

MIDDLE-EARTH™

STRATEGY BATTLE GAME



BATTLE COMPANIES

THE HOBBIT AND THE LORD OF THE RINGS
MOTION PICTURE TRILOGY

MIDDLE-EARTH™

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THE HOBBIT AND THE LORD OF THE RINGS
MOVIE TRILOGY

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“Now is the hour! Riders of Rohan! Oaths you have taken, now fulfill them all, to lord and land!”

- Éomer, The Lord of the Rings: The Return of the King



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INTRODUCTION

The stories of *The Lord of the Rings* and *The Hobbit* are ones of heroic deeds, boundless courage and daring adventure that have captured the hearts and minds of millions of people worldwide. These stories are often focused around a small group of unlikely heroes embarking on seemingly impossible quests and adventures as they strive to overcome the evil that stands in front of them. Thorin's Company numbered just 15 when they set out from Bag End to try to reclaim their homeland of Erebor from the clutches of Smaug; and the Fellowship of the Ring consisted of only nine heroes from across the races of the Free Peoples of Middle-earth, yet were able to endure great hardship and overthrow the Dark Lord Sauron.

It is this sense of taking a small group of heroes and having them embark on fantastical journeys of daring and adventure that this supplement allows you to accomplish. Within these pages you will find all of the rules to enable you to gather together your own band of intrepid heroes using your collection of Citadel and Forge World models, and take them on their own series of adventures. Welcome to *Battle Companies: Second Edition!*

Battle Companies is a supplement for the Middle-earth Strategy Battle Game, and builds on and improves the rules and gameplay of the first *Battle Companies* supplement to provide what we believe to be the best *Battle Companies* experience to date!

WITHIN THIS SUPPLEMENT YOU WILL FIND THE FOLLOWING SECTIONS:

MUSTERING YOUR WARBAND

All of the rules for how you go about raising your Battle Company ready for the campaigns ahead.

WAR'S AFTERMATH

After each battle you will need to work out any Injuries, promotions or if any of your company has improved in some way. Here you will find all of the rules to accomplish this.

THE ARMOURY

You can customise the members of your Battle Company with a range of different wargear and Equipment items, each with their own rules and abilities. There is also a range of Wanderers and Creatures that you can purchase to add additional depth to your company.

THE BATTLECOMPANIES OF MIDDLE-EARTH

This supplement contains a whopping 38 Battle Companies, each based off one of the races, realms, or regions from *The Hobbit* and *The Lord of the Rings*. Each one has its own rules and benefits presented in this section.

BATTLECOMPANY SCENARIOS

There is a total of 18 different Scenarios, each specially designed for Battle Companies to use. Test out your company's skills against those of your friends' in a wide variety of different battle types.

ADVENTURES IN MIDDLE-EARTH

Here you will find a selection of rules for playing games within some of Middle-earth's more unusual locations, from the walkways of Lake-town, to the caverns of Moria, and more.

THE JOURNEY TO THE BLUE MOUNTAINS

A brand new narrative campaign for your Battle Company to embark on! We present five linked Scenarios that allow your company to fight their way northwards to the furthest peak of the Blue Mountains and attempt to lay claim to what lies within; so long as they can get past whatever guards such a hoard...

MAP-BASED CAMPAIGN

Here we present rules for fighting a map-based campaign using your Battle Companies. Claim key areas of Middle-earth, each with their own rewards, as you try to conquer the most territories and secure victory!

ADDITIONAL RULES

Sometimes players like to get creative with the rules, adapting them to their own style of play. Here we present a selection of optional rules that you may choose to use in your games.

GALLERY

Here we showcase some wonderful Battle Companies, and hopefully provide you with some inspiration for how to paint or convert your own...



MUSTERING YOUR WAR BAND

When you decide to start a Battle Companies campaign, the first, and probably most important, thing to do is to select which of the many different Battle Companies you would like to collect. There are Battle Companies to represent most of the numerous different factions, kingdoms and alliances from all over Middle-earth, so we are confident that you will be able to find one that suits your particular tastes.

STEP 1 – GATHER YOUR FORCE

This book contains 38 different Battle Companies from all parts of Middle-earth. From the White City of Minas Tirith to the arid deserts of Harad, and from the rolling hills of the Shire to the cavernous halls of Moria, you will find Battle Companies to represent almost all of the fighting forces of Middle-earth from page 30 onwards. Each Battle Company has a section of background introducing them, how their companies are formed and what their goals are. Each entry also has its own starting Battle Company, a list of the Advancements available to members of that company, Reinforcements chart(s), and a unique special rule that is only available to the Heroes from that company.

After you have chosen the Battle Company that you are going to use, you can gather all of the models you need for your starting company; detailed on the Battle Company's specific page. You should then write down all of the members of your company, including all of their wargear, on your roster sheet – a copy of this can be found on **pages 126-127** and can be printed for your own personal use.

It is a good idea to give each member of your company a name, that way it makes it much easier to record what each of them has accomplished. It also allows the members of your company to develop their own character and personality, and allows you to follow the stories that unfold as your company embarks on adventures and partakes in battles; celebrating their achievements and mourning their losses. Some people also paint the names of their company members on the bases of their models so they can easily identify them at a glance.

Once you have chosen which Battle Company you are going to play, and gathered together all the various models you will need, the next thing to do is to select the Heroes of your company. When you start a Battle Company you will be able to select three of its members to become Heroes; they will each get a single point each of Might, Will and Fate, and will be treated as **Hero** models for all intents and purposes. Next, you will need to choose one of your **Hero** models to be the leader of your company; the other two become your leader's Sergeants. If, at any point during a Battle Companies campaign, your leader is slain, choose one of your Sergeants to be promoted to the leader of the Battle Company after the battle. If you ever have less than two Sergeants

remaining, another **Hero** in your company, who is not already a leader or Sergeant, may become a Sergeant. Regardless of the number of **Hero** models in your Battle Company, you may only ever have a maximum of one leader and two Sergeants.

