this can take them above their starting level.

If the Challenge is declined, then any Heroic Actions called by the declining **Hero** will not affect other friendly models until the **Hero** who issued the Challenge is slain.

UNIQUE HEROIC ACTIONS

In rare circumstances, specific **Hero** models may have their own unique Heroic Action available to them. When this is the case it will be listed in that model's profile.





PASS A COURAGE TEST 61

Nori wishes to Charge The Goblin King. Although he is usually brave, Nori is unlucky and only scores a 4 for his Courage test (he has a Courage value of 5). His controlling player decides to spend a Will point to increase his score to 5, and therefore pass the test!



WILL

Many of the heroes of Middle-earth are possessed of a superhuman strength of purpose – an iron-hearted resolve that enables them to face down seemingly improbable odds. This strength of will allows the most mighty of heroes within Middle-earth to set aside their fears and charge forth to glory. Furthermore, in Middle-earth, magic and the power of Wizards and sorcerers are real, although their effects are subtle and unassuming; only a sufficient reserve of Will can enable, and prevent, such powers.

Hero models may expend Will points in three situations:

CAST A MAGICAL POWER

To cast a Magical Power, a **Hero** expends one or more Will points – this is the number of dice the controlling player rolls in their casting attempt. Note that the player must choose how many Will points they will expend before they roll any dice. For more on casting Magical Powers, **see pages 92-101**.

RESIST A MAGICAL POWER

A **Hero** who is the victim of a Magical Power cast by an enemy model may attempt to Resist it by expending Will points. For more on resisting Magical Powers, **see page 95**.

PASS A COURAGE TEST 61

A **Hero** who has attempted, and failed, a Courage test may spend Will points to adjust the score of their test. For each Will point they expend, their Courage is raised by one for that test. A **Hero** may spend a mixture of Will points and Might points to modify their score in this manner if they wish to.



FATE 62 63

The greatest heroes are able to cheat death, avoiding wounds that would slay lesser beings and surviving injuries that would lay others low. To represent this, our **Hero** models have Fate points, which can prevent injuries.

Whenever a model with Fate points is wounded, the controlling player may choose to expend a Fate point to attempt to prevent a Wound.

Mark off the Fate point on your record sheet and then roll a D6. On a 4, 5 or 6, the Wound has no effect; do not reduce the **Hero** model's remaining Wounds.

If the Fate roll is unsuccessful, and the **Hero** has more Fate points remaining, another Fate roll can be attempted if you wish – expend the next Fate point and roll again.

Fate points must be used one at a time rather than all together.

Might can be used to alter the results of a Fate roll, but because Fate rolls are taken one at a time, you must decide whether to adjust your Fate roll before using another Fate point. This means that if a Fate roll comes up with a score of 3, you must decide whether to use a Might point before rolling any other dice – if the next roll is worse, you can't go back!

There are a few special attacks that cause multiple Wounds (such as Mighty Blow, Bane Weapons, etc), or even kill a model instantly, regardless of how many Wounds it has remaining (such as a Morgul blade). Unless otherwise stated, a successful Fate roll against one of these prevents all of the damage the Strike would have caused. Thus, a model wounded once by a Morgul blade must pass a single Fate roll or die. A model who is wounded twice must pass two, and so on.

Whilst a **Hero** can use Fate to prevent any manner of Wound (whether caused by arrows, axes, long falls or fireballs), it cannot save a **Hero** from a failed **Courage** test, even if it would mean the model is removed from play. If a **Hero** shows a craven heart, fate has clearly abandoned them.

FATE 63

Kili has been shot by a Hunter Orc's arrow and suffered a Wound. Kili decides to spend a Fate point in an attempt to prevent the Wound and rolls a dice. On a 4+, the Wound is ignored.

Unfortunately, Kili only scores a 3. Determined to avoid injury, the controlling player spends a Might point to turn the 3 into a 4 and prevent the Wound.



FATE 62

Thorin has defeated Grinnah in a fight and prepares to make his Strikes. Swinging Orcrist above his head, Thorin scores a 1, 5 and 6 for his To Wound rolls – causing 2 Wounds! Grinnah decides to use a Fate point against one of these wounding Strikes, rolling a 4. This prevents the Wound and stops it from doing D3 Wounds – if the Fate roll had been failed, then Grinnah would have suffered D3 Wounds as Orcrist has the Goblinbane special rule. However, Grinnah does not have another Fate point to use to prevent the second Wounding Strike, so it will do D3 Wounds. Thorin rolls a 5 and inflicts 3 Wounds, cleaving the Goblin's head clean off!





MONSTERS

"I merely wanted to gaze upon your magnificence. To see if you were really as great as the old tales say. I did not believe them."

- Bilbo Baggins, The Hobbit: The Desolation of Smaug.

There are many different creatures that reside in Middle-earth, all of them varying in size, strength, ferocity and even allegiance. Some of these creatures, such as the *Great Eagles* of The Misty Mountains, are noble beasts that trouble themselves little with the goings on of the world, whilst others are vicious and deadly creatures bred for war and to crush their enemies underfoot – monsters such as the fearsome Mûmakil used by the *Haradrim* at the Battle of Pelennor Fields. Even within the bowels of the deep places of the world, dark creatures of a bygone age stir, preparing to once more unleash their power upon Middle-earth.

The rules for **Monster** models are typically the same as those for other models in the game; because **Monster** models are so powerful, however, there are a few special rules that set them apart from most other fighters and creatures.

MONSTERS AND CAVALRY

Large, bulky beasts are immovable objects in the face of cavalry charges.

Monster models are not affected by the Knock to the Ground bonus when being charged by a **Cavalry** model. However, **Cavalry** models will still get the Extra Attack bonus when charging a **Monster** that has the **Infantry** keyword and will still gain the bonus for charging with a lance if they are armed with one. A **Monster** that has a rider (such as a Fell Beast) is also a **Cavalry** model.

BRUTAL POWER ATTACKS

With mouths full of deadly teeth, claws like daggers and the power to tear a warrior in two, a monster is deadlier than almost any Man, Elf or Dwarf.

If a **Monster** wins a Fight, its controlling player may either resolve Strikes in the usual way, or may opt to use one of the following Brutal Power Attacks. Some **Monster** models may have other Brutal Power Attacks available to them – these will be listed on their profile. Note that as Brutal Power Attacks do not count as making Strikes, any special rule or Heroic Action that would affect a Monster model's Strikes (e.g., Heroic Strength, being Trapped, Special Strikes, Bane of Kings, *Morgul blade*, etc.) will not affect a Brutal Power Attack unless otherwise stated. **Monster** models that are Supporting (**see page 84**) cannot make Brutal Power Attacks.

A Monster may only ever use one Brutal Power Attack in a single turn.

In the rare situation where there are two or more **Monster** models on the same side in the same Fight, and both wish to use a Brutal Power Attack, the **Monster** model's controlling player nominates one **Monster** to use a Brutal Power Attack first. After this Brutal Power Attack has been resolved, other **Monster** models from the same fight may make a Brutal Power Attack so long as the opportunity still presents itself (see the rules for specific Brutal Power Attacks).

REND 64

Grabbing its foe in its powerful hands, claws or teeth, the monster attempts to rip its prey in half – rendering its normal defences all but useless.

Nominate one enemy model involved in the Fight, all of the **Monster** model's Attacks must be directed at the nominated model. When resolving a Rend against that model, compare the **Monster** model's Strength against the Strength of the nominated model, instead of its Defence.

REND 64

Thorin goes toe-to-toe with The Goblin King. Thorin loses the Fight, and The Goblin King decides to use the Rend Brutal Power Attack against him. The Goblin King will now compare his Strength of 5 against Thorin's Strength of 4 instead of his Defence of 7. Looking at the To Wound chart, these Strikes will wound on a 4+... Thorin is in serious trouble.





HURL 65

Beorn has won a Duel roll against a Gundabad Orc and decides to Hurl it. He rolls a dice and scores a 3, a D3 result of 2. Beorn is Strength 8 whilst the Gundabad Orc is Strength 4, a difference of 4, so the total Hurl distance is 6" (4 for the difference in Strength + 2 for the D3 roll). Beorn's controlling player draws an imaginary line that goes through the centre of both Beorn's and the Gundabad Orc's bases. The Orc is then Hurled along this line 6" directly away from Beorn, passing through two other Gundabad Orcs (A \mathfrak{S} B) on the way. The Hurled Orc suffers one Strength 6 hit for being Hurled and two Strength 3 hits for passing through two models. If it survives then it will be knocked Prone.

Gundabad Orc A suffers one Strength 3 hit and is knocked Prone. As Gundabad Orc B was in combat with a Mirkwood Elf Warrior, both models suffer one Strength 3 hit and will be knocked Prone if they survive.



HURL 65

The monster picks up its foe and flings it backwards with incredible force, sending all in its path sprawling to the ground.

Before models Back Away, nominate a single enemy model involved in the Fight, and in base contact, with a Strength characteristic lower than that of the **Monster** and follow these steps:

- Roll a D3 and add the difference in Strength between the **Monster** and the target this is the Hurl distance.
- Draw an imaginary line that runs through the centre of the Monster model's base and the centre of the base of the model that is being Hurled, going directly away from the Monster. This line is the direction of the Hurl.
- Move the nominated model the full distance, in inches, equal to the Hurl distance, in a straight line only stopping if it contacts a tree, wall or similar Obstacle or a model with Strength 6 or greater. At the end of this move, the model is placed Prone.

- All models passed through (including Prone models and any underneath the model's final position) suffer one Strength 3 hit, **Cavalry** models suffer the hit on both the rider and the mount. If they survive, they are knocked Prone. If a model that is passed through is in combat, then every model Engaged in that combat (that is Strength 5 or less) is knocked Prone and suffers one Strength 3 hit.
- The Hurled model suffers one Strength 3 hit for each model it passes through (including any underneath its final position), and one additional Strength 6 hit when its Hurled movement ends.
- If the Hurled model hits an Obstacle, or a model that has a Strength of 6 or above, its move immediately ends. Both the Hurled model and the Obstacle or model it has hit (if it has a Defence value) suffers one Strength 6 hit. The nominated model, and any other model it has passed through, still suffers Strength 3 hits as described above. Move any models underneath the Hurled model's final position by the minimum distance that allows the Hurled model to be placed in its final position.
- After a Hurl has been completed, the combat immediately ends, so no further Strikes or Brutal Power Attacks may be resolved.

BARGE

Using its considerable bulk, the monster forces those around it to stumble back from the fray, giving the monster the chance to advance once again.

All enemy models involved in the Fight (even supporting spear- or pike-armed models) must Back Away a full 3", instead of the usual 1", in an order and direction chosen by the **Monster** model's controlling player. Models may still Make Way for losers, in which case they are also moved 3" in a direction chosen by the **Monster** model's controlling player. If it is possible for the **Monster** model's controlling player to choose a direction in which they can move a model the full 3" then they must do so, any models that cannot Back Away or Make Way the full 3" are moved as far as possible and then placed Prone. After a Barge has been completed, the combat immediately ends so no further Strikes or Brutal Power Attacks may be resolved.

Once all the models have Backed Away, instead of making Strikes, the **Monster** now moves up to D6" in any direction, including making a further Charge if it wishes. If the **Monster** uses this move to Charge another model, it will fight again that phase (the player with Priority chooses when to fight this new combat).

A **Monster** cannot use the Barge Brutal Power Attack in the same turn that it also participates in a Heroic Combat – only one or the other may be used in a single turn.



WAR BEASTS

A **War Beast** is a special type of **Monster** that operates quite differently to the likes of Cave Trolls, Dragons and even Fell Beasts. A **War Beast** is intended to be ridden through the ranks of the foe, crushing them as they go.

Whilst a **War Beast** is classified as a **Monster** within our rules, there are a number of special exceptions which apply to how they move, fight and interact on the battlefield, which are all explained here.

A **War Beast** is comprised of the beast itself and its Commander. If the **War Beast** is also a **Hero**, then it is the Commander who is counted as being the **Hero**, not the beast itself. The Commander will count as the warband's leader, and the **War Beast** will not take up a slot in the warband.

A **War Beast**, and all the models riding it, will automatically pass all Courage tests for being Broken. When working out how a **War Beast** affects your Break Point, it will count as two models, for the Commander and the Beast. Unlike killing **Cavalry** models, you count as killing a model for each, plus any models that are riding it.

If a **War Beast** also has a Howdah, then certain models may be deployed within it as part of a **War Beast** model's warband. The number and type of models that may be deployed within a Howdah will be listed within each **War Beast** model's profile.

War Beast models may not use Brutal Power Attacks unless specified within their profile, and may never carry objects.



WAR BEASTS AND MOVEMENT

A **War Beast** cannot cross obstacles more than 2" tall, neither may they make Jump, Climb, Leap or Swim tests. They may not lie down or defend Barriers. A **War Beast** may enter difficult terrain, so long as the model will fit, but will halve their Move value whilst inside it. A **War Beast** will also move unimpeded through all kinds of water features.

Moving the Crew – Those within the Howdah can move within it, treating it as open ground, including moving up levels if it has them, but they cannot voluntarily dismount unless they have a rule that specifically allows them to. Crew members cannot lie down, and if knocked Prone must stand up as quickly as possible to avoid being jeered at by their comrades! Crew members that remain stationary within the Howdah do not count as moving, regardless of how far the **War Beast** itself has moved.

The Commander – Whilst the Commander is alive, any Heroic Moves or Marches that they declare will also affect the **War Beast.** If the Commander is slain, then another model within the Howdah will immediately take its place as the driver of the **War Beast**. Any model driving a **War Beast** may not make Shooting attacks.

Trample – When you wish to move a **War Beast**, pivot its base around the centre point to face the direction you wish to move it in. Whilst pivoting, the **War Beast** may come into contact with other models or terrain. In the case of models, move the other model out of the way via the shortest route available to allow the **War Beast** to finish its pivot. In the case of terrain, move the **War Beast** away just enough to allow it to finish its pivot. If a **War Beast** has already been charged then it cannot Trample or Stampede (see overleaf).

Once the **War Beast** has pivoted to face its desired direction, move it forwards the distance of its Movement value in a straight line, ignoring enemy models' Control Zones. Any models a **War Beast** comes into contact with whilst moving (not pivoting) will suffer the number of hits as stated in the **War Beast** model's profile. **Cavalry** models will suffer these hits on both the rider and the mount. If a contacted model is slain, the **War Beast** continues in its movement. If a contacted model is not slain, then the **War Beast** will stop and fight them in the Fight phase. Note that this does not count as Charging. A **War Beast** that is affected by a Heroic March may still Trample as normal.

If a **War Beast** comes into contact with a friendly model, it may choose to trample it, as described previously, or to stop its movement – in which case the friendly model will not suffer any hits. If the **War Beast** comes into contact with a fortification with a Defence of 9 or higher, or another **War Beast**, it will inflict three Strength 9 hits upon it as well as suffering three Strength 9 hits itself.

If an enemy model Charges a **War Beast** before it has moved, the **War Beast** will be pinned in place and be prevented from moving as normal.

WAR BEASTS AND MAGIC

Models with Magical Powers can use them on a **War Beast**, selecting either the **War Beast** itself or one of the crew members as the target. Magical Powers that affect multiple targets will automatically affect both the **War Beast** and its crew if in range of the model. Only by affecting the Driver will a Magical Power such as Transfix or Compel impede a **War Beast** model's movement (thereby causing it to remain stationary or take a move as described by the Magical Power). Finally, Magical Powers such as Sorcerous Blast, Nature's Wrath and Call Winds will not move the **War Beast** or knock it Prone, although they will still inflict any damage as detailed in the Magical Power's description.

If a model riding a **War Beast** is targeted by a Sorcerous Blast, it is damaged normally but not moved. Instead, the controlling player rolls a D6. On a 1-3, the model is knocked Prone in its position. On a 4+, the model is knocked down from the **War Beast** and suffers falling damage.

WAR BEASTS AND SHOOTING

Shooting at a War Beast – A War Beast can be shot at as normal, although note that due to the size of a War Beast, you do not need to make In The Way rolls for the Howdah when shooting at the War Beast. Models within the Howdah are considered to be separate models and so can be targeted independently by Magical Powers, shooting, etc. Siege Engine shots that target models within the Howdah, and roll the Slight Deviation result, are automatically allocated to the War Beast. The Howdah is always counted as being In The Way for any model riding a War Beast.

Shooting from a War Beast – Models within a Howdah are never considered to be part of a combat, and so may shoot normally during the Shoot phase. Crew members may make shooting attacks regardless of how far the **War Beast** has moved, providing that they themselves have not moved over half their Movement allowance or climbed up or down a level. A model that remained stationary within a Howdah does not count as moving for the purpose of moving and shooting.

WAR BEASTS AND COMBAT

Irresistible Force – If a **War Beast** ends a trample in base contact with an enemy model, and wins the ensuing combat, then all enemy models involved in the fight (including **Monster** models with a Strength equal to or lower than the **War Beast**) are knocked Prone.

Immovable Object – A War Beast cannot be knocked Prone for any reason, cannot be Hurled and never counts as Trapped. Additionally, a War Beast will never Back Away if it loses a fight – its opponents must Back Away instead. The only exception to this is if a War Beast is fighting another War Beast or another model with a similar rule (such as Smaug). In these cases, the smaller of the two War Beast models will Back Away. If both War Beast models are the same size, roll a D6. On a 1-3, the Evil player's War Beast will Back Away and on a 4+, the Good player's will.

WAR BEAST'S AND DAMAGE

If a **War Beast** is wounded, there is a chance it will Stampede (see below) in the next turn. If a **War Beast** is slain, then all models riding it will suffer falling damage and, if they survive, will be placed Prone.

Stampede! – Every time a War Beast suffers a Wound, the model must take a Courage test using the Courage value of the model controlling it (if there is no model controlling the War Beast, use the creature's own Courage instead). Similarly, a Courage test must be taken at the start of each of the War Beast model's Moves in which it has no crew remaining. If the test is passed, nothing happens and the War Beast may act as normal. If the test is failed, however, then the opposing player may move the War Beast in its next Move phase exactly as if it were one of their models. If this takes a War Beast off the table then it, and all its crew, are removed as a casualty. In a turn in which a War Beast stampedes, models in the Howdah cannot make shooting attacks. At the end of a Move phase in which a War Beast stampedes, it will revert back to being under the control of its controlling player.



WEAPONS & WARGEAR

"I know that sword! It is the Goblin-cleaver! The Biter!"

- The Goblin King, The Hobbit: An Unexpected Journey.

We eapons in Middle-earth come in a wide variety of shapes and sizes; from the beautifully elegant blades crafted with the skill of the Elves, to the hardened axes wrought from iron and steel by the expert smiths of the Dwarf holds, or the crude and wicked weapons wielded by the Orcs of Sauron's armies. There are even some weapons that have, through the valourous deeds their wielder's performed in battle, carved themselves into legend.

Up until now we have made no distinction in how a model is armed or what kind of armour it may have, nor have we discussed any specific kinds of wargear, such as banners or war horns. There is a huge variety of different weapons, armour and equipment that are available to your models, many of which can have a massive impact on their effectiveness, from how deadly they are in combat, to how well protected they will be.

WHAT WARGEAR DOES A MODEL HAVE?

Every model will have a wargear entry included in their profile. Here you will find a list of all the weapons that they are carrying, as well as any armour they may be wearing and any equipment the model is carrying. For convenience, we have split this section of the rules manual into separate sections for close combat weapons, missile weapons, equipment and armour.

CLOSE COMBAT WEAPONS

Close combat weapons are used for fighting an enemy within the swirling melees that take place on the battlefield. They range from concealed pocket-sized daggers to huge pikes.

There are occasions in which a model may be armed with two close combat weapons, such as a sword and a spear. In these situations, the controlling player must state which of the model's weapons will be used immediately before the Duel roll, unless they have a special rule that states otherwise.

SINGLE-HANDED WEAPONS

Single-handed weapons come in a wide variety of shapes and sizes, from knives and axes to clubs and swords. This category encompasses most weapons that can be comfortably wielded with one hand.

In each model's profile it will be stated what kind of weapon they possess. Single-handed weapons are only used in close combat and a model fighting with a single-handed weapon follows all the normal rules for duelling and striking blows. Wherever a weapon is listed without it being defined as either a hand-and-a-half or two-handed weapon, the weapon in question will be a single-handed weapon.

HAND-AND-A-HALF WEAPONS

Many weapons have been expertly crafted, making them incredibly versatile in the right hands. These weapons can be wielded with a single hand yet, when used with the proper application of force, can cause as much devastation as a blade twice their size. These weapons are called hand-and-a-half weapons.

A hand-and-a-half weapon can be used as either a single-handed weapon or a two-handed weapon. Whenever a model armed with a hand-and-a-half weapon is involved in a Fight, the controlling player must decide at the start of the Fight whether they will be using their weapon as a single-handed weapon or a two-handed weapon.

TWO-HANDED WEAPONS

Two-handed weapons are larger and more unwieldy than their single-handed counterparts, but, when used right, can be even more devastating.

A model using a two-handed weapon in combat may not use a shield at the same time (not enough hands!), although they may still carry other items (slung on their backs or in packs).

A model using a two-handed weapon in close combat suffers a -1 penalty to Duel rolls. When a model makes Strikes with a two-handed weapon, add 1 to its To Wound roll. Thus, a roll To Wound of a 3 becomes a 4, a 4 becomes a 5, and so on. Note, in cases where two rolls are required (e.g., 6/4+), this will affect both rolls.





Warrior of Minas Tirith with Single-handed Weapon



Elrond with Hand-and-a-half Weapon



Bofur with Two-handed Weapon

SPEARS AND PIKES 66

Bard is locked in a Fight against a pair of Gundabad Orcs, so a Lake-town Militia, who is armed with a spear, rushes to his aid. Because the Lake-town Militia is in base contact with Bard, the Militia can provide Support. In the Duel roll, the controlling player will roll three dice for Bard as usual, and one extra dice for the Militia.



An Uruk-hai Captain is holding the centre of the Uruk-hai battle line. Because the Captain is Supported by two Uruk-hai with pikes, in addition to his own 2 Attacks, their controlling player will roll one extra dice for each of the Supporting Uruk-hai with pikes.





