

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

SHADOW & FLAME



NEW LINE CINEMA

An AOL Time Warner Company



GAMES WORKSHOP



A chance encounter in the Barrow-downs



Axes of the Dwarves! The Dwarves are upon you!

Ճաշարանք՝ Ը. Ճաշարք՝ Ը Ճաշարք՝ Ը. Գրեմեցիք՝ Ը

*The world is grey, the mountains old,
The forge's fire is ashen-cold;
No harp is wrung, no hammer falls:
The darkness dwells in Durin's halls;
In Moria, in Khazad-dûm.*

Handwritten cursive script:

fahagapfahagapfahagapfahagap

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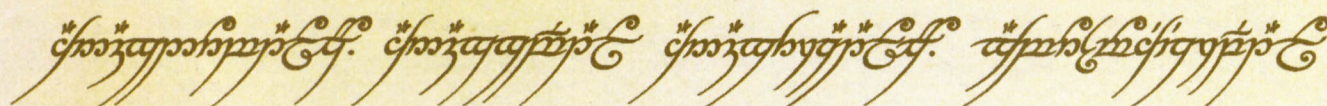
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FOREWORD

Welcome to Shadow and Flame, the very first in a series of gaming supplements for our strategy battle game based on The Lord of The Rings.

With these supplements we will go beyond what is presented in the films of The Lord of The Rings and delve into the rich material of J. R. R. Tolkien's books (in particular, The Lord of The Rings and The Hobbit). This will allow us to expand our game, providing the players with new forces to add to their collections and many scenarios in which to use these new models.

This book is divided into two main sections.

The first part is about Moria, its history, and some of the most famous of its topographic features, but most of all it goes into detail about the Dwarves that founded this underground realm and the Goblins that invaded it at different times. The wars between these two races have been many, but in *Shadow and Flame* we concentrate on one that is strongly related with the story of *The Lord of The Rings*. We will look at the expedition led by Balin, whose tomb is the setting of one of the most exciting scenes of *The Fellowship of The Ring*.

In the following pages you will find background information and rules for Balin and his Dwarves, as well as some new Heroes and warriors for the Moria Goblins.

You will also find four new scenarios to recreate the fight of Balin's force and its tragic end, which can be played either as one-off games or as part of a campaign.

The second part of the book is made of three separate appendices, each dealing with a different subject, but in general is aimed at adding to the game some of the characters of the book that have been left out of the film of *The Fellowship of The Ring*. The first appendix is centred on the Barrow Downs, introducing the malefic Barrow Wights and the mysterious Tom Bombadil and Goldberry. The second appendix focuses on Rivendell, the Last Homely House, and presents to the players the great Elven hero Glorfindel and the brave twin sons of Lord Elrond: Elladan and Elrohir. Finally, the third appendix is about magic in Middle-earth, and includes the rules for Radagast the Brown, the third of the wizards of The Lord of The Rings. It also adds to the game new rules for the shamans of evil races, such as the Uruk-hai and the Goblins of Moria.

Matthew and I have immensely enjoyed this opportunity to expand the game. Adding something of our own towards the fantastic world of Middle-earth has been a tough challenge as we have tried hard not to create anything that would feel out of place with Professor J. R. R. Tolkien's works. We have both put a lot of our passion for the story of The Lord of The Rings into this book and I sincerely hope we have managed to transmit some of that enthusiasm to you all.

Alma



Balin leads his kinfolk into battle.

နာဒယဂဟပိဉ် နာဒယဂဟပိဉ် နာဒယဂဟပိဉ် အညကလင်္ကျာပိဉ်

MORIA

"It is a name of ill omen." – Boromir

Moria was founded in the First Age of the world, long before the forging of the Rings of Power and even before the children of Númenor landed on the shore of Middle-earth. In the east of the Misty Mountains did Durin, the father of the Dwarves, make his home, far below the peaks of Zirak-zigil, Barazinbar and Bundushathûr. He and his folk fashioned a mighty underground realm, and Khazad-dûm (as the Dwarves name it) became a testimony to Dwarvish skill and proud splendour. As the numbers of Durin's folk grew, so did they fashion new halls from caverns, span bottomless chasms with bridges of stone and fashion sturdy gates from the very skins of the mountains themselves.

Deep below the crags, Moria may have been a place of strength, but it was not a place of darkness. Great windows were let into the sides of the mountains and carefully crafted channels brought light to the halls below. For long years and through the lives of many kings, Moria was a mighty realm. Amidst the pillared halls, several generations of Dwarf kings sat on the carven throne of Durin, and the realm grew rich through the skills of his folk.

Moria was wealthy because the mountains were wealthy, and the Dwarves delved deep in search of iron, gold, and gemstones of all kinds. These were the toys and servants of the Dwarves, wrought with great skill and cunning to produce all manner of wondrous artefacts that were the envy of the other kingdoms in Middle-earth. Even so, the true riches of Khazad-dûm were not in gold or iron, but in what was called *Mithril* by the Elves or known as Truesilver in the Common tongue. What the Dwarves called it no one knew, for they never told, but Mithril was a substance of wonder. As hard as dragonscale, it could be polished like silver and wrought like iron.

The Elves adored Mithril for its beauty, and soon a great trade route between Moria and the neighbouring land of Eregion was established. Over time, a great friendship grew up between the two peoples, nowhere more deeply signified than on the west gate of Moria where the emblems of Durin sat alongside those of the High Elves.

Alas, to all moments of happiness there is an end, and the days of Moria were numbered when Sauron came to Eregion. He did not come for Mithril, but instead with the aid of the Elven-smiths of Eregion he forged the Rings of Power. He came in disguise to the Elves and with his aid and knowledge were forged nine rings for the kings of Men and seven rings



4

[illegible]

Or so they thought.

The Dwarves came eventually to the lonely mountain in Erebor and there made their home, until the dragon Smaug took it from them. For a long time, Durin's folk were reduced to penniless exiles, their former wealth and glory denied to them. In desperation, the Dwarves attempted to reclaim Moria, but Goblins and Trolls now dwelt there and the Dwarves were driven away. Time passed and many years later, indeed the very year in which Bilbo Baggins found the One Ring, Smaug was slain by Bard of Esgaroth, and the Dwarves once more made the Lonely Mountain into their home.

Three decades before the Ring passed to Frodo, Balin, son of Fundin, persuaded Dain to give him leave to attempt to reclaim Moria, thinking that it too could be restored to its former grandeur. Dain let Balin go with a heavy heart, for although he too felt the lure of his heritage, fear of the evil in Moria and of Durin's Bane hung heavy on his mind. Balin took many of the folk of Erebor with him and for a time messages returned to Dain that spoke of Balin's success and of the reopening of the mines. Ultimately though, Dain's fears were correct, as after but a short span of years the messages stopped, and no more news came from Moria. Balin's fate would stay a mystery until the fellowship of the Ring travelled through those halls many years later



The Realm of Moria

"Moria! Moria! Wonder of the Northern world!" – Glóin

1 The Aqueduct

Constructed at the same time as the Westgate, the aqueduct was designed to redirect the flow of the Sirannon away from the newly-established Ereinion roadway.

2 The Watcher's Pool

Formed after the Sirannon's course over the aqueduct became blocked with debris.

3 Westgate – Durin's Door

Invisible when closed, this was the chief portal crafted by Narvi and Celebrimbor to link the realms of Ereinion and Moria. Sealed after the death of Celebrimbor and the fall of Ereinion.

4 The Western Guardhouse

Bastion which overlooked the Westgate.

5 Sirannon – The gate stream

Beginning life high on the side of Caradhras, the Sirannon used to be a swift and noisy stream until the aqueduct became clogged with rubble.

6 The Maze

Site of the very first Dwarven minings in Moria, exhausted at the close of the First Age, but used as a defensive network until the fall of the First Kingdom.

7 The Lost Caverns

Mine workings of the First Kingdom, lost to fire and flood after the awakening of the Balrog.

10 The Crossroads

This was the chief intersection of the East-West road and the access routes to the Redhorn Mines.

11 The Redhorn Mines

Home to the purest veins of Mithril in the Misty Mountains (and possibly Middle-earth). Reopened by Balin following the Battle of Dwarrowdelf.

12 Goblin Warrens

Caverns fouled and inhabited by the Goblins that came to dwell in Moria after the fall of the First Kingdom.

13 The Mines of Moria

Rich seams of iron, gold and silver, unexhausted at the fall of the First Kingdom.

14 The Royal Halls

Site of the throne of Durin and seat of the rulers of the First Kingdom of Moria. Abandoned after the death of Nain I and the fall of the First Kingdom.

15 The Great Armoury of the Third Deep

Many of the great treasures and skillfully crafted weapons of Moria were once stored here, although after many years of looting by Goblins Balin found it empty.

16 The Twenty-first Hall

Supported by massive pillars, this hall formed part of the extensive living quarters of the First Kingdom, and later the heart of the Second Kingdom.



Cross-section of the Fellowship's path through Moria

17 The Chamber of Mazarbul

The Hall of Records. Seat of Balin, Lord of the Second Kingdom of Moria. Later the site of his tomb.

18 Balin's Tomb

Here lies Balin, son of Fundin, Lord of Moria.

19 Durin's Causeway

A remarkable feat of Dwarvish engineering that links in a continuous flight of stairs the Second Hall with the upper levels of Moria.

20 The Second Hall

The first great hall of Moria on the Eastern side, the Second Hall was linked with the rest of the realm by Durin's Causeway and a second greater stair many hundreds of paces wide.

21 Durin's Bridge (The Bridge of Khazad-dûm)

Key element of the eastern defenses built after the fall of Ereinion. No record is made of the depth of the chasm.

22 The Eastern Guardhouse

Like its counterpart on the western wall, this Guardhouse was one of the first lines of defence for the realm.

23 The Eastgate

Many times the size of the Westgate, this entryway looks out across the forest of Lothlorien, far below.

24 Kheled-zaram

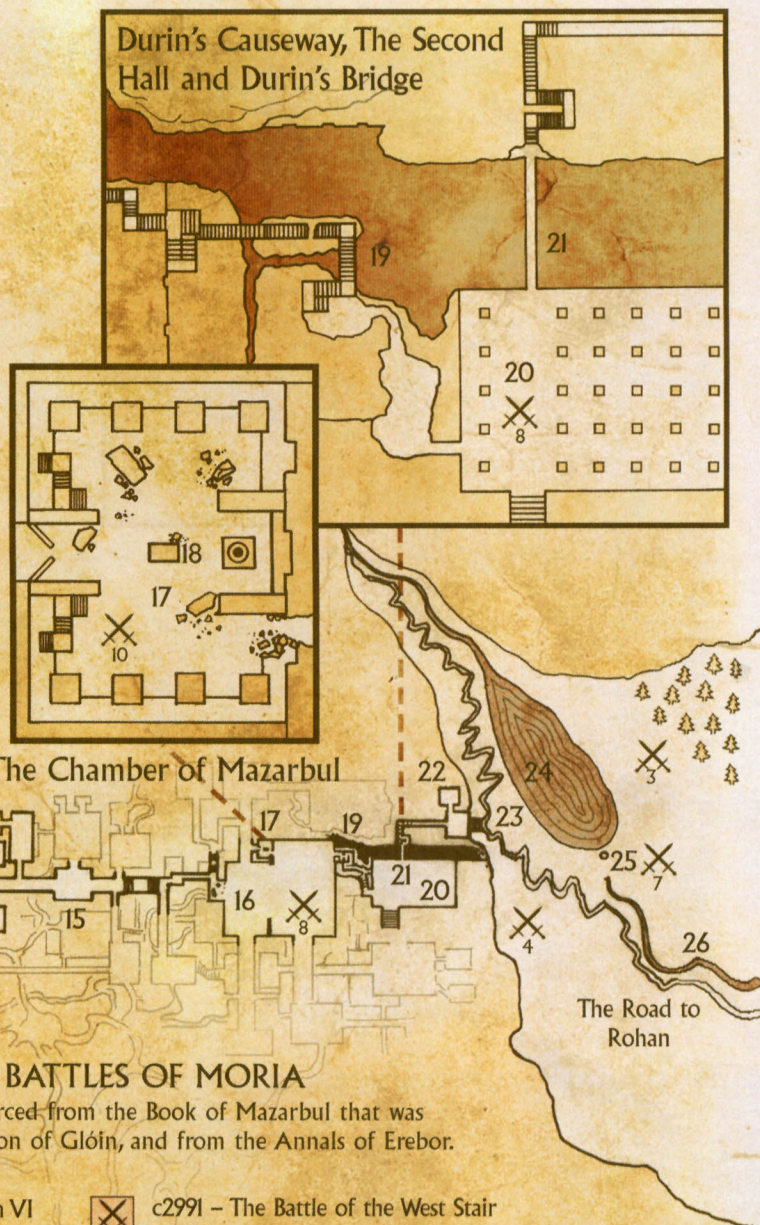
The Mirrormere. The lake in which Durin saw his crown of stars.

25 Durin's Pillar

Site where Durin first gazed into the waters of Mirrormere.

26 The Silverlode

First arising from a spring on the mountainside, the Silverlode swiftly becomes a fast-flowing river, fed by many other mountain streams.



THE GREAT BATTLES OF MORIA

The following notes are sourced from the Book of Mazarbul that was rescued from Moria by Gimli, son of Glóin, and from the Annals of Erebor.

1980 – The Battle of the Redhorn Deep – Death of Durin VI
The long prosperity of Moria came to an end after the Dwarves unwittingly unleashed the Balrog of Morgoth from its rest deep below the mountains. Durin VI marshalled his folk against the Balrog but died in battle with this demon of the ancient world.