It is also worth pointing out that the leader and Sergeants of your Battle Company are new **Hero** models, and as such are only able to use the universal Heroic Actions and not the specialised Heroic Actions – though they may gain access to some of these as they progress.

Throughout your games and adventures in Middle-earth, your Battle Company will have a chance to recruit more members and swell in size. However, your Battle Company may not normally exceed a total of 15 models – though there are a few rare exceptions to this rule. Additionally, only 33% of the total members of your Battle Company can have bows unless otherwise stated. If your Battle Company cannot include any more models armed with bows, and a Reinforcement roll would provide your company with a model armed with a bow, choose a lower result on the same chart that suits your needs.

Some models available to Battle Companies are classed as rare units; this means that a Battle Company can only ever have a certain number of them. When this is the case, it will be presented after the model's name in brackets stating Rare X, where X is the maximum number of that model available. For example, if a model has (Rare 1) after it, a Battle Company would only ever be allowed to have one of them. If a model has (Rare 2) after it, then a Battle Company could have a maximum of two, and so on. If your Battle Company cannot include any more Rare models, and a Reinforcement roll would provide your company with a Rare model, choose a lower result on the same chart that suits your needs.

STEP 2 – PLAY A GAME

Once you have collected your Battle Company together, and given them all suitably Middle-earth sounding names, the next thing to do is find an opponent to play against – a rather vital thing when you are playing a game! Once you and your opponent have both gathered your forces, you will need to decide on which Scenario you are going to play. On **pages 70-83** you will find a selection of 18 different Scenarios specially designed for Battle Companies for you to choose from. Some of these will be completely even for each side, with both trying to accomplish the same goals; whilst others will require one force to be the Attacker whilst the other force is the Defender. You can simply choose a Scenario, or choose which of the charts to roll on. Alternatively, if both sides agree that they will happily play any Scenario, you can roll-off to see which of the charts on **page 71** to roll on to determine which one to play.

During the game you will need to keep track of how many Wounds each model in your Battle Company inflicts upon the enemy, and which models have been removed from play as casualties. This is essential for working out whether the members of your Battle Company have sustained any Injuries, or if they have gained enough Experience Points to be promoted through the ranks or maybe even become a **Hero** in their own right!

THE GOLDEN RULE

Games of Battle Companies are fast-paced and intricate skirmishes where the focus should be more on the fun and enjoyment of the game rather than on trying to bend the rules to suit your own needs. If you are not sure whether you can do something based on the rules presented in this book, ask yourself whether it feels right – if the answer is no, then we would suggest not doing it and simply carrying on as before, and of course playing in a generous spirit. Also, remember to check The Most Important Rule on page 14 of the *Middle-earth Strategy Battle Game rules manual*.

THE BATTLE IS LOST!

Sometimes you may find your Battle Company in a situation where it all just seems hopeless, and victory is all but impossible. In these situations it makes more sense for your Battle Company to fall back and regroup rather than face certain death.

If your Battle Company has been reduced to 25% or less of its starting numbers then your models may choose to automatically fail their Courage test for being Broken. That way they will flee the board and live to fight another day. Of course, it is important to remember that if a model has already been Charged then they do not take a Courage test – they must stand and fight!



WAR'S AFTERMATH



Following each game of Battle Companies, both sides will have a few things to work out. You will have to see if those that fell in battle recover, become injured, or perhaps even perish; as well as working out the amount of Experience that each model gains, and if this allows them the chance to promote or potentially become a Hero in their own right. You will also have a chance to spend your hard earned Influence Points on Reinforcements, wargear or other items from the Armoury should you wish. Finally, after all of this has been completed, you will need to work out your new Battle Company Rating ahead of your next game.

Whilst at first this may seem a little daunting, trust us, it is very easy once you get the hang of it. It is also a good idea to go through this with your opponent so that you can both see how each other has progressed, and chat about the game you just had over a nice cup of tea and a cake!

STEP 1 – INJURIES

After your battle has reached its natural conclusion, it is time to work out what Injuries, if any, your Battle Company has sustained following their encounter. This is a very important part of maintaining your Battle Company and should be the first thing you do after the battle is finished – ideally while the kettle is boiling in the background!

Every model in your Battle Company that was removed from the board as a casualty (with the exception of models that fled the board) must roll to see how their wounds have affected them. Some may make a full recovery, shaking off their injuries and soldiering on; some may be permanently hurt and suffer long-term wounds that may affect them in the future; and others may simply succumb to their wounds and perish upon the field of battle.

Warrior models must roll on the Warrior Injury chart, whilst **Hero** models must roll on the Hero Injury chart if they are removed as a casualty; both of these can be found on **pages 10-11**. You may have noticed that Warriors are more likely to die than Heroes; this is to reflect the heroic nature of Middle-earth, and also helps to streamline the game, allowing you to focus on the stories and deeds of your Heroes, and prevent too much

bookkeeping getting in the way of having some fun games. Injury rolls should always be done with your opponent present.

Models that fled the board as a result of a failed Courage test do not roll on their respective Injury chart – they only ran away after all. They are assumed to have made a Full Recovery; however, they will not heal any previous wounds as a result of having made a Full Recovery.