SPECIAL STRIKES

Many different types of single-handed weapons, hand-and-a-half weapons and two-handed weapons can be used to make Special Strikes. Look at the model's profile to see if they are armed with one of the following weapons: axe, club, dagger, flail, hammer, mace, maul, pick, scourge, staff, sword or whip. A model fighting with one of these weapons can make the relevant Special Strike for that weapon (see page 87).

UNARMED MODELS

Most fighters are armed with some form of weapon, and even those who cannot carry swords or shields are often equipped with natural 'weaponry' such as fangs or claws. There are some, however, who carry no weapons at all – usually peaceable types who would rather not raise their hands in violence.

A model is only Unarmed if they are clearly labelled as such in the Wargear section of their profile. An Unarmed model suffers -1 to their Duel rolls and -1 to their To Wound rolls.

SPECIAL WEAPONS

There are a few weapons that require special explanation. Whilst these are not necessarily complex to use upon the battlefield (after all, a spear is one of the simplest of weapons for a soldier to wield), their rules are a little more complicated or their effects are unusual.

SPEARS 66

Armies who use spears in large numbers are able to present a bristling wall of sharpened metal that is hard to penetrate.

An **Infantry** model that is armed with a spear may assist a friendly model, with the same base size or smaller, in a Fight in a special way. If an unengaged model armed with a spear is in base contact with a friendly model, then it may contribute a single Attack to the Fight using its own Fight value and Strength.

Models that are assisting another model in this way are not considered to be part of the Fight and so cannot be targeted by Strikes, benefit from a Heroic Combat, be knocked Prone by a charging **Cavalry** model or be knocked Prone if the combat is itself knocked Prone for some other reason. They may, however, benefit from the effects of a friendly banner.

A model armed with a spear may use it as a hand weapon in the Fight phase, although they may not make Special Strikes when using it. A model that fires a missile weapon during the Shoot phase may not support during the Fight phase.

If the model using a spear is a **Hero**, they may still use Might points to improve a Duel roll and when rolling To Wound, but may not declare Heroic Actions in the Fight phase if they chose to support.

In a multiple combat, the model using a spear may choose to Strike a different target to the model they are Supporting.

A model can only gain Support from one spear-armed model at a time, and a spear-armed model may only Support a single model during each turn. A speararmed model can even Support a friendly model that is Prone or armed with a two-handed weapon.

A spear-armed model may Make Way for their ally if they lose a Fight. This counts as the one model who is allowed to Make Way for a friend.

WAR SPEARS 66

Unlike the long and heavy lances used by many cavalry, war spears are somewhat lighter in comparison. Heavy enough that when mounted they can still do considerable damage to an enemy, yet still light enough to be wielded effectively whilst on foot.

A war spear follows the rules for spears when wielded by an **Infantry** model and follows the rules for lances (see page 86) whilst wielded by a **Cavalry** model.

PIKES 66

Long, blade-tipped weapons that form a bristling wall of sharp metal, pikes are designed to be wielded in several ranks. A well-ordered formation of pikemen can halt even the most formidable cavalry charge.

Pikes require two hands to use. Otherwise, the rules for pikes are the same as those for spears (see previous page) with the following exceptions. A pike-armed model can Support a friend Engaged in close combat by being in base contact with another pike-armed model that is already doing so (note they must both be pikes; neither can be a spear), so two pike-armed models can Support one comrade. Just as with a spear-armed model, this creates an exception to the ordinary Fight rules, in that the bearer does not need to be in base contact with an enemy model. Due to the fact that a pike requires the use of two hands to use effectively, a model armed with a pike that is also equipped with a shield, bow or a crossbow suffers a -1 penalty to its Duel rolls.

As models with pikes can effectively fight in battlelines three models deep, it can be very easy for them to trap their own models as only one model may Back Away, not two. This is a serious hazard of supporting in such depth.

ELVEN-MADE WEAPONS

The ornately fashioned weapons crafted by the Elves are forged to be as light as a willowswitch, yet as unbending as stone. When combined with the incredible agility of an Elf, or other skilled warriors, these weapons are perhaps the deadliest of all.

Models using an Elven-made weapon are more likely to win the dice roll to see who wins a Drawn Combat. A Good model using an Elven-made weapon will win the roll-off on a 3-6 instead of a 4-6. Should an Evil model be using an Elven-made weapon (an odd situation, granted), they will win the roll on a 1-4. If both sides are using Elven-made weapons, neither receives an advantage.

MASTER-FORGED WEAPONS

Forged by the greatest smiths Middle-earth has to offer, and made from the most precious of metals, Master-forged weapons are some of the most deadly in Middle-earth. Whether they possess a keener edge, are lighter, are more finely balanced, or infused with some darker power, these weapons have been woven into legends of their own making.

Models using a Master-forged weapon do not suffer the -1 penalty to the Duel roll for using a two-handed weapon.





Uruk-hai with Pike

Warrior of Minas Tirith with Spear



Gil-galad with Elven-made Spear



Elendil with Master-forged Sword

FEINT OR STAB 67

Aragorn is fighting against Lurtz upon Amon Hen, and they both decide that they wish to use a Special Strike with their sword. As Aragorn has the higher Fight value of 6 he elects to Feint, reducing his Fight value by D3. Rolling a 3, Aragorn reduces his Fight value by 2 and is now Fight 4. As Lurtz started the Fight with the lower Fight value (Fight 5), he may only elect to Stab – even though Aragorn has Feinted and is now Fight 4.



This Warrior of Númenor is fighting a Mordor Troll with sword and an Orc Warrior with sword, and is being supported by Gil-galad. The Orc may only choose to Stab as its Fight value is lower than its opponent's. The Warrior of Númenor can also only choose to Stab, as the Mordor Troll has a higher Fight value. Even though the Mordor Troll has a higher Fight value than the Warrior of Númenor, it can also only choose to Stab as Gil-galad's Fight value is even higher.



LANCES

Lances are used by charging cavalrymen. In the hands of a skilled rider they can deliver a powerful blow, made all the more deadly by the mount's momentum.

A **Cavalry** model using a lance receives a bonus when making Strikes in a turn that they have Charged; add 1 to their roll To Wound – thus, a score of 2 becomes 3, 4 becomes 5 and so on. Note, in cases where two rolls are required (e.g., 6/4+), this will affect both rolls. A **Cavalry** model using a lance even gets this bonus against other **Cavalry** models, as long as it has Charged, although not if it is within difficult terrain.

If a **Cavalry** model with a lance dismounts, or their steed is slain, they will ordinarily abandon their lance, resorting to using another hand weapon.

STAFF OF POWER

The wizards known as the Istari carry Staffs of Power as symbols of their authority. Far more than mere props however, these staffs also serve as reservoirs of willpower and resolve.

A Staff of Power is a hand-and-a-half staff, and may use the Stun Special Strike like all other staffs. In addition, the bearer can expend 1 point of Will each turn without reducing their own Will store.

WHIP

Whips are long leather strips used to lash out at those nearby. With a powerful crack, whips can tear into the flesh of their targets and on rare occasions even inflict fatal wounds.

A whip counts as a throwing weapon (see page 88) with a range of 2" and Strength 1.

CHANGING THE WEAPONS ON A MODEL

Although all of our models come with specific weapon types listed in their profile, this has not always been the case, and there may be instances where you may have changed the weapon on your models (either for aesthetic reasons or to give one of your warriors an 'edge' in battle).

If a **Warrior** model or an unnamed **Hero** model has one of the following weapons modelled onto it, then it may exchange that type of weapon for another type from the same list, at the extra cost of 1 point for a **Warrior** and a cost of 5 points for a **Hero**:

Axe, club, dagger, flail, hammer, mace, maul, pick, staff or sword.

Note: You may only swap a weapon for one of the same class, ie, a singlehanded sword for a single-handed mace, and not a hand-and-a-half or a two-handed weapon.

For example, a Warrior of Minas Tirith is listed as being armed with a sword and costs 7 points – a Warrior of Minas Tirith that has been modelled with a flail will instead cost 8 points.

A High Elf Warrior is listed as being armed with an Elven-made hand-and-a-half sword and costs 9 points – a High Elf Warrior that has been modelled with an axe will instead cost 10 points.

Models that have been converted to wield more than one different type of weapon must decide which type they will be using before the game starts.

SPECIAL STRIKES

Before either player makes a Duel roll, they may opt to use the Special Strike associated with their model's weapon. Below, you'll find a list of all the Special Strikes that can be made, and the weapons that can make them.

BASH (HAMMERS, MACES AND MAULS)

Many fighters choose to fight wielding fearsome hammers or maces. These brutish weapons deliver powerful concussive damage, capable of crumpling helmets, breaking bones or even throwing an enemy from their feet.

A model armed with a mace, maul or hammer may opt to Bash. If the bashing model's side wins the Duel roll, they may attempt to knock a single opponent (of their choice) Prone instead of making Strikes. Both models roll a further D6 and add their Strength value. The basher adds a further 1 to this total if the hammer, mace or maul is two-handed. If the bashing model's total is equal to or higher than their opponent's total, that opponent is immediately knocked Prone. In a multiple combat, it is often a good idea to do the Bash first, as if successful, other friendly models within the multiple combat may benefit from the enemy being knocked Prone if the Bash is successful.

FEINT OR STAB (DAGGERS AND SWORDS) 67

Swords are weapons that can be truly deadly in the hands of a trained fighter. Whether the weapon is formed of three feet of sharpened steel, such as the blades forged in Gondor, a long, slender scimitar preferred by the Elves, or a thick-bladed short-sword of Dwarven make, the blade can be equally deadly in the hands of a skilled and daring fighter.

A model armed with a dagger or sword, who has an equal to or higher Fight value at the start of the fight than their opponent (including any Supporting models), may opt to Feint. If they do so, they reduce their Fight value by D3 when working out who wins the Fight. If the feinting model's side wins the Duel roll, however, they may re-roll any To Wound rolls of a 1.

A model armed with a dagger or sword, who has a lower Fight value at the start of the fight than their opponent (including any Supporting models), may opt to Stab. If they do so, they may re-roll 1s To Wound if their side wins the Duel roll. However, due to the reckless abandon with which a stabbing model tends to throws themselves at their enemy, if their side loses the Duel roll, they will suffer one Strength 2 hit immediately after the Fight has been resolved.

PIERCING STRIKE (AXES AND PICKS)

Axes and picks are easy to manufacture and incredibly dangerous to those who fight against them. Whilst they lack the agile nature of a sword, their bladed head, combined with the momentum of a swing, can hack through armour with alarming ease and can pierce even the toughest of hides.

A model armed with an axe or pick can opt to make a Piercing Strike. If their side wins the Fight, increase the model's Strength by 1 when they Strike. If their side loses the Fight, reduce the model's Defence by D3 when Strikes are made against it.

STUN (CLUBS AND STAFFS)

Stout sticks, gnarled wooden clubs, walking sticks and staves are common weapons of defence for those in Middle-earth. These are preferred by those who seek to restore order with a clonk on the head, rather than by killing, such as the Hobbits of The Shire.

A model with a club or staff may opt to Stun their opponent. If the model's side wins the Fight, rather than striking normally, choose one opponent and roll a D6. On a 5+ (or a 6 if the target is a **Monster**), the victim is reduced to a Fight value and Attacks value of 1, and Shoot value of 6+, until the end of the following turn. You may wish to place a marker next to the stunned model as a reminder.

WHIRL (FLAILS, SCOURGES AND WHIPS)

When readying for a strike, the wielder of a flail or whip leaves themselves exposed for a moment, but as the weapon swings at its victims, its true power is revealed.

A model with a flail, whip or scourge may opt to Whirl. A model that Whirls reduces their Fight value to 1, after all other modifiers, for the duration of the Fight. Should a model that Whirled win the Fight, they do not Strike as normal. Instead, they make a single Strike against every enemy model Engaged in the Fight.

MISSILE WEAPONS

Missile weapons are used to make shooting attacks. As with close combat weapons, they come in all shapes and sizes. If a model has a missile weapon, it will be listed on their profile. If a model is armed with two or more missile weapons, the controlling player must declare which weapon is being used before rolling To Hit.

BOWS

Bows come in a wide variety, from the long, elegantly curved bows of the Elves to the stunted, crude bows fashioned by Orcs.

The term bow covers a wide range of weapons including bows, Elf bows, Dwarf bows and great bows, but since they all work in much the same fashion, we have a simple set of rules to represent them all. The major differences between the various types of bow are the characteristics that the bow has (see the Missile Weapon chart below). A model can shoot a bow in the Shoot phase provided it has not moved more than half of its maximum allowance in the preceding Move phase.

CROSSBOWS

Crossbows are mechanical weapons that use tension to loose short, heavy bolts at the foe. They sacrifice speed for significantly increased penetrating power.

A model with a crossbow may not fire it in the same turn that it has moved.

| NAME | RANGE | STRENGTH |
|-----------------|-------|----------|
| Blowpipe | 12" | 2 |
| Bow | 24" | 2 |
| Crossbow | 24" | 4 |
| Dwarf bow | 18" | 3 |
| Dwarf longbow | 24" | 2 |
| Elf bow | 24" | 3 |
| Esgaroth bow | 24" | 3 |
| Great bow | 24" | 4 |
| Longbow | 24" | 3 |
| Orc bow | 18" | 2 |
| Short bow | 18" | 2 |
| Slingshot | 12" | 1 |
| Throwing spear | 8" | 3 |
| Throwing weapon | 6" | 3 |
| Jruk-hai bow | 18" | 3 |

THROWING WEAPONS

From carefully balanced knives and axes, to crudely sharpened lumps of metal, throwing weapons are easy to use, even on the move.

Thrown: A model with a throwing weapon can shoot with it in the Shoot phase, even if they have moved more than half of their maximum Move distance. A model cannot fight with a throwing weapon in the Fight phase.

A throwing weapon can be used as its bearer Charges into combat. The player moves the model as if it were going to Charge the enemy, but instead of moving into base contact with their foe, they stop 1" away. They then throw the weapon at the enemy they are about to Charge. This shot is resolved using the rules for shooting, even though it takes place in the Move phase. Throwing weapons thrown as a model Charges into combat do not suffer the -1 penalty for moving and shooting.

If the target is not slain, the charger then moves into base contact with the same enemy model. If the original target is slain, the charger may complete their move in any way the controlling player wishes – stopping straight away, charging another target or anything in between.

Throwing Weapons do not count towards an army's bow limit.

Throwing spears follow the rules for throwing weapons, but have a slightly different profile (see the Missile Weapon chart).

BLOWPIPE

Short-ranged but accurate, blowpipes can be exceedingly deadly at close range. Their darts are often coated with toxins that can cause a rapid, and excruciating, death.

A model can shoot a blowpipe in the Shoot phase, provided it has not used more than half of its maximum allowance in the preceding Move phase. Additionally, a blowpipe benefits from the Poisoned Weapons special rule.

Blowpipes do not count towards an army's bow limit.

SLINGSHOT

Unusual, and not especially deadly, a well-used slingshot can still be a menace.

A model armed with a slingshot can shoot twice if they have remained stationary, or once if they move up to half of their maximum Move distance. If they move more than half of their maximum Move distance, they may not fire the slingshot at all in this phase.

EQUIPMENT BANNERS

Many armies proudly carry banners or battle-flags to war, acting as reminders of their homeland, or the oaths they have sworn before battle. When the fighting is fiercest, warriors will rally around these flags and fight with renewed ferocity to ensure that their colours stay flying.

A banner provides a single re-roll to friendly models who are involved in a Fight within 3". Whether it is a model fighting on their own, or several friends all fighting against a common enemy, you can re-roll one D6 in each Duel roll to see who wins. This re-roll can be made after your opponent has rolled their own dice to see who wins, but must be made before any Might points are spent to adjust scores.

It makes perfect sense that a banner must be flying in order for its bearer's allies to gain the benefits of it being near, and as such a banner bearer must be standing for the effects of a banner to count. Models cannot benefit from the effects of a banner is Prone.

It is possible that one player may re-roll a dice and find themselves winning the Fight – in which case their opponent may wish to use a banner of their own. Remember, a banner only provides one re-roll to each Duel roll.

Any model carrying a banner is encumbered by its weight, and suffers a -1 penalty to their Duel rolls.

A Warrior model carrying a banner who is slain may pass it on to a friendly Warrior model (but not to a **Hero** model), who is in base contact, not Prone, and is not Engaged in a Fight. Swap the models over if they are the same type of Warrior, or find a suitable banner-carrying substitute in your collection.

ELVEN CLOAKS

Elven cloaks are woven through with wondrous enchantments that hide the wearer from even the most piercing gaze.

A model wearing an Elven cloak has the Stalk Unseen special rule (see page 106).

WAR DRUM (X)

The sound of a drum makes those following it march to its beat. The faster the drummer plays, the faster the army marches.

At the start of the Move phase, a model with a war drum may declare they are sounding the advance. When this occurs, all models with the same keyword as the one shown in brackets, within 12" of the drummer, add 3" to their Movement value if they have the **Infantry** keyword, and 5" to their movement they have the **Cavalry** keyword or the Fly special rule for the remainder of the turn. Models that are affected by a war drum may not Charge in that turn.

WAR HORNS

Whether it sounds a clarion call or a braying scream, a war horn can lift the hearts of friendly warriors and remind them why they fight.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.



Warrior of Minas Tirith with Banner





Frodo Baggins with Elven Cloak

Samwise Gamgee with Elven Cloak







Warrior of Rohan with War Horn



THE ONE RING

Forged in the fires of Mount Doom, this seemingly plain ring lies heavy with Sauron's power and malice.

WEARING THE RING

The model with the *Ring* (the *Ringbearer*) can put it on at any time during their Move phase. As soon as they do so, they become Invisible. If a model who put on the Ring is mounted, their steed will bolt and they must immediately take a Thrown Rider test.

INVISIBLE

Whilst they wear the Ring, the Ringbearer cannot be directly targeted by Magical Powers or shooting attacks (and does not count as In The Way). The Ringbearer has no Control Zone while invisible and enemy models may even move 'through' the Ringbearer. If an enemy model wishes to end its movement on the space the Ringbearer is taking up, move the Ringbearer the minimum distance to place them out of the way – this could involve hopping low walls, moving through foes or being shoved off a cliff!

If an enemy wishes to Charge the Ringbearer while they wear the Ring, it must pass a Courage test, applying a penalty of -1 to the roll for every 1" the Ringbearer is away from the foe. Models that automatically pass Courage tests still need to make this test, as it represents them being able to see the Ringbearer, not how terrifying the Ringbearer is. During the Fight phase, any enemy model Engaged in combat with an invisible Ringbearer halves its Fight value for the duration of the duel.

None of the above rules apply to Sauron or **Ringwraith** models. Indeed, they actually gain some benefit, as described in their own special rules or the Will of Evil special rule.

REMOVING THE RING

If the controlling player wishes the Ringbearer to take off the Ring, they need to pass a Courage test to remove it. This test can be taken at any point during the Ringbearer's Move phase, once it has been established which side has control of their movement (see below). If the test is failed, the Ringbearer must wear the Ring until the next turn, when they will have another chance to remove it. The Ringbearer cannot both put on and take off the Ring in the same turn.

SAURON'S WILL

If the Ring is already being worn, then the controlling player must test to see if the Ringbearer can overcome Sauron's will. To do so, they must roll a dice immediately before they move the Ringbearer in the Move phase. If the player does not wish to move the Ringbearer, they must still roll a dice - but can do so at any time during their Move phase. The roll is made on behalf of the Ringbearer themself, so we allow the controlling player to use the Ringbearer's Might points to modify this dice roll if they wish to do so. On a 3+, the controlling player moves the Ringbearer as usual. On a 1 or 2, the opposing player moves the Ringbearer instead of the controlling player. Regardless of which side moves the Ringbearer, they are still part of the controlling player's side and all other actions, such as shooting and fighting, remain under the control of the controlling player. This means that when the opposing player moves the Ringbearer, all they can do is move the model, including Charging (in this case, the Ringbearer does not need to take Courage tests to Charge terrifying foes). They cannot perform Heroic Actions and cannot pick up or put down other items. They cannot be forced to perform actions that would cause direct harm to the model (such as jumping down a cliff...) or be moved off the table (if the Scenario allows). This represents the struggle between the Ringbearer and the will of Sauron.

MY PRECIOUS!

During Matched Play and Open Play games, if the Ringbearer is the only model left on the controlling player's side and is wearing the Ring, they count as a casualty – their mind has been taken over by its power. As Scenarios may depend on them surviving, this is very important! If the opposing side's objective is to kill the Ringbearer, this is achieved if they are the only model remaining on the table from the controlling player's side and they are wearing the Ring.

There may be the odd occasions in Matched Play and Open Play games where there is more than one model on the board with The One Ring. As The One Ring is the only one of its kind (the clue is in the name), we have created a hierarchy of who carries the Ring when this occurs. The model closest to the top of the hierarchy table will get the Ring.

1 The Dark Lord Sauron

2 Isildur

| 3 | Bilbo Baggins (from the Thorin's Company | |
|---|--|--|
| | army list) or Bilbo Baggins, Master Burglar | |
| | (from the Survivors of Lake-town army list). | |
| 4 | Frodo Baggins | |
| 5 | Bilbo Baggins (from The Shire or Rivendell | |

army list)

In the rare situation where both players control models that have the Ring, and both models are the same on the hierarchy table, both players may use the Ring – although one is clearly a fake and only the winner of the battle can claim that theirs was the real one.



Sauron, the Lord of the Rings

⁶ Gollum

ARMOUR

There are many different types of armour in Middle-earth, from formidable Dwarf mail to the rusted scrap-armour worn by Orcs.

Wearing armour provides a Defence bonus to the wearer. Typically this is already included in the model's profile. Sometimes, however, a model will have an option to buy further armour for additional points. In these cases, look below to see the effect the armour has.

ARMOUR

A model upgraded to wear armour adds 1 to their Defence.

HEAVY ARMOUR AND DWARF ARMOUR

A model who is upgraded to wear heavy armour or Dwarf armour adds 2 to their Defence, unless they are already wearing armour, in which case they add 1.

HEAVY DWARF ARMOUR

A model who is upgraded to wear heavy Dwarf armour adds 3 to their Defence, unless they are already wearing armour, in which case they add 2. If they are already wearing heavy armour or Dwarf armour, they instead add 1.

Note that this list is not exhaustive and that there are other types of armour available, but these are explained explicitly where they are listed.

SHIELDS

From crude planks of wood banded together with iron, to ancient, crafted masterpieces, almost every army in Middle-earth makes use of shields to protect its warriors.