1981 – The Battle of Unnumbered Sorrows – Death of Náin I, Fall of the First Kingdom of Moria
The Battle of Unnumbered Sorrows was the final attempt of the Dwarves to defeat the Balrog. When Durin's son Náin fell before its dark might, the rest of Moria's folk fled their ancient realm.

2799 – The Battle of Azanulbizar – Death of Fundin
The final conflict in the long war between the Goblins and Dwarves, The Battle of Azanulbizar saw great casualties on both sides. Even though the Dwarves finally bested their foes, they did not attempt to reclaim Moria, for their numbers were thin.

2989 – The Battle of the Eastgate (Scenario One) – Death of Flói
Balin's expedition to reclaim Moria began successfully, for the Goblins had grown complacent in their years of occupancy. Balin's scouts were able to force entry.

c2990 – The Battle of Dwarrowdelf (Scenario Two) – Founding of the Second Kingdom of Moria
The Battle of Dwarrowdelf marked the defeat of the self-proclaimed Goblin King of Moria and Balin's true ascension to the lordship of Moria. It is from this date that the days of the Second Kingdom are measured.

c2991 – The Battle of the West Stair
The final battle in Moria for many years, the Battle of the West Stair saw the expulsion of the Goblins from the eastern half of Moria.

c2994 – The Battle of Mirrormere (Scenario Three) – Death of Balin
With his realm seemingly assured and confident in his Lordship of Moria, Balin travelled to Mirrormere hoping to see the crown of stars and so be confirmed as King of Moria. Alas, he was slain by a Goblin scout and all his bodyguard could do was to avenge him as yet more of the creatures came up the Silverlode. It is unclear who succeeded Balin as Lord of Moria as no records now remain.

c2994 – The Battle of the Second Hall – Deaths of Nali, Frar, and Loni
Encouraged by their success at Mirrormere, the Goblins swept into Moria in great numbers. Only through bitter strife and sacrifice were they halted.

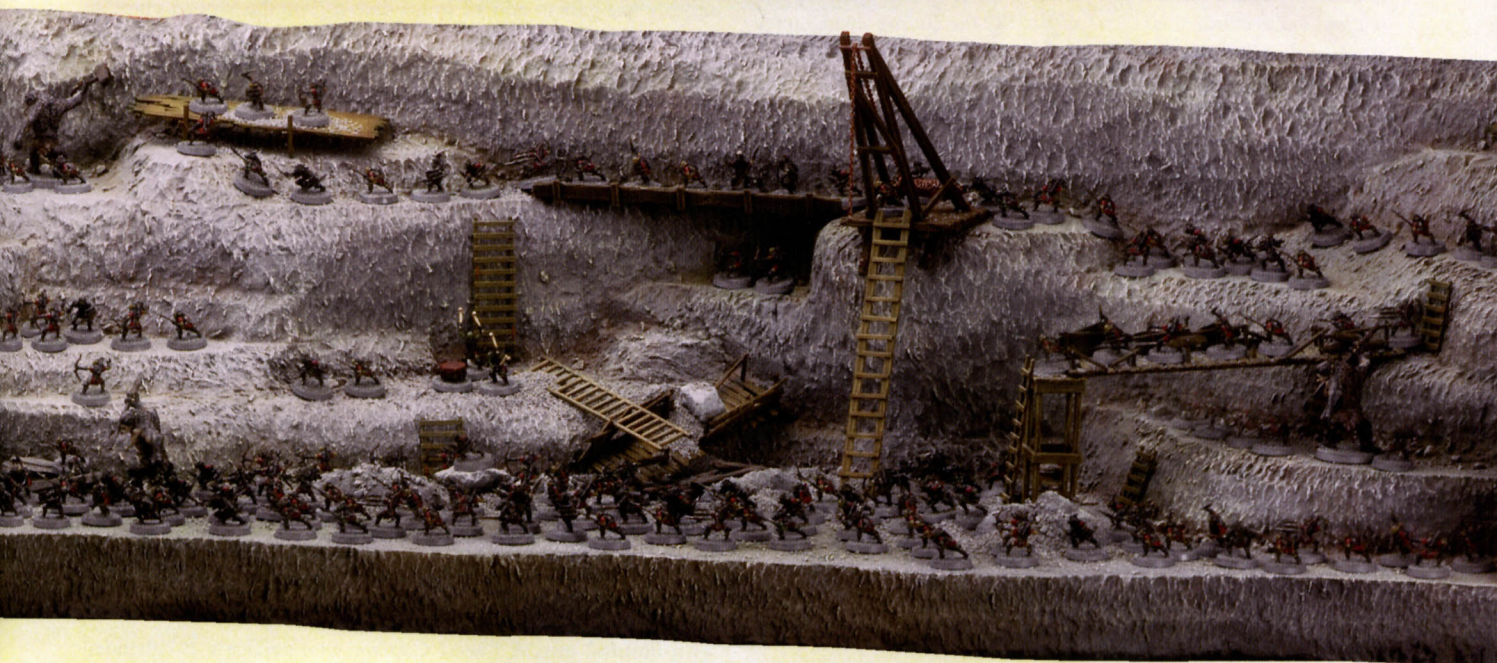
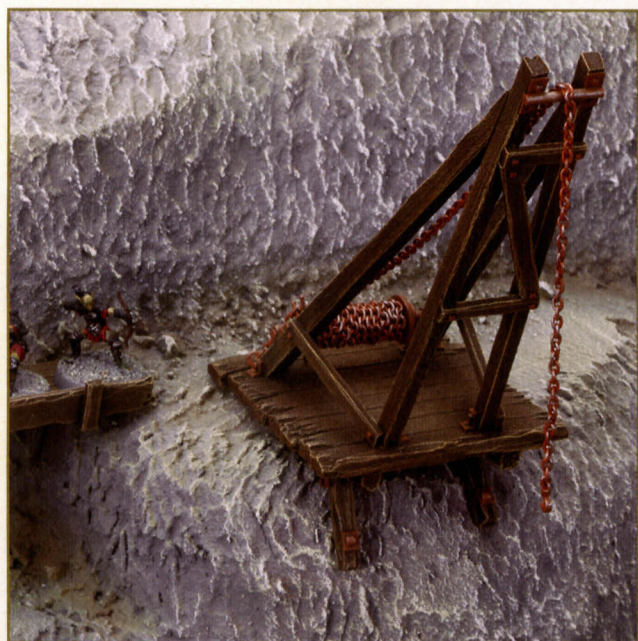
c2994 – The Battle of the Westgate – Death of Óin
Little is recorded of the Battle of Westgate, save that at the moment of victory a many-tentacled creature rose from the depths of the pool and drove the Dwarves from the guardroom and back into Moria.

c2994 – The Battle of Mazarbul (Scenario Four) – Death of Ori, Fall of the Second Kingdom of Moria
The culmination of many weeks of hit and run battles with the Goblins, the Dwarves chose to make their final stand in the Chamber of Mazarbul. Whether or not any tried to escape is unclear, but none survived to bring news to Erebor.

MORIA

On these two pages you can see the great gaming table that Mark Jones has created for Shadow and Flame. This clever piece of miniature architecture is divided into two pieces, one featuring a Dwarf Hall and the other a section of the Redhorn mines. The two parts can be joined together along either their length or their width, offering a huge variety of gaming scenarios that perfectly capture the dark atmosphere of the subterranean realm.





ժողովրդիս: ժողովրդիս ժողովրդիս: Բնակչությանս:

THE DWARVES

Like the Elves, the Dwarves are an elder race whose days are fading as Men come into prominence. In most other ways however, the Dwarves are quite dissimilar from Elves. Where Elves are tall and gracefully spoken, Dwarves are short and gruff. Where Elves prefer to dwell in the forests of Middle-earth, the Dwarves carve their halls deep within the roots of the mountains. The Dwarves are craftsmen beyond peer, to which their underground halls stand in testimony. Iron and gold are their playthings, and they fashion from them weapons, armour, and jewellery that are admired by all, including the Elves.

Perhaps due to their long span of years, Dwarves hold grudges for many lives of men and it is perhaps one such grudge, carried forward from a time long forgotten, that has led to the estrangement of the Dwarven and Elven races. Many consider the Dwarves to be selfish creatures, more concerned with wealth than the sufferings of the world, but the truth of the matter is that the Dwarves are too often unaware of happenings outside of their own realms. Even so, the Dwarves have always been staunch allies to those they consider their friends, and the forces of Evil are rightly fearful of Dwarvish fury.

Heroes

Balin (Dwarf)Points value: 75

	F	S	D	A	W	C	Might: 3
Balin	6/4+	4	8	2	2	6	Will: 3
							Fate: 1

Balin, son of Fundin of the folk of Durin, was one of the most famous Dwarf heroes of his day and age. He was one of the twelve brave Dwarves that went on the Quest of Erebor with Gandalf, Thorin Oakenshield and the renowned 'burglar' Bilbo Baggins. Their dangerous expedition was in the end successful, and they wrested the Dwarf-kingdom of the Lonely Mountain from the dragon Smaug, who had sacked and occupied it two hundred years before. Some time later, Balin led a contingent of Dwarves from Erebor in an attempt to reclaim Khazad-dûm, the greatest of all the lost kingdoms of the Dwarves. For a short period his mission was successful and the sound of Dwarf hammers echoed once again in the vast subterranean halls. Balin assumed the Lordship of Moria, but alas his was a story destined to end in tragedy. Balin was slain by the Goblins infesting the ancient underworld realm and eventually the Balrog awoke once more and proved to be a power too great for the Dwarves to defeat. Gimli, a member of the Fellowship of the Ring, found the tomb of his cousin Balin many years later, when the heroes were making their way across Moria. So the Dwarves learned the sad fate that befell Balin and his people.

Wargear

Balin wears heavy Dwarf armour and carries several axes (hand weapon), one of which is balanced for throwing (throwing axe). He also carries an especially large axe (two-handed axe). Balin can use an ordinary axe or his two-handed axe – though not both in the same Fight phase. At an additional points cost Balin can replace his two-handed axe with Durin's Axe.

Durin's Axe

20 pts

Special Rules

Durin's Axe. This ancient heirloom is a deadly Dwarven two-handed axe, but it's so light that it can be swung around in deadly arcs with blurring speed. Any Dwarf Hero fighting with this mighty axe gets to add +1 to his dice roll on the Wound chart, as normal with two-handed weapons, but he does not suffer from the usual -1 penalty to the dice for deciding which side wins the fight. In addition, the wielder of Durin's Axe may re-roll one of his dice when determining who wins a fight, but must accept the result of the second roll.

Dwarf CaptainsPoints Value: 60

	F	S	D	A	W	C	Might: 2
Dwarf Captain	5/4+	4	7	2	2	5	Will: 1
							Fate: 1

We have included the option to have one or more Dwarf Captains as part of your force – note that you can include more than one if you wish. You can use this profile for famous heroes such as Óin and Ori. Other Dwarves that are named in the fragments of the book of Mazarbul, such as Flói, Frár, Lóni and Náli, can be represented by this profile, as well as all the leaders amongst the Dwarves who go unnamed in the story of The Lord of The Rings.

Wargear

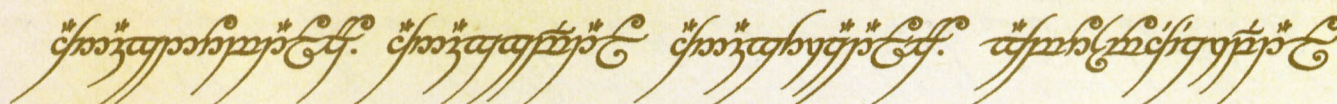
Dwarf Captains have Dwarf armour and axes (hand weapon).

At additional cost they may have the following:

<i>Two-handed axe</i>	5 pts
<i>Shield</i>	5 pts
<i>Throwing Axe</i>	5 pts

Shield. A Dwarf Captain who carries a shield adds +1 to his Defence value and can use the 'shielding' rule in a fight.

Two-handed axe. A Dwarf Captain who carries a two-handed axe cannot also carry a shield. He can use either his ordinary axe or his two-handed axe, though not both in the same Fight phase.



Warriors

Dwarf WarriorsPoints value: 8

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

The sharp axes of the Dwarves and their stubborn courage are rightly feared among the servants of Evil.

Above is the base profile for a Dwarf Warrior. If the warrior does not carry a bow then miss out the 4+ value when you copy out the profile – ie, the Fight characteristic for a warrior without a bow would be 4/-. The base profile might also change if the warrior carries a shield as noted below.

Wargear

The base profile for a Dwarf warrior includes Dwarf armour. He can be given additional items at the following cost:

Axe or two-handed axe (choose one)	Free
Dwarf Bow	1 pt
Shield	1 pt

Two-handed axe. A Dwarf Warrior who carries a two-handed axe cannot also carry a bow or shield – he needs both hands to wield his weapon.

Dwarf Bow. Dwarf bows are powerful shortbows of exceptional craftsmanship. They have a Strength of 3 and a Range of 18"/42cm.

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

Khazâd GuardPoints value: 11

	F	S	D	A	W	C
Khazâd Guard	4/-	4	7	1	1	4

The veterans of the Khazâd Guard, hand-picked from among the strongest Dwarf warriors, are sworn to defend their Lord with their lives. They wear terrifying war-masks and are equipped with the best weapons and armour.

Wargear

The Khazâd Guards wear heavy Dwarf armour and carry axes (hand weapons) and two-handed axes. They can use either their ordinary axe or their two-handed axe – though not both in the same Fight phase.