If any model suffers the Dead result when rolling on their respective Injury chart, remove them from your Battle Company Roster – their adventure has come to an abrupt and untimely end. All of their Equipment is lost and cannot be given to another member of the company. If a model's mount fled or was killed during the course of game, do not roll on the Injury chart for it. Instead, it is assumed that they simply get a new mount in time for the next battle, or are reunited with their four-legged friend as they regroup. The only way that a mount can be permanently lost is if the model riding it dies, in which case it is removed from your Battle Company along with all of their other wargear and possessions.



STEP 2 – EXPERIENCE

Once you have resolved all of the Injuries that your Battle Company has suffered, it is time to work out how many Experience Points the members of your Battle Company have earned, and if any of them have gained enough to potentially progress and improve their skills. Experience is gained in a variety of ways, the most common of which are listed below, and is used to calculate when the members of your Battle Company are ready to improve.

Hero and **Warrior** models gain Experience Points in slightly different ways.

HERO EXPERIENCE

Hero models gain Experience Points in the following ways:

- Each time the **Hero** causes a Wound on an enemy model, even if it is subsequently prevented by Fate, they will gain +1 Experience Point.
- Each time the **Hero** participates in a battle, they will gain +1 Experience Point.
- Each time the **Hero** model's Battle Company wins a Scenario that they participated in, they will gain +1 Experience Point.

Each time a **Hero** gains 5 Experience Points, they may roll on any of the Hero Progression charts that are available to them. All of these charts, along with any restrictions as to which **Hero** models may roll on them, are listed on **pages 14-17**.

WARRIOR EXPERIENCE

Warrior models gain Experience Points in the following ways:

- For each game in which the **Warrior** causes one or more Wounds on enemy models, even if they are subsequently prevented by Fate, they will gain +1 Experience Point.
- Each time the **Warrior** participates in a battle, they will gain +1 Experience Point.

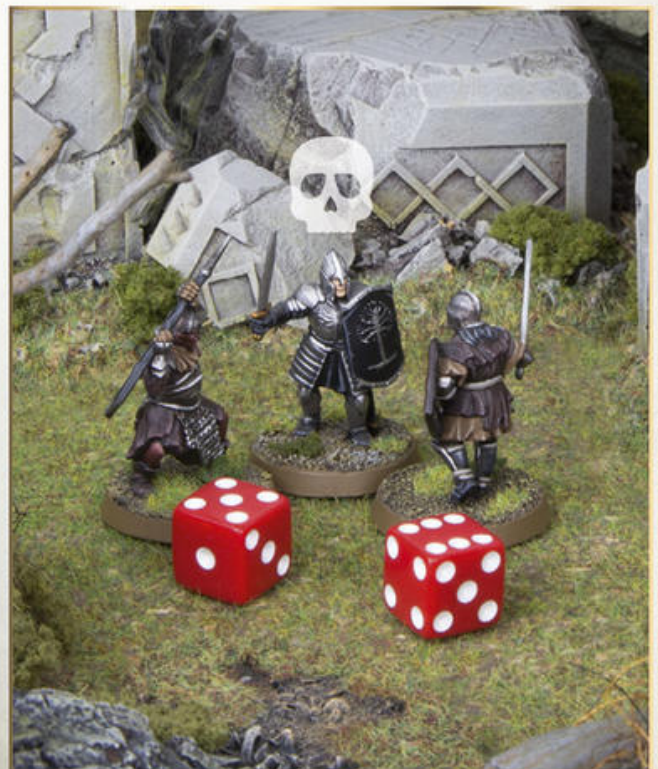
Whenever a **Warrior** gains 5 Experience Points, they may roll on the **Warrior** Progression chart found on **page 12**.

No member of a Battle Company may have more than 105 Experience Points. Should a model reach this lofty total, they cannot increase any further – they have got as good as they can get!

Some Scenarios may have extra ways to generate Experience during the game. Where this is the case, it will be clearly listed in the Scenario.

If, during a battle, two or more models win a Duel roll and the number of Wounds inflicted exceeds the enemy model's total number of Wounds, the controlling player can choose which friendly model actually caused the fatal Wound and therefore gains the Experience Point.

For example: *Two Orc Warriors are in combat with a Warrior of Minas Tirith. They win the Duel roll and both score a Wound. As the Warrior of Minas Tirith only has 1 Wound, only one of the Wounds inflicted can count for the purposes of gaining Experience. The player controlling the Orcs chooses which of the Orc Warriors (it cannot be both) has slain the Warrior of Minas Tirith.*



STEP 3 – INFLUENCE

Now that you have sorted out your Injuries and Experience, it is time to move onto Influence. This represents the allies of a Battle Company providing them with aid; whether it is Lord Denethor sending reinforcements to a Gondor company embroiled in battle, The Elvenking providing extra provisions to a band of Elves as they roam the pathways of Mirkwood, or Sauron bolstering his forces in Mordor – it is Influence that we use to represent this. The more victories the Battle Company earns, the more resources their allies will send to them in the form of Influence.

A Battle Company will always gain 2 Influence Points for participating in a Scenario. Additionally, players receive the following:

- +1 Influence Point for a Draw
- +2 Influence Points for a Win

There are three ways for you to spend your hard-earned Influence Points following a battle:

REINFORCEMENTS

The first way you can spend your Influence Points is to roll on your Battle Company's Reinforcement chart. This will bring in new members to your company, sent by the lords or rulers that your company is sworn to. Each Battle Company has its own unique Reinforcement chart, which can be found on the Battle Company's own page. These will detail which models you can potentially recruit to your company, and what you need to roll to do so. It costs 3 Influence Points to roll on a Reinforcement chart, so make sure you spend them wisely!