A shield increases the Defence characteristic of its bearer by 1. Where the shield is listed in the model's wargear, that bonus is already taken into account in its characteristics profile. However, if the model purchases the shield as an upgrade, you will need to increase its Defence by 1. Shields also have the following rules:

Cumbersome: If a model uses a hand-and-a-half weapon as a two-handed weapon whilst carrying a shield, it will lose the +1 bonus to their defence for the duration of the fight. A model armed with a bow, crossbow, two-handed weapon or pike may carry a shield; however, they do not receive the +1 bonus to their Defence characteristic.

Shielding: Prior to either player rolling any dice in a Duel roll, a shield-armed model who is involved in the Fight may declare that they are Shielding. A model that is Shielding doubles their Attacks when making the Duel roll to see who wins the Fight. Thus, a Shielding model with 1 Attack would roll two dice. If the Shielding model wins the Fight, however, they make no Strikes against the enemy, having put all of their effort into surviving.

In a Multiple Combat, all friendly models in the same Fight must be Shielding for them to get the bonus. Thus, if one or more friendly models do not have shields, then none of them can use the Shielding rule. Spear and pike-armed models cannot Support a Shielding model.

Models who are Prone can use the Shielding rule like other fighters – in fact this is a very sound plan, since a Prone model cannot make Strikes if they win the Fight anyway.

Cavalry models cannot use the Shielding rule.





Legolas Greenleaf with Armour

Uruk-hai Scout with Armour





Thrain with Heavy Dwarf Armour

Captain of Minas Tirith with Heavy Armour



Warrior of Rohan with Shield



Mirkwood Elf with Shield



Moria Goblin Warrior with Shield Orc Warrior with Shield

MAGICAL POWERS

"Go back to the void from whence you came!"

- Galadriel , The Hobbit: The Battle of the Five Armies .

Certain models have the ability to cast magical powers – whether these are cunning powers or dark sorcery, these powers are capable of changing the course of a battle. They range from subtle enchantments that are designed to manipulate or befuddle the enemy to those that can strengthen the resolve of friendly forces nearby or cause direct harm in the form of deadly black darts or fireballs.

USING MAGICAL POWERS

WHO CAN USE MAGICAL POWERS

Any model with Magical Powers listed in their profile can use Magical Powers. Using Magical Powers also requires having Will points to spend – so typically speaking, a model without any Will points will not be able to use any Magical Powers.

WHEN CAN YOU USE MAGICAL POWERS?

A model with Magical Powers (and Will points available) can attempt to cast one (and only one) during each Move phase. They can use the power before they move, during their move or at the end of it. A **Hero** can even use a Magical Power in the same turn that it Charges, or if they don't move at all. A favoured ploy is to cast the Magical Power against the same model that you are charging, for instance.

A model that is already Engaged in combat cannot use a Magical Power.

WHO CAN YOU TARGET?

Magical Powers come in three basic types: those that target a particular model, those that target all models within a certain distance and those that don't target anyone specific. Who, or what, the Magical Power can affect is made clear in the Magical Power's description.

A model can be targeted by a Magical Power even if it is Engaged in combat, unless the rules for the specific Magical Power state otherwise.

When targeting a **Cavalry** model with a Magical Power that states the Attacker must choose if the rider or mount is affected, the Attacker must choose before they make their Casting roll.

Whilst it is technically possible for a Good model to harm friendly models with a Magical Power (such as blasting a foe into them or dropping rocks on an enemy within range), this should only really be done as a last ditch attempt to save them from an even worse fate.

CHECK RANGE AND LINE OF SIGHT

A model will need Line of Sight in order to target an enemy model with a Magical Power. Measure as you would for a missile weapon when working out whether your target is in range. The range of a Magical Power will either be in the entry of the casting model or in the description of the Magical Power.

If a Magical Power targets a particular model, the caster must also be able to see their target – use the rules for Line of Sight (see page 16) when determining if a model can see their target.

CASTING AND RESISTING 68

Gandalf is trying to help Thorin's Company escape from the Goblins pursuing them. Seeing that Grinnah is in range to charge Ori, Gandalf attempts to cast Immobilise (requiring a Casting roll of a 3+) in order to slow Grinnah down. Gandalf chooses Grinnah as his target and expends two Will points. Rolling his dice, Gandalf rolls a 1 and a 4, which is enough to cast the Magical Power. Grinnah, not wanting to be prevented from moving, decides to spend a Will point to make a Resist test and rolls a 5. The magical power has been resisted and Grinnah can continue its relentless pursuit of Thorin's Company.



CASTING ROLL 69

Frodo has been sapped of his Will at the hands of the Nazgûl, so Gandalf decides to attempt to replenish him with the Strengthen Will Magical Power. Gandalf spends two Will points, and rolls a 3 and a 5. Since the Magical Power has a Casting value of 4+, the score of a 5 is high enough so the Casting test is passed and the Magical Power is cast successfully.



MAKING A CASTING ROLL 68 69

To successfully cast a Magical Power, the **Hero** must take a Casting test. Every Magical Power has a Casting value (given as a dice score), listed in the entry of the model casting it.

The controlling player states which Magical Power the **Hero** is attempting to cast and expends one or more Will points. For each Will point the **Hero** expends, they roll a D6. All the dice are rolled together and if the score on any of the dice equals or exceeds the Magical Power's Casting Value, the spell is successfully cast – resolve its effects as detailed in the Magical Power's entry.

If none of the dice have a high enough score, the Magical Power is not cast and has no effect. Remember, however, that **Hero** models that also have Might points can spend their Might to adjust their Casting rolls – one Might point for each number you increase by. If you wish to increase the Casting roll, you must do so immediately (as you will see later, it's important that your opponent knows what your final score is).



RESISTING A MAGICAL POWER

If a model is targeted by a Magical Power, there is a chance they can Resist its effects. Before resolving the effects of the power, the player controlling the target must decide whether to spend Will to Resist the Magic Power (assuming the model has any). This is called a Resist test.

For each Will point spent, the defending player rolls a D6 in their Resist test. If any of the dice equal or beat the Casting roll, the model has resisted the power and there is no effect. Note, the player must choose how many Will points to expend before rolling any dice. **Hero** models may use Might to increase the score of a Resist test. If, when making a Resist test, any of the dice rolled from spending Will points rolls a natural 6, the **Hero** immediately regains that point of Will. Note that rolling a natural 6 with 'free' points of Will (such as those from Resistant to Magic, Fortify Spirit or Heroic Resolve, etc.) does not confer this effect.

Some powers can affect a model indirectly – for instance, a **Hero** might be caught in the path of another model who has been hurled aside by the Sorcerous Blast Magical Power. In cases where a model is indirectly affected, but not the initial target of the power, no Resist roll can be made – so be careful where you place your models!

RESISTING POWERS WITH NO TARGET

Some Magical Powers have no specific enemy target; some affect only the caster or friends within a certain distance, and so on. Magical Powers that do not affect enemy models cannot be resisted unless specified otherwise.

RESISTING POWERS WITH MULTIPLE TARGETS

Some Magical Powers affect several enemies (such as Nature's Wrath, for instance). Such Magical Powers can only be resisted by a single model – their targets' controlling player chooses any one of the models in range to Resist the Magical Power. Expend their Will and take the Resist test as described above. If the test is passed, then the Magical Power has no effect on any of the models in range. If they fail, then all models in range are affected. If a Channelled power increases the number of models targeted to multiple models, any one of the targeted models can take the Resist test.

MAGICAL POWER DURATIONS

Every Magical Power has a duration that specifies how long it lasts. The effects of a Magical Power automatically come to an end if the caster is slain or leaves the battlefield. Some Magical Powers have a special or unique duration, in these cases, it is made clear in the Magical Power's description. The three standard Magical Power durations are explained below:

INSTANT

Magical Powers with this duration take effect straight away. After they are resolved, they end. These Magical Powers tend to be those that cause damage, such as Black Dart or Sorcerous Blast.

TEMPORARY

Magical Powers with this duration remain in play until the End phase of the turn in which they are cast, such as Immobilise or Shroud of Shadows.

EXHAUSTION

Magical Powers with this duration remain in play until the caster reaches 0 Will points, such as Aura of Dismay or Fortify Spirit.

HEROIC CHANNELLING

Heroic Channelling is a Heroic Action (see page 68). When a **Hero** uses this Heroic Action, their Magical Powers become magnified, providing greater (or different) effects; the **Hero** will benefit from the exceptions for the Channelled power, instead of the ordinary rules.

MAGICAL POWERS LIST

| Sa at 3 and a | | |
|--|--|--|
| AURA OF COMMAND | BLADEWRATH | |
| DURATION: EXHAUSTION | DURATION: TEMPORARY | |
| Harnessing their full strength of mind, the caster bolsters the resolve of those around them, inspiring them to deeds of courage and valour. | The caster's chanting causes the blades of their allies to glow dark red with a molten power. | |
| This power targets the caster themselves. While this power is in effect, the caster and all friendly models within 6" automatically pass any Courage tests they are required to make. | This power targets one friendly model within range. In the Fight phase, all Strikes made by the target model are resolved at Strength 6, regardless of other modifiers. | |
| Channelled – The range of this power is increased to 12". | Channelled – All Strikes are instead resolved at Strength 10. | |
| AURA OF DISMAY | BLESSING OF THE VALAR | |
| DURATION: EXHAUSTION | DURATION: INSTANT | |
| Weaving a web of deceit, or some other darker power, the caster conjures the image of what their enemies most fear. | The words spoken by the caster are imbued with power, those who hear them find their hope renewed; arrows seem to miss and what would have been fatal blows become no more than a close call. | |
| This power targets the caster themself. While this power is in effect, the caster and all friendly models within 6" cause Terror . | This power targets one friendly model within range. They | |
| Channelled – The range of this power is increased to 12". | immediately recover a Fate point spent earlier in the battle. This may not take a model's Fate beyond its starting level. If the target is a Cavalry model, the caster must choose whether the rider or the | |
| BANISHMENT | mount recovers the Fate point. | |
| DURATION: INSTANT | | |
| By unleashing a blast of pure and brilliant light, the caster is able to drive off spirits and creatures of the undead. | Channelled – The target instead recovers D3 Fate. | |
| This power targets one enemy model within range. This power only affects Spirit models. The target model automatically suffers 1 Wound, exactly as if it had been wounded in combat. If the target is a Cavalry model, the caster must choose whether the rider or the mount suffers the effects. | | |
| Channelled – The target suffers D3 Wounds rather than 1. | | |
| BLACK DART | BLINDING LIGHT | |
| DURATION: INSTANT | DURATION: TEMPORARY | |

A mysterious power that thrusts itself into the flesh of its targets, only the Dark Lord's most deadly of servants possess this means of murder from afar.

This power targets one enemy model within range. The target immediately suffers one Strength 9 hit. Do not roll To Hit or for In The Way tests. If the target is a **Cavalry** model then the Attacker must choose whether the rider or the mount is hit. This power can still be used on a target that is Engaged in combat.

Channelled – A wounding hit will cause D3 Wounds rather than 1. Conjuring a brilliant white light, the caster illuminates the area around them, allowing the caster's allies to see as clear as day and dazzling their enemies with the sudden brightness.

This power targets the caster themselves. While this power is in effect, any shooting attacks directed at the caster, or a friendly model within 6" of them, will only hit on a To Hit roll of a 6. Additionally, an area within a 12" radius around the caster is illuminated as if it were daylight (perfect when you are fighting underground!).

Channelled – The duration becomes Exhaustion.

CALL WINDS

DURATION: INSTANT

COMMAND/COMPEL

DURATION: TEMPORARY

Summoning the winds of nature, the caster forces their foes away from their allies with a strong gale that is capable of knocking enemies to the ground.

This power targets one enemy model within range. The target is blown D6" directly away from the caster in a straight line. If the model comes into contact with another model or terrain such as an Obstacle like a hedge, house or large rock, then it will stop 1" away from it. In either case the target model is knocked Prone. If the target is in combat, the effect is the same as described above, but every other model in the combat is also knocked Prone.

Channelled – The target is instead blown 2D6" away.



CHILL SOUL

A vile magical power that targets its victim's very life essence, Chill Soul ignores physical defences, sparing only those that have enough willpower to resist its dark magic.

This power targets one enemy model within range. The target model suffers a Wound, exactly as if it had been wounded in combat. If cast on a **Cavalry** model, the Attacker decides whether the rider or the mount suffers the Wound. This power may be cast on a model Engaged in close combat.

Channelled - The range of this Magical Power is increased by 6".

COLLAPSE ROCKS

The caster harnesses their magical power unleashing a deafening blast that sunders rock and stone, causing blocks and boulders to tumble onto the heads of their foe.

This power targets one enemy model within range. This power may only be cast on a model that is within a ruin, stone or brick building, cave, rock pile or another similar piece of terrain where a Wizard could crack rocks either underfoot or overhead. The target suffers one Strength 5 hit.

Channelled – All models (friend and foe) within 2" of the target also suffer one Strength 5 hit.

The caster is able to infiltrate the mind of their target, rendering them powerless against the caster's commands. Often those who fall prey to this power will lose control of not just their mind, but their body as well.

This power targets one enemy model within range. The caster may move the target model up to half of its maximum Move distance. They can do this even if the model has already moved this turn. The move cannot force the target to jump, leap, climb, dismount or lie down, but can take them into difficult terrain, and even make them Charge an enemy. No Courage test is required to Charge Terror-causing foes (**see page 107**). It can even force an unengaged victim to drop an object (but not wargear) that it is holding or to put on *The One Ring* (if they carry it). Once the target has finished the move, it may move no further that turn for any reason.

Finally, the target suffers the effect of the Immobilise/Transfix magical power (see page 98).

Channelled – Additionally, while this power is in effect, the target will halve their Fight and Attacks characteristics (rounding up), and may not Strike if they win a Duel.

CURSE

DURATION: INSTAN

Some in Middle-earth seem destined for greatness or glory, protected by fate, or some other power. The most potent of curses, however, are capable of stripping away that protection, leaving their targets vulnerable to the blades and bows of their foes.

This power targets one enemy model within range. The target model immediately loses 1 Fate point. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount loses the Fate point.

Channelled – The target model immediately loses all remaining Fate points.

DRAIN COURAGE

Even the bravest of heroes cannot hold their nerve forever, especially when the dark powers of their enemies are gnawing at their resolve, gradually draining their valour away.

This power targets one enemy model within range. The target immediately reduces their Courage characteristic by 1 for the remainder of the battle, to a minimum of 1. This power can take effect multiple times over the course of a battle, reducing the target's Courage each time. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount reduces their Courage value.

Channelled – The target's Courage is instead reduced by D3.

ENCHANTED BLADES

DURATION: TEMPORARY

The caster is able to imbue the blades of their allies with powerful and ancient magic, making their weapons more likely to find a chink in their enemy's armour.

This power targets one friendly model within range. In the Fight phase, the target may re-roll all failed To Wound rolls.

Channelled – Additionally, the target may add 1 to all To Wound rolls. This is cumulative with using a two-handed weapon.

ENRAGE BEAST DURATION: TEMPORARY

Having spent long periods of time in the wilderness, the caster is able to whip the beasts of the wild into a frenzy and imbue them with a thirst for blood. Such fury is not without its drawbacks – many of these beasts will collapse with exhaustion moments later.

This power targets one friendly model within range. This power can be used against a single **Bat**, (unridden) **Warg** or **Spider** model within range. If successful, the target's Fight, Attacks, Strength and Courage are increased by 2 until the End phase. During the End phase, the target suffers one Strength 10 hit.

Channelled – The target's Fight, Attacks, Strength and Courage are instead increased by 3.

FLAMEBURST

DURATION: INSTANT

The caster summons forth a jet of searing flame, which jumps from their outstretched palm in an attempt to burn and slay their foe.

This power targets one enemy model within range. The target immediately suffers one Strength 6 hit.

Channelled – The target instead suffers the effects of the Set Ablaze special rule.

FORTIFY SPIRIT

DURATION: EXHAUSTION

This magical power shields the caster's allies against the dark magics of their enemies, renewing hope and rekindling spirits against the malign forces that seek to bring despair.

This power may target one friendly model within range. While this power is in effect, the target rolls two extra dice when making Resist tests. These extra dice do not reduce the target's store of Will and can even be rolled if the target has no Will points remaining or chooses not to expend any Will.

Channelled – The target also adds 1 to their highest dice score when resisting magic.

FURY (X)

DURATION: EXHAUSTION

Chanting strange incantations to invoke a crude form of magic, the caster incites those around them into a reckless and fearless mob of warriors who believe themselves impervious to pain.

Every model with this Magical Power will have a bracket after Fury denoting the models that will be affected by the power (e.g., Fury (**Goblin**)). This power targets all friendly models within 6" that are included in the bracket. Note that if there is more than one keyword within the brackets, then a model must have all the keywords to benefit from Fury. Whilst this power is in effect, all targets will automatically pass any Courage tests they are required to make. In the case of **Cavalry** models, a degree of common sense is required when applying this effect. For example, if a *Mordor Orc* Shaman casts Fury (*Mordor Orc*) and a *Warg* Rider is within range of the Magical Power, only the *Orc* rider will feel the benefits as only the rider is a *Mordor Orc*.

Channelled – Additionally, each time a target suffers a Wound whilst within range of at least one friendly model that has cast Fury, roll a D6. On the roll of a 6, the target ignores the Wound exactly as if a point of Fate had been spent. This roll is taken immediately after the Wound has been suffered, can be taken before Fate rolls are made and Might may be used to influence it.



IMMOBILISE/TRANSFIX

The victim's limbs become as heavy as lead, leaving them rooted to the ground. Defending themselves becomes more difficult, leaving them susceptible to attack or unable to keep up with their allies.

This power targets one enemy model within range. While this power is in effect, the target model may not move (except to Back Away should they lose a Fight), shoot, cast Magical Powers, declare Heroic Actions, call a Stand Fast! or use Active abilities and may not Strike if they win a Duel.

Channelled – Additionally, while this power is in effect, the target will halve their Fight and Attacks characteristics (rounding up).

INSTILL FEAR

DURATION: INSTANT

Whether they conjure an image that terrifies their foes or unleash an unnatural and bloodcurdling screech, the caster causes such fear that nearby foes will flee in terror.

This power targets all enemy models within range. Each affected model must take a Courage test, in an order chosen by the caster; if the test is failed then the model must move its maximum Move distance directly away from the caster. If the model comes into contact with another model, or impassable terrain, then it will stop so it is not in base contact with it. If a model comes into base contact with the edge of the board, they will immediately stop moving; this will not allow or force models to leave the board in Scenarios where models may leave the board. Models that fail a Courage test due to the effects of this Magical Power may then move no further that turn, for any reason.

Channelled – Courage tests caused by this Magical Power are taken on 3D6, discarding the highest result.

Drawing upon their dark powers, the caster inflicts this wicked spell upon their foe, rendering their victim utterly helpless. In their paralysed and vulnerable state, those that find themselves under this power often find themselves at the mercy of their enemies.

This power targets one enemy model within range. The target is immediately paralysed. It is knocked Prone and may do nothing until it recovers, including using Active special rules (see page 103). The target may make no Duel rolls and will automatically lose any Duels it takes part in unless joined by a friendly model.

During the End phase, the controlling player must roll a D6 for each of their Paralysed models. On a 6, the model recovers and stands up. Friendly models who spend the Fight phase in contact with a Paralysed model, and do nothing else, may also attempt to revive the victim. Roll an additional D6 for the Paralysed model for each such friend. Might points can be used to modify this roll.

Channelled – At the end of each turn that the target remains Paralysed, they suffer one Strength 5 hit.

NATURE'S WRATH

DURATION: INSTANT

Unleashing the awesome power of nature, the caster causes the ground to shake, gales to blow and rivers to surge – knocking their foes to the ground with tremendous force.

This power targets all enemy models within range. All enemy models within 6" of the caster are knocked Prone. **Cavalry** models are automatically treated as having suffered a Knocked Flying result on the Thrown Rider table (see page 61) – both rider and mount are then knocked Prone.

Channelled – All enemy models suffer one Strength 2 hit after being knocked Prone.

PANIC STEED

The mind of a simple beast is much easier to infiltrate than overcoming the willpower of a warrior. The caster can create a strong sense of fear within a mount, causing it to buck its rider and bolt from the field of battle.

This power targets one enemy model within range. This power may only target **Cavalry** models. The rider is immediately thrown and the mount instantly flees. Remove the mount from play and roll on the Thrown Rider table to determine the effect on the rider.

Channelled – This power also targets all enemy models within 3" of the initial target.

PROTECTION OF THE VALAR

DURATION: TEMPORARY

Drawing on their own reserves of inner strength, the caster surrounds themselves in a glowing nimbus of pure energy, providing a shield of light that protects against dark powers and thwarting the will of Evil.

This power may target the caster or a single friendly model within 3". The target may not be targeted by an enemy's Magical Powers or special rules (e.g., The Golden King's Riches Beyond Renown or a Dead Marsh Spectre's A Fell Light is in Them).

Channelled - The power will affect all friendly models within 3".

REFRESHING SONG DURATION: INSTANT

With a merry song, as pure as a tinkling bell, wounds of the body and the weariness of the mind are forgotten, and hurt and sorrow are washed away as if by cool, clear water.

This power targets one friendly model within range. The target immediately recovers a single lost Wound, as well as a single lost Might, Will and Fate point spent earlier in the battle. The target also immediately recovers from the effects of any Magical Power they wish.

Channelled – The target instead recovers all lost Wounds rather than just one, in addition to all other effects.

PARALYSE

DURATION: INSTAN

RENEW

RATION: INSTAN

Wounds heal quickly, and bones fuse back together as weary and tired warriors suddenly find themselves ready to jump back into the thick of battle.

This power targets a single friendly model within range. The target immediately regains a single Wound lost earlier in the battle. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount regains the Wound.

Channelled - The target instead regains D3 lost Wounds.



SAP WILL

This is an attack directly upon the willpower of the victim, overpowering them and leaving them helpless against the magical barrage that will undoubtedly follow.

This power targets one enemy model within range. The target immediately loses D3 Will points. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount loses the Will.

Channelled - The target loses D6 Will points.

SHATTER DURATION: INSTANT

The caster mutters terrible words of power and, as they do so, the equipment carried by their foes shatters or crumbles apart, leaving them unarmed.