Special Rules

Bodyguard. At the beginning of the game, choose one Dwarf Hero among those in your force for the Khazâd Guard to protect. As long as this Hero is on the table, all Khazâd Guard models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Khazâd Guard revert to the normal rules for Courage.

**"Baruk Khazâd!
Khazâd ai-mênu!"**

*"Axes of the Dwarves!
The Dwarves are upon you!"*



Khazâd Guard Khazâd Guard Khazâd Guard Khazâd Guard

PAINTING DWARVES

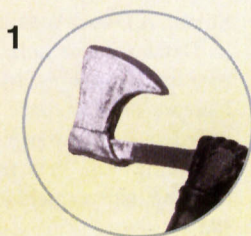


Throughout this book there are photographs of superbly painted models on the tabletop. Here we show you how easy it is to get a good result yourself. To paint your models you don't need many tools either; just a few paints, a brush, a space to work on with newspaper to protect the surface and a little patience.

This painting guide shows how to paint a Dwarf. By applying just a few quick and effective techniques, you'll be able to recreate the same colour scheme we used on Balin's Dwarves.



The model is undercoated Chaos Black.



Textured areas such as metal can be brought to life by brushing Chainmail over the raised detail to create highlights. You may find it helps to actually wipe most of the paint from the brush, leaving only a little dry residue. Then brush over the areas to be highlighted, depositing a fine dusting of paint to the raised areas.



Using the same approach as for painting the metal, apply Bestial Brown to the strands of beard and hair. To finish off the beard, paint the clasps with Chainmail.

Dwarf Flesh is applied to the face and hands. Try not to paint into the recesses of the eyes and fingers – you want to keep the undercoat showing to define the shape.

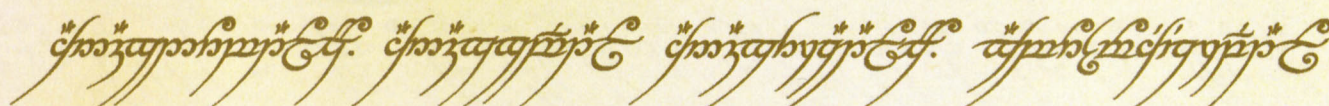
If you get paint between the fingers or into eyes, slightly thin down some Chaos Black paint and, following the shape of the model, line-in the recesses.



Apply a base colour of Snot Green to the Dwarf's tunic and sleeves. To make a solid colour you may have to apply several coats of paint.

Bubonic Brown is painted onto the boots.

To finish off, an equal parts mix of Flesh Wash and water is applied to the boots to create shading effect.





7



The axe handle and helmet are painted a basecoat of Dark Flesh.

8



Bestial Brown is applied to the belt and pouch.

9



To finish off the Dwarf's tunic, you may want to paint a stripe of Golden Yellow around the hem. You may have to apply several coats of paint to produce a solid colour.



10



Apply a drybrush of Chainmail to the metal on the shield.

11



Re-undercoat the centre of the shield Chaos Black.

12



To finish off the shield, apply a coat of Snot Green over the black undercoat. Apply several coats to get a strong flat colour.

This approach to painting a Dwarf demonstrates how flat colours, when neatly applied to a model with a few painting effects, can really bring a model to life. When painted onto Balin's Dwarfs, this simple colour scheme creates a unified look to the force which is effective on the tabletop.



Painting the bases of your models to match each other and your gaming table gives a much better overall effect.

Handwritten text in a stylized, cursive script, likely a signature or decorative element.

SCENARIOS

In this book are included seven scenarios which provide all the information needed to set up and play games with the Heroes and Warriors presented in other parts of the book. Important notes regarding the scenarios can be found on page 63 of The Fellowship of the Ring rules manual and on page 93 of The Two Towers rules manual – it is probably a good idea to read them carefully before starting to play through the scenarios in this book.

LINKING SCENARIOS 1-4 TOGETHER

Once you have played the first four scenarios as stand-alone battles, you might want to play them as part of a mini-campaign where they are linked together then the results of one scenario will affect the forces that take part in the next.

We assume then that the Dwarf force attempting to capture Moria is comprised of Balin, 3 Captains (which we will call Óin, Ori and Frár), 12 Khazâd Guards and 50 Dwarf Warriors. This is obviously fewer Dwarves than there would have been there in 'reality', but it works in gaming terms.

The players will then play through all the scenarios, and the Good side's participants will change to:

Scenario 1: Up to 1 Hero and up to 16 Warriors (at least 4 armed with Dwarf bows).

Scenario 2: Up to 3 Heroes and up to 32 Warriors.

Scenario 3: Up to 2 Heroes and up to 14 Warriors.

Scenario 4: All remaining Heroes and Warriors.

Remember that the Heroes category includes both Balin and the Dwarf Captains, while the Warriors category includes both Dwarf Warriors and Khazâd Guards.

The equipment of the Captains and Dwarf Warriors is up to the player, but the total of models armed with Dwarf bows should never go above a third of the force.

If a Dwarf model is killed in a scenario, he cannot be fielded in any of the successive scenarios. For example, if Ori takes part in Scenario 2 and is killed, then he cannot be fielded in Scenario 3 and 4. If three Khazâd Guard are killed in Scenario 1, only nine will be left available to the Dwarf player to field in Scenario 2, and so on.

If Balin is killed during a scenario, a Captain will take his place in the subsequent scenarios.

Heroes are supposed to have enough time to rest and heal between one event and the next, so they always recover all Might, Will, Fate and Wounds they have lost in the previous scenario, as long as they survived.

SCENARIO 1 – THE EASTGATE

Description

It has been a long road from Erebor, but Balin has led us here safely and our reclamation of Moria has begun. Though the Goblins seem complacent in their occupation of Moria, they still patrol the gates and could raise the alarm to end our quest before it has truly begun. To avoid this, Balin has decided to lead a small force to capture the gatehouse and thus secure our entrance to Khazad-dûm.

This scenario re-enacts the vanguard of Balin's Dwarven army assaulting the entrance to Moria in an attempt to gain a foothold. If the vanguard is successful, it will enable the rest of the Dwarf force to enter and reclaim their ancestral home. If the vanguard fails, the Goblins will be able to mount a defence at the very edge of the underground realm and the Dwarves will find their assault that much harder. Unfortunately, Balin and his comrades have been discovered by a Goblin patrol that now attempts to hold up the assault until they can sound the alarm. Can the Dwarf scouts intercept the patrol before the Goblins bring greater numbers to bear?

Participants

On the Good side is Balin, 4 Khazâd Guard, 4 Dwarves with axes and shields, 6 Dwarves with axes and Dwarf bows, and 2 Dwarves with two-handed axes. Balin may not be given Durin's Axe in this scenario, as he has not yet found it.

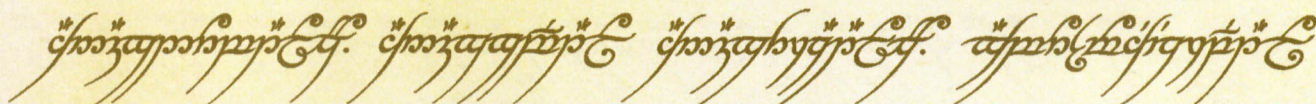
On the Evil side are 2 Moria Goblin Captains, 8 Moria Goblins with spears, 8 Moria Goblins with swords and shields and 8 Moria Goblins with Orc bows.

Points Match

If you want to fight this battle with different forces, choose 200 points of troops for each side. Each side can include a maximum of two Heroes, and neither side may have more than a third (33%) of its models armed with bows.

Layout

The game is played on a 48"/120cm x 48"/120cm table. On one side is the gateway to Moria itself. The rest of the playing area is scattered with rocks and scraps of vegetation (see map).



THE GOBLINS

In truth, Goblins are not a distinct race but a lesser species of Orcs who made their way to live in the dark caverns below the mountains. There they grew accustomed to the darkness and learned to climb the sheer surfaces of their new homes. The Goblins fear the light and will not leave the shelter of their tunnels during the daytime except in direst need. Cowards at heart, Goblins are nonetheless vicious creatures, which mercilessly attack anything that strays into their realm. Their hierarchy is anarchy: the strongest and meanest Goblin leads and the others follow. As such, these weak-willed creatures are forever at the mercy of domination at the hands of more powerful evils.

Like all of the evil parodies of the other races of Middle-earth, the Goblins make no beautiful things, but many clever, vicious ones. Without pride and with little notion of honour or courage, Goblins can be considered the antithesis of the Dwarves, with whom they frequently war for control of the deep places of the world. Though a single Goblin is of little threat, when they go to war they do so in massive hordes, using their advantage of numbers to overwhelm the foe.

Heroes

Durbûrz, the Goblin King of MoriaPoints value: 60

	F	S	D	A	W	C	Might: 3
							Will: 2
Durbûrz	4/-	4	6	2	2	4	Fate: 2

Durbûrz has ruled over Moria for many years. Though not necessarily the cleverest of Goblins, Durbûrz is large and brutal enough to be a successful leader among them. He rules with an iron fist and, as a result, his subjects probably fear him more than any foe. Like all Goblins, Durbûrz is incredibly territorial and upon realising that the Dwarves have invaded his realm, he musters his army to crush them.

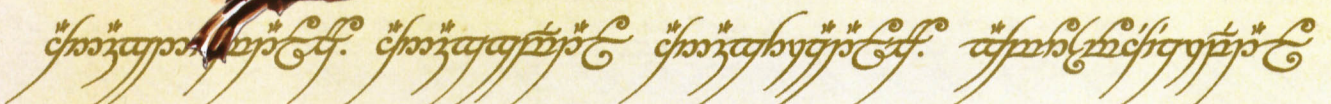
Wargear

The Goblin King of Moria wears heavy segmented armour and has a sword.

Special Rules

Iron Fist. Such is the fear inspired by Durbûrz in his followers that the range of effect of his *Stand fast!* rolls is 12"/28cm rather than the normal 6"/14cm.

"...there seemed to be hundreds of orcs. They brandished spears and scimitars which shone red as blood in the firelight. Doom, doom rolled the drum-beats, growing louder and louder, doom, doom."



Warriors

Moria Goblin DrumPoints value: 100

	F	S	D	A	W	C
Drum	-/-	-	10	-	3	-
Goblin Drummers	2/-	3	4	1	1	2

The Drum is accompanied by two Moria Goblin Drummers.

When Goblins go to war they are often hurried on by the beat of massive drums. Though there is nothing magical about the drums, the sound increases the Goblins' will to fight and the drums themselves can prove a rallying point about which they will fight that much harder. The effect of the drums in the enemy is only slightly less pronounced, as the steady sonorous beat erodes the resolve of even the bravest warriors.

Wargear

The base profile for a Goblin Drummer includes spiny segmented armour and a piece of bone the creature uses to play the drum (counts as a dagger in combat).

Special Rules

Drums in the Deep. At the beginning of the game, deploy the Moria Goblin Drum model following the instructions of the scenario like any other Evil model and place the Drummers in base contact with it. The drum can be carried by one or two Drummers. If carried by two models it moves at full pace. If carried by one model it moves at half speed.

Drummers carrying a drum cannot carry other burdens such as ladders.

A Drummer who is carrying the drum at the start of his move cannot charge that turn.

A Drummer can drop the drum at any point in his move – but is still not allowed to charge that turn.

A Drummer carrying the drum will automatically drop it to fight if he is charged or slain. If all Drummers are slain, the drum is dropped immediately.

The drum can be picked up by Drummers in contact with it. Once picked up, it cannot be moved further that turn.

For the Drum to have an effect, at least one Drummer must start the turn in base contact with it and must not move or be engaged in combat. As long as all these conditions are met, the Drum has the following two effects:

- In all fights within 18"/42cm of the drum which include at least one Moria Goblin, the Evil player can re-roll **any one** of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (you can never re-roll a dice more than once).

- All Moria Goblins on the battlefield (including Heroes) add +1 to their Courage value and all Good models on the battlefield subtract -1 from their Courage value.

The Drum can be shot at normally by the Good side, and it has Defence of 10 and 3 Wounds. If brought to 0 wounds, the model is destroyed – leave the Drum in place, but it cannot be played any more. The Drum model has no control zone and if a Good model spends a full turn in base contact with the drums without doing anything else (ie, not shooting, using magical powers or fighting in combat), the Drum is automatically destroyed as described above.

For the purpose of counting the total number of models in the Evil force, only the Drummers count and not the Drum itself.



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THE DWARVES...



The armies of Balin and Durbûrz clash in the Mines of Moria.

...AND THE GOBLINS

[illegible]

SCENARIO 2 – BATTLE FOR THE DWARROWDELF

Description

Balin's attack on the gates was a success. We drove out the Goblins from the great gate and guardroom. With surprise on our side, we slew many in the bright sun in the dale. We have taken the twenty-first hall of North end to dwell in. There is a shaft there that leads to the lower mine workings. Balin has set his seat in the Chamber of Mazarbul and claimed Moria for his own. However, the truth is that we still must drive the Goblins from our home. We hear them in the dark below, down in the mines.