ADJUST A REINFORCEMENT ROLL

The second way you can spend Influence Points is to adjust a roll you have made on a Reinforcement chart. This works in a similar way to using Might points to adjust the score on a D6, in that for each Influence Point spent in this way you may increase the result of your Reinforcement roll by 1. Note that unlike Might points, spent Influence Points do not carry over to a second roll should there be one. Only a maximum of 3 Influence Points can be spent in this manner per Reinforcement roll.

PURCHASE ITEMS FROM THE ARMOURY

The final way that you can spend Influence Points is to buy additional equipment and wargear for the **Hero** and **Warrior** models within your Battle Company.

You may buy all manner of things for your Battle Company from the Armoury on **pages 18-29**, including wargear, Equipment, Wanderers and Creatures, for the cost given in Influence Points.

Warrior models may only purchase wargear that is directly available to them; if you are unsure what your **Warrior** models may take, simply check their profile in the relevant Army book to find out what options they have.

Hero models are much less limited by what wargear they may purchase, and may take any piece of wargear available to any member of their Battle Company. This is explained in more detail on **page 18**.

Unlike wargear, Equipment is not as restricted as to which members of your Battle Company can take what. In the Armoury is a list of all of the Equipment options, as well as a list of Wanderers and Creatures, you can purchase for your Battle Company. These can all be purchased for the members of your company, but will be lost if the owner is slain.

Models in your Battle Company cannot swap wargear between each other. However, any model may freely discard any wargear they are currently equipped with.



STEP 4 – CALCULATE YOUR BATTLECOMPANY’S RATING

After you have sorted out all of your Injuries, Experience and Influence, and the effects that has on your Battle Company, it is then time to work out your Battle Company Rating. This is a very important step as, when you play a game, the difference in Battle Company Ratings can have significant impacts on the outcome of that battle.

Whilst at first it may seem tricky, working out your Battle Company Rating is easy, and won't take you very long following your battle – leaving even more time for another exciting encounter!

WARRIORS

Warrior models are simply worth the same amount in points as they are in their profile in the relevant Army book, including any wargear options they might possess.

HEROES

Hero models are a little more complicated to work out, but the process is still relatively simple.

The first step you need to do is to work out the points cost of your **Hero** model, following the simple guide below:

- Every **Hero** started out life in Battle Companies as a **Warrior** of some description, so start by noting down the cost of that **Warrior** using the system above.
- For each point of Might, Will or Fate that your **Hero** has gained, add 5 points.
- For each increase to the **Hero** model's Fight value (do not count any change in Shoot value), Strength, Defence or Courage characteristics, add 5 points.
- For each increase to the **Hero** model's Attacks or Wounds characteristics, add 10 points.
- For each special rule that the **Hero** has gained, add 5 points.

Now that you have worked out the points cost of your **Hero**, you will need to work out the value of their wargear. The cost of the **Hero** model's wargear is dependent on the number of Attacks and Wounds the **Hero** has on their profile. If the number of Attacks and Wounds a **Hero** has adds up to a total of three or more, they will pay more for their wargear. In the Wargear section of the Armoury (page 18), every piece of wargear will be followed by a set of brackets containing two numbers separated by a slash – e.g., shield (1/5). The first number is the points cost of the piece of wargear if the Attacks and Wounds of the **Hero** total two or less, whilst the second number is the points cost of the piece of wargear if the Attacks and Wounds of the **Hero** total three or greater.

Another important thing to note is that a **Hero** will not pay any points on any wargear that was built into their profile as a **Warrior** – that cost has already been taken into account.

*For example: A **Hero** who started life as a Warrior of Minas Tirith will not pay any points on their heavy armour as that came into account in the Warrior of Minas Tirith points cost, however, as a shield was bought as an option, the **Hero** would still pay the points cost for that as normal.*

Adelmar is Adam's Rohan **Hero**, and the leader of his Battle Company. Over the course of his adventures, Adelmar has gained the following profile:

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

WARGEAR: Heavy armour, shield & sword.

EQUIPMENT: Lucky Talisman

SPECIAL RULES: Heroic Presence

- Adelmar started out life as a Warrior of Rohan with shield (7 points).
- He has gained +1 Fight, +1 Strength and +1 Courage (+15 points).
- He has gained +1 Attack and +1 Wound (+20 points).
- He has 3 Might points, 1 Will point and 1 Fate point (+25 points).
- He has a Lucky Talisman (+5 points).
- He has the Heroic Presence special rule (+5 points).
- As his Attacks and Wounds add up to greater than 3, he pays 5 points for his heavy armour (+5 points).
- As he started out with a shield, he is not charged for it.

This brings Adelmar to a grand total of 82 points, making him quite an impressive Hero on the battlefield!

One final important thing to note is that models that are missing the next game due to Injury do not count towards your Battle Company's Rating for that game.

'AGAINST THE ODDS' BONUS

Now that you have calculated your Battle Company's Rating, you will need to compare it to that of your opponents at the start of your next game. For every full 15 points of difference between the two company Ratings, the Battle Company with the lower Rating receives one re-roll that they can use at any point during the game (but not the post-game sequence), to a maximum of 10. Additionally, after the game, the company with the lower Rating will receive an additional Influence Point for each 15 points difference in Rating, to a maximum of 10.

INJURIES

Earlier on, we mentioned that whenever a model is removed from the battlefield as a casualty (but not when they flee), they will have to roll on their relevant Injury chart to see how their wounds have affected them post-battle. Their wounds may prove to be nothing more than minor Injuries, and they will be able to fight again in the next battle. They may suffer some form of lasting injury or be forced to miss a game in order to recover; or, in extreme cases, they may succumb to their wounds and perish.

Warrior models will need to roll on the Warrior Injury chart below, whilst **Hero** models will need to roll on the Hero Injury chart on the next page.