This power targets one enemy model within range. Pick a single piece of wargear on the target model. The selected item is immediately destroyed and cannot be used for the remainder of the game. All special rules associated with the selected item are lost. If, after destroying a weapon, the target model has no other weapons remaining then they are considered to be unarmed for the remainder of the game.

Note that wargear such as mounts, living creatures or those directly attached to the model (such as claws and teeth, etc.), Staffs of Power, or The One Ring, cannot be shattered.

Channelled - The target additionally suffers one Strength 6 hit.

The caster calls down dark shadows to conceal their allies from the eyes of their enemies.

This power targets a friendly model within range. The target is considered to be invisible until the End phase. They cannot be targeted by enemy models' Magical Powers, special rules or shooting attacks (and do not count as In The Way). They have no Control Zone while invisible and enemy models may even move 'through' them. An enemy model may not end its movement on the space the target is taking up.

If an enemy wishes to Charge the target, it must pass a Courage test, applying a penalty of -1 to the roll for every full 1" that the target is away from the foe.

Channelled – Additionally, during the Fight phase, any enemy model Engaged in combat with the target halves its Fight value for the duration of the Duel.

SORCEROUS BLAST

The caster hurls their target aside with an unseen force, sending them, and those unlucky enough to be nearby, sprawling to the ground.

This power targets one enemy model within range. The target is blasted D6" directly away from the caster and knocked Prone. If the target comes into contact with another model that is Strength 5 or less, it will immediately stop and both models will be knocked Prone. If the target, or one of the models that is knocked Prone, is Engaged in combat, then all the models (friend and foe) in the same Fight are also knocked Prone. The target model suffers one Strength 5 hit, and any other model knocked Prone suffers one Strength 3 hit. **Cavalry** models are treated as having rolled the Knocked Flying result on the Thrown Rider chart.

Additionally, If the target comes into contact with a piece of terrain, such as an Obstacle like a hedge, house or large rock, or a model that is Strength 6 or higher, then it will immediately stop and be knocked Prone, however the Strength 6 model will not be knocked Prone. Both the target and the Obstacle or model (if it has a Defence value) will suffer one Strength 3 hit.

Note: Even Transfixed/Compelled or otherwise immobilised models will be blasted by this power.

Channelled – The initial hit is instead Strength 6 and every other model suffers instead one Strength 4 hit.

SHROUD OF SHADOWS

STRENGTHEN WILL

DURATION: INSTANT

Channelling their own fortitude, the caster is able to instill greater resolve into their allies, renewing their flagging spirits to continue the fight.

This power targets one friendly model within range. The caster can use this spell to give 1 Will point to a friendly **Hero** within range. The target's Will can be increased past their starting amount, and this power can be used even if they started the game without any Will points. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount regains the Will point.

Channelled – The target instead receives D3 Will points.

TERRIFYING AURA

Drawing upon their power, the caster's visage becomes suddenly more ferocious, their physique more intimidating – causing their foes to quake in fear.

This power targets the caster themselves. While this power is in effect, the caster causes Terror (see page 107).

Channelled – Models wishing to Charge the caster whilst this power is in effect must take their Courage test on 3D6, discarding the highest dice.



TREMOR

The caster causes the ground beneath their feet to tremble and shake, sending a crack towards the enemy that throws their foes to the floor as a gaping fissure spreads across the battlefield.

This power targets one enemy model within range, and any model that falls under the line. Draw a straight line, 1mm wide, that extends D6" from the target in the direction directly away from the caster. All models (both friend and foe) touched are knocked Prone and suffer one Strength 6 hit. **Cavalry** models are treated as having rolled the Knocked Flying result on the Thrown Rider chart. If a model is in combat then all models in combat are hit by this Magical Power. One affected model may attempt to Resist this power in the usual manner.

Channelled - The line instead extends out 2D6".

WITHER

DURATION: INSTAN

The caster harnesses a crude form of dark magic, causing their victims to wither and weaken. Bones become brittle and muscles begin to waste away.

This power targets one enemy model within range. The target's Strength is reduced by 1 (to a minimum of 1) for the remainder of the game. If the target is a **Cavalry** model, the caster must choose whether the rider or the mount has their Strength reduced.

Channelled - The target's Strength is instead reduced by D3.

WRATH OF BRUINEN

Harnessing the mighty power of nature, the caster summons forth bubbling, surging waters to spring from the ground and sweep their enemies from their feet. Those who venture too close to a river or pond will feel the full force of this power as they are buffeted by the raging currents the caster summons.

This power targets all enemy models within range. All enemy models within 6" of the caster are knocked Prone. **Cavalry** models are automatically treated as having suffered a Knocked Flying result on the Thrown Rider table (see page 61) – both rider and mount are then knocked Prone. All affected models additionally suffer one Strength 2 hit, or one Strength 8 hit if they are in a stream, river or other similar water terrain feature.

Channelled – All enemy models instead suffer one Strength 3 hit after being knocked Prone or one Strength 9 hit if they are in a stream, river or similar water terrain feature.

YOUR STAFF IS BROKEN DURATION: INSTANT

A rare magical power that can shatter the formidable Staffs of Power belonging to the Wizards, only the greatest of sorcerers and magic users can harness this power.

This power targets one enemy model within range, so long as they have a staff. This power destroys the staff of the target model. All the advantages associated with the staff are immediately lost (including the hand-and-a-half weapon bonus).

Channelled - The target additionally suffers a Strength 7 hit.

SPECIAL RULES

"I will kill you if you touch him".

- Éowyn , The Lord of the Rings: The Return of the King .

Which the vast number of races, creatures and heroes that inhabit the realms of Middle-earth, it should come as little surprise that many of them possess a variety of attributes, skills or abilities that set them apart from each other – from heroes that coat their weapons in exotic toxins to monsters that instill fear into their prey or even possess the ability to set their enemies on fire. These are represented by special rules, and many models will have a selection of them. Here we have compiled a collection of the most common for easy reference purposes.

PASSIVE AND ACTIVE SPECIAL RULES

Many of the models in the Middle-earth Strategy Battle Game have special rules that represent their abilities and unique character. As you play the game, you'll notice these in the profiles of **Hero** and **Warrior** models, and sometimes on specific pieces of wargear too. All special rules can be classed as either Passive or Active.

A Passive special rule is one that takes effect regardless of other factors. They require no particular thought or effort to enact. For instance, a Troll is still terrifying even if it's not thinking about being scary at that moment. Passive special rules still take effect even if the model is under the influence of another ability that would render it unable to move, such as the Transfix Magical Power. Examples of Passive special rules include Terror and Ancient Evil.

An Active special rule is one that requires the user to physically act, think or move. These special rules are not usable if the model in question is under the effect of another ability that renders it unable to move or act, such as the Transfix Magical Power. Examples of Active special rules include Ancient Enemies and Rúmil's Swift Parry.

ANCIENT ENEMIES (X) ACTIVE

Some races have been fighting each other for so long, they know their enemy's weaknesses and are well-equipped to exploit them on the battlefield.

A model with this special rule re-rolls 1s To Wound when fighting in combat against models with the keywords listed in the brackets in its profile. For example, a model that has the Ancient Enemies (**Elf**) special rule will get to re-roll 1s To Wound against all **Elf** models.

ANCIENT EVIL PASSIVE

There are those that dwell in Middle-earth whose evil is boundless: even the sight of such a creature is a portent of doom.

An enemy model within 18" of this model suffers a -1 penalty to its Courage. Note, this is not cumulative with other similar penalties such as those provided by Goblin Drums, The Harbinger of Evil special rule and so on.

BACKSTABBERS ACTIVE

Many warriors have made sly, cunning murder an art form. They fight most effectively when their prey is outnumbered – or better yet, completely unaware of their assailant's presence.

This model receives +1 to their To Wound rolls when making Strikes against a Trapped model. This bonus is cumulative with other bonuses, such as using a two-handed weapon.

BANE OF KINGS/VENOM ACTIVE

Whether the venomous fangs of a Giant Spider or the vile poisons used by the Hâsharin, many in Middle-earth use toxins to defeat their foes, or in some instances their prey.

This model must re-roll all failed To Wound rolls when making Strikes in close combat.

BANE WEAPONS ACTIVE

These weapons were forged in ages past, during wars of terrible hate and desperate survival. Enchanted to slay the direst of foes, such weapons kill more readily than mere steel alone.

Bane weapons cause D3 Wounds rather than 1, per successful Strike, on specific races – the race in question will be presented as Xbane, where X is the race in question. For example, a model with the **Orc**bane special rule will cause D3 Wounds per successful Strike against models with the **Orc** keyword.

BLADES OF THE DEAD ACTIVE

The weapons possessed by the dead cut deep into the resolve of their enemies, causing them to succumb to wounds to the soul.

When determining what number models with this special rule need To Wound their opponents, use their opponent's Courage rather than its Defence on the Wound chart. Models with this special rule cannot use Special Strikes.

BLOOD AND GLORY ACTIVE

Experts in hand-to-hand combat, these heroes draw strength from the slaying of their enemy's leaders and use their victories to spur themselves onwards to glory.

If this model kills an enemy **Hero** model in a Fight, they immediately regain a single point of Might spent earlier in the battle.

BODYGUARD ACTIVE

Noble warriors that have sworn an oath of service to their commanders, they will sooner fight to the death than fail in their duty.

All **Warrior** and **Hero** models from the same army list with this special rule will automatically Bodyguard the **Hero** from the same army list with the highest Heroic Tier. If there is more than one **Hero** with the highest Heroic Tier, the controlling player may choose. As long as the bodyguarded model is alive on the battlefield, this model passes all Courage tests.

Models that are part of an allied contingent (see page 133) must select a model from their own army list.

BURLY PASSIVE

Some warriors are able to shoulder burdens that those of a less powerful build would be unable to lift.

When fighting with a two-handed weapon, a model with this special rule does not suffer the -1 penalty to their Duel roll.

Additionally, Burly models may carry a Heavy Object and move their full distance.

CAVE DWELLER ACTIVE

The under-realms of Middle-earth are inhabited by agile, creeping things that climb and scale rocks with frightening ease.

A model with this special rule adds 1 to all Jump, Leap and Climb tests. They also suffer no penalties for fighting in the dark.

EXPERT RIDER ACTIVE

There are those that have been raised to ride swiftly and with great skill from a tender age.

Whilst mounted, an Expert Rider may re-roll the dice when making Jump, Swim and Thrown Rider tests.

While mounted, a model carrying both a shield and a bow will still receive the +1 Defence bonus for being armed with a shield. If the model dismounts, they will lose this bonus.

Additionally, an Expert Rider can pick up Light Objects without having to dismount (see page 109).

EXPERT SHOT ACTIVE

The most skilled archers can react to their enemies almost without thinking, their reactions allowing them to fire multiple arrows with lightning speed.

A model with this special rule may fire twice in the Shoot phase. These shots are resolved one at a time, meaning that the shooter can target the same model twice or two different models, once each, if they wish.

FEARLESS PASSIVE

Some within Middle-earth remain unphased even in the face of the most fearsome foes or incredible odds.

This model automatically passes any Courage test it is required to make.

FELL SIGHT PASSIVE

Those that possess the Fell Sight are seemingly able to see around corners and detect those that cannot be seen.

A model with this special rule does not need Line of Sight to be able to Charge.

Additionally, they may target models with the Stalk Unseen special rule with no penalty.

FLEETFOOT ACTIVE

Able to traverse woodland terrain with incredible ease, there are a select few knights that are a deadly foe whether on the battlefield or within the forests of Middle-earth.

A model that has this special rule, and the Woodland Creature special rule, will also apply the effects of Woodland Creature to their mount, so the whole model treats woodland terrain as clear terrain for the purposes of movement.

FLY ACTIVE

From the Great Eagles of The Misty Mountains to the Fell Beasts of the Nazgûl, many creatures in Middle-earth possess the ability to soar amongst the clouds – providing a serious advantage upon the battlefield.

This model may ignore all intervening models and terrain as it moves – flying over buildings, woods and so on. The model may not end its movement within woods or upon any terrain that its base will not safely balance upon (flat rocks, hills and the like are fine, but don't try to perch your model precariously upon trees, sloped roofs, and so on). When flying, a model may move up to 12". A model with this special rule may still choose to use their normal Move value if they wish, however, they will gain none of the benefits of the Fly special rule if they move in this way. If a model with the Fly special rule walks into a wood, they cannot use the Fly special rule again until they have fully left the wood.

Furthermore, a model with this special rule may pass 'over' enemy Control Zones without charging the model – as long as they end their move outside of the Control Zone.



HARBINGER OF EVIL PASSIVE

The dread servants of the Dark Lord spread dismay where they pass.

An enemy model within 12" of this model suffers a -1 penalty to its Courage. Note, this is not cumulative with other similar penalties such as those provided by Goblin Drums, the Ancient Evil special rule, and so on.

HATRED (X) ACTIVE

Many races will harbour a simmering resentment towards others in Middle-earth who have wronged them or dealt them injustices. Upon the battlefield, these grudges can thrust themselves to the forefront of battle, causing warriors to seek out vengeance for acts of the past.

A model with this special rule adds 1 to their To Wound rolls when fighting in combat against the models with the keyword listed in the brackets in its profile. For example, a model that has the Hatred (**Man**) special rule will get +1 to their To Wound rolls against all models with the **Man** keyword. A model that has the Hatred (**Mordor**) special rule will get +1 to their To Wound rolls against all models with the **Mordor** keyword.

HORSELORD PASSIVE

Over the years, many heroes develop a close bond with their steeds. They have ridden into many a battle upon their mounts, protecting them in the same way as they would those they fight alongside.

Whilst this model is mounted, they may choose to expend their own Fate points to prevent Wounds caused to their mount.

MASTER OF BATTLE ACTIVE

There are a few, truly exceptional, leaders who possess an incredible level of tactical awareness when it comes to commanding an army. In the heat of battle, they are able to respond almost instantly to counteract moves made by their foes.

Whenever an enemy **Hero** attempts a Heroic Action within 6" of a model with this special rule, this model may call the same Heroic Action without spending Might, even if they would not usually have access to it.

Sometimes a model with this special rule will have a number after the rule in brackets, e.g., Master of Battle (5+). In this situation, whenever an enemy **Hero** attempts a Heroic Action within 6" of a model with this special rule, roll a D6. If the dice score equals or beats the number after the special rule, this model may call the same Heroic Action without spending Might – even if they would not normally be able to call the same Heroic Action.

MIGHTY BLOW ACTIVE

Whether they possess exceptional skill with their keen-edged blade or raw strength, many warriors are capable of cleaving their enemies asunder with a single swing of their weapon.

For each Strike that successfully Wounds in close combat, this model inflicts 2 Wounds rather than 1.

MIGHTY HERO PASSIVE

Only the greatest Heroes have been touched by destiny – and they will make their mark upon the history of Middle-earth and etch themselves into songs and legend for years to come.

A model with this special rule may expend 1 point of Might each turn without reducing their own store of Might.

MONSTROUS CHARGE ACTIVE

Slamming into the ranks of the enemy, these monsters charge with enough force to fling large numbers of warriors sprawling to the ground.

If a model with this special rule charges into combat, it will gain the Knock to the Ground and Extra Attack bonuses (see page 62) as if it were **Cavalry**, with a couple of exceptions:

This model will Knock to the Ground any model that it Charges, including **Cavalry** or **Monster** models, with a lower Strength value than it, even if the charged model has a Strength of 6 or higher. The rider of a **Cavalry** model will automatically suffer the Knocked Flying result for its Thrown Rider test.

Additionally, this model will still get the Extra Attack bonus if it Charges, or is subsequently charged by, **Cavalry** or another model with this special rule.

If a model with this special rule is a **Cavalry** model, the mount will count as being In The Way of its rider, except that the rider will only be hit on a 5-6; a roll of 1-4 will hit the mount.

MOUNTAIN DWELLER ACTIVE

Some races make their homes upon mountain passes and scree-strewn slopes, so they are easily able to navigate the perils that come from traversing high and rocky places.

Mountain Dwellers may re-roll any Jump, Leap and Climb tests. In addition, they may move through rocky areas that are classified as difficult terrain as if they were open ground.

POISONED WEAPONS ACTIVE

Many races will coat the edges of their weapons with a deadly poison, turning even slight flesh wounds into life-threatening situations.

Poisoned weapons must re-roll To Wound rolls of a 1 when that weapon is being used. The weapon that is coated in poison, and therefore benefits from this rule, will be listed in the model's profile. For example, a model with the Poisoned Sword special rule will re-roll all To Wound rolls of 1 when using their sword. A model with the Poisoned Arrows special rule will re-roll To Wound rolls of a 1 when firing their bow.

RESISTANT TO MAGIC PASSIVE

Whilst the weak of will may quickly and easily be enthralled by a skilled practitioner of magic, there are some who possess a natural resilience to the power of the enemy.

If this model is targeted by a Magical Power, it may use an additional 'free' dice when it makes a Resist test, even if it has no Will remaining or decides not to use any Will points from its store.

SET ABLAZE PASSIVE

Fire is a deadly, yet effective, weapon when used against living things. In the swirl of battle, few warriors have the presence of mind (or the time) to extinguish the flames that threaten to engulf them.

A model may be set ablaze through a number of means. When this happens, the model immediately suffers one Strength 9 hit. If the model survives, it will suffer a further one Strength 5 Hit in each End phase until the blaze is extinguished.

To extinguish the blaze, the model must either lie down and then crawl 1", or enter a water feature, at which point the blaze is immediately put out.

SHIELDWALL ACTIVE

Some races train their warriors to form an impenetrable wall of overlapping shields, protecting their friends and preventing foes from breaching their lines.

If this model is armed with a shield, whilst in base contact with two or more non-Prone models with this special rule that are armed with a shield, this model gains a bonus of +1 to its Defence. This bonus is only available whilst on foot.

STALK UNSEEN PASSIVE

The ability to walk silently and undetected is a rare gift indeed, and the stealthiest fighters can avoid being seen if they so wish.

If a model with this special rule is partially concealed from view by a piece of terrain, they cannot be seen at all at distances of more than 6" – they appear to melt into the background. This means that enemies cannot Charge, Shoot or target them with Magical Powers or special rules at ranges of greater than 6", unless they have a completely clear view of the target.

If the model is riding a mount, Stalk Unseen has no effect.

SURVIVAL INSTINCT ACTIVE

Within the bowels of the world lurk creatures that are more used to hunting than fighting in wars, and as such can be startled when what they thought was easy prey fights back!

Each time a model with this special rule suffers a Wound, it must take a Courage test. If the test is failed then the model flees the battlefield and counts as a casualty. This is an exception to the usual rules for taking multiple Courage tests in a turn.

SWIFT MOVEMENT ACTIVE

Some creatures are able to scale any surface, climbing over rocks and scaling walls with ease – an advantage that can prove decisive on the battlefield.

A model with this special rule can climb on any surface, regardless of angle. They 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. The model must be able to balance safely upon wherever it finishes its movement – no spiders finishing upside down, for example!

SWORN PROTECTOR ACTIVE

Some warriors will stop at nothing to protect those close to them – whether they are their kin, lord or someone they are very close to.

Models with this special rule will have a specific model in brackets after the special rule. Whilst the named model is alive and on the battlefield, this model passes all Courage tests.

TERROR PASSIVE

From towering beasts to undead horrors, there are many creatures within Middle-earth whose presence is enough to chill the blood and cause even bold warriors to stumble in fear.

Should a model wish to Charge this model, it must first take a Courage test before it moves. If the test is passed, the model may Charge as normal. If the test is failed, the model does not Charge and may not move at all this turn.

Sometimes, a model will only cause Terror in certain enemies. In these instances, the creatures that are affected are clearly listed, and only those models need to make a Courage test before charging this model. For example, a model with the Terror (**Orc**) will cause Terror in all **Orc** models.

THROW STONES ACTIVE

In The Shire, the throwing of stones is widely considered an art form, and a well-placed shot can stun or even kill its target. Other creatures also have a knack for hurling stones or rocks, and while less accurate, they are usually much more deadly!

If this model does not move at all during the Move phase, then in the Shoot phase it may make a shooting attack with the Strength and range specified in the model's profile.

UNYIELDING COMBAT STANCE ACTIVE

Whether through bull-headed stubbornness or practiced agility, some warriors can keep their footing in the face of the buffeting and chaos of battle.

If a model with this special rule is knocked Prone, roll a D6. On a 4+, this model keeps their footing and is not knocked Prone. If this model was mounted when knocked Prone, and passes the roll to keep their footing, they will stay on their feet but they will still be separated from their mount. This model may still make this roll even if it automatically suffers the Knocked Flying result and, if the roll is successful, will not suffer any of its effects.

WILL OF EVIL PASSIVE

Certain spirits are only kept in existence by some unnatural and dark power. Should they become disconnected from this power, they will vanish like smoke upon a breeze.

This model must give up 1 point of Will at the end of the Fight phase if it has been involved in one or more Fights that turn. Note that if a model is in base contact with an enemy model then it must fight – it cannot choose not to fight! Once the model is reduced to 0 Will points, it is banished and therefore removed as a casualty. If a model with this special rule uses their last Will points to cast a Magical Power with the Instant duration, the effects of the Magical Power will be resolved before the model is removed as a casualty.

Additionally, a **Hero** wearing The One Ring is not invisible to this model as they are to others. Furthermore, this model does not need to give up a point of Will if they are fighting a model wearing the Ring – not even if other enemy models are included as part of a Multiple Combat.

WOODLAND CREATURE ACTIVE

Creatures, such as the Elves that dwell in Mirkwood and Lothlórien, are just at home amidst the tangle of roots and trees as they are on the open plains.

An **Infantry** model with this special rule may move through woods and forests that are classified as difficult terrain as if they are open ground. Note that this doesn't mean they can automatically climb terrain in those areas, nor move through tree trunks or jump fallen Obstacles.
ADVANCED RULES

"What do we do now?" <u>"Hold yo</u>ur breath!"

- Bofur the Dwarf and Bilbo Baggins, The Hobbit: The Desolation of Smaug.

This section is given over to those rules which, while important to the game, will only appear in certain Scenarios or unusual circumstances. If you are creating your own adventures, or recreating other scenes from the history of Middle-earth, you may find these quite handy.