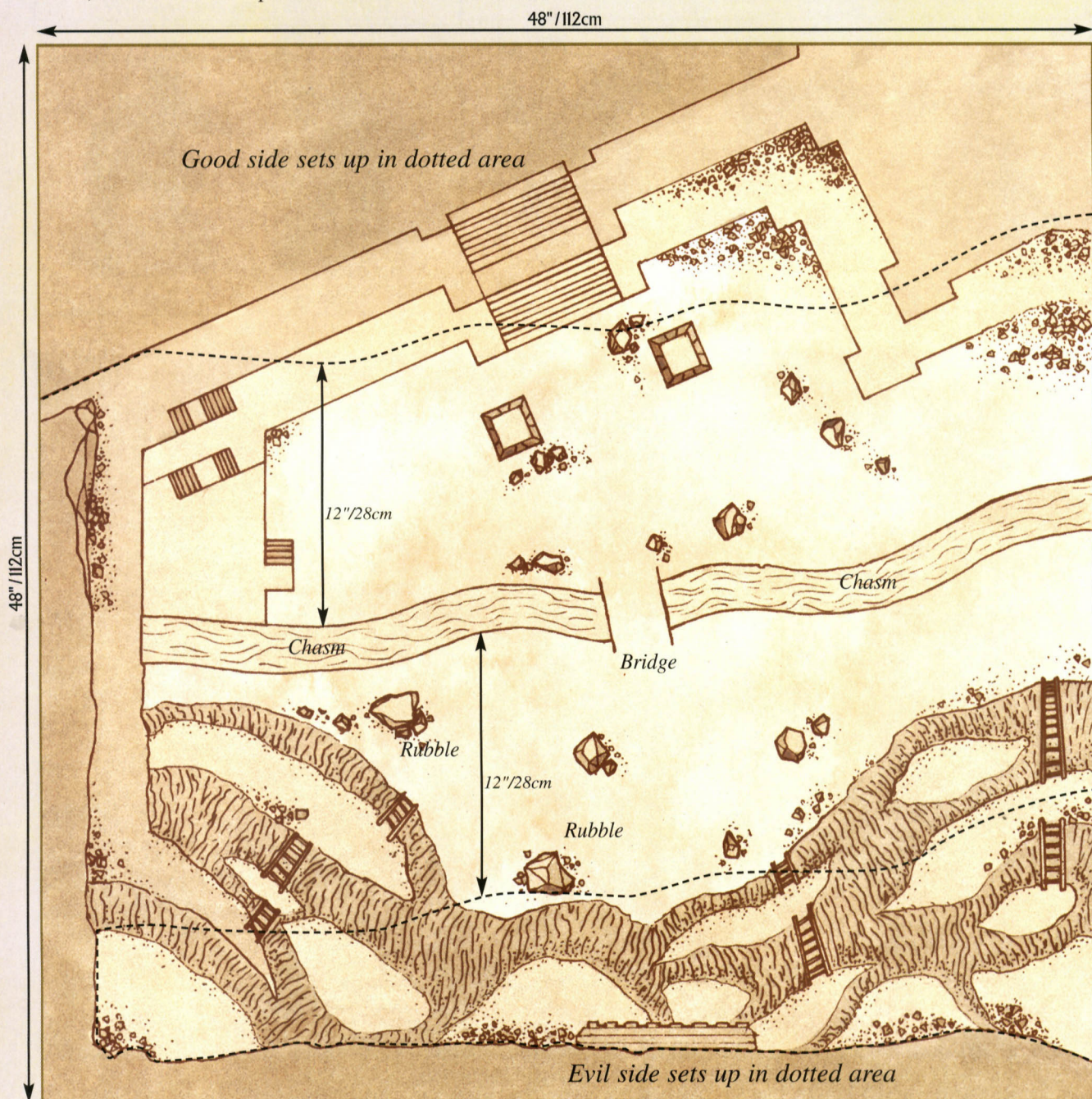
The Dwarves have successfully recaptured the upper levels of Moria, and Balin is now proclaimed as its Lord. However,

deep below in the Mines, Durbûrz the Goblin King assembles his army and prepares to drive the Dwarves from Moria. The two forces meet as Balin descends to the mines, and the battle for Moria begins in earnest!

Participants

The Good side consists of Balin, 2 Dwarf Captains, 8 Khazâd Guard, 10 Dwarves with axes and shields, 9 Dwarves with axes and Dwarf bows, and 5 Dwarves with two-handed axes. Balin has Durin's Axe.

The Evil side consists of Durbûrz, 1 Moria Goblin Drum, 1 Goblin Captain, 2 Goblin Shamans, 12 Moria Goblins with





The Goblins rise up out of the deeps.

swords and shields, 12 Moria Goblins with spears, 12 Moria Goblins with Orc bows and 1 Cave Troll armed with either a Troll chain or a spear.

Points Match

If you want to play this game with other forces, choose 600 points of troops for both sides. Neither player may spend more than 50% of his points on Heroes and neither side may have more than a third (33%) of its models armed with bows.

Layout

This scenario is fought on a low level of the Mines of Moria, where the Dwarven living quarters meet the mine workings. A chasm runs through the centre of the board – this counts as impassable terrain but should be no more than 2"/4cm wide to allow all models to be able to attempt to leap it. A narrow bridge (approximately 4"/10cm wide) crosses the chasm in the middle of the board.

The rest of the board is built up as a succession of levels. These are smooth, finished stone on one side (the Dwarven living quarters) and rough scree on the other (mine workings). The floor is covered with rocks and debris.

Starting positions

The Good player deploys half his force first, anywhere more than 12"/28cm from the chasm on the living quarters side of the board.

The Evil player then deploys half of his force, anywhere more than 12"/28cm from the chasm on the mine workings side.

Then the Good player deploys the rest of his force as described above, and finally the Evil player does the same.

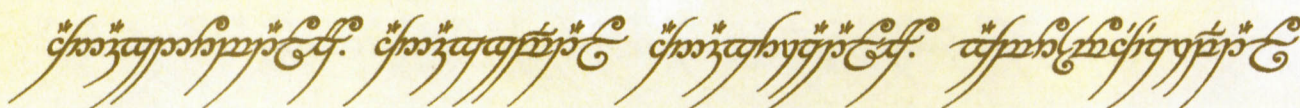
Objectives

The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game

Should both forces be reduced to a quarter of the original numbers at the end of the same turn, the result is a draw.

Special Rules

Chasm. The chasm is an obstacle and may be jumped as described in the main rules manual. However, if a model fails to jump the gap, they are removed as a casualty as they fall to their death.



MONSTERS OF THE DEEP

Within The Lord of The Rings range there are a number of large creatures for you to add to your force. These are normally multi-part figures, designed for more advanced modellers but do not be put off by this. By following the instructions included with the large creature miniature, most people should be able to put one together, drawing on the experience they have gained from assembling the rest of their The Lord of The Rings miniatures.

On these pages are a couple of examples of large creatures painted by our 'Eavy Metal team. Details of how they painted these and other models from The Lord of The Rings range regularly appear in White Dwarf magazine.



The Balrog

The Balrog is a very unusual model to paint because of its inner core of flame – its skin texture is something akin to molten lava – quite a challenge!



The Cave Troll's hide is mottled and scaly, giving it a particularly loathsome appearance.



Cave Troll

A collection of miniature figures from the Warhammer Fantasy Battle game. Two large ogres stand prominently in the background, one holding a massive hammer and the other a long sword. In the foreground, several smaller figures, including warriors in chainmail and a wizard in a dark robe, are posed on a rocky, gravelly terrain. The figures are painted in a classic Warhammer style with detailed armor and weapons.

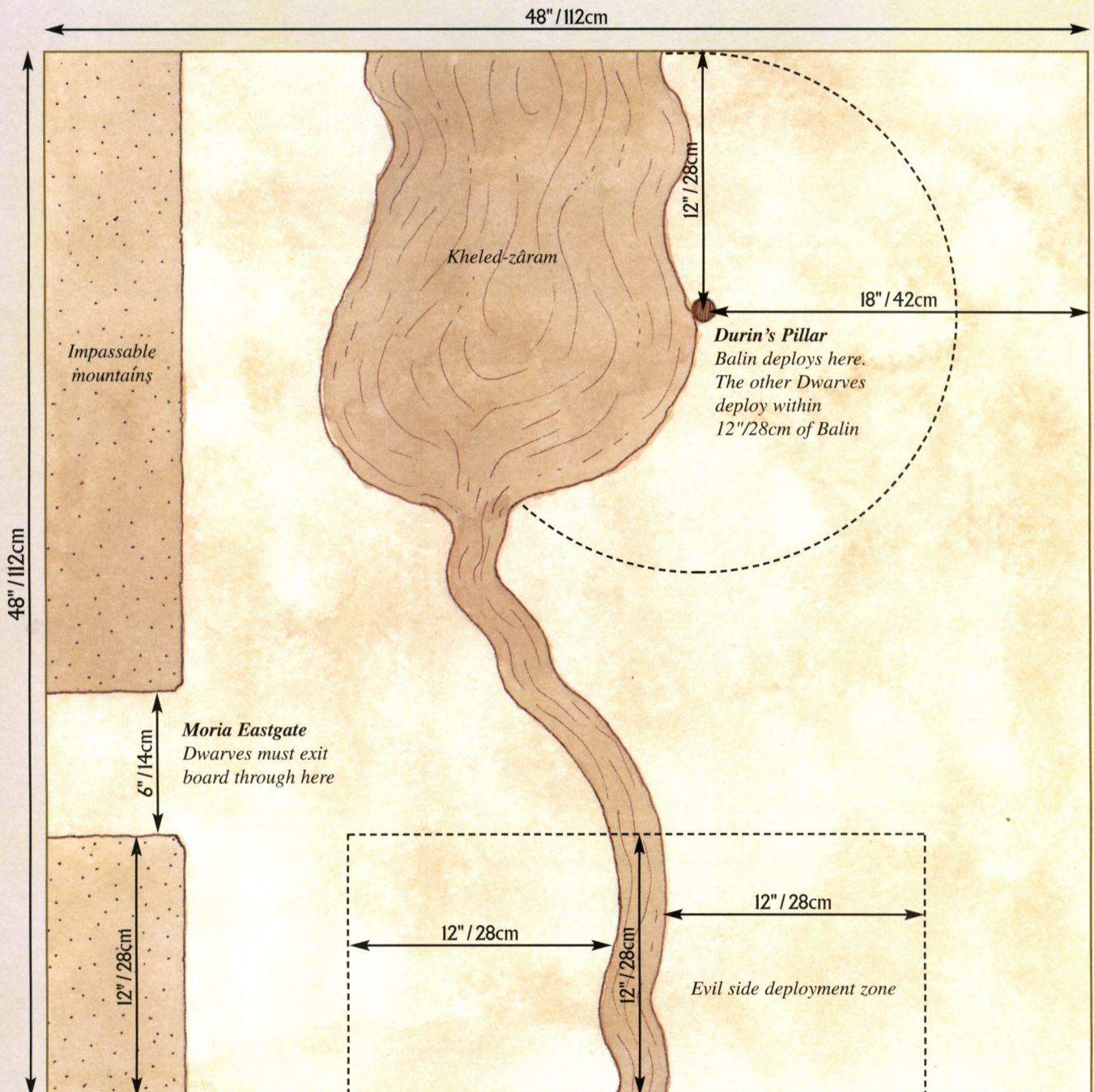
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SCENARIO 3 – MIRRORMERE

Description

With the death of the Goblin King, the rest of the foul creatures have scattered for now. We have begun a great work in the mines below and have found much gold. All through Moria, the foul usurpers cannot stand before Balin's fury and fall in numbers beyond counting to Durin's Axe. Our only disappointment this day is that even after many weeks of searching we have yet to recover Durin's helm. Truly, Balin is now Lord of Moria and now wishes to gaze into the pool of Kheled-zâram as Durin once did, many years ago.

With Moria now apparently secured from the Goblins, Balin goes to Kheled-zâram – the Mirrormere – as Durin did in the First Age of the world. Unfortunately for the Dwarves, the Goblins are not yet beaten and Balin is ambushed on the edge of Kheled-zâram. In the book, Balin is slain here but the Good player has a chance to alter the course of history. Can Balin escape the ambush?



Participants

The Good side consists of Balin, 1 Dwarf Captain, 8 Khazâd Guard, 2 Dwarves with axes and shields, 3 Dwarves with axes and Dwarf bows and 1 Dwarf with a two-handed axe. Balin has Durin's Axe.

The Evil side consists of 1 Goblin Captain, 1 Goblin Shaman, 16 Moria Goblins with Orc bows, 8 Moria Goblins with swords and shields, 8 Moria Goblins with spears and 1 Cave Troll with a Troll chain.

Points Match

If you want to play this game with other forces, choose 300 points of troops for the each side. Each side must include at least one Hero.

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. Kheled-zâram lies in the centre of one board edge and a stream, around 3"/8cm wide, flows from it and off the opposite edge (see map). Kheled-zâram counts as impassable terrain. The stream is very shallow and it can be crossed at any point, but counts as difficult terrain.

The Eastgate and walls of the mountain should be set up along one table edge (see map). The mountains count as impassable terrain – even Moria Goblins cannot climb them. Finally, Durin's pillar should be set up on the opposite side of Kheled-zâram from the Eastgate. This is where Durin first looked into Mirrormere, and where Balin has gone to emulate his ancestor.

Starting positions

The Good player deploys Balin next to Durin's pillar and the other Dwarves within 12"/28cm of him.

Next, the Evil player deploys his force up to 12"/28cm into the board and within 12"/28cm of the stream.

Objectives

The Good side wins if Balin exits the board through the Eastgate.

The Evil side wins if Balin is killed.



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DWARVES

The Dwarves are amongst the eldest of the races of Middle-earth. Though stubborn and proud, they have ever been true to their allies, and a foe to Sauron – and to the greater shadow he once served.



Seven Rings for the Dwarf-lords in their halls of stone.