WARRIOR INJURY CHART

2D6	Result
2-3	Dead – <i>The warrior has been slain in battle, either suffering a fatal strike in the heat of battle or their wounds proving too great for them to overcome. Their journey ends here and your company should take a moment to mourn their fallen ally. Remove the Warrior, and all of their wargear, from your Battle Company Roster.</i>
4-5	Injured – <i>The warrior has suffered some form of serious injury and must take time to rest and recover their strength before attempting to fight once more.</i> The Warrior must miss the next game that your Battle Company participates in, but suffers no further effects.
6+	Full Recovery – <i>The warrior's wounds were not serious, and with some basic treatment and rest, they will be on their feet and ready to continue their adventure sooner rather than later.</i> The Warrior makes a full recovery, and may fight in the next battle as normal.



Unlike **Warrior** models, **Hero** models in your Battle Company have a much more varied chart to roll on. In part, this is so that bookkeeping is kept to a minimum, but also it adds a series of interesting and varied alternatives for your Heroes. Maybe they suffered an Injury to a specific part of their body, providing an interesting conversion opportunity. Perhaps they became lost

following the battle and your company must now attempt to rescue them from the clutches of their foes. Or maybe some unknown force protected them from harm. Regardless, whenever a **Hero** is removed as a casualty during a game, it is this chart that they will roll on to determine their fate.

HERO INJURY CHART

2D6 Result

- 2 **Dead** – *The Hero's wounds have proven to be fatal and they have fallen. Their deeds will be fondly remembered by their followers, but their journey has come to an abrupt end.*
Your Hero's adventure ends here; no doubt their followers will mourn them. Remove the **Hero**, and all of their wargear, from your Battle Company Roster.
- 3 **Lost in Battle** – *The Hero lies wounded upon the field of battle; their followers either unable to find them or having mistaken them for one of the fallen.*
The Hero model's Battle Company must play the Secure the Area or A Daring Rescue Scenario as their next game with the lost **Hero** as the objective. In the Secure the Area scenario, the **Hero** may not act in any way, shape or form, and may not be charged, targeted or damaged in any way (they are essentially an Objective marker).
If the lost **Hero** model's Battle Company is victorious in the Scenario, then the **Hero** is rescued and makes a Full Recovery. If the game is a draw, then the Hero is rescued but must miss the next game their company participates in. If, however, they are defeated then the **Hero** is captured and considered Dead.
- 4 **Arm Wound** – *The Hero has taken a serious wound to one of their arms, rendering it all but useless.*
From this point on, the **Hero** cannot carry a shield, wield a two-handed weapon, use a hand-and-a-half weapon two-handed, or fire a bow or crossbow of any sort (though they may still use throwing weapons). They may only use single-handed weapons from this point forward. Should the **Hero** suffer another Arm Wound at any point, they will be forced to retire, as per the Dead result.
- 5 **Leg Wound** – *The Hero has sustained a vicious injury to their leg, causing them to limp and become slower as a result.*
The Hero has their Move value permanently reduced by 1". Should the **Hero** suffer another Leg Wound at any point, they will be forced to retire, as per the Dead result.
- 6-8 **Full Recovery** – *Fortune has been kind, the injuries suffered are of no lasting effect.*
The Hero may play in the next game as normal. Additionally, the **Hero** heals one Leg Wound, Arm Wound or Old Battle Wound they previously obtained.
- 9 **It's just a Scratch** – *Although not life threatening, the Hero must rest in order to heal.*
They must miss the next game. Alternatively, the **Hero** may roll again on this chart – however, the second result will apply even if it is worse than the first.
- 10 **Old Battle Wound** – *Although the Hero essentially makes a Full Recovery, they will never really be the same. The wounds that they suffered in battle will crop up from time to time, rendering the Hero unable to fight.*
At the start of each game this **Hero** participates in, roll a D6. On a 1, the **Hero** must miss that game. It is possible for a **Hero** to have multiple Old Battle Wounds, in which case they will roll a D6 for each one.
- 11 **The Wounds of a Hero** – *The Hero's allies are so impressed by the Hero's resilience and quick recovery that they are richly rewarded.* The Hero model's Battle Company immediately gains an extra D6 Influence Points; additionally, the **Hero** makes a Full Recovery.
- 12 **Protected by the Valar** – *Saved by the Valar, or perhaps some darker force, the Hero is protected from harm.*
The **Hero** makes a Full Recovery. Additionally, the **Hero** permanently gains +1 Fate point (to a maximum of 3).

As you will no doubt have noticed, **Hero** models are less likely to die than **Warrior** models. This is a game of noble heroes and epic deeds after all, and so the focus of Battle Companies is very much on the Heroes and the acts they perform, rather than the followers they lead.



EXPERIENCE

So far we have only touched on what happens when the models in your Battle Company gain Experience, but we have not actually presented you with the various rules, charts, and anything else that they will require in order to progress and improve.

As stated previously, every time a model gains 5 Experience Points, they may roll on the relevant Progression chart (more on these later). These Experience Points are cumulative, so whenever a model in your Battle Company reaches a multiple of 5 Experience Points (5, 10, 15, etc.), they may roll on their Progression chart – even if they gained less than 5 in their previous game.

Warrior and **Hero** models work very differently when they progress. **Warrior** models roll on the chart below, whilst the progression for **Hero** models is explained over the next few pages.

Whenever a **Warrior** model gains enough Experience Points, they will roll on the Warrior Progression chart. This roll is not optional, and will happen whenever a **Warrior** has gained enough Experience. It represents the leaders of your company, or perhaps the lords they serve, rewarding the members of your company for their deeds on the battlefield and it would be considered bad form to refuse.