WATER FEATURES 70

From fast-flowing rivers to shallow fords, there are many areas of Middle-earth where water can be found either on or around the battlefield. Before your game starts, if you have areas of water on the tabletop, it's a good idea to discuss how you'll treat them throughout your game. If all players know what they represent, they can plan their strategy accordingly.

SHALLOW WATER

Areas of water that present a minimal risk to those crossing them, such as streams, small ponds and fords, are shallow water. Although these will slow models down somewhat, they are highly unlikely to harm anyone. This kind of water is difficult terrain for all models except horses, *Wargs*, **Cavalry** and **Monster** models, who ignore shallow water and treat it as open ground. However, if any model is knocked Prone whilst in shallow water (including Wargs, **Monster** models, and so on), it must take a Swim test at the start of its next Move phase; roll a D6 and compare the result to the Swim chart.

DEEP WATER

Deep water is any stretch of water that is deep enough that a model could not stand with its feet on the bottom without drowning (Hobbits and Goblins probably find more areas of water deep than others). Any model that enters deep water must immediately take a Swim test, and must do so at the start of each Move phase they start in the water. Models in deep water may not shoot. Models that are knocked Prone whilst within deep water must immediately take a Swim test with an additional -1 modifier.

CARRYING OBJECTS

Throughout their quests and battles, our adventurers and fighters encounter dozens of situations where they need to carry items of variable sizes, from siege ladders or demolition charges to keys, mysterious magical rings or even prisoners. Obviously, the heavier or more cumbersome an item is, the stronger an individual will need to be to carry it. Burdens fall into three categories: Light, Heavy and other models.

LIGHT OBJECTS

Light Objects are small things that are not models in their own right – the likes of keys, rings, healing draughts or even weapons. When a Scenario calls for you to keep track of such an item, it will be clearly listed in the special rules – you can do this by placing a token, coin or counter of some description on the tabletop.

A model can pick up such an item by moving into base contact with it. The object can be passed from one model to another; just move the bearer into base contact with the new model and declare who now carries the item. A Light Object may only be moved once and passed once in each Move phase – so it's not possible to do 'relay race' style antics with them.

A model may only pass or drop a Light Object (both willingly or otherwise) if it is not already Engaged in combat. Note that if the item is on the floor, **Cavalry** models must dismount before picking it up, unless they have the Expert Rider special rule.

If a model carrying a Light Object is slain in close combat, then the model that slew them immediately takes possession of the Light Object.

SWIM CHART D6 RESULT

- Sink. The model is overcome by the weight of its wargear (or complete inability to swim) and drowns. Remove the model as a casualty.
- 2-5 **Swim.** The model may move up to half its remaining Move allowance through the water.
- 6 Swim Strongly. The model may move its remaining Move allowance through the water.

Note: Models that are heavily laden may fall foul of their burdens in deep water. All of the following modifiers which are applicable must be applied when taking a Swim test:

- +1 The model is mounted
- -1 The model is equipped with heavy
- armour or Dwarf armour
- -1 The model is equipped with Heavy Dwarf armour
- -1 The model is carrying a shield
- -1 The model is carrying a banner

SWIM TEST 70

Samwise Gamgee has lost a Fight against an Uruk-hai Scout, and now finds himself in the river. He must immediately take a Swim test. He rolls a 3, which means that he doesn't drown. At the start of his Move phase in the following turn, he must roll again. This time Sam rolls a 6 and, defying all of the stereotypes about Hobbits, swims strongly for the riverbank, moving his full Move allowance.



CARRYING OTHER MODELS 71

Frodo has fallen foul of Shelob's stinger, and as such has fallen unconscious – he will need to be carried. Sam wishes to carry his friend to safety, but as Frodo's Defence is more than half of Sam's Strength, he will count as a Heavy Object. Sam moves 2" so that he is in base contact with his friend who he then picks up. Sam then carries on with his movement, halving his remaining Move allowance of 2", and moves a further 1" whilst carrying Frodo.



HEAVY OBJECTS

Items that are especially large or cumbersome are considered to be Heavy Objects for the purposes of our rules. Such things might include siege ladders, demolition charges, or similar. These tend to be large enough that they are normally represented by a model of some kind.

A model can carry a Heavy Object by moving into base contact with it. While they carry it, their maximum Move distance is halved. If two or more models are carrying the object together, they can move without penalty. Note that when two or more models are carrying a Heavy Object, they will move simultaneously, in an exception to the normal movement rules. A Heavy Object can only be moved once each Move phase.

Models carrying a Heavy Object must drop it before charging. If a model carrying a Heavy Object is charged by an enemy model, place the object in base contact with the carrier (somewhere it isn't in the way of the ensuing Fight). If there are two bearers and only one is charged, the other bearer immediately takes sole possession of the object.

Cavalry cannot carry Heavy Objects, except to load an unconscious ally onto a horse as a passenger (see below). **Monster** models treat Heavy Objects the same as other models treat Light Objects.

CARRYING OTHER MODELS 71 (PRISONERS, UNCONSCIOUS ALLIES AND CORPSES...)

There are times when a model will need to carry a fallen ally or a prisoner – this is typically only done in Narrative Play, in which case the models that are eligible to carry are clearly explained in the Scenario special rules. The weight of the model being carried (in relation to the bearer's brawniness) will determine how the burden is treated.

A model is a Light Object if its Defence value is half of the Strength of the bearer, or less. A model is a Heavy Object if its Defence value is greater than half of the Strength of the bearer.

PASSENGERS

In the heat of battle, or at the height of some daring encounter, there are times when a combatant will need to scramble into the saddle behind a friend or ally.

The passenger rules are not typically used in Matched Play games, but rather in Narrative Play. Of course, feel free to introduce them into your own games, if you want.

In Scenarios that call for a model to travel as a passenger alongside a **Cavalry** model, either replace the model in question with a suitable substitute or place the passenger upon or beside the base of the mount.

MOUNTING

A model can mount up as a passenger by moving into base contact with a **Cavalry** model (or if a **Cavalry** model moves into base contact with it) and taking a Jump test. On a 1, the model fails to mount up and neither model can move further that turn. On a 2-5, the model successfully mounts up, but neither model may move any further that turn. On a 6, the model successfully mounts up and the **Cavalry** model may continue to move, deducting any distance moved that turn by the passenger from its maximum Move distance.

DISMOUNTING

A passenger can dismount at any point in the **Cavalry** model's move – simply place the model on foot in base contact, and then continue to move the **Cavalry** model if you wish. Note, however, that a passenger that dismounts in this way may not move any further that turn.

HITTINGPASSENGERS

While they are a passenger, a model cannot shoot or fight in close combat – although they may be struck by enemies.

When shooting at **Cavalry** models carrying passengers, any shots that would hit the rider may hit the passenger instead – roll a D6. On a 1-3, they hit the passenger, on a 4-6, the rider. Strikes in close combat may be targeted upon either model at the Attacker's discretion.

Should the rider be thrown from their horse, be killed or dismount, the passenger is automatically thrown, and must immediately roll on the Thrown Rider table (see page 61).

SENTRIES

Some Scenarios will require the use of Sentries – these are models that are unaware of the enemy sneaking around and therefore cannot engage them directly until they are discovered.

Before each Sentry takes their Move phase, their controlling player must roll on the chart below to see how they get to move this turn.

SENTRY CHART

D6 Result

- 1 The Sentry is searching around in its vicinity it may not Move this turn.
- 2-3 The Sentry has been distracted by a noise elsewhere on the board. The opposing player may move the model up to half of its Move allowance in any direction.
- 4-5 The Sentry walks carefully to where they believe an intruder to be – the controlling player may move the model up to 3" in any direction.
- 6 The Sentry is convinced they have spotted an intruder and moves as quickly as possible to investigate. The model may move as normal.

If during the End phase of any turn there is an unengaged Sentry within 3" and Line of Sight of an enemy model, then the alarm has been raised. Once the alarm has been raised, all Sentries revert back to the normal rules for movement for the remainder of the game.

SIEGE ENGINES

"How do you like that, the old Twirley Whirlies?"

- Dain Ironfoot, The Hobbit: The Battle of the Five Armies.

There are many races within Middle-earth that utilise the devastating power of a Siege Engine. From the mighty Battlecry Trebuchets used by the defenders of Minas Tirith at the battle of the Pelennor, to the ballistae brought by the army of the Iron Hills to wage war upon the fields of Erebor. Whatever form they take, Siege Engines provide an obvious threat to an enemy force. Here we present the rules for using siege engines in your games.

A **Siege Engine** has a profile in the same way that **Warrior**, **Hero** and **Monster** models do. Understandably, some of the values on an ordinary profile are simply not relevant to a big, inanimate hunk of metal and wood, and this is reflected in the smaller number of characteristics on a Siege Engine's profile.

| Seige Engine | Strength | Defence | Wounds | |
|--------------------|----------|---------|--------|--|
| BATTLECRYTREBUCHET | (10) | 10 | 3 | |

A **Siege Engine** also always comes with a crew specified in its profile – these are fighters who have been specially trained to operate it. Crew have their own characteristic profiles – the crew may not move more than 6" from their **Siege Engine** unless it is first destroyed.

SIEGE VETERANS

Additionally, a single member of every **Siege Engine** crew is always a Siege Veteran. A Siege Veteran has exactly the same profile as the rest of the crew, except they also have a single point each of Might, Will and Fate, and will replace the **Warrior** keyword with the **Hero** keyword. Unlike other **Hero** models, Siege Veterans may use their Might to influence To Hit, To Wound and Scatter rolls for the Siege Engine.

MOVING THE SIEGE ENGINE

A Siege Engine cannot move itself, but may be moved by its crew or other nearby friendly models. Three models may move a Siege Engine up to their usual maximum Move distance, providing that all three start the Move phase in base contact with the Siege Engine and remain in base contact with it throughout their move. The Siege Engine moves at the rate of the slowest model. Two models may move a Siege Engine, but only up to half their maximum Move distance. A single model may not move a Siege Engine by itself. A Monster counts as three models for the purpose of moving a Siege Engine. A Siege Engine cannot move through difficult terrain or cross Barriers.



MINAS TIRITH SIEGE VETERAN

| | F | | | | | | | |
|----|------|---|---|---|---|---|---|---|
| 6" | 3/4+ | 3 | 5 | 1 | 1 | 3 | 1 | 1 |

A Siege Veteran is a Minor Hero with the following exception:

The Siege Veteran's warband will only ever contain the **Siege Engine** and all the crew members. As a Siege Veteran is a Minor Hero, there can only ever be a maximum of six crew members to each **Siege Engine**. The **Siege Engine** does not count towards the size of the warband (see page 131).



FIRING THE SIEGE ENGINE 72

A Battlecry Trebuchet is defending a Minas Tirith outpost from a horde of attacking Mordor Orcs. The Trebuchet nominates an Orc as a target and rolls To Hit; scoring a 5 – a clear hit! Because **Infantry** models are Battlefield targets, the Battlecry Trebuchet now rolls on the Scatter table, scoring a 6, and so the Orc Warrior suffers one Strength 10 hit and is Knocked to the Ground.



TARGET TYPES

Battlefield Targets
Infantry models
Cavalry models
Monster models
Doors

Siege Targets

Small Siege Engines

Large Gates The Mûmak Houses Boats Large **Siege Engines**

FIRING THE SIEGE ENGINE 72

A **Siege Engine** may be fired once each turn, provided that it has not moved that turn, and has at least two unengaged crew models on foot in base contact with it who are not Prone. If there are fewer crew, or too many of the crew are Engaged in combat, then the **Siege Engine** cannot fire. Other models may assist the crew, but any model that does so will cause the **Siege Engine** to be less accurate, as described in the Untrained Crew rules on **page 116**. Models that are unable to move for whatever reason, such as being under the effects of the Transfix Magical Power, are not able to fire, or help to fire, a **Siege Engine**.

A **Siege Engine** is always defined as either large or small – this will be stated in its profile. A small **Siege Engine** only requires one unengaged crew model in base contact in order for it to fire.

All **Siege Engine** models have a range of 48" unless otherwise stated in their profile. When firing a **Siege Engine**, you may either aim at a model or at a point on a fortification.

Roll To Hit as normal, using the Shoot value of the crew. If different crew members have different Shoot values, the highest Shoot value available is always used, so long as the model is not Engaged in combat. If you fail to hit, the missile has gone astray of the target or some mechanical error has occurred – either way, the shot misses. If the shot hits, roll on the Scatter table if firing at a Battlefield target (see left); if firing at a Siege target, no roll on the Scatter table is required. Note, if a model involved in a Fight is hit by a **Siege Engine** shot then all models in the Fight are automatically hit.

VOLLEY FIRE

A **Siege Engine** that is a catapult or trebuchet can Volley Fire. This enables it to shoot at a target it (and its crew) cannot see, so long as any other friendly model can see the target and it is in range of your **Siege Engine**. Other **Siege Engine** models, such as ballistae and bolt throwers, cannot Volley Fire unless otherwise stated in their rules. Models that use the Volley Fire rule for shooting do not make any In The Way rolls for intervening models, terrain or anything else in the path of the shot. However, as the shot is coming from above, a degree of common sense is needed to work out if items above the target model would cause an In The Way roll. Anything that is clearly taller than the target, and would be above the target when the shot would come down, will incur an In The Way roll. This could be anything from branches, bridges, awnings, ledges or rocks that jut out from cliff faces.

BATTLEFIELDAND SIEGE TARGETS

Any target that you fire a **Siege Engine** at is either a Battlefield target or Siege target. Battlefield targets tend to be things that can move swiftly or are small, whilst Siege targets are typically large and static. On **page 114** is a list of target types you will encounter in your games, and the definition of whether they are Battlefield targets or Siege targets. As you play, you will find more items you wish to define. Basically, if both players agree that it would be easy for a trained **Siege Engine** crew to hit, it should be treated as a Siege target – so simply agree with your opponent before the game.

Once you have chosen your target, roll To Hit.

If you are firing at a Siege target, the shot will either hit or miss.

If you are firing at a Battlefield target, there is a chance that the unwieldy weapon will miss its chosen target and instead hit someone, or something, nearby. Roll on the Scatter table that follows and apply the result.

FRIENDS IN PROXIMITY AND IN THE WAY

A **Siege Engine** that benefits from Volley Fire does not make In The Way rolls for models between the **Siege Engine** and their target (the shot sails high through the air and crashes down on its victim).

Other **Siege Engine** models may require In the Way rolls. Once you have rolled for scatter and determined the victim of the shot, check to see what, if anything, is In The Way, based on the final path of the shot.

Although there is a high chance of a **Siege Engine** missing its intended target and instead hitting a friendly model, a Good Siege Engine may still fire at a target even if they risk hitting their friends with the scatter. This is an exception to Good models not risking injury to their allies. Note that a Good model may not fire a **Siege Engine** at a target if it would require an In The Way roll for a friendly model.

SCATTERTABLE

D6 Result

- 1 **Wide of the Mark.** Your opponent may nominate one of your Battlefield targets, or a Siege target within 6" of the initial target, as the new target. If no alternative target is within 6", or if the player does not want to do this, the shot misses completely.
- 2-5 **Slight Deviation.** Your opponent may nominate one of their own Battlefield targets within 6" of the initial target as the new target, or choose the original target.
- 6 **Dead on!** The shot lands exactly on the target.

ROLLING TO WOUND

Once any scatter has been resolved, roll To Wound as normal using the Strength of the **Siege Engine** (shown in brackets on the profile) against the Defence of the victim.

Any Battlefield target struck by a shot from a **Siege Engine** is knocked Prone and will be slain if wounded (regardless of how many Wounds it has remaining). A model only needs to pass one Fate roll to prevent all the Wounds it would have suffered.

The only exceptions to this instant kill situation are if the target has a Defence of 10 or 10 or more Wounds on its starting profile – a wounding hit against such a target will cause the model to suffer a number of Wounds equal to half of its Wounds characteristic, rounded up, rather than die instantly.

Note that if a **Cavalry** model is struck, the mount, rider and any passengers are all hit and knocked Prone – you must roll To Wound for each of them.

INJURY TO NEARBY MODELS

Any models near the target struck by the **Siege Engine** may well be in danger. Look in the firing **Siege Engine** model's special rules for specific details.





Siege Engine crew may operate any **Siege Engine** that their army may field. For example, Mordor War Catapult crew could skillfully operate any Mordor War Catapult or a Mordor Siege Bow, but not an Uruk-hai Siege Assault Machine or Gondor Battlecry Trebuchet. If they attempt to operate such a machine, they count as untrained crew (as below). A crewman may not operate more than one **Siege Engine** at once.

When you deploy your **Siege Engine**, its crew must be placed in base contact with it.

UNTRAINED CREW

A **Siege Engine** that is being operated by more untrained crew than regular crew will only ever hit on the roll of a 6. Additionally, only Siege Veterans and Engineer Captains (**see page 119**) may use Might to influence rolls To Hit, rolls To Wound or Scatter chart rolls made for the **Siege Engine** (**see page 115**).

COURAGE TESTS

The **Siege Engine** itself does not need to make Courage tests (and does not count when working out the total size of the force or the Break Point of the force in a Matched Play game). The crew of a **Siege Engine** take Courage tests as normal and count towards the size of the force.





ATTACKINGTHE SIEGE ENGINE

A **Siege Engine** can be shot at normally. If reduced to 0 Wounds, the model is disabled for the rest of the game – leave the Siege Engine in place, but it cannot be fired any more.

If an enemy model spends a full turn in base contact with a **Siege Engine** without doing anything else (ie, not shooting, using Magical Powers, or fighting in combat), the **Siege Engine** is automatically disabled, as described above.

A Siege Engine does not have a Control Zone.

A **Siege Engine** counts as having a Strength of 6 for the purposes of Sorcerous Blast and similar effects.

DEPLOYING A SIEGE ENGINE

In Matched Play and Open Play games, a **Siege Engine** does not follow the usual rules for deployment. Instead, it is always deployed within 6" of the controlling player's table edge – regardless of the Scenario.

In Scenarios where models move onto the board via the Maelstrom of Battle special rule, both players roll a dice to determine their board edges for the purpose of deploying their **Siege Engine** models. The player who scored the highest may choose any board edge to count as their board edge (the opposing player automatically has the opposite board edge) and immediately deploy their **Siege Engine** models. The opposing player then deploys their **Siege Engine** models. In this situation, a **Siege Engine** does not count as having moved in the first turn.

If only one player has a **Siege Engine**, they automatically count as having won the dice roll.

A **Siege Engine** may never hold an objective in Scenarios that require models to be within a certain range of an objective.

DETONATING THE CHARGE 73

Here, the Uruk-hai wishes to blast the gates open with a demolition charge. The Uruk-hai moves the charge to the gate and drops it. Once in place, an Uruk-hai Berserker carrying a burning brand moves into base contact. He takes a Courage test (which he easily passes) and then rolls on the Detonation table and applies the result.





DEMOLITION CHARGES

Demolition charges are deadly, if unpredictable, siege weapons. Only models from an army that has access to demolition charges can carry demolition charges.

MOVING THE CHARGE

A demolition charge is a Heavy Object, as described on **page 110**. It may never be carried by **Cavalry** models.

DETONATING THE CHARGE 73

To use the demolition charge, it must be dropped. A model with a flaming brand that is in base contact with the charge, which is not also Engaged in combat, may attempt to set it off at the start of the Fight phase. The model attempting to set off the charge must pass a Courage test. If they fail, they cannot detonate the charge. If they succeed, the controlling player rolls on the Detonation table below to determine the effects.

DETONATION TABLE

D6 Result

- 1 Dud. The charge has been damaged in some way and will not detonate yet – roll again next turn and add +1 to the roll.
- 2-5 **Instant Reaction.** The charge catches instantly, exploding in a roar of smoke and flame, see below.
- 6 **Titanic Explosion.** The powder in the charge detonates with colossal fury as described below, but inflicts 2D6 Wounds rather than D6.

When it explodes, a demolition charge automatically strikes everything within 2" of the model – walls, gates, doors, and of course, any models (friend or foe) that are in range of it. Each target struck automatically takes D6 Wounds, regardless of its Defence value. **Cavalry** models take D6 Wounds on both the mount and the rider.

DESPERATE DETONATIONS

Without a flaming brand, causing a detonation is hard. Any model from the same army as the demolition charge may attempt a Desperate Detonation at the start of the Fight phase, as long as it is in base contact and not Engaged in combat. It must also pass a Courage test as normal. For each model attempting this, roll a D6. If one or more 6s are rolled, the charge is detonated – roll on the Detonation table as usual.

ATTACKINGTHE CHARGE

The demolition charge can be shot at normally, and has a Defence of 7 and 3 Wounds. If the charge is wounded, roll a D6 per Wound inflicted. On a 6, the charge immediately detonates – roll on the Detonation table as normal.

A demolition charge that is wounded by another demolition charge will be detonated on the roll of a 4+ (per Wound suffered) rather than a 6.

If brought to 0 Wounds without exploding, the demolition charge is shattered and the powder scatters harmlessly on the ground – remove the charge from play.

An enemy model that spends a Fight phase in base contact with a demolition charge, and is not Engaged in combat, may automatically disable it. Remove it from play.

SIEGE ENGINE UPGRADES

ENGINEER CAPTAIN

If you choose this option, replace the Siege Veteran with a Captain from the relevant army list. You should use a suitable model for this. Engineer Captains have all the usual weapons that a Captain would have, and may even be upgraded to carry any equipment that a Captain could take, with the exception that they can never be mounted. They will also have the **Hero** keyword and be counted as a Hero of Fortitude. Unlike other **Hero** models, Engineer Captains may use their Might to influence To Hit, To Wound and Scatter rolls for the **Siege Engine**. Only a single Engineer Captain may be attached to each **Siege Engine**.

FLAMING AMMUNITION

If this **Siege Engine** hits a Siege Target, the firing player may reroll any To Wound rolls of a 1.

SEVERED HEADS

The **Siege Engine** may choose to either fire in the normal way, or to fire a collection of severed heads at the enemy. If Severed Heads are fired at a Battlefield Target, ignore the normal Strength of the **Siege Engine**; instead, the initial target and all models within 2" suffer one Strength 3 hit. This shot will not knock models Prone and will only ever inflict one Wound. Any enemy models hit must immediately pass a Courage test or be removed from play.

SUPERIOR CONSTRUCTION

This **Siege Engine** is an impressive feat of engineering, allowing it to fire even further. The **Siege Engine** model's maximum range is increased by 12".