DWARVEN RUNES

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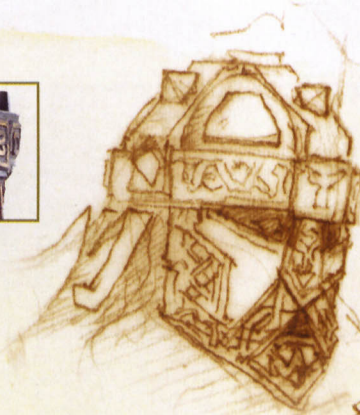
Ȧ	Ȣ	ȣ	Ȥ	ȥ
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BALIN SON OF FUNDIN, LORD OF MORIA

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DWARVEN PATTERNS

Dwarves favour intricate patterns of angular forms which bind into greater designs.



Dwarven handaxe, often carried as an auxiliary weapon by archers

Throwing axe, keen of blade and of true balance

The image displays three different types of Dwarven handaxes. The top two are standard handaxes with single blades and long, straight handles. The bottom one is a throwing axe, featuring a double-bladed head and a long, straight handle. To the right of the throwing axe is a pencil sketch of a dwarf's head and shoulders, wearing a helmet and holding a long staff or spear.

Dwarven handaxe, often carried as an auxiliary weapon by archers

*Throwing axe,
keen of blade and
of true balance*

Dwarven two-handed axe

Dwarves forge sturdy weapons with keen edges. They eschew wooden hafts for the more enduring iron, decorating them with gold and silver details



Dwarves make light of heavy burdens and often carry a wide selection of weaponry.

SCENARIO 4 – THEY ARE COMING...

Description

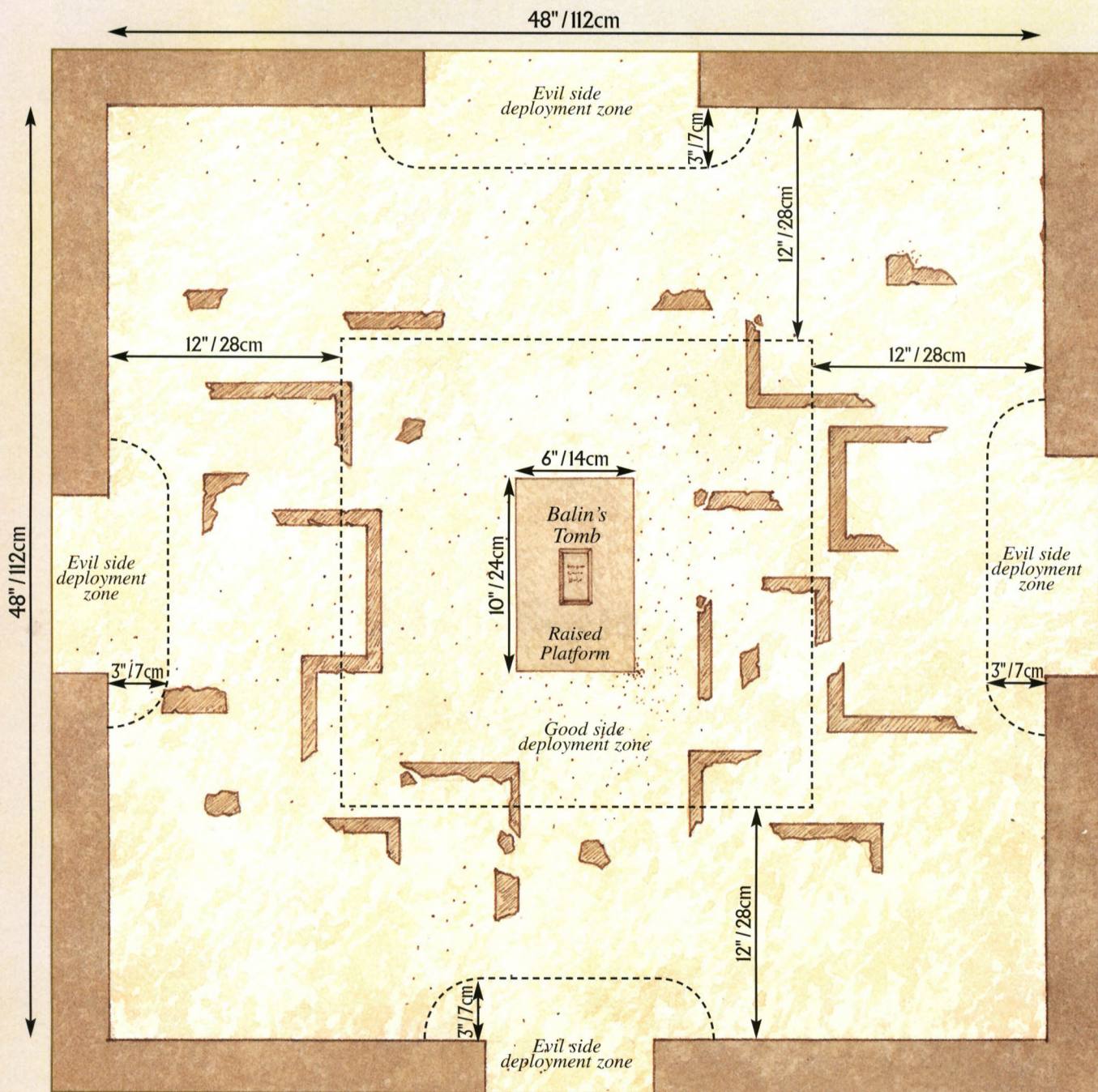
We cannot get out. The end comes, and those of us that remain await our fate within the chamber of Mazarbūl, defending the Lord of Moria's resting place to our last breath. Though they come to kill us like rats in a trap, we shall fight to the last. The chamber even now echoes to the sound of drums, drums in the deep. They are coming.

With the death of Balin on the shores of the Mirrormere, the tide of the battle for Moria has turned. Hordes of Goblins pour out of the mines and caves, and overrun the hopelessly outnumbered Dwarves. As the Goblins drive the Dwarves out

of the mines, the shadowy figure of the Balrog can be seen driving them forward. Escape is no longer possible and, gathering around Balin's Tomb, the few surviving Dwarves plan to sell their lives dearly, hoping to weaken the Goblin force sufficiently to allow one of their number to carry the tragic news to Erebor...

Participants

The Good side consists of 2 Dwarf Captains, 5 Khazâd Guard, 10 Dwarves with axes and shields, 5 Dwarves with axes and Dwarf bows and 5 Dwarves with two-handed axes.



THE FREE PEOPLES

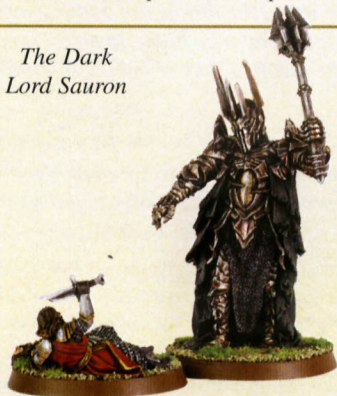
Shown below are just some of the amazing models from our The Lord of the Rings Strategy Battle Game range. Adding these troops or characters to your existing force allows you to faithfully re-create scenes from The Lord of The Rings film trilogy or make new and



SERVANTS OF THE ENEMY

exciting alternatives for the scenarios portrayed in this book. All the models shown can be purchased from your local Games Workshop store, Independent Hobby retailer or from www.Games-Workshop.com/LotR.

The Dark
Lord Sauron



The Witch King

The
Ringwraiths

The Orcs
of Mordor



Grishnakh

Warg
Riders



Sharku

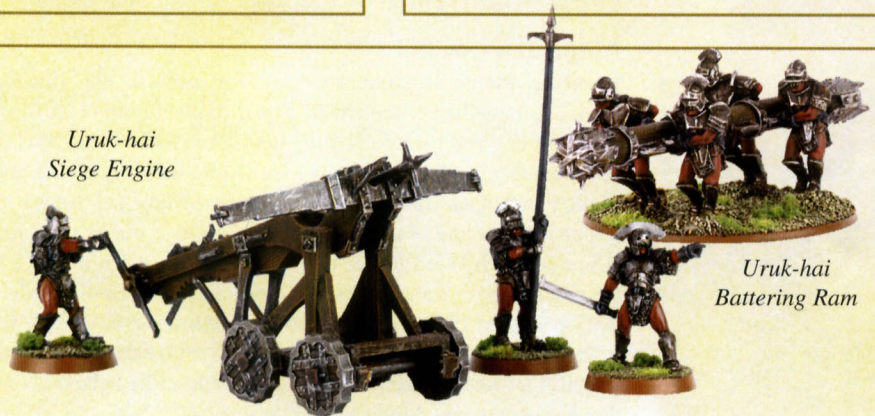
Uruk-hai
Berserkers



Uruk-hai
Warriors



Uruk-hai
Siege Engine



Uruk-hai
Battering Ram

Saruman

Lurtz

Gollum



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THE BARROW-DOWNS

The Barrow-downs lie to the south of the Great East Road that links Rivendell with the Grey Havens, between the Shire and the village of Bree. A series of grassy hills and valleys scattered with monoliths and rings of white stone, the downs are a quiet, eerie place where no trees grow and no water flows. Although now abandoned by the living, the downs were once home to many small kingdoms of Men who fought endlessly amongst themselves. One by one the kingdoms fell, and the fortifications crumbled into ruin, leaving only the cold tombs of long-dead kings buried deep within the hills.

The Barrow-downs long ago acquired an evil reputation, and even in the sheltered lands of the Shire they are said to be a place of unquiet spirits and lurking horror. The Downs are separated from the Shire by the imposing depths of the Old Forest – all that remains of the great wood that once covered Eriador. This is scant comfort to the Hobbits, as the Old Forest is also a sinister place where pathways shift and intruders feel the malevolent will of the ancient trees that dwell there.

THE BARROW-WIGHTS

Barrow-wight Points value: 50

	F	S	D	A	W	C	Might: 0
Barrow-wight	3/-	2	7	1	1	6	Will: 5
							Fate: 0

When a ruler of the Men who lived on the Downs perished, their people interred them in stone tombs carved deep into the hills, their biers heaped with gold and precious treasures. These kings and queens lay in silence in their stone caverns as their kingdoms passed into history and the ages of the world turned, until war returned once more to the North.

After the Last Alliance of Elves and Men and the fall of Sauron, the Witch-king fled to the North and there built the kingdom of Angmar. He sent dark spirits south to the Barrows and the skeletal forms of the

long-dead rulers walked once more, bedecked with gold and carrying dark blades, their actions directed by the dread will of the Witch-king.

In time, the Witch-king was defeated and his kingdom of Angmar destroyed, but the Barrow-wights remain within their tombs, luring the unwary to their doom.

Wargear

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

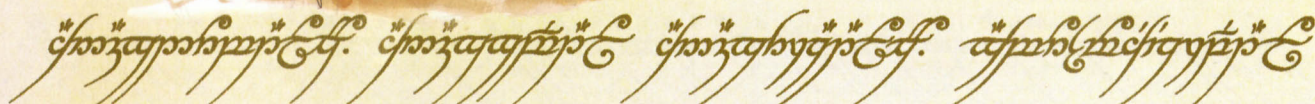
Special Rules

Movement. The Barrow-wights were once Men and therefore have a Move value of 6.

Terror. A Barrow-wight is a terrifying supernatural creature. Barrow-wights cause terror in their enemies, as described in the Courage section of the rules.

Magical Powers

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



TOM BOMBADIL AND GOLDBERRY

Tom Bombadil (Man?)Points value: 80

	F	S	D	A	W	C	Might: ?
Tom	?	?	?	?	?	?	Will: ?
							Fate: ?

Tom Bombadil is a mysterious being that lives in a small cottage past the edge of the Old Forest. Tom's appearance is that of a plump, jolly, little man, always intent on singing nonsensical songs and picking flowers for his beloved Goldberry. Tom seems interested in very little else, but he will never deny his help to travellers in danger, as Frodo and his friends soon find out. Beyond Tom's innocent look though is hidden a being of immense power, to whom all living creatures and even inanimate matter must obey to the letter. Even the Ring has no influence upon him, and the only limit to Tom's powers seem to be his resolution never to cross the borders of his small land, a limit that Tom has imposed upon himself.

Wargear

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

Special Rules

Movement. Tom has assumed the guise of a Man and has therefore a Move value of 6"/14cm.

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of 6 on the Jump and Climb charts (some say that rocks and trees reverently move aside to let him

through...). Tom cannot be harmed by ranged attacks: arrows and other missiles simply vanish into thin air just before reaching him. This means that magical powers have no effect at all on him and missiles that hit Tom disappear and are discarded. No models can move into Tom's control zone unless the Good side player allows them (this includes models moved by a Sorcerous Blast spell). Tom can charge enemy models normally and his side will always win any fight Tom is involved in. Enemy models defeated in such fights must back away as normal, but neither Tom nor any other Good model involved in the same fight will strike any blows. Tom and all Good models within 6"/14cm of him always automatically pass all Courage tests.

Tom's country ends here: he will not pass the borders. Tom cannot be used in any scenario that does not take place in the Barrow-downs or in the Old Forest.

Magical Powers

Hey! Come merry dol! Range 12"/28cm. Dice score to use: automatic. Tom can instantly heal the body and mind of his friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).

Goldberry (Woman?)Points value: 70

	F	S	D	A	W	C	Might: ?
Goldberry	?	?	?	?	?	?	Will: ?
							Fate: ?

*"O slender as a willow-wand! O clearer than clear water!
O reed by the living pool! Fair River-daughter!"*

A mysterious creature that lives with Tom Bombadil, Goldberry is a beautiful female spirit. She seems to personify the life-giving and soothing powers of the clearest and purest of waters.