WARRIOR PROGRESSION CHART

D6 Result

1-3 No Effect – *Whilst the warrior's efforts have been valiant and noteworthy, they have not quite been enough to earn them a promotion in the eyes of their masters.*

The **Warrior** does not gain a promotion.

4-5 Promoted – *The warrior's actions over the company's adventures have been exceptional, and have not gone unnoticed. The **Warrior** has been granted a promotion by the leader of the company, or the lord they serve, should they be able to receive one. Check the Advancements table on your Battle Company's page to see if they are eligible for a promotion, and if so, promote them to the new profile exchanging all wargear for the wargear of the new profile (any Equipment that was purchased can be carried over). If the **Warrior** is not eligible for a promotion, treat the result as No Effect instead.*

6 A Hero in the Making – *The warrior's valorous deeds have resulted in the Warrior becoming a Hero in their own right. From this point onwards, the **Warrior** is treated as a **Hero** and immediately gains 1 Fate point. They retain the Experience Points gained so far and will advance like a **Hero** from the next game on.*

Hero models, on the other hand, progress in a very different and much more varied way. This allows you to shape your Heroes into what you want them to be, and provides endless combinations and styles for you.

When a **Hero** progresses, they choose a certain path to follow, honing their skills in their chosen path to become an expert in their field. There are a total of eight different paths for a **Hero** to choose from, although some of them may only be chosen by **Hero** models that meet a certain criteria.

The first time a **Hero** gains 5 Experience Points, they may choose which path they will embark on, and then roll on the corresponding Progression chart. From this point forwards, the **Hero** may only roll on their chosen Progression chart, unless an Advancement, special rule or Scenario bonus allows them to do otherwise.

If a **Hero** rolls a result that they cannot take, either because they cannot improve their characteristics any further or they already have a special rule awarded, they may roll again on the same chart. Additionally, if a **Hero** rolls a special rule on their chosen path, they may choose to swap it for their Army Specific Hero Upgrade if they wish and don't already have it.

In the unlikely event that a **Hero** earns enough Experience Points to roll on their path, and they cannot select any of the options (either due to the fact that all of their characteristics cannot be improved further, and they have every special rule listed), they may choose to embark on a second path.



PATH OF THE WARRIOR

The Hero excels in hand-to-hand combat, and they are intent on honing their skills with a blade in order to lead their followers to victory.

Any Hero may embark on the Path of the Warrior.

2D6 Result

- 2 **Parry** – The Hero may force their opponent to re-roll a single D6 when making a Duel roll against this Hero.
- 3 **Hero Slayer** – This Hero gains a bonus of +1 when rolling To Wound against Hero models.
- 4 **Deadly Strength** – This Hero gains the Burly special rule. Additionally, the Hero may now purchase a two-handed weapon from the Armoury even if they could not previously.
- 5 **Courage** – The Hero increases their Courage value by 1 to a maximum of 5.
- 6 **Attack/Wound** – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 3.

2D6 Result

- 7 **Fight** – The Hero may increase their Fight value by 1, up to a maximum value of 6.
- 8 **Strength/Defence** – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
- 9 **Blade Master** – The Hero may re-roll a single D6 when making a Duel roll.
- 10 **Might/Will** – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
- 11 **Heroic Strike** – The Hero may now use the Heroic Strike Heroic Action in addition to any others they have access to.
- 12 **Heroic Presence** – The Hero may declare a Heroic Combat each turn without expending Might to do so.

PATH OF THE RANGER

Having discovered an apparent knack for using a bow upon the battlefield, the Hero decides to focus their efforts upon raining down death from afar.

Only Hero models that possess a missile weapon (but not a throwing weapon) may embark on the Path of the Ranger.

2D6 Result

- 2 **Master Archer** – The Hero may declare a Heroic Shoot each turn without expending Might to do so.
- 3 **Seasoned Archer** – The Hero may still fire their bow even if they have moved their full Move allowance, or their crossbow if they have moved up to half of their Move allowance.
- 4 **Expert Shot** – The Hero may shoot twice in the Shoot phase rather than once.
- 5 **Attack/Wound** – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 2.
- 6 **Steady Aim** – The Hero does not suffer the -1 penalty To Hit if they moved during the Move phase.

2D6 Result

- 7 **Shoot** – The Hero may increase their Shoot value by 1, up to a maximum value of 3+.
- 8 **Pinpoint Shot** – The Hero may re-roll To Wound rolls of 1 when making shooting attacks.
- 9 **Defence** – The Hero may increase their Defence value by 1. This may only be increased once.
- 10 **Might/Will** – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
- 11 **Heroic Accuracy** – The Hero may now use the Heroic Accuracy Heroic Action in addition to any others they have access to.
- 12 **Lethal Aim** – The Hero may spend a single ‘free’ point of Might during each Shoot phase. This can either be to improve a To Hit, To Wound or an In The Way roll.

PATH OF THE GENERAL

The Hero is a natural leader, one capable of great deeds worthy of songs, and can inspire those around them to do the same.

Any Hero may embark on the Path of the General.

2D6 Result

- 2 **Battle Veteran** – At the end of each game the Hero participates in, their Battle Company receives an additional 1 Influence Point.
- 3 **Inspiring Presence** – Friendly models within 6" of the Hero count as being in range of a banner.
- 4 **Lead by Example** – Friendly models within 6" of the Hero gain a bonus of +1 to their Courage value.
- 5 **'Rally to me!'** – The Hero increases the range of their Stand Fast! by 3" to a maximum of 12".
- 6 **Fight** – The Hero may increase their Fight value by 1, up to a maximum value of 6.
- 7 **Courage** – The Hero increases their Courage value by 1 to a maximum of 6.