SWIFT RELOAD

When firing a **Siege Engine** with this upgrade, the firing player rolls two D6 rather than one, choosing the highest result, when determining the number of shots fired.

TROLL

Some Evil Siege Engines enlist the use of Trolls to load massive rocks onto them, and defend the crew should they need to.

A **Siege Engine** that has a Troll crew member may re-roll the To Hit roll and the roll on the Scatter chart, providing that the Troll is in base contact with the **Siege Engine** and not Engaged in combat. The Troll does not count towards the minimum number of crew required, so you must have at least two other crew members to operate the **Siege Engine**. The Troll follows the profile for the relevant Troll from the same army list but may not take any additional upgrades. Only a single Troll may be attached to each **Siege Engine**.







"Within these walls, we will outlast them".

- Théoden, The Lord of the Rings: The Two Towers .

Throughout the history of Middle-earth, many sieges have taken place. From the siege of Helm's Deep where the valiant Men of Rohan desperately defended their people from the onslaught of Saruman's Uruk-hai, to the Battle of Pelennor Fields where arguably the greatest army of the Third Age attempted to breach the walls of Minas Tirith and bring the realm of Gondor to its knees. Siege battles have been commonplace in Middle-earth's history. On the following pages you will find the basic rules for fighting your own siege battles – more in-depth rules for siege battles will be made available in future publications.

CASTLES AND FORTRESSES

These rules are designed to help you fight battles across purpose-built fortifications, recreating the danger and thrill of laying siege to a castle or defending the walls against a determined attacker. A castle or fortress is made up of two main elements: the walls, and the gates and doors.

Walls – Purpose-built defensive walls that are taller than a model cannot be climbed, except by models with the Swift Movement special rule. To assault defenders atop a wall, models will need a siege ladder. This restriction includes wooden palisades, stone walls and similar. We don't make allowances for smashing walls down – it's impossible to predict what kind of fortress you might have in your collection, and in our experience things in a siege get quite complicated enough without this.

Gates, doors and hatches – Fortresses and castles invariably have gates and doorways. These tend to be the weakest points of the construction and can all be moved through and destroyed.

MOVING AROUND THE FORTRESS

Models move around fortresses in the same way as the rest of the battlefield. Stairways are open ground and, along with walkways, can be moved on without hindrance.

MOVING THROUGH DOORS, GATES AND HATCHES.

Defending models can pass through doorways, gates and hatches freely. Attacking models have to batter them down to pass through (see page 122).

MOVING WITHIN A FORTRESS 74

Depending on the configuration of your fortress, there may be doorways and trapdoors that lead through internal rooms and staircases. In these instances, players should agree how much movement it will take for a model to pass through to the exit doorway.

STAIRS

Models can move up and down staircases without movement penalties. If a staircase is shallow enough, even **Cavalry** models may move up and down them – both players should discuss this before the game begins.

FIGHTING ON STAIRS 75

Fighting on staircases is the same as fighting anywhere else, with one exception. A model that loses a Fight on a staircase and has to Back Away down the stairs may fall. Before the Attacker makes Strikes, the loser must roll a D6; on a 1-3, they slip, fall, and become Prone.

MOVING WITHIN A FORTRESS 74-

Théoden wishes to climb a staircase within the walls of Helm's Deep. The players have agreed that if Théoden enters this turn in one Move phase, he can emerge from the doorway in the next Move phase with half of his Movement allowance remaining.



FIGHTING ON STAIRS 75

Haldir is fighting an Uruk-hai on a staircase within Helm's Deep. As the Uruk-hai is lower down on the staircase, if it loses the Duel roll against Haldir, it will need to roll to see if it slips and is knocked Prone. Conversely, as he is higher up, Haldir's footing is more secure and so he will not fall should he lose the Fight.





ASSAULTING THE FORTRESS

Generally speaking, one player's army will be outside the fortress and the other within. Attacking a fortress is easy in principle but hard in practice – the attacker must simply breach the gates or scale the walls!

ATTACKINGGATES (AND DOORS)

A model in base contact with a gate or doorway may attack it in the Fight phase as if it were an enemy model. The Attacker automatically wins the Fight and so rolls To Wound against the Defence of the door. Each successful Strike causes one Wound. Shooting attacks with a Strength of 5 or greater may also damage doors – shooting attacks with a Strength of 4 or less cannot damage doors.

MAKING AN ESCALADE

A fancy term for trying to storm the battlements of a castle or fortress, the escalade is the place where warriors cross the walls of an enemy fortification. To do this, they must climb ladders and fight against those at the top of the walls.

FIGHTING UP LADDERS 76

These Uruk-hai are attacking from siege ladders. This combat is treated as a Fight across a Barrier as described on **page 48**. If the Uruk-hai wins and slays their opponent, they will automatically cross the wall onto the battlements. If they lose, they may fall backwards and fall to the ground and will take additional damage.

SIEGE LADDERS

Siege ladders are Heavy Objects (see page 110). If uncarried, siege ladders can be attacked; they have a Defence of 8, 2 Wounds and automatically lose Duel rolls. If models carrying a siege ladder move into base contact with a wall, the ladder is automatically raised. Place it in position against the wall. Defending models can smash down a siege ladder if they are in contact with it (see Pushing Down Siege Ladders below).

FIGHTING UP LADDERS 76

Models may climb siege ladders in the same way as any other ladder (see page 30). A model may even Charge up a ladder against a defender on the wall, in which case the Fight will be resolved in the same manner as a Fight across a Barrier (see page 48).

If a model on a ladder loses a Fight, there is a chance they will fall from their position. Roll a D6. On a 1-3, the model falls to the ground and takes falling damage in the usual way. Furthermore, if the fighter falls, roll a D6 for each model below them on the ladder. On a 1-3, these also fall.

PUSHING DOWN SIEGE LADDERS

If a model on the battlements is at the top of a siege ladder, they can attempt to push the ladder to the ground in the Move phase (as long as there is no Attacker at the top of the ladder, otherwise they will have to engage them in combat first). This uses up any remaining movement the model may have.

Roll a D6. On a 4+, the ladder falls to the ground. For every additional model helping to push, add 1 to the roll, and for each model currently on the ladder, apply a -1 modifier. Monsters may modify the dice roll by 3 in either direction depending on if they are pushing, or on the ladder, respectively.



BATTERINGRAMS

A battering ram is a special siege weapon used to smash open doors, usually a large log that is carried or pushed towards the foe. Battering rams are Heavy Objects (see page 110). In the case of very large battering rams, you may wish to increase the number of models that it takes to carry it.

BATTERINGGATES AND DOORS 77

To use the ram, it must end its move touching the target doorway. In the Fight phase, the ram automatically hits the doorway (there is no need to make a Duel roll) with 1 Attack. The Strength of this Attack is equal to the Strength of the strongest model carrying it, +1 for each additional model carrying it, to a maximum of 10. A battering ram that would have a Strength of more than 10 may re-roll failed rolls To Wound.

BATTERINGDOWN GATES 77

The gates of the Hornburg are being hammered by this battering ram. In the Fight phase, the battering ram gets a single Attack. Because there are six Uruk-hai crewing the ram, the ram makes the Attack at Strength 9 (Strength 4 for the first Uruk, plus 5 for the extra fighters carrying it). The gate is in deep trouble!



Narrative Play

"You've met him before. He stabbed Frodo on Weathertop".

- Gandalf the White, The Lord of the Rings: The Return of the King.

N arrative Play games allow you to recreate all of your favourite battles and scenes from both the books and the films using your collection of Citadel and Forge World models and the Scenarios laid out in these publications. There are no points values in Narrative Play, and often the forces may seem unbalanced. However, each Scenario has a selection of special rules that help to both balance the gameplay and to capture the feel of the scenes from the films and books.

Narrative Play Scenarios are great to play as a campaign, where you can re-enact a chain of events, such as following the journeys of The Fellowship from the Hobbits leaving The Shire to Frodo casting The One Ring into the fires of Mount Doom. Some Scenarios provide short and fast paced play with only a few models, and can be accomplished in a short period of time. Other Scenarios, such as Pelennor Fields, can take a whole day and a vast collection of miniatures. Within the pages of *The Armies of The Lord of the Rings*TM and *The Armies of The Hobbit*TM are a selection of exciting Narrative Play Scenarios for you to play through with your friends, and over the next few years, we'll be releasing many more for you to sink your teeth into.

PARTICIPANTS

The forces of the greatest battles of Middle-earth are woven into the fabric of history, and the great deeds done by heroes and warriors alike are forged into legend. The participants of these battles are very much set in stone – we all know that Aragorn, Legolas and Gimli were present at the Battle of Pelennor Fields but that The Dark Lord Sauron most definitely was not.

Narrative Play Scenarios will have a list of which models both Good and Evil forces will use to recreate the battles of Middleearth. These are not necessarily designed to be balanced forces in their own right, but to faithfully capture the feel of the forces present at that point in time. When we present the forces for a specific Scenario, bear in mind that these are the exact same ones we have used when designing and playing them.

However, if you want to experiment by altering the victory conditions presented or changing the models in your own games, you are more than welcome. Perhaps you want to see what would happen if different heroes had been present in a particular fight, or what would have happened if a completely different army turned up instead.

What would have happened if *Saruman* had led his armies at the Siege of Helm's Deep? What if Haldir had taken the *Galadhrim* to Minas Tirith instead of coming to the aid of the Rohirrim? What if Sauron discovered that The One Ring was hidden within The Shire and launched an all-out assault upon it? That's all part of the fun of the game.

SPECIAL RULES

The real flavour of Narrative Play Scenarios comes from the special rules they employ. These help to give a much better feel of the scenes from the films and may represent anything from the endless hordes of Orcs at the Battle of the Last Alliance to Gandalf's destruction of the bridge of Khazad-dûm.

It is these special rules that balance Narrative Play Scenarios, and provide players with a truly unique gaming experience that allows them to relive their favourite scenes from both the books and the films.

It is also important to note that unlike in Matched Play games, neither force will Break if enough models would be slain that would cause one force to exceed its Break Point. There is no fleeing in Narrative Play – it's do or die!

OBJECTIVES

The objectives of Narrative Play Scenarios are vastly different from those of Matched Play. Often, in Narrative Play, the Good side will be fighting towards a certain goal, whilst the Evil side will be trying to achieve something completely different.

For example, in the Amon Hen Scenario, the Evil player is trying to capture the Hobbits, escape the board and slay as many of The Fellowship as possible, whereas the Good player is trying to prevent all of this from happening. This allows players to fight for the same reasons as the characters that they are controlling.



"Let them come! There is one Dwarf yet in Moria who still draws breath!"

- Gimli, The Lord of the Rings: The Fellowship of the Ring.

alle balance

pen Play games have no restrictions whatsoever, and have unlimited potential for creativity – perfect for both beginners and veterans alike. Open Play is also ideal for just putting your entire collection upon the battlefield and seeing what happens. This can provide exciting mass battles between forces that would never usually fight against each other.

The flexible nature of Open Play means that you are free to set your own objectives, special rules and anything else you want to do. You can create your own Scenarios, ally together any combination of models you can think of, or organise battles of any shape and size. Want to ally together your *Rohan* army with your *Mordor Orcs*? Well, you can! Want to try your hand at creating your own Scenario? You can do that too! The opportunities of Open Play are only limited by your imagination – if you can think of it, you can do it!

Playing Open Play games means that you are entirely free to tinker with whatever aspects of the Middle-earth Strategy Battle Game you wish. You could devise your own methods of deployment, such as writing down where your forces are hiding, or deploy in secret behind a screen. Some players have devised their own house rules for fighting in different areas of Middleearth, and Open Play is the perfect place to try them out. Maybe you want to fight a coastal siege, or an intricate skirmish within the narrow tunnels of *Cirith Ungol* – Open Play allows you to let your imagination loose. Open Play is also perfect for settling those 'What If?' Scenarios that everybody thinks up. 'What if Faramir had taken his Rangers to Helm's Deep instead of Osgiliath?', 'What if Elrond accompanied Aragon, Legolas and Gimli to find the Dead of *Dunharrow*, and fought at the Battle of Pelennor Fields?' Open Play finally allows you to find out the answers to these burning questions.

Open Play really does have limitless potential for players of all skill levels and gaming styles. So, what are you waiting for? Grab your collection of models and give Open Play a try!





MATCHED PLAY

"Any man who wants to give their last, follow me!"

- Bard the Bowman, The Hobbit: The Battle of the Five Armies.

In a Matched Play game, you and your opponent gather your forces of heroes and warriors from your collection, up to an agreed points limit, before unleashing your armies upon each other for the fate of Middle-earth. Matched Play games are another fun and interesting way to use the models and armies that you like most, and to test your skill and tactical ability upon the tabletop.

Perhaps the greatest strength of a Matched Play game is that they are ideally suited for 'pick-up-and-play' games at home, your local gaming club or even on your lunch break at school (or work if you're really lucky!). They are also perfect for you to organise tournaments or gaming weekends around. All you need for a Matched Play game is an agreed points limit, some terrain and, of course, an opponent. In this section of the rules manual we present all of the rules required to gather your models together and to organise them into an army.

POINTS VALUES

Every model is given a points value, which is listed in their profile. The points value is how we measure how formidable that model will be in battle. A lowly Hobbit Militia costs a mere 4 points, whilst the Dark Lord Sauron weighs in at a whopping 400 points! All of these values reflect the overall power and usefulness of that model on the battlefield; some characters might be quite expensive in points because they can slaughter dozens of their foes, whilst others are valuable through their ability to make their allies more effective.

By adding together the points values of all of the **Hero** and **Warrior** models you have selected, you can work out the points value of your army. Knowing the points value of your army is important, as it gives you a handy way of reckoning its effectiveness and makes sure you have an even contest. If you have enough Hobbits, it is possible to overwhelm even the mightiest of foes!

SIZE OF GAME

To play a Matched Play game, you and your opponent will have to agree on a points limit. The agreed limit is the maximum amount of points each player can spend on their army. If you decide on a points limit of 700 points, then each player can select up to 700 points worth of models for their force.

In reality, most armies are actually just shy of the agreed points limit. Sometimes, it will be impossible to spend every last point – many 700 point armies end up being 698 points or 699 points. In a friendly game, most players are happy to let their opponent go over the agreed total by a few points – a few extra points are unlikely to upset the battle's course. At organised play events, it's considered good form to be exactly right on points, or a little below – but certainly not over!

WHAT POINTS LIMIT?

What size game you and your opponent wish to play should depend on the amount of time you have available – nothing is more irritating than having to abandon an exciting game because you have run out of time.

Games of the Middle-earth Strategy Battle Game will fit into one of three categories depending on how many points both players use, either a Skirmish, a Battle or All-out War. Depending on what sized game you decide to play, you may have to set aside more time for it to ensure that it will reach its natural conclusion.

A Skirmish is usually in the region of about 400 points per side, this will usually allow each player to have one or two warbands each with a couple of low-ranking **Hero** models, or a single warband that is being led by one really major character. A small game will usually take no longer than an hour, sometimes even shorter, to finish – perfect for a quick lunchtime clash or if you are tight on time.

A Battle will typically be around the 600-1,000 point mark, but this will often vary depending upon the amount of time available. A Battle will allow players to field an average of three or four warbands, although some armies may get more or less depending on what they put in their force. A Battle also allows you to field some of your much bigger models that you may not be able to field at Skirmish level. Battles will usually take somewhere between one and a half to two and a half hours to play, making them ideal for tournaments, gaming weekends or just a casual afternoon with some friends.

All-out War games are the biggest scale games that you can play, starting around the 1,250 point mark and going upwards from there, making for a truly epic confrontation. An All-out War will allow most players to achieve at least six warbands each, even if they take lots of big monsters and legendary heroes along with them, allowing for players to field a mighty army with everything they will want to field! An All-out War game can take a long time – many will last for the whole day and for the biggest, maybe even an entire weekend. They are perfect for getting all your friends round and having a glorious battle.

OBJECTIVE MARKERS

Some Matched Play Scenarios require the use of Objective markers to represent various things on the battlefield. All Objective markers should be the same size – we recommend using 25mm markers.

CHOOSING AN ARMY

Once you have agreed on the size of your game, you will want to select your army. All **Hero** and **Warrior** models are organised into different army lists; which you will find within the pages of *The Armies of The Lord of the Rings*TM and *The Armies of The Hobbit*TM.

Those of you that have large collections of *The Hobbit*[™] models need not fear – the rules for all of these can be found either in *The Hobbit: Motion Picture Trilogy There and Back Again*[™] or within the Heroes and Villains download available at games-workshop. com. There is also another download that states what is in each of *The Hobbit*[™] army lists as well as giving you the Heroic Tiers and Heroic Abilities for each character within these lists. All of this exciting content, along with much more, will be available within a new publication in the near future...

WARBANDS

Every Matched Play game comprises one or more warbands per side. Each warband represents a **Hero**, of varying skill and leadership, and the **Warrior** models that follow them into battle, if any. Some **Hero** models are capable of leading more **Warrior** models than others depending on their Heroic Tier (see page 132). All models in your force must be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands that your army can include, so long as every model is part of a warband, other than the points value you have agreed.

THE CAPTAIN

To choose a warband, you must first select a **Hero** to be its captain. The captain can be given any of the options presented in their army list entry. This can include relatively commonplace items, such as armour or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a rabbit-drawn sled, or a magical ring... If an option is not included in the army list entry, the **Hero** cannot take it.

Sometimes **Hero** models are bought as a pair or more, such as *Sigrid & Tilda*. Where this happens, you must choose which is the warband's captain – the other becomes one of their followers, even though this is not normally permitted.

FOLLOWERS

Once your warband's captain is chosen, you can select a number of **Warrior** models from the same army to be their followers. The number of **Warrior** models that the captain can lead depends upon their Heroic Tier (**see page 132**). A captain does not have to take followers, although you cannot take a warband that contains only **Warrior** models and no **Hero** models (except in a couple of rare situations). Similarly, you cannot usually include more than one **Hero** per warband (the captain). Other **Hero** models must form warbands of their own, even if they don't have any followers.



WARGEAR AND BOW LIMIT

As with captains, followers can select wargear from their army list entry.

For example: A Warrior of Minas Tirith equipped with a shield would cost 8 points. A Warrior of Minas Tirith with a spear and a shield would cost 9 points.

Also, don't forget that if you have changed the type of weapon that your model is carrying that it will cost an extra 1 point to do so if it is a **Warrior**, and an extra 5 points if it is an unnamed **Hero** – named **Hero** models cannot change the type of weapons they are carrying – see page 86.

However, some types of missile weapons are restricted – keeping an army supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

Your army can have one third (rounding up) of its **Warrior** models equipped with any type of bows or crossbows – simply put, one **Warrior** in every three can carry a bow. Note that certain models, or indeed entire armies, might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows and crossbows carried by **Hero** models do not count towards an army's Bow Limit.

For example: The Bow Limit of a 35-model force is 12 models with bows (35 divided by 3, rounded up).

SIEGE ENGINES

Some armies may contain a **Siege Engine**. A **Siege Engine** forms their own warband led by the Siege Veteran (or the Engineer Captain if they have been upgraded). They are classed as Minor Heroes, however – their warband will only ever contain the **Siege Engine** and all the crew members, and may not include other followers. An army, or allied contingent, may only include one **Siege Engine** for each **Hero** with a Heroic Tier of Hero of Fortitude or above.

THE RULE OF ONE

As a final important note – there will be instances where more than one of the same named character or named wargear is available. For instance, there are two profiles for Aragorn, one for him as a Ranger and one for him as the King of Gondor. Similarly, there are characters that both have access to the same piece of wargear – both Thorin and Legolas are listed as being able to carry Orcrist, for example. In these instances, only one of each character or named wargear may be taken per army. This requires some form of common sense. No taking multiple *Stings* or multiple Gandalfs – as much as you may want to!





Aragorn – Hero of Legend



Tauriel – Hero of Valour



Narzug – Hero of Fortitude



Éowyn – Minor Hero



Gríma Wormtongue - Independent Hero

HEROIC TIERS

Some heroes in Middle-earth are greater than others and as such command much greater respect and loyalty. Aragorn, for example, would inspire many more warriors to follow him than Damrod. As such all **Hero** models fit into one of five different Heroic Tiers depending on their rank and prowess upon the battlefield.

TIER 1 – HEROES OF LEGEND

The finest lords and kings and most formidable fighters in all of Middle-earth, Heroes of Legend command the greatest numbers of warriors to fight alongside them – even in the face of death.

Heroes of Legend may lead up to 18 followers in their warband. Additionally, if a Hero of Legend is your leader then they gain the Last Stand special rule.

Last Stand – The first time a model with this special rule takes a Courage test as a result of your force being Broken, they will pass the test automatically.

TIER 2 – HEROES OF VALOUR

Heroes of Valour may not be destined to reach the same heights as those they serve. However, they are still mighty enough to impact the fate of Middle-earth – for Good or for Evil.

Heroes of Valour may lead up to 15 followers in their warband.

TIER 3 - HEROES OF FORTITUDE

Commanding portions of a much larger army, these heroes are usually no more than captains or similar. However, in the midst of great battles, they are more than capable of proving their worth.

Heroes of Fortitude may lead up to 12 followers in their warband.

TIER 4 – MINOR HEROES

There are some in Middle-earth who do not inspire those around them to follow them into battle – either through their lack of experience, cowardly nature or their position within the army's structure.

Minor Heroes may lead up to six followers in their warband. However, they may not be the army's leader.

TIER 5 - INDEPENDENT HEROES

These are instances when a hero is incapable of leading warriors into battle – either through their lack of martial prowess, inability to communicate with those around them or simply are far too deadly for a warrior to risk following.

Independent Heroes may not lead troops and may not be the army's leader. They may, however, be included in another **Hero** model's warband as one of their followers.

THE LEADER

Once you have selected all the warbands for your force, you will need to indicate which one of your **Hero** models is the leader of the army. The leader will automatically be the **Hero** model that has the highest Heroic Tier in your army. If two or more **Hero** models in your army are tied for the highest Heroic Tier then you may choose which of them will be the army leader. Your army must have a leader.

ARMY BONUS

If your army consists entirely of models from a single army list, then the army receives its own unique Army Bonus. Each Army Bonus will be listed in the introduction for each army list. Note that, unless otherwise stated, the Army Bonus will only come into effect as long as your force only contains models from a single army list (although certain alliances will allow for the forces to keep their Army Bonus – see page 134).