Wargear

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

Special Rules

Movement. Goldberry has assumed the guise of a Woman and has therefore a Move value of 6"/14cm.

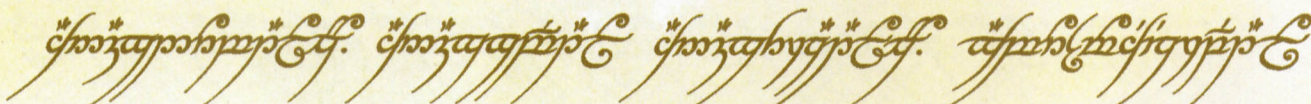
River-Daughter. Goldberry cannot be harmed by ranged attacks: arrows and other missiles simply vanish into thin air just before reaching her. This means that magical powers have no effect at all on her, and missiles that hit Goldberry disappear and are

discarded. No Evil models can move into Goldberry's control zone (this includes models moved by a Sorcerous Blast spell). Goldberry will never enter the control zone of an Evil model. Goldberry and all Good models within 6"/14cm of her always automatically pass all Courage tests.

Tom has his house to mind, and Goldberry is waiting. Goldberry cannot be used in any force that does not include Tom Bombadil as well.

Magical Powers

Refreshing Song. Range 12"/28cm. Dice score to use: automatic. Goldberry can instantly heal the body and mind of her friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).



BARROW-WIGHTS

As cold as ice and full of malice, the Barrow-wights are a chill reminder of the power the Witch King once held in the north and a harbinger of what Sauron's dominion will bring to Middle-earth.



"Cold be hand and heart and bone, and cold be sleep under stone."



Paralysed Hobbits



Barrow-wights



Barrow-wights walked in the hollow places with a clink of rings on cold fingers, and gold chains in the wind.

THE HOUSE OF TOM BOMBADIL

Tom Bombadil and Goldberry live between the Old Forest and the Barrow-downs, a spark of light and joy in a part of the world that has long forgotten the sound of laughter.



Tom Bombadil



Goldberry



"Tom has his house to mind, and Goldberry is waiting."



"Now my little fellows, where be you a-going to, puffing like a bellows?"

၎င်းတို့သည် နှစ်သက်သော အရာများကို နှစ်သက်သော အရာများကို နှစ်သက်သော အရာများကို နှစ်သက်သော အရာများကို

SCENARIO 5 – FOG ON THE BARROW-DOWNS

Description

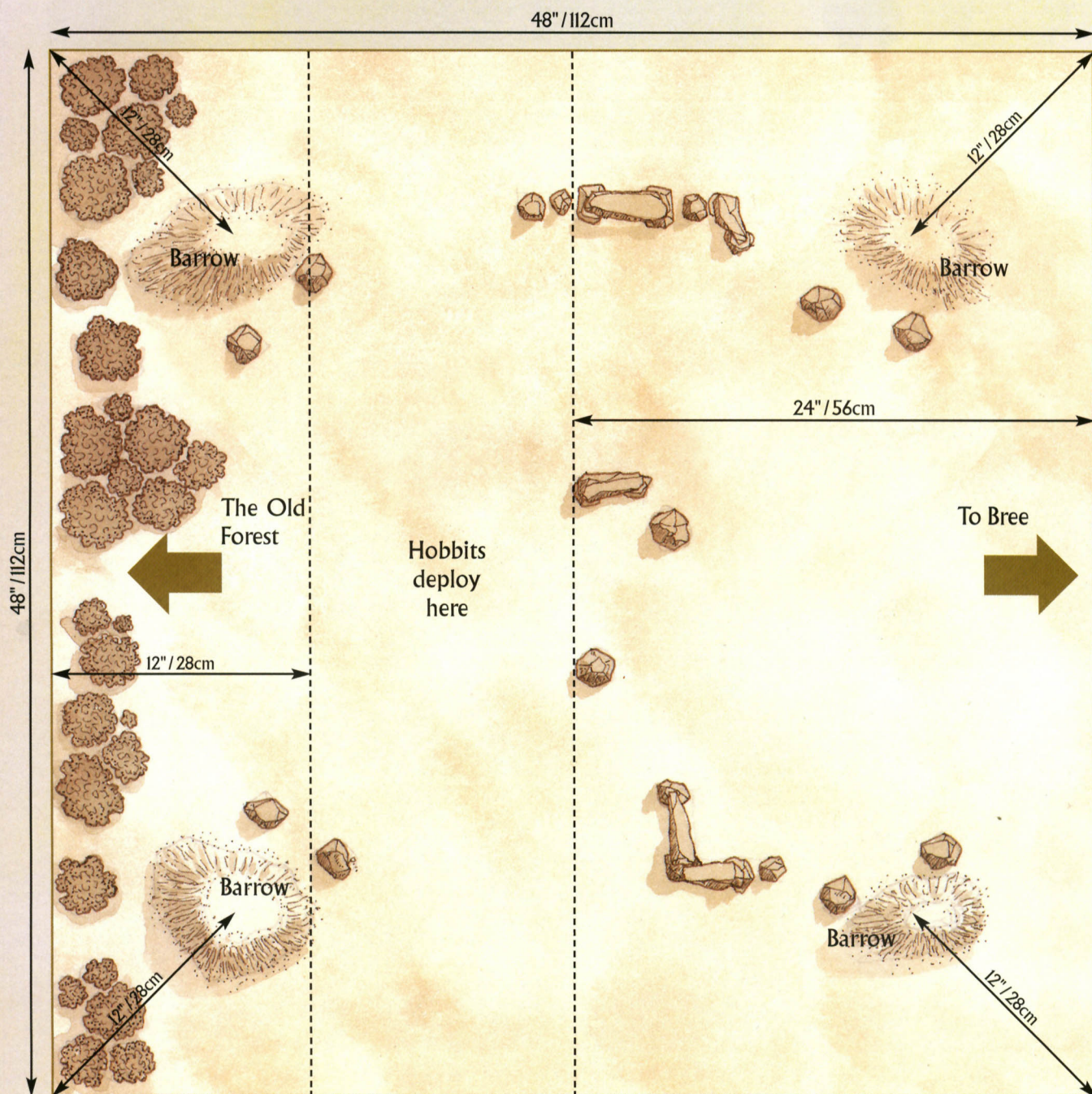
Upon taking leave of Tom Bombadil, the Hobbits travel through the Barrow-downs towards Bree. As night comes on, a chill mist comes down, and the Hobbits stray from the path, soon losing each other in the hills. Danger lurks within the mist as the dread Barrow-wights try to lure the Hobbits into their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

Participants

On the Good side are Frodo, Sam, Merry, Pippin (no extra wargear options can be given to them) and Tom Bombadil. On the Evil side are 4 Barrow-wights.

Points Match

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



Layout

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

Starting positions

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

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

Objectives

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

The Good side automatically loses if Frodo is slain.

Special Rules

The Barrow. The powers of the Barrow-wights are deeply rooted within their Barrows and while they remain within their Barrow both their power and their resolve increase. To represent this, if a Barrow-wight is within a Barrow and loses its wound, the Evil player can roll a dice, and on the roll of a 3 or more the wound is recovered as the Barrow-wight draws upon the power in the tomb. In addition, as long as a Barrow-wight remains in a Barrow, it can expend 1 point of Will each turn without reducing its own Will store. Note that these rules only have effect whilst it remains within a Barrow. Should the Wight be forced to leave, these abilities are lost until it is within a Barrow once more.

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

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

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

The mist clears if Tom Bombadil enters the table.

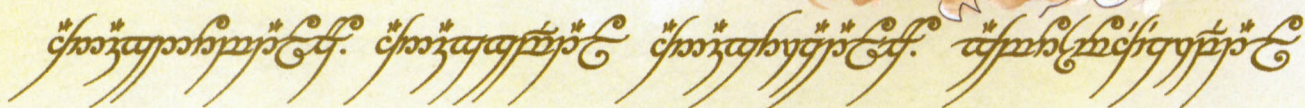
Ho! Tom Bombadil! When the Hobbits realise the seriousness of their plight, they can call Tom Bombadil to aid them. To represent this, from the turn a Hobbit first sees a Barrow-wight he can call Tom. He can do this once in every Move phase at any point during his movement. On a roll of 6, Tom has heard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

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

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

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

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



RIVENDELL

Rivendell, the Last Homely House, known as Imladris in the Elven tongue, is one of the few Elven strongholds left in Middle-earth. Hidden in a narrow valley in the western foothills of the Misty Mountains, Rivendell is ruled by Lord Elrond Halfelven. He is the bearer of Vilya, the ring of Air, one of the three Elven Rings, and it is thanks to the powers of this great ring that Rivendell is kept safe from the Enemy. The court of Elrond is a place of peace and healing, filled with the music of Elven harps. There, the minstrels compose songs and poems preserving the invaluable wisdom and lore of the Elves and of the other Free Peoples. Here travellers can find solace, rest and guidance before facing the many dangers of the Wild.

GLORFINDEL

Glorfindel (High Elf)Points value: 130

Glorfindel

"There are few even in Rivendell that can ride openly against the Nine", and Glorfindel is one of those few. Probably the mightiest warrior who lives in the house of Elrond, before him the Ringwraiths recoil in fear, daring to challenge him only when all the Nine are reunited under the command of their Dark Captain. To those creatures that can see beyond his mortal exterior, this ancient Elf appears as a figure of shining white light, a mighty and terrible lord whose powers rival those of Elrond himself.

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

Might: 3
Will: 3
Fate: 3

Wargear

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

Asfaloth (Horse)

10 pts

Asfaloth. See rules for Horses in The Lord of The Rings strategy battle game.

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

Elven Blade. Elven swords are finely balanced weapons of exceptional craftsmanship. Their long handles allow the skilled Elven warriors to wield them with either one or two hands, choosing the best fighting style against each opponent. An Elven blade is a hand weapon, but a model wielding it can declare at the beginning of any Fight phase that he is going to use it with both hands. For the duration of that Fight phase the Elven blade will count as a two-handed weapon. Whilst mounted, models cannot do this and must always use the Elven blade as a normal hand weapon.

Special Rules

Terror. The aura of power of this High Elf Lord is so great that all Evil creatures suffer from Terror when facing Glorfindel. See the Courage section of the rules.



ELLADAN AND ELROHIR, THE TWIN SONS OF ELROND

Elladan and Elrohir (Wood Elves)Points value: 140 for both

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

Might: 3
Will: 2
Fate: 2

The twin sons of Elrond and Celebrian, like their sister Arwen, share their father's half-elven blood. Because of this, they too will have to choose to follow either the life of the immortal Elves, whose race is nonetheless fading away from Middle-earth, or the life of the mortal Men, whose energetic race is destined to become dominant in the later Ages of the world. Which choice the two are going to take we don't know, but so great is their brotherly love that we can be sure they will both choose the same destiny. The two brothers are skilled warriors, valorous allies of Aragorn and the other dour-handed Rangers of the North, hunting down and slaying the servants of the Enemy in the vast wilderness surrounding the House of their father.

Wargear

Elladan and Elrohir wear light Elven armour. They both carry two Elven blades.

At an additional cost they may have the following:

<i>Elven Cloaks</i>	20 pts for two cloaks
<i>Horses</i>	20 pts for two horses
<i>Elf Bow</i>	10 pts for two bows

Elven Cloak. This is a cloak woven in the elvish fashion and designed to conceal its wearer from sight. If the wearer is even partially concealed from view he cannot be seen at distances of more than 6"/14cm – the wearer appears to melt into the background. This means that enemy archers will not be able to shoot at ranges of greater than 6"/14cm unless they have a clear view of their target.

Horse. See rules in The Lord of The Rings strategy battle game.