2D6 Result

- 8 **Attack/Wound** – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 3.
- 9 **Strength/Defence** – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
- 10 **Might/Will** – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 3).
- 11 **Heroic Resolve/March** – The Hero may now use the Heroic Resolve and Heroic March Heroic Actions in addition to any others they have access to.
- 12 **Master of Battle** – The Hero gains the Master of Battle (2+) special rule.

PATH OF THE KNIGHT

The Hero has proven to be far more effective whilst mounted than on foot, and so trains to fight harder from atop their steed to crush their foes.

Only Cavalry Hero models may embark on the Path of the Knight. If an Infantry model wishes to embark on the Path of the Knight, they must immediately purchase a mount from the Armoury. If they cannot for whatever reason, they cannot choose this path.

2D6 Result

- 2 **Effortless Leap** – Whilst mounted, the Hero may add 2 to any Jump tests they make.
- 3 **Fearsome Charge** – Whilst mounted, when this Hero Charges into combat, they gain the Terror special rule until the end of the turn.
- 4 **Horse Lord** – The Hero gains the Horse Lord special rule.
- 5 **Courage** – The Hero increases their Courage value by 1 to a maximum of 5.
- 6 **Expert Rider** – The Hero gains the Expert Rider special rule.
- 7 **Fight** – The Hero may increase their Fight value by 1, up to a maximum value of 6.

2D6 Result

- 8 **Attack/Wound** – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 3.
- 9 **Strength/Defence** – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
- 10 **Might/Will** – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
- 11 **Devastating Charge** – Whilst mounted, when the Hero charges into combat against one or more Man-sized (or smaller) models, roll a D6 for each. On a 5+, that model is immediately knocked Prone.
- 12 **Skillful Rider** – Whilst mounted, the Hero treats difficult terrain as open ground.

PATH OF THE SCOUT

The Hero prefers to use stealth and the terrain around them to fell their foes, rather than facing them head on in open combat.

Hero models that are wearing heavy armour may not embark on the Path of the Scout. **Hero** models that embark on the Path of the Scout may not gain heavy armour. Only **Infantry Hero** models may embark on the Path of the Scout, and they may not gain a mount later if they do so.

2D6	Result	2D6	Result
2	Merge into Shadow – If the Hero is obscured from view, they cannot be seen or targeted from distances greater than 6".	8	Attack/Wound – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 2.
3	Fell Sight – The Hero gains the Fell Sight special rule.	9	Strength/Defence – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
4	Courage – The Hero increases their Courage value by 1 to a maximum of 5.	10	Might/Will – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
5	Throwing Daggers – The Hero gains a set of Throwing Daggers, even if they could not normally have them.	11	Heroic Defence – The Hero may now use the Heroic Defence Heroic Action in addition to any others they have access to.
6	Poisoned Blades – The Hero gains the Poisoned Weapons special rule for all of their weapons.	12	Master of Terrain – The Hero is not slowed by difficult terrain of any type.
7	Fight/Shoot – The Hero may improve their Fight value or Shoot value by 1, up to a maximum value of 6 or 3+ respectively.		

PATH OF THE ADVENTURER

Having spent years in the wilderness honing their skills, the Hero is a master of the wild lands and knows better than most how to survive.

Any **Hero** may embark on the Path of the Adventurer.

2D6	Result	2D6	Result
2	Wilderness Experience – The Hero may re-roll any Jump, Climb, Leap or Swim tests.	7	Attack/Wound – The Hero may increase either their Attacks or Wounds value by 1. Their Attacks value may not exceed 2, and their Wounds value may not exceed 3.
3	Master of Ambush – In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcement rule), you receive a bonus of +1 to the dice roll for this Hero model's warband. If this Hero is already on the board then all warbands in your army receive a +1 bonus to the dice roll. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.	8	Courage – The Hero increases their Courage value by 1 to a maximum of 6.
4	Fearless – The Hero gains the Fearless special rule.	9	Strength/Defence – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
5	Fight – The Hero may increase their Fight value by 1, up to a maximum value of 5.	10	Might/Will – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
6	Stalk Unseen – The Hero gains the Stalk Unseen special rule.	11	Master of Terrain – The Hero is not slowed by difficult terrain of any type.
		12	Hardy Warrior – The Hero may re-roll failed Fate rolls.

PATH OF THE SORCERER

The Hero has become attuned to the ways of magic, either through a blessing from the Valar or some other, darker, power.

Any Hero may embark on the Path of the Sorcerer. However, a Battle Company may only ever have one Hero that has embarked upon this path at any one time. Additionally, the Hero gains +1 Will point as well as the Immobilise/Transfix Magical Power, which can be cast on a 5+.

2D6	Result	2D6	Result
2	Master of Magic – The Hero may re-roll 1s when making Casting or Resist tests.	8	Might/Will – The Hero may either gain +1 Might point (to a maximum of 1), or +1 Will point (to a maximum of 4).
3	Instill Fear – The Hero gains the Instill Fear Magical Power; this is cast on a 5+. If this result is rolled for a second time, improve its Casting value to 4+.	9	Command/Compel – The Hero gains the Command/Compel Magical Power; this is cast on a 5+. If this result is rolled for a second time, improve its Casting value to 4+.
4	Wound – The Hero may increase their Wounds value by 1 to a maximum of 3.	10	Courage – The Hero increases their Courage value by 1 to a maximum of 5.
5	Resistant to Magic – The Hero gains the Resistant to Magic special rule.	11	Wise Advice – Once per turn, the Hero may allow one friendly model within 6" to re-roll a single D6 during a Duel roll.
6	Heroic Channelling – The Hero may now use the Heroic Channelling Heroic Action in addition to any others they have access to.	12	Staff of Power – The Hero may add a Staff of Power to their wargear.
7	Immobilise/Transfix – The Hero improves their Immobilise/Transfix Magical Power; this is now cast on a 4+. If this result is rolled for a second time, improve its Casting value to 3+.		