ADDING ALLIES

Many of the most memorable moments in Middle-earth's history came about when several groups united in a common cause. To represent this, you don't have to choose all of your warbands from the same army list; they can come from any other army list from the same alignment (Good or Evil). However, each allied contingent must have at least one **Hero** model in it.

There are many advantages to adding allies into your force, either to overcome a weakness within your current force or to allow you to use all of your favourite models in your collection. Allies can also make your army behave differently on the battlefield, opening up fresh tactical opportunities.

WHO CAN ALLY?

When playing Matched Play games, there are only really two real sides; you are either trying to defeat Sauron (Good) or help him conquer Middle-earth (Evil). Good armies may only ally with other Good armies and Evil armies may only ally with other Evil allies. One force cannot contain both Good and Evil models.

Some armies have long-standing friendships and will ride to war in aid of their allies upon the battlefield; whilst others will only form an alliance under dire circumstances, and there are even some armies that simply did not exist at the same time as others. Whilst it is possible for you to ally any armies together in Matched Play games, there are benefits to taking armies that are proven allies – and even disadvantages for taking those that did not exist at the same time!



ALLIANCE MATRIX

On the next page we feature a cut down version of the Allies Matrix, one that covers a selection of the major factions within Middleearth, as well as all the information that you need to use the Allies Matrix within your games. There is one Allies Matrix for Good, and a separate one for Evil, and each denote which armies have which level of alliance with each other. There are three varying levels of alliance – each with their own effects:

HISTORICAL ALLIES – GREEN

Historical Allies are those that risked everything to fight alongside each other, such as Minas Tirith and Rohan at the battle of the Pelennor. They could also represent those forces that provided invaluable help to each other for a common goal, such as Rivendell and The Fellowship.

Historical Allies are allowed to keep all of their Army Bonuses even though the force is selected from more than one army list.

CONVENIENT ALLIES – YELLOW

Convenient Allies are those armies that were around at the same point in time, but never actually fought together (such as Isengard and *The Serpent Horde*). While they may not have fought side-by-side, it is possible that, given the right circumstances, they might have found themselves upon the same battlefield.

Convenient Allies lose their Army Bonus, but suffer no further effects.

IMPOSSIBLE ALLIES – RED

As mentioned earlier, there are some armies in Middleearth that simply just did not co-exist (Isildur had been dead for over 3,000 years by the time of the *War of The Ring*!). Whilst it is possible for you to make these alliances in your Points Match games, there are a few disadvantages for crossing time lines.

Impossible Allies lose their Army Bonus. Additionally, all models may only benefit from Heroic Actions or the Stand Fast! special rule if they were called by a **Hero** from the same army list.

MORE THAN TWO ALLIES

There are occasions where you may wish to include models from more than two different army lists. In these situations, the lowest level of alliance from the Alliance Matrix is used for all alliances.

For example, Jay wishes to include models from the Númenor, Rivendell and Lóthlorien army lists. Although Númenor and Rivendell are Historical Allies, Númenor are only Convenient Allies with Lóthlorien. This means that all the alliances in Jay's force are considered to be Convenient Allies.

ALLIES AND BOW LIMIT

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, one in three models in each allied contingent can be given bows, rather than one in three across the entire force.

For example, Adam is collecting an Evil army that contains an allied contingent from Mordor and another one from Isengard. Though his force is 75 models strong, his warbands in the Mordor contingent only have a total of 31 Warrior models. The bow limit on the allied contingent from the Mordor list is therefore 11.

ALLIES AND THE LEADER

If your army contains several allied contingents, your leader must still be the **Hero** from the highest Heroic Tier as stated on **page 133**.

The full Allies Matrix, complete with all of the armies present within the Middle-earth Strategy Battle Game, can be found within the pages of The Armies of *The Lord of the Rings*TM and The Armies of *The Hobbit*TM.



GOOD ARMIES ALLIANCE MATRIX





THE ARMIES

All of the Matched Play Scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have an even chance of winning – it's certainly just as exciting!

MULTI-PLAYER GAMES

These Scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to two players! If you've several players, simply divide into two teams and work out which **Hero** should be in charge of the alliance, giving you two armies to fight the battle with.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fasts! and Heroic Actions from Good **Hero** models, and only Evil models can use Stand Fasts! and Heroic Actions from Evil **Hero** models. Similarly, Good banners only affect Good models, and Evil banners only affect Evil models.

LAYOUT

It's important to note that the Layout section of each Scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33%-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll-off to choose deployment zones. Alternatively, you and your opponent can alternate placing terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings) until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of Middle-earth, and also presents a challenging strategic situation for both players!

STARTING POSITIONS

This is the section of the Scenario that tells you where to deploy your force. Some Scenarios tell you to deploy all of your models at the start of the game. Others direct you to bring your warbands on as Reinforcements as the game goes on (see page 33).

INITIAL PRIORITY

This is where the Scenario tells you which side has Priority in the first turn.

OBJECTIVES

Points Match Scenarios calculate the winner and loser of a Scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points wins. If one force has double or more Victory Points than the other, it not only wins but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

FIRST AMONGST EQUALS

If you're playing a multi-player game, it can be a good idea for players to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

SPECIAL RULES

Finally, this section will contain any special rules that apply during the Scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

SUDDEN DEATH

In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, their opponent automatically wins! With your armies chosen, you're ready to begin your Matched Play game. Here you will find a selection of twelve Scenarios, designed to give both players an even chance of winning.

You can either agree with your opponent which Scenario you would like to play, or you can randomise by rolling on the charts below. First roll a D6 to determine which of the two tables to roll on next. Then roll a second D6 to determine which Scenario you will play. It is usually a good idea for one player to roll the first dice then the other player roll the second – that way which Scenario you play is equally both players' fault!

D6 ROLL OF 1-3

D6 RESULT

- 1 Domination
- 2 To the Death!
- 3 Seize the Prize
- 4 Storm the Camp
- 5 Reconnoitre
- 6 A Clash by Moonlight

D6 ROLL OF 4-6

- D6 RESULT
- 1 Hold Ground
- 2 Lords of Battle
- 3 Heirloom of Ages Past
- 4 Capture and Control
- 5 Fog of War
- 6 Contest of Champions

Each Scenario contains all of the information you need to get set up and start playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any for that Scenario).

GOOD VS GOOD AND EVIL VS EVIL

Whilst the game is designed to be played as Good versus Evil, there will be occasions in which you may find both players playing as either Good or Evil. In these situations you will need to decide which of you will be the 'Good' player and which of you will be the 'Evil' player for the purpose of roll-offs.

SCENARIOS

"The age of Men is over, the time of the Orc has come".

- Gothmog, The Lord of the Rings: The Return of the King.

SCENARIO 1 – DOMINATION

This battlefield will provide a distinct tactical advantage for whoever holds it for many years to come. Victory can be achieved by forcing the enemy back and securing the key points on the battlefield. Failure will not be permitted!

130

SCENARIO OUTLINE

Players fight to control five objectives scattered across the battlefield.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on **page 136**. Then, place five Objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12" away from the existing objective and 6" away from any board edge. Their opponent then places a third objective at least 12" away from existing objectives and at least 6" away from any board edge. The players then alternate placing the remaining two objectives, according to the restriction noted earlier.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 24" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 24" of their board edge, as described above. Players then alternate until all of their warbands have been placed.



INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- You score **2 Victory Points** for each Objective marker that has at least one of your models, and no enemy models, within 3".
- You score **1 Victory Point** for each Objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3".
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count) or if you kill the enemy leader.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.



SCENARIO 2 – TO THE DEATH!

Once again, fate has pitted the forces of Good and Evil against each other, and no matter the cost, the enemy must be slain. No quarter shall be asked and none shall be given. Only the Valar know who will win the day!

140

SCENARIO OUTLINE

Victory goes to the force which can crush the foe and slay the enemy leader.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge, as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.



OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score 3 Victory Points if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 5 Victory Points.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.
- You score **2 Victory Points** if the enemy force is reduced to 25% of its starting models at the end of the game.



SCENARIO 3 – HOLD GROUND

In the swirl of battle it becomes apparent that a certain, usually insignificant, area of the battlefield has become vital to the victory of both sides. Both forces surge towards this new tactical advantage, desperate to control it.

SCENARIO OUTLINE

Control the centre of the battlefield, no matter the cost.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on **page 136**. Once the battlefield has been set up, an Objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when Reinforcements arrive from.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues (see Special Rules later).

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force has been Broken, the game might suddenly end. At the end of each turn, after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.



Victory Points are scored for the following:

- You score **3 Victory Points** if you have more models within 6" of the objective than your opponent. If you have twice as many models within 6" of the objective than your opponent, then you instead score **5 Victory Points**. If you have three times as many models within 6" of the objective than your opponent, or you are the only player to have models within 6" of the objective, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 3 Victory Points.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, if the D6 allows, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6 RESULT

- 1 The warband does not arrive.
- 2 Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on either the north or south board edges at least 6" from a corner all models in the warband move onto the battlefield from this point.
- 5 You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

SCENARIO 4 – LORDS OF BATTLE

After weeks of skirmishes and close encounters with the opposing side, it comes down to one final battle to determine which faction will emerge victorious. The more enemies a side can kill, the more it will spur them on to victory.

SCENARIO OUTLINE

A pitched battle where victory goes to the player who causes the most carnage.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 24" of their board edge, but at least 1" away from enemy models. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 24" of their board edge as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.



Victory Points are scored for the following:

- For this Scenario you need to keep track of your Wound Tally. Your Wound Tally is equal to the number of Wounds that your army inflicted upon your opponent's army, plus any Fate points that your opponent spent. **Hero** models that are removed from the game with unspent Fate points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is Broken count towards the Wound Tally, but mounts that flee do not. You score **3 Victory Points** if your Wound Tally is greater than your opponent's. If your Wound Tally is at least twice as large as your opponent's, then you instead score **5 Victory Points**. If your Wound Tally is at least three times as large as your opponent's, or your opponent has no models left on the board, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 3 Victory Points.

SPECIAL RULES

A Time of Heroes: Each time your force kills an enemy **Hero** in a Fight, one of your **Hero** models in the same Fight (your choice) regains a point of Might lost earlier in the battle.



SCENARIO 5 – RECONNOITRE

Scouts have been sent out by both forces in order to gather vital information from behind enemy lines. Each force is attempting to sneak past the enemy whilst simultaneously preventing the enemy from doing the same.

SCENARIO OUTLINE

Ensure more of your models escape the battlefield than your opponent.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be their board edge – the opposing player has the opposite board edge as their board edge (see Special Rules later).

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Models that have escaped the board count as being on the board for the purpose of determining if a force is Broken.



Victory Points are scored for the following:

- You score **3 Victory Points** if more of your models have escaped the battlefield via your opponent's board edge than vice versa. If at least two of your models and twice as many models than your opponent have escaped the board, then you instead score **5 Victory Points**. If at least three of your models, and three times as many models than your opponent have escaped the board, then you instead score **7 Victory Points**.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader – Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score 2 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 3 Victory Points.

SPECIAL RULES

Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands that are not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models enter the board via the rules for Reinforcements (see page 33).

Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for determining if your force is Broken. Warbands that have still not arrived by the start of the fourth turn will automatically arrive on turn 4.

D6 RESULT

- 1-3 The warband does not arrive, but receives +1 to this dice roll next turn.
- 4-6 The controlling player chooses a point on their board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

Designer's Note: Special rules that allow for models to arrive on from any table edge (such as the Goblin Mercenary Captain's Mercenary Ambush) must choose the controlling player's table edge for this Scenario.
SCENARIO 6 – A CLASH BY MOONLIGHT

Two opposing forces have happened upon each other in the dead of night, thrusting them into an impromptu battle. The darkness makes for an unusual fight, providing both forces with protection from arrows and greater options for stealth.

SCENARIO OUTLINE

A battle to the death in the dark of night!

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.



Victory Points are scored for the following:

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score 3 Victory Points if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 5 Victory Points.
- You score 1 Victory Point if you have at least one Hero remaining at the end of the game. If you have at least one Hero left alive, and have killed more Hero models that your opponent, you instead score 3 Victory Points. If you have at least one Hero remaining, and your opponent has none remaining, then you instead score 5 Victory Points.

SPECIAL RULES

The Dark of Night: Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 12" away. However, as it is much harder to avoid a shot in the dark, all shooting attacks gain a bonus of +1 when rolling To Wound. **Siege Engine** models may still target enemy models more than 12" away – however in this situation they will only ever hit on the roll of a 6.



SCENARIO 7 – SEIZE THE PRIZE

Within Middle-earth, an ancient and mysterious artefact has awoken. Its power has drawn two opposing armies to claim it, hoping to use its secrets for their own ends. Both forces will stop at nothing to possess it.

SCENARIO OUTLINE

Recover a precious item and carry it through the enemy force to victory.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on **page 136**. Place a 25mm marker in the centre of the board to represent the artefact.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until either a model carrying the artefact carries it off the board via their opponent's board edge, or both forces have been reduced to a quarter (25%) of their starting number of models, or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** if one of your models is carrying the artefact within your own board half. If one of your models is carrying the artefact within your opponent's board half, then you instead score **5 Victory Points**. If one of your models is carrying the artefact and manages to move off the board via your opponent's board edge, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 3 Victory Points.

SPECIAL RULES

The Artefact: The artefact must be dug out of the soil before it can be carried anywhere. An **Infantry** model who is in base contact with the Artefact marker at the end of its Move may attempt to free it.

Roll a D6. On a 4+, the artefact has been freed, the artefact is treated as a Light Object (see page 109). Might cannot be used to influence this roll. Only one model from each side may attempt to pick up the artefact each turn.





SCENARIO 8 – CONTEST OF CHAMPIONS

Following a rousing speech for the ages, the leaders of both forces head into battle to inspire their followers to great deeds. It is upon the field of battle that the two armies' generals must fight to outshine each other, in an attempt to spur on their troops, break the spirit of their enemies and ultimately win the day.

SCENARIO OUTLINE

A trial of heroes, the leader who causes the most carnage will rise triumphant.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They place their leader within their deployment zone and within 3" of the centre of the board and then deploy their leader's warband in their deployment zone and within 6" of the leader. Their opponent then does the same.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and roll a D6.

On a 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board.

On a 4-6, the models can be deployed anywhere in the deployment zone.

Models may not be placed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the captain of their warband.

Players alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- Keep a count of how many kills your leader scores in combat throughout the course of the battle. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your leader's score. You score 3 Victory Points if your leader has killed more models than your opponent's leader. If your leader has killed at least two models and at least twice as many as your opponent's leader, then you instead score 5 Victory Points. If your leader has killed at least three models and at least three models.
- You score 1 Victory Point if your leader causes one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If your leader kills the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 2 Victory Points.

SPECIAL RULES

The Last Stand: Each time either leader kills a **Hero** or a multi-Wound model, they immediately regain a point of Might spent earlier in the battle.





SCENARIO 9 – CAPTURE AND CONTROL

By holding key strategic points, both armies believe they can control the field of battle and use these tactically important locations to force their enemy into defeat. Whoever controls the battlefield will have gained an important foothold for the many battles yet to come.

SCENARIO OUTLINE

Control areas of the battlefield and deny them to your foe.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136. Then, place five Objective markers on the battlefield; one is automatically placed in the centre of the board. One objective is placed exactly halfway between the centre of the board and the centre of the northern table edge. The other three objectives are deployed in the same way in relation to the east, south and west board edges respectively (see map).

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force and roll a D6.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and roll a D6.

On a 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board. On a 4-6, the models can be deployed anywhere in the deployment zone. Models may not be deployed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and rolls to place it as described above. Players alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- You score **2 Victory Points** for each Objective marker that is under your control at the end of the game.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader or kill the enemy leader. Wounds prevented by a successful Fate roll do not count.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.

SPECIAL RULES

Controlling Objectives: At the start of the game, all of the objectives are considered to be neutral and do not belong to either side. If, during the End phase of any turn, one or more of your models are in base contact with an objective, then that objective comes under your control. If, during the End phase both sides have models in base contact with an objective, then that objective returns to being a neutral objective.



Side A Deployment Zone

Side B Deployment Zone

SCENARIO 10 – HEIRLOOM OF AGES PAST

Buried somewhere upon the field of battle is a long-forgotten heirloom of ages past. Having narrowed down its location, the two armies now fight for possession of this relic. However, the powers that linger upon this mysterious object are easily capable of corrupting those who hold it for too long.

SCENARIO OUTLINE

A precious relic lies upon the battlefield. They who hold it will win the day!

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on **page 136**. Then, place six Objective markers on the battlefield. To place the objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 6" away from any board edge. Their opponent then places an objective at least 12" away from the existing objectives and 6" away from any board edge. The players then alternate placing the remaining objectives, according to the restriction noted earlier.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues (see Special Rules later).

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- You score 6 Victory Points if your force is in possession of the relic at the end of the game. If at the end of the game you are not in possession of the relic but have more models within 3" of the relic than your opponent, then you instead score 3 Victory Points.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 2 Victory Points.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.

SPECIAL RULES

Uncovering the Relic: Only one of the objectives is actually the relic that both sides seek. The first time each turn an unengaged **Infantry** model ends its movement in base contact with an objective, they may search it in an attempt to uncover the relic. When this happens roll a D6. On a 6, the relic has been discovered and the model that discovered it takes possession of it (Might cannot be used to influence this roll). If the roll is a 1-5 then the relic is not there, remove the objective from play. If the first five objectives to be searched do not reveal the relic, the last one will automatically be the relic, there is no need to roll for it.

Relic of Power: The relic is treated as a Light Object, however the dark powers that lie upon it may seep into the mind of its holder. Unwilling to give it up, models carrying the relic may not drop it or pass it to another model. Additionally, at the start of each turn, before Priority is rolled, roll a D6. On a 1, the model is Transfixed as on page 98. Might may not be used to modify this roll.

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart opposite (the warband's captain can use Might to alter the roll either up or down). Models can't Charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6 RESULT

- 1 The warband does not arrive.
- 2 Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.



SCENARIO 11 – FOG OF WAR

Amidst the maelstrom of the battle that rages, the two forces clash in an endless swirl of shields and swords. Battle plans constantly change and the two generals become locked in a battle of wits, both trying to work out their adversary's aims.

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SCENARIO OUTLINE

Outwit your opponent by concealing your true objective.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.



Victory Points are scored for the following:

- At the start of the game secretly note down one of your own Hero models – this may not be your leader unless you only have one Hero. You score 1 Victory Point if the nominated Hero is still alive at the end of the game. If the nominated Hero is still alive and has suffered no Wounds, you instead score 3 Victory Points.
- At the start of the game secretly note down one of your opponent's Hero models this may not be your opponent's leader unless they only have one Hero. You score 1 Victory Point for causing one or more Wounds on the nominated Hero. Wounds prevented by a successful Fate roll do not count. If you kill the nominated Hero, you instead score 3 Victory Points.
- At the start of the game secretly note down a single terrain piece in your opponent's half of the board. You score 1
 Victory Point if at the end of the game you have more models than your opponent completely within your selected terrain piece. If your opponent has no models completely within your selected terrain piece and you have at least one, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score
 3 Victory Points.

Designer's Notes: In this Scenario you should not reveal any of your objectives to your opponent, even if you successfully complete them during the game. Part of the skill of this Scenario is trying to work out what your opponent is attempting to accomplish, whilst simultaneously trying to mislead them into thinking that you are trying to accomplish something that you aren't.



SCENARIO 12 – STORM THE CAMP

Both armies desire the land before them for its strategic position within Middle-earth. Setting up encampments, both forces seek to outlast their opponents and claim the land for their own. However, with neither side willing to yield its stake, war befalls these two opposing sides. It is now time to decide the dominant force by seizing the other's camp and scattering its defenders.

SCENARIO OUTLINE

Oust the enemy from their camp, while keeping yours secure.

THE ARMIES

Players choose their forces, as described on **page 130**, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 136.

STARTING POSITIONS

Both players roll a D6. The player who scored the highest may choose one of the four table corners as their camp. They then deploy their army (including any Siege Engines) entirely within 12" of their chosen table corner. Any models that cannot be deployed within 12" of the chosen corner will move onto the board via the controlling player's corner at the end of their first Move phase. Their opponent then sets up their army entirely within 12" of the table corner diagonally opposite.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** if your force managed to capture your opponent's camp. If your force managed to capture your opponent's camp and your camp is not captured, you instead score **6 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

The Campsite: The campsites are the deployment areas of the two armies. A campsite is captured if during the End phase of any turn you have more models entirely within your opponent's campsite than they do. Should your models subsequently leave a captured campsite, it will no longer count as being captured. In order to keep an opponent's campsite captured, you will need to keep your models within your opponent's campsite.

Models that are within their own campsite will defend it at all costs. Any model that is within its own campsite at the start of a turn will automatically pass any Courage tests it is required to make for the remainder of that turn.