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

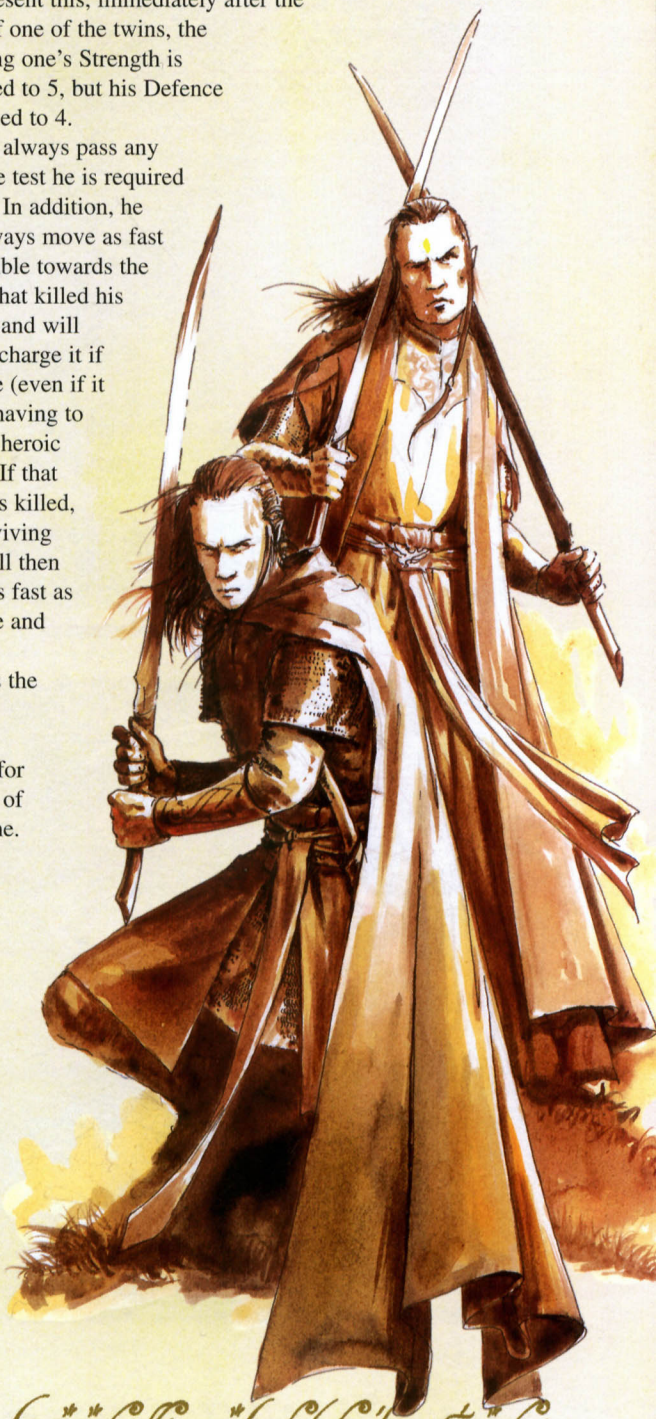
Special Rules

Twin Elven Blades. Because of their exceptional martial training, the two brothers may, when fighting on foot only, use their swords in three different ways. At the start of the Fight phase, the Good player must declare whether each twin is attacking with two swords, attacking with a single sword, or defending. If he is attacking with two swords he fights as normal, but gains an attack (for a total of three) for the duration of the combat. If he is attacking with a single sword he fights with only two Attacks, but counts as armed with a two-handed sword for the duration of the combat. If he is defending, he follows the same rules of a model that is 'shielding' using a shield, obtaining a total of four Attacks, but forfeiting the possibility of striking blows if victorious. Note that the remaining twin cannot defend if his brother has been killed.

Unbreakable Bond. If one of the twins is killed, the other will be driven mad by grief and charge the enemy with fury, abandoning all thoughts of self-preservation.

To represent this, immediately after the death of one of the twins, the surviving one's Strength is increased to 5, but his Defence is reduced to 4.

He will always pass any Courage test he is required to take. In addition, he will always move as fast as possible towards the model that killed his brother and will always charge it if possible (even if it means having to make a heroic move). If that model is killed, the surviving twin will then move as fast as possible and charge towards the closest visible enemy for the rest of the game.



Elladan and Elrohir, the twin sons of Elrond, are the most skilled of the Rangers of the North. They are the most powerful of the Wood Elves, and their loyalty to Aragorn is unwavering. They are the most powerful of the Wood Elves, and their loyalty to Aragorn is unwavering.

THE ELVES OF RIVENDELL

Some of the most powerful Elven lords who still live in Middle-earth dwell in Rivendell, at the court of Elrond. Here the Free Peoples met in secret council to decide what to do with the One Ring of the Enemy.



Elladan



Elrohir



Glorfindel and Glorfindel on Asfaloth



Elladan and Elrohir confront a band of invading Orcs.



The Orcs quail in terror before Glorfindel's fury,

MAGIC IN MIDDLE-EARTH

Magic comes in many forms, from the skills of the Elven-smiths, to the enchantments of mystics. The most powerful of these are the order of wizards, to which Radagast belongs, but lesser magics are practised by the shamanic leaders of goblins and Uruk-hai.



A chance meeting in Fangorn forms a firm alliance.



An Uruk-hai Shaman leads a ritual to embolden the army.



Radagast the Brown



Uruk-hai shaman

[illegible]

SCENARIO 6 – SURROUNDED!

Description

Having defeated an Orc raid on Rivendell, an Elf force led by Glorfindel is pursuing the survivors towards the Ettenmoors. Unfortunately as night comes down, the Orcs recover their courage and turn to face their pursuers. To make matters worse, Glorfindel's scouts warn him that a Goblin war party has come down out of the mountains and has picked up the Elves' trail. Caught between two enemies, Glorfindel orders a withdrawal to a ruined watchtower. Both the Orc and Goblin forces pursue the Elves to the watchtower, neither warband aware of the other's existence, so focused are they on the presence of the Elves.

Participants

The Good side consists of Glorfindel, Elladan, Elrohir and Arwen (all on foot), 15 Wood Elves with armour and bows and 18 Wood Elves with armour and Elven blades or spears (player's choice). Rules for Elven blades can be found on page 38.

On the Evil side, the Orc force consists of 2 Orc Captains on foot, 1 Orc Captain riding a Warg, 5 Orcs with two-handed weapons,

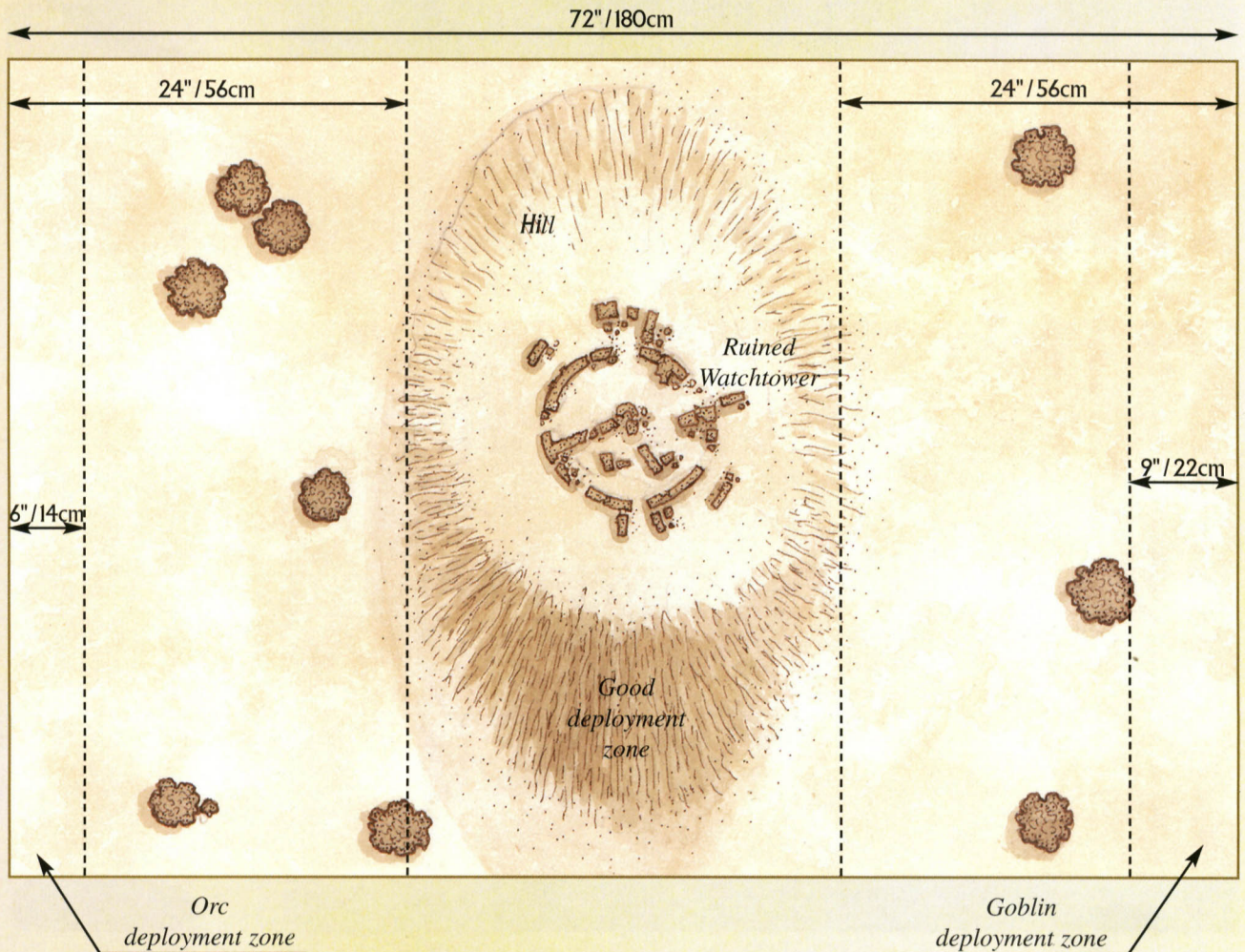
10 Orcs with hand weapons and shields, 5 Orcs with Orc bows, 4 Warg Riders with Orc bows and 4 Warg Riders with throwing spears and shields. The Goblin force consists of 2 Goblin Captains, 1 Cave Troll with a spear, 1 Cave Troll with a Troll chain, 8 Goblins with spears, 8 Goblins with swords and shields and 8 Goblins with Orc bows.

Points Match

If you want to fight this battle with different forces, choose 650 points of troops for the Good side and 350 points for each Evil force. The Good side must include 4 heroes. Neither side may have more than half (50%) of its models armed with bows.

Layout

The game is played on a 72"/180cm x 48"/112cm table. The playing area is divided into three equal sections (see map). The centre section is dominated by a large hill on the top of which is a ruined watchtower surrounded by rubble and wall sections. The other two sections are flat land covered with rocky outcrops and vegetation.



The Good player deploys first. He may deploy his force anywhere within the centre section of the board.

Objectives

The Evil player must kill three of the four Good Heroes. The Good player wins if both Evil forces are reduced to below half strength (see below) before the Evil player accomplishes his goals.

Uncoordinated Attack. As the Orc and Goblin forces are not initially aware of each other's presence they should be treated as two distinct armies for the purpose of Priority rolls, Heroic actions and Courage tests. This means that the Goblin force will take Courage tests only when it has been reduced to 50% strength rather than when the combined Evil force has been reduced to half strength. In the same way, the Orc force will only take Courage tests when it has been reduced to 50% strength or less. Also, for the purposes of this scenario, Orcs may only use the

Stand Fast! rule if there is a visible Orc hero within 6"/14cm and the Goblins and Cave Trolls may only use the Stand Fast! rule if there is a visible Goblin Hero within 6"/14cm. In addition, Orcs may only take part in Heroic actions initiated by Orc heroes, and Goblins and Cave Trolls may only take part in Heroic actions initiated by Goblin heroes. Each Evil force rolls for Priority separately and acts in a separate order. In this way it is possible for the Orc force to win priority, the Good force to come second, and the Goblin force to come third, and so on. If there is a two-way draw for priority and one of the drawn forces had priority last turn, priority transfers to the force that did not have priority. If there is a two-way draw for priority and neither force had priority last turn, roll a dice: on a 1-3 one player gets priority, on a 4-6 the other one does. In the event of a three-way draw, the player that had priority in the previous turn goes last and the remaining two players roll a dice as described above.

Three Players. This scenario can be played with three players where one player is the Good force, and the other two players take one Evil force each. If you choose to play it this way the Good player's objectives stay the same, however the Evil players' objectives are slightly different. When three Good Heroes have been killed, the Evil force that has killed the most Heroes wins!



No quarter shall be sought, and none shall be given.

နာဒယာဝါဟာနံ ငါ. နာဒယာဝါဟာနံ နာဒယာဝါဟာနံ ငါ. နာဒယာဝါဟာနံ ငါ.

MAGIC IN MIDDLE-EARTH

Magic takes many shapes in Middle-earth. Magical are the gentle but powerful skills that allow the bearers of the Elven Rings to protect their realms from both the enemy and the passing of time. Magical also are the twisted, destructive powers of the Dark Lord and of the mightiest of his minions, like the terrifying Nazgûl.

Among the most gifted wielders of magic of all Middle-earth are certainly the five Wizards. Three of them are named in *The Lord of The Rings*: Saruman the White, Gandalf the Grey and Radagast the Brown. Their powers are great and mostly tend to affect the mind, easily bending the will of lowlier creatures. In moments of great need, however, the Wizards can also conjure more physical manifestations of their magic, blasting their enemies away with invisible forces.

In Middle-earth there are others who can use magic, but to a lesser degree. These are the Shamans, important figures in the tribal cultures of some of the evil races that serve Evil. Orcs, Goblins and Uruk-Hai have a few individuals that are born with strange gifts, supernatural powers that set them aside from their kin. These gifts mark them as holy ones, those who speak the will of Evil – be it the Red Eye or the White Hand, or even the Great Evil from beyond, of which Sauron was just a servitor (and whose name we shall not utter here).

Radagast the Brown (Wizard) Points value: 150

	F	S	D	A	W	C	Might: 3
Radagast	5/-	4	5	1	3	7	Will: 6+1
							Fate: 3

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

Wargear

Radagast carries his staff and a sword (hand weapon). He can use either to fight with – his staff is a two-handed weapon. At additional cost Radagast may ride a horse.

Horse

10 pts

Horse. See rules in *The Lord of The Rings Strategy Battle game*.

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

Special Rules

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

Gwaihir. If Radagast is included in the army you may also include Gwaihir at the points cost indicated. This is an exception to the usual rule that Gwaihir may not be included in any force that does not also include Gandalf.

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

One with Nature. Radagast has a strong connection with nature and through his skills is able to blend with his surroundings and is used to travelling through all manner of terrain. To represent

this, whilst on foot he may move through areas of difficult terrain without penalty and always counts as wearing an Elven cloak.

Magical Powers

Terrifying Aura. Dice score to use: 2+. This power enables Radagast to assume a terrifying aura. Once this power has been successfully cast, Radagast counts as terrifying to all Evil creatures so long as he has at least 1 point of Will remaining.

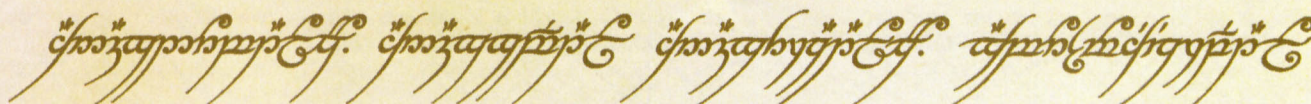
In addition, due to Radagast's mastery of beasts, mounted models must always pass two Courage tests to charge Radagast; one with the mount **and** one with the rider (with their respective Courage value). If Radagast's Will drops to zero the terrifying aura is extinguished. See the Courage section of the *Two Towers* rules manual for more about Terror.

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

Renew. Range 12"/28cm. Dice score to use: 3+. Radagast can use this spell to restore one Wound to one friendly model.

Panic Steed. Range 12"/28cm. Dice score to use: 2+. This power may only be directed against a mounted model. The target is immediately thrown as the steed rears and throws him from the saddle. Remove the steed from play and roll on the Thrown Rider chart to determine the effect of the fall.

Aura of Dismay. Dice score to use: 5+. Radagast casts an intricate web of deception that causes his foes to see that which they most fear in place of their enemies. This power can only be cast at the end of Radagast's move. If successfully cast, any friendly models that end their move within 6"/14cm of Radagast (including Radagast himself) count as causing Terror for the remainder of that move Phase.



Moria Goblin Shaman (Goblin)Points value: 45

	F	S	D	A	W	C	Might: 1
Goblin Shaman	2/-	3	4	1	2	3	Will: 3
							Fate: 1

For centuries untold, the Shamans of the Goblins of Moria have been the tools by which the Red Eye of Mordor has enacted his will upon these lowest of his minions. Their mind-bending powers are far inferior to those of the Wizards, but they also have the ability of working up the warriors of their tribe into a blind frenzy, invoking upon them the protection of their dark god. The coming of Durin's Bane in the subterranean realm of Moria has been interpreted by these Shamans as a sign from their evil deity, the sending of a fearsome emissary to help them destroy the hated Dwarves.

Wargear

The Goblin Shaman represented by the profile has a spear.

Magical Powers

Fury. Range 6"/14cm. Dice score to use: 3+. This power is targeted on the Shaman himself and, once in action, its 6"/14cm area of effect follows the Shaman as he moves around. The Shaman and all Moria Goblins (including Heroes) within range of the power are possessed by an insane fighting frenzy, which

allows them to ignore the most serious of wounds. They always automatically pass any Courage test they are required to take. In addition, every time they suffer a wound, they can roll a dice: if a 6 is rolled, the wound is recovered. This is effectively like using a point of Fate, with the only exception that the Wound is recovered only on the roll of a 6 rather than on a 4+. If the wound is not recovered, Heroes can then make use of their Fate as normal.

Once the magical power is in action, both its effects will last until the Shaman is engaged in a Fight and his side loses the fight. The Shaman can of course employ the power again later as long as he has Will left.

Transfix. Range 12"/28cm. Dice score to use: 5+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will, and Fate but cannot make any Heroic actions. The effect lasts for the remainder of that turn.

Uruk-hai Shaman (Uruk-hai)Points value: 50

	F	S	D	A	W	C	Might: 1
Uruk-Hai Shaman	4/-	4	4	1	2	4	Will: 3
							Fate: 1

The Shamans of the Fighting Uruk-hai are different from those of the other Evil races. This is because they derive their 'inspiration' and powers, not from Mordor, but from their creator Saruman the White, the Wizard that they worship above all else. The White Hand is the symbol they imprint on the bodies of the warriors that survive the bloody initiation rites of the Uruk-hai, and Isengard is for them a sacred place, the centre of their ruthless battle-religion. They normally accompany bands of Uruk-hai on raiding missions and in larger fights, making the presence of Saruman felt at all times through their powers and ensuring that the orders of their master are carried out to the letter.

Wargear

The Uruk-hai Shaman represented by the profile has a spear.

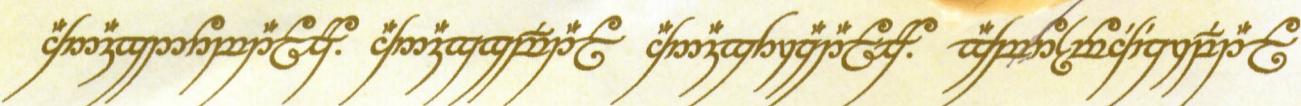
Magical Powers

Transfix. Range 12"/28cm. Dice score to use: 5+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will, and Fate but cannot make any Heroic actions. The effect lasts for the remainder of that turn.

Fury. Range 6"/14cm. Dice score to use: 3+. This power is targeted on the Shaman himself and, once in action, its 6"/14cm area of effect follows the Shaman as he moves around. The Shaman and all Uruk-hai (including Heroes) within range of the power are possessed by an insane fighting frenzy, which allows them to ignore the most serious of wounds. They always

automatically pass any Courage test they are required to take. In addition, every time they suffer a wound, they can roll a dice: if a 6 is rolled, the wound is recovered. This is effectively like using a point of Fate, with the only exception that the Wound is recovered only on the roll of a 6 rather than on a 4+. If the wound is not recovered, Heroes can then make use of their Fate as normal.

Once the magical power is in action, both its effects will last until the Shaman is engaged in a Fight and his side loses the fight. The Shaman can of course employ the power again later as long as he has Will left.

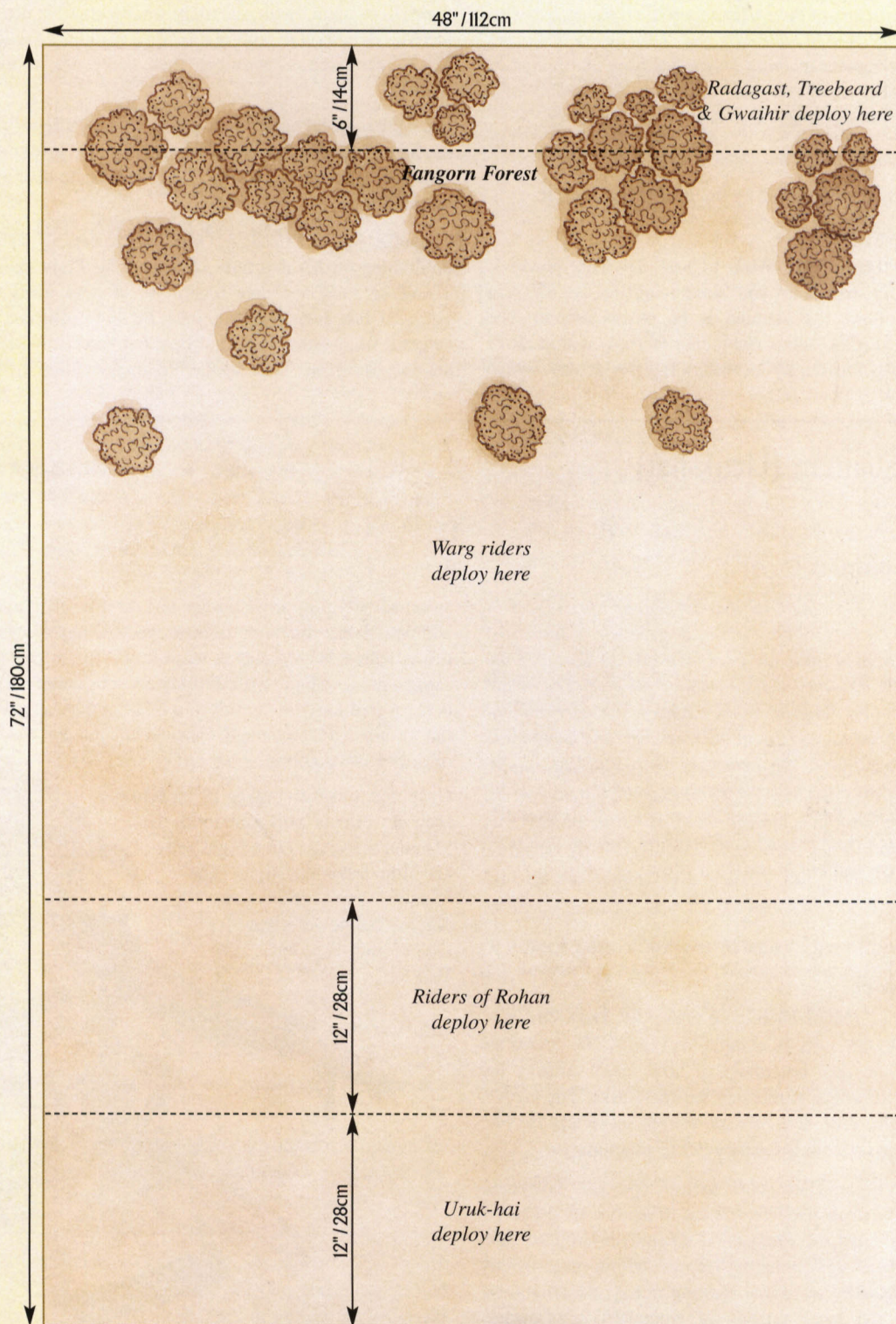


SCENARIO 7 – FANGORN

Description

A small group of Riders of Rohan chase the remains of a Warg Riders raiding force northwards, to Fangorn forest. The Orcs come to a halt on the outskirts of the wood and the Rohirrim, seeing their chance, spur forward to run down the foul creatures. As they draw close however, a warband of Uruk-hai emerge from

the cover of the wood and the Rohirrim realise that they have been led into a trap! Carried by Gwaihir far above the gathering crowd, Radagast the Brown spies the coming battle and, landing in Fangorn, seeks out Treebeard. Upon hearing of the presence of Orcs within his forest, Treebeard requires little persuasion to join Radagast in aiding the Rohirrim in their plight.



Participants

On the Good side is Radagast the Brown, Gwaihir, Treebeard, 1 Captain of Rohan (mounted), 8 Riders of Rohan and 8 Riders of Rohan with throwing spears.

On the Evil side are 2 Uruk-hai Shamans, 2 Uruk-hai Captains, 12 Uruk-hai with swords and shields, 4 Uruk-hai with crossbows, 5 Uruk-hai Berserkers, 4 Warg Riders with throwing spears and shields and 4 Warg Riders with Orc bows.

Points Match

If you want to fight this battle with different forces, choose 500 points of troops for each side. Each side can include a maximum of 4 heroes, and neither side may have more than half (50%) of its models armed with bows.

Layout

The game is played on a 48"/120cm x 48"/120cm table. One edge of the board is densely covered with trees and represents the leading edge of Fangorn Forest (see map). The rest of the board is sparsely covered with trees and bushes.

Starting positions

The Warg Riders are deployed first, anywhere within their deployment area (see map).

The Good player then deploys the Riders of Rohan and their Captain anywhere within their deployment area (see map). Treebeard, Radagast, and Gwaihir are deployed within 6"/14cm of the Fangorn table edge.

Finally, the Evil player deploys the Uruk-hai no further forward than 12"/28cm from their table edge.

Objectives

The side that, at the end of any turn, is reduced to half its initial number of models loses the game.

If both sides are brought to half strength during the same turn, the game is a draw.



Radagast the Brown, Gwaihir, Treebeard, 1 Captain of Rohan (mounted), 8 Riders of Rohan and 8 Riders of Rohan with throwing spears.

SUMMARY OF PROFILES

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
Balin	5"/12cm	6/4+	4	8	2	2	6	Durin's Axe	3/3/1
Dwarf Captain	5"/12cm	5/4+	4	7	2	2	5		2/1/1
Dwarf Captain (with shield)	5"/12cm	5/4+	4	8	2	2	5		2/1/1
Khazâd Guard	5"/12cm	4/-	4	7	1	1	4	Bodyguard	
Dwarf Warrior	5"/12cm	4/4+	3	6	1	1	4		
Dwarf Warrior (with shield)	5"/12cm	4/-	3	7	1	1	4		
Durbûrz, the Goblin King	5"/12cm	4/-	4	6	2	2	4		3/2/2
Moria Goblin Drum	5"/12cm	-/-	-	10	-	3	-	Drums in the Deep	
Goblin Drummers	5"/12cm	2/-	3	4	1	1	2		
Barrow-wight	6"/14cm	3/-	2	7	1	1	6	Terror	0/5/0
Tom Bombadil	6"/14cm	?	?	?	?	?	?	Tom is Master	??/?
Goldberry	6"/14cm	?	?	?	?	?	?	River-daughter	?/?/?
Glorfindel	6"/14cm	7/-	4	6	3	3	7	Terror	3/3/3
Elladan	6"/14cm	6/3+	4	5	2	2	6	Twin Elven Blades, Unbreakable Bond	3/2/2
Elrohir	6"/14cm	6/3+	4	5	2	2	6	Twin Elven Blades, Unbreakable Bond	3/2/2
Radagast the Brown	6"/14cm	5/-	4	5	1	3	7	Staff of Power. One with Nature. Master of Birds	3/6+1/3
Goblin Shaman	5"/12cm	2/-	3	4	1	2	3		1/3/1
Uruk-Hai Shaman	6"/14cm	4/-	4	4	1	2	4		1/3/1



There are older and fouler things than Orcs in the deep places of the world.



Durbûrz, the Goblin King of Moria



Radagast the Bird-tamer.

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

"Moria. You fear to go into those mines. The Dwarves delved too greedily and too deep. You know what they awoke in the darkness of Khazad-dûm. Shadow and Flame."

Saruman the White

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