The Armies of Middle-Earth



THE FELLOWSHIP



Gandalf the Grey



Frodo Baggins



Samwise Gamgee



Aragorn - Strider



Legolas



Gimli, son of Gloin



Boromir of Gondor



Meriadoc Brandybuck



Peregrin Took









Elendil, High King of Númenor

Isildur









Warriors of Númenor



MINAS TIRITH



Gandalf the White



Aragorn, King Elessar



Denethor, Steward of Gondor



Boromir, Captain of the White Tower



Faramir, Captain of Gondor



Madril, Captain of Ithilien



Damrod, Captain of Ithilien



Gondor Battlecry Trebuchet





Citadel Guards

Guard of the Fountain Court

Osgiliath Veterans







Warriors of Minas Tirith







Minas Tirith Command

Gondor Avenger Bolt Thrower



King of the Dead

Warriors of the Dead

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Rider of the Dead



Théoden, King of Rohan

Éomer, Marshal of the Riddermark

Éowyn, Shield Maiden of Rohan



Captain of Rohan



Rohan Hornblower



Háma, Captain of Rohan



Rohan Royal Guard



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Captain of Rohan

Rohan Royal Guard

Gamling, Captain of Rohan



Riders of Rohan



Warriors of Rohan









Elrond, Master of Rivendell



Gil-galad, High King of the Elves



Arwen Evenstar





High Elf Warriors



High Elf Captain



Rivendell Knight with Banner









Galadriel

Celeborn

Haldir



Galadhrim Warriors



Wood Elf Warriors





The Dark Lord Sauron



The Witch-king of Angmar



Ringwraiths



Witch-king of Angmar on Fell Beast



The Mouth of Sauron

Shelob

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Gothmog, Lieutenant of Sauron



Shagrat, Captain of Cirith Ungol



Grishnákh, Orc Captain



Gorbag, Orc Captain

Mordor Uruk-hai



Troll Chieftain



Mordor Troll



Mordor Orc Warriors



Morannon Orcs

Warg Riders



Mordor War Catapult













Moria Goblin Warriors



Cave Troll





The BalrogTM



The Watcher in the Water











Saruman the White

Gríma Wormtongue

Lurtz

Uglúk



Uruk-hai Scouts

Uruk-hai Berserkers



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Uruk-hai Demolition Team

Uruk-hai Warriors



Isengard Assault Ballista

Uruk-hai Banner







War Mûmak of Harad



Haradrim Warriors

Mahûd Beastmaster Chieftain





Corsair Captain



Corsair Bo'sun



Corsairs of Umbar









Easterling Warriors

THORIN'S COMPANY







Gandalf the Grey

Bilbo Baggins

Thorin Oakenshield



Balin the Dwarf



Dwalin the Dwarf

Kili the Dwarf

Fili the Dwarf



Ori the Dwarf



Nori the Dwarf



Dori the Dwarf



Oin the Dwarf

Gloin the Dwarf



Bifur the Dwarf



Bofur the Dwarf

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Bombur the Dwarf



ARMY OF THROR





Thrain







Young Balin the Dwarf



Young Dwalin the Dwarf











Warriors of Erebor











Grim Hammers

EREBOR RECLAIMED



Thorin Oakenshield, King Under the Mountain



Kili the Dwarf, Champion of Erebor



Fili the Dwarf, Champion of Erebor



Balin the Dwarf, Champion of Erebor



Dwalin the Dwarf, Champion of Erebor



Oin the Dwarf, Champion of Erebor



Gloin the Dwarf, Champion of Erebor



Bifur the Dwarf, Champion of Erebor



Bofur the Dwarf, Champion of Erebor



Bombur the Dwarf, Champion of Erebor



Ori the Dwarf, Champion of Erebor



Nori the Dwarf, Champion of Erebor



Dori the Dwarf, Champion of Erebor

GARRISON OF DALE







Girion, Lord of Dale

Captain of Dale

Warriors of Dale with Sword







Warriors of Dale with Bow



Warriors of Dale with Spear











Iron Hills Captain with Spear

Iron Hills Banner





Iron Hills Dwarves





Iron Hills Ballista





Iron Hills Dwarves with Crossbows







Iron Hills Dwarves with Mattocks



Iron Hills Goat Riders



Iron Hills Chariot

ARMY OF LAKE-TOWN



The Master of Lake-town



Alfrid the Councillor



Lake-town Guard Captain





Lake-town Guards with Swords







Lake-town Guards with Bows



Lake-town Guards with Spears

SURVIVORS OF LAKE-TOWN



Bilbo Baggins, Master Burglar



Bard the Bowman



Sigrid

Bain



Alfrid Lickspittle



Percy

Hilda-Bianca



Lake-town Militia Captain



Lake-town Militia
HALLS OF THRANDUIL



Thranduil, King of the Woodland Realm on Elk



Mirkwood Ranger Captain



Legolas Greenleaf, Prince of Mirkwood



Mirkwood Armoured Elf Cavalry



Mirkwood Rangers



Tauriel

Mirkwood Captain

Palace Guard Captain



Palace Guards



RADAGAST'S ALLIANCE



Gwaihir, the Windlord



Beorn the Bear



Radagast the Brown riding Great Eagle

THE WHITE COUNCIL







Saruman the White

Galadriel, Lady of Light

Elrond, Master of Rivendell



Gandalf the Grey

Radagast the Brown

Celeborn



Radagast the Brown on Sleigh

AZOG'S LEGION





Azog

Bolg, Castellan of Mount Gundabad



Gundabad Ogres

Gundabad Orc Captain



Gundabad Orc Warriors



Gundabad Berserker



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Troll Brute

Gundabad Troll

AZOG'S HUNTERS





Yazneg

Fimbul the Hunter on Fell Warg

Narzug



Hunter Orcs



GOBLIN-TOWN



Grinnah the Goblin

Goblin Captain

The Goblin Scribe

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Gollum





EXAMPLE ARNNES



ADAM TROKE'S MINAS TIRITH

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Inspired by the heroic defence of Minas Tirith as depicted in *The Lord of the Rings: The Return of the King*TM, Adam has built this army up over the course of a few months. Originally, his army started life as a joint effort with his friend Sam so they could attend a Doubles tournament weekend, but since then it has taken on a life of its own, with Adam constantly adding more to it. Adam's fledgling army has since grown into the mighty 1,000 point force you see below.

| Warba | and 1 (Leader) Army List: | Minas Tirith | Points |
|-------|-----------------------------|--------------|--------|
| Hero | Denethor, Steward of Gondo | r | 35 |
| 4 | Guard of the Fountain Court | | 40 |
| 6 | Citadel Guard | | 54 |
| 5 | Citadel Guard with longbow | | 50 |
| 16 | Total Models | Total Points | 179 |

| Warb | and 2 Army List: Minas Tirith | | Points | |
|------|-------------------------------|--------------------------------------|----------------------------------|-----|
| Hero | Gandalf the V | White on Shad | owfax | 240 |
| Hero | Peregrin Tool | c, Guard of the | e Citadel with Elven Cloak | 30 |
| 9 | Warriors of M | /linas Tirith w | linas Tirith with spear & shield | |
| 4 | Warriors of M | linas Tirith with bow | | 32 |
| 1 | Warrior of M | inas Tirith with shield and war horn | | 38 |
| 16 | Total Mode | s | Total Points | 421 |

| Warb | Varband 3 Army List: Minas Tirith | | Points |
|------|-----------------------------------|-------------------------------------|--------|
| Hero | Captain of Mi | nas Tirith with shield | 55 |
| 7 | Warriors of M | of Minas Tirith with spear & shield | |
| 1 | Warrior of Mi | inas Tirith with banner | 32 |
| 9 | Total Models | s Total Points | 150 |

| Warb | and 4 | nd 4 Army List: Minas Tirith | | Points |
|------|--------------|---|--------------|--------|
| Hero | - | Faramir, Captain of Gondor with horse, ance and heavy armour | | |
| 5 | Knights of M | nas Tirith with shield | | 70 |
| 6 | Total Model | ls | Total Points | 170 |

| Warb | and 5 | Army List: Minas Tirith | |
|------|--------------|-------------------------|----|
| Hero | Gondor Battl | ecry Trebuchet | 80 |
| 3 | Total model | s Total Points | 80 |

| Total Models | Break Point | No. of Bows | Total Points |
|--------------|-------------|-------------|---------------------|
| 50 | 25 | 9 | 1,000 |

Due to Denethor's The Rule of Gondor is Mine, and No Others! special rule, Adam must choose Denethor to be the leader of his army. Because Denethor is a Hero of Valour, Adam has been able to pack a total of 15 Warrior models into the warband. This provides the Steward of Gondor with an inner circle of Guards of the Fountain Court and Citadel Guard for his protection, and seeing as they all have the Bodyguard special rule, makes them very useful indeed.



Gandalf the White is Adam's next Hero, and he has included Peregrin Took, Guard of the Citadel within his warband, along with a slew of Warriors of Minas Tirith to represent those who fought alongside the Wizard on the White City's ramparts. Adding Gandalf provides Adam's force with access to some Magical Powers such as Immobilise and Blinding Light, which can be very useful in a tight spot.

A Captain of Minas Tirith leads a third warband, of Warriors of Minas Tirith, giving the force some much-needed numbers and a solid front line that can benefit from the Shieldwall special rule, while Faramir, Captain of Gondor leads a small unit of Knights to act as a cavalry reserve. The Trebuchet not only provides devastating long-range power, but conjures the image of the army gathered atop the walls of Minas Tirith.

THE ARMY OF THE DEAD

Adam isn't content with leaving his Army of Minas Tirith as it is – he's begun adding allies in already, painting the King of the Dead and a full warband of Warriors of the Dead too. His plan is to add these, along with Aragorn, to the army as Historical Allies in the very near future.



DAN HUCKVALE'S ISENGARD

Dan has been collecting his Isengard army for a few years, and recently gathered together an impressive army to march to war at 2017's *The Hobbit*[™] Throne of Skulls tournament. However, with the new rules and changes to building an army, Dan has been eagerly painting up even more Uruk-hai so that he can put together a brand new force consisting of a nice mixture of Uruk-hai Warriors and Uruk-hai Scouts.

Dan has chosen Saruman to lead his armies due to the magical support that the *White Wizard* can provide. As Saruman is a Hero of Legend, Dan has given him a full warband of 18 fighting Uruk-hai with an equal mix of shields, pikes and crossbows, providing Saruman with plenty of protection against those more combat orientated heroes that pose a serious threat to the former lord of the Istari.

| Warba | and 1 (Leader) Army List: I | sengard | Points |
|-------|---------------------------------|--------------|--------|
| Hero | Saruman on horse | | 190 |
| 6 | Uruk-hai Warriors with shield | | 60 |
| 6 | Uruk-hai Warriors with pike | | 60 |
| 6 | Uruk-hai Warriors with crossbow | | 66 |
| 19 | Total Models | Total Points | 376 |

| Warb | and 2 | Army List: Isengard | Points |
|------|---------------|-----------------------------|---------|
| Hero | Lurtz | | |
| 5 | Uruk-hai Scou | Jruk-hai Scouts with shield | |
| 5 | Uruk-hai Scou | Uruk-hai Scouts | |
| 5 | Uruk-hai Scou | Scouts with Uruk-hai bow | |
| 16 | Total Models | Total Poir | nts 220 |

| Warb | and 3 | Army List: Isengard | Points |
|------|---------------|---------------------|--------|
| Hero | Isengard Sieg | e Ballista | 65 |
| 3 | Total Mode | ls Total Points | 65 |

| Warb | and 4 | Army List: Isengard | | Points |
|------|---------------|-----------------------------|--------------|--------|
| Hero | Uruk-hai Capt | tain with shield | | 65 |
| 6 | Uruk-hai War | Uruk-hai Warriors with pike | | 60 |
| 1 | Uruk-hai War | rrior with banner | | 34 |
| 8 | Total Models | 5 | Total Points | 159 |

| Warb | and 5 | Army List: Isengard | |
|------|--------------|---------------------|-----|
| Hero | Uruk-hai Cap | otain | 60 |
| 8 | Uruk-hai Ber | serkers | 120 |
| 9 | Total model | s Total Points | 180 |

| Total Models | Break Point | No. of Bows | Total Points |
|---------------------|-------------|-------------|---------------------|
| 55 | 27.5 | 11 | 1,000 |



Dan also wanted to make as much use of the Isengard Army Bonus as he could, so he has included Lurtz and 15 Uruk-hai Scouts into his force. As the Army Bonus gives Lurtz and his Uruk-hai Scouts the Woodland Creature special rule, Dan's army has a quick-moving and hard-hitting warband that can cause plenty of problems for enemies that try to hide in the woods themselves.

As the deployment for Siege Engines has now significantly changed, Dan leapt at the chance to get an Isengard Siege Ballista into his force, having always wanted to use one with his Urukhai. Being able to deploy a Siege Engine at the back of the board regardless of what a player rolls is a real asset, and one that meant that Dan included one in his force. As you can see, Dan's force is rather impressive, containing a good amount of *Uruk-hai* Warriors and Scouts as well as a few Uruk-hai Berserkers for some extra punch. The inclusion of the two Uruk-hai Captains means that Dan has plenty of access to Heroic March to get his army straight into the fight, whilst Lurtz possesses the ability to Heroic Strike so that he can take on even the mightiest of foes.





JAY CLARE'S DEFENDERS OF EREBOR

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Jay wanted to build his army around the epic scenes from *The Hobbit: The Battle of the Five Armies*[™], where Men, Elves and Dwarves fight alongside each other against the teeming hordes of Azog's Legion in defence of Erebor and Dale. Jay has combined warbands from the Iron Hills, Halls of Thranduil and Survivors of Lake-town in order to build an impressive 1,000 point army that can accurately recreate the scenes from the films.

| Warba | and 1 (Leader) | Army List: Survivors of Lake-town | Points |
|-------|----------------------------|-----------------------------------|--------|
| Hero | Bard the bown | nan with armour on horse | 155 |
| 6 | Lake-town Mi | litia with shield | 36 |
| 6 | Lake-town Mi | litia with spear | 36 |
| 6 | Lake-town Militia with bow | | 36 |
| 19 | Total Models | Total Points | 263 |

| Warb | and 2 | Army List: Halls of Thranduil | Points |
|------|--|-------------------------------|----------|
| Hero | Hero Thranduil, King of the Woodland Realm with additional Elven-made sword, heavy armour and El | | 160 k |
| 12 | Mirkwood Elves with Elven-made glaive | | 132 |
| 6 | 6 Mirkwood Elves with Elf bow | | 66 |
| 19 | Total Model | s Total Points | 358 |

| Warb | and 3 | Army List: 7 | The Iron Hills | Points |
|------|-----------------------------------|--------------------------------------|----------------|--------|
| Hero | Dain Ironfoot | , Lord of the Iron Hills on war boar | | 160 |
| 12 | Iron Hills Wa | rriors with spea | r | 144 |
| 6 | Iron Hills Warriors with crossbow | | 72 | |
| 19 | Total Model | s | Total Points | 376 |

| Total Models | Break Point | No. of Bows | Total Points |
|--------------|-------------|-------------|--------------|
| 57 | 28.5 | 18 | 997 |

Even though Jay has selected three warbands from three different army lists: the Iron Hills, Halls of Thranduil and Survivors of Lake-town, all three of the armies in his force are all Historical Allies with each other. This means that Jay's force will still get to benefit from all three of its Army Bonuses, something that Jay was very keen to make sure of. The combination of Iron Hills Dwarves, Mirkwood Elves and Lake-town Militia makes this force one to be reckoned with.



To get the best feel of the scenes from the film, Jay has chosen to have the three main leaders of the armies in his force: Bard, Dain and Thranduil. All of these Heroes are Heroes of Legend, which means that they could all be selected as the force's leader. All three Heroes would excel in this role but Jay has chosen to make Bard the leader – although this may be more to do with the fact that Bard is his favourite character than anything else!

As Bard, Dain and Thranduil are all Heroes of Legend, they can all lead warbands of 18 Warriors, and Jay has made the most of this by packing each Hero's warband with the maximum number of models to bring his force up to a rather large 57-model total – perfect for fighting large battles against a horde of Gundabad Orcs and their monstrous allies.

SURVIVORS OF LAKE-TOWN

Jay already has quite a large collection of Lake-town models, both from the Army of Lake-town and the Survivors of Lake-town, and he is planning on adding even more to them – next up will be yet more Lake-town Militia as well as Bain, Sigrid & Tilda.





DAVID WHITAKER'S AZOG'S HUNTERS

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David has been involved with the Strategy Battle Game for a number of years, and has built up quite an impressive collection of models for his vast array of armies from all areas of Middle-earth. However, possibly his favourite army is his collection of Azog's Hunters, which he has been constantly adding to over time – so naturally he was eager to see how the new rules affected his choice of army building. His 1,000 point army is:

When choosing his leader, David had the choice between Bolg and *Bill the Troll*, as they are both Heroes of Valour. As the majority of his force is from the Azog's Hunters list, David has opted to select Bolg to lead his forces into battle. He has then packed his warband with as many Hunter Orcs as he can, making the most of Bolg's 15-model warband limit, to ensure that Bolg has a suitable amount of protection from enemy warbands at all times.

| Warba | and 1 (Leader) Army List: | Azog's Hunters | Points |
|-------|-----------------------------|----------------|--------|
| Hero | Bolg with Orc bow on Fell W | Targ | 180 |
| 13 | Hunter Orcs | | 104 |
| 2 | Hunter Orcs with Orc bow | | 18 |
| 16 | Total Models | Total Points | 302 |

| Warb | and 2 | Army List: | Azog's Hunters | Points |
|------|---------------------------------------|-----------------------|----------------|--------|
| Hero | Fimbul the H | e Hunter on Fell Warg | | 60 |
| 4 | Hunter Orcs | es on Fell Warg | | 64 |
| 3 | Hunter Orcs with Orc bow on Fell Warg | | 51 | |
| 8 | Total Mode | ls | Total Points | 175 |

| Warb | and 3 Army I | list: Azog's Hunters | Points |
|------|---------------------------------------|------------------------------|--------|
| Hero | Hunter Orc Captain wi on Fell Warg | ptain with two-handed weapon | |
| 7 | Fell Wargs | | |
| 8 | Total Models | Total Points | 123 |

| Warb | and 4 | Army List: | The Trolls | Points |
|------|----------------|------------|--------------|--------|
| Hero | Bill the Troll | | | 150 |
| Hero | Bert the Troll | | | 130 |
| Hero | Tom the Trol | 1 | | 120 |
| 3 | Total Mode | ls | Total Points | 400 |

| Total Models | Break Point | No. of Bows | Total Points |
|--------------|-------------|-------------|--------------|
| 35 | 17.5 | 5 | 1,000 |



The rest of David's Azog's Hunters contingent is made up of Hunter Orcs on Fell Wargs and a few unridden Fell Wargs to increase David's numbers and provide a few quick models that can capture objectives and be a nuisance to his opponents. To lead his mounted Hunter Orcs, David has chosen Fimbul the Hunter on Fell Warg and a Hunter Orc Captain on Fell Warg. Fimbul brings an additional three Might points to David's army, and has the option to Heroic Strike. David has converted his Hunter Orc Captain to show the wounds it suffered leading Azog's forces into previous battles. Eagle-eyed readers will notice it is the same Captain that David used as the leader of his Battle Company, clearly the Orc has won the favour of Azog and been promoted! The addition of the Hunter Orc Captain also adds the option to Heroic March; very important for certain Scenarios. David finalised his army by adding the *Three Trolls*, three powerful Monster models, into his force. As Azog's Hunters and the Trolls are only Allies of Convenience, both parts of David's army will lose their Army Bonuses. However, as David is rather fond of the Trolls from the films, he is quite happy to lose the Army Bonuses for the sake of fitting some of his favourite characters into his list.





WHAT'S NEXT?

o, you've read through this rules manual and begun to get your head around how the game works. By now you are probably thinking 'where do I go from here?'.

Well, the first place to look to are the two army books that cover all of the characters, warriors and creatures from *The Lord of the Rings*TM and *The Hobbit*TM. From there, there are loads of other resources and places to get extra Middle-earth content from.



THE ARMIES OF THE LORD OF THE RINGS

This manual covers all of the profiles for the characters from *The Lord of the Rings*TM trilogy, from the noble warriors of Gondor that bravely fought against the forces of Sauron, to the fighting Uruk-hai that were bred by Saruman in the pits of Isengard to put an end to the race of Men.

The Armies of *The Lord of the Rings*[™] is a 240-page hardback tome that contains 27 different army lists, representing factions from both the films and the books; as well as 11 different Narrative Play Scenarios that faithfully recreate some of the most iconic scenes from both page and screen.

The Armies of *The Lord of the Rings*[™] is available now to help you begin, or continue, your journey into Middle-earth.





THE ARMIES OF THE HOBBIT

The Armies of *The Hobbit*TM covers all of the profiles for the characters depicted within *The Hobbit*TM films and books, from the ragged and homeless militia from Lake-town, to the fearsome and fully-armed legions that march upon *The Lonely Mountain* from Gundabad.

This hardback manual contains 20 different army lists from *The Hobbit*[™] trilogy as well as from the pages of the books. There are also 11 Narrative Play Scenarios that allow you to play through your favourite scenes, enabling you to recreate them with your own models.

The Armies of *The Hobbit*TM will be available in the coming months. In the meantime, until it is released, you can use the profiles found in the Heroes and Villains of *Middle-earth* download and *The Hobbit: Motion Picture Trilogy*TM *There and Back Again.* There is also a free PDF download available on the Games Workshop website that will provide you with the army lists, and what they contain, as well as the Heroic Tiers and Heroic Abilities of all the heroes found within *The Hobbit*TM to tide you over until The Armies of *The Hobbit*TM is released.





WEBSTORES

hen looking to expand your collection of Middle-earth models, the Games Workshop and Forge World webstores contain a huge variety from every faction in the game; making them the perfect place to expand your fledgling collection into an army worthy of Mordor (other races are, of course, available)!



forge World





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WARHAMMER WORLD

Based in Nottingham, in the UK, Warhammer World is the global headquarters of Games Workshop and has both a Warhammer store and Forge World store that have on display, and keep in stock, the entire range of Middle-earth models for you to buy. Not only this, but there are exclusive models that can only be bought at Warhammer World; whether these are returning classic models or brand-new releases, any trip to Warhammer World would be incomplete without picking these up.

Throughout the year, Warhammer World hosts a selection of gaming events where fans of the Middle-earth Strategy Battle Game hobby flock to play a series of games over a weekend. These range from the Middle-earth Grand Tournament to the incredibly fun Doubles Weekends, and all serve as a beacon of fair play and good will that any Hobbit would be proud of!

There is even the world famous Bugman's Bar on site that serves all manner of food and drink throughout the day, with plentiful portions that will satisfy even the hungriest of Trolls!



WARHAMMER COMMUNITY

COMMUNITY WEBSITE

Visit the exciting Warhammer Community page at warhammercommunity.com. Every day there is a plethora of new and exciting content from all aspects of the Games Workshop hobby – from painting tips to tactics to details on new releases. There is even a section dedicated to all things Middle-earth – the perfect way to grow your hobby knowledge or get some inspiration.

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UHITE DWARF

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Every month, *White Dwarf* magazine is crammed full of hobby goodness from Games Workshop, with something to interest almost everyone within its hallowed pages. Each issue will have all the information on the most recent releases, army showcases, battle reports, painting guides, articles and more, making *White Dwarf* truly the number one Warhammer magazine across the globe! For fans of the Middle-earth Strategy Battle Game, most issues will contain some form of Middle-earth related content. This could include Narrative Play Scenarios, battle reports, galleries and more – many of which appear exclusively first to *White Dwarf*.





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"I think I'm quite ready for another adventure."

- Bilbo Baggins, The Lord of the Rings: The Return of the King .