PATH OF THE BEAST

Not so much a Hero, this bestial creature has become all the more vicious as it has fought against its foes and feasted upon their remains.

Warg, Bat and Spider models may only ever embark on the Path of the Beast. Only Hero models that are a Warg, Bat or Spider may embark on the Path of the Beast.

2D6	Result	2D6	Result
2	Harbinger of Evil – The Hero gains the Harbinger of Evil special rule.	8	Strength/Defence – The Hero may increase their Strength or Defence value by 1. Each one can only be improved once.
3	Fell Sight – The Hero gains the Fell Sight special rule.	9	Bestial Charge – The Hero gains the Knock to the Ground and Extra Attack bonuses when it charges, exactly as if it was a Cavalry model.
4	Courage – The Hero increases their Courage value by 1 to a maximum of 5.	10	Might/Will – The Hero may either gain +1 Might point (to a maximum of 3), or +1 Will point (to a maximum of 1).
5	Fight – The Hero may increase their Fight value by 1, up to a maximum value of 5.	11	Heroic Strength – The Hero may now use the Heroic Strength Heroic Action in addition to any others they have access to.
6	Terror – The Hero gains the Terror special rule.	12	Master of Terrain – The Hero is not slowed by difficult terrain of any type.
7	Attack/Wound – The Hero may increase either their Attacks or Wounds value by 1. Neither their Attacks nor Wounds value may exceed 3.		

ARMOURY

Earlier, we touched on the fact that your Battle Company will earn Influence Points and these can be spent on a variety of wargear, Equipment and other items from the Armoury. The Armoury has four sections: Wargear, Equipment, Wanderers and Creatures, each with their own set of rules and restrictions. Over the next few pages, we will explain how this all works, and the rules associated with each item your Battle Company can purchase.

WARGEAR

Here we present a list of the most common types of wargear available to models in your Battle Company. There are plenty of options for your company members to spend their hard earned Influence Points on, from mounts to weapons and armour.

The list presented on the next page is by no means exhaustive; certain Battle Companies may have their own list of additional wargear that can be bought for them. Where this is the case it will be presented on that Battle Company's page, along with any costs associated with that piece of wargear.

There are a few restrictions to which pieces of wargear can be purchased for the members of your Battle Company. This is to ensure that the Battle Companies progress in a thematic manner that fits with their background, rather than simply loading every model in your Battle Company with wargear they would not really have access to.

For the **Warrior** models in your Battle Company, this is really easy to work out. They can simply purchase any piece of wargear that model's profile would normally be able to have. For example, a Warrior of Minas Tirith from a Battle Company would be able to buy a bow, shield or spear, as those options are directly available to their profile. They would not be able to buy a horse, lance or Elf bow, as those options are not available to their profile.

Hero models are much less limited by which pieces of wargear they can take. They can purchase any piece of wargear that is available to any member of their Battle Company, including those that could be promoted or join as Reinforcements; but not those that joined the Battle Company by other means (such as Wanderers or those from the Narrative Campaign). If a member of your Battle Company happens to gain a piece of wargear that they could not normally have through a Narrative Campaign, this does not mean that your **Hero** models may also purchase the same type of wargear.

Next to each wargear entry are two numbers in brackets separated by a slash. These denote the amount of points that the piece of wargear will add to a **Hero** model as explained on [page 9](#).

For example: *Jay has a Minas Tirith Battle Company and wants to purchase some wargear for his leader. Jay may purchase a horse for his leader as the Knights of Minas Tirith can have a horse. He could also purchase a longbow, as Citadel Guard can have a longbow. Jay could not purchase a two-handed weapon for his leader as no member of his Battle Company is able to have a two-handed weapon.*

ARMoured HORSE(8/15) 4 Influence Points	SHIELD(1/5) 1 Influence Point
BOW(1/5) 1 Influence Point	SHORT BOW(1/5) 1 Influence Point
CROSSBOW(2/5) 2 Influence Points	SPEAR(1/5) 1 Influence Point
DWARF BOW(1/5) 1 Influence Point	SWAP HAND WEAPON FOR ANOTHER TYPE(1/5) 1 Influence Point – Any model may change the type of hand weapon they possess for any of the following: axe, club, dagger, flail, hammer, mace, maul, pick, scourge, staff or sword. Warrior models that exchange their type of hand weapon will cost an additional 1 point when working out your Battle Company Rating.
DWARF LONGBOW(1/5) 1 Influence Point	THROWING WEAPONS(1/5) 1 Influence Point
ELF BOW(2/5) 2 Influence Points	THROWING SPEARS(2/5) 1 Influence Point
ELVEN-MADE HAND-AND-A-HALFSWORD(1/5) 1 Influence Point	TWO-HANDED WEAPONS(1/5) 1 Influence Point – This weapon can be of any type the player chooses.
ESGAROTH BOW(2/5) 2 Influence Points	UPGRADE ARMOUR TO HEAVY ARMOUR(1/5) 1 Influence Point
FELL WARG(5/10) 3 Influence Points	URUK-HAI BOW(1/5) 1 Influence Point
HORSE(5/10) 3 Influence Points	WAR SPEAR(1/5) 1 Influence Point
LANCE(1/5) 1 Influence Point	WARG(5/10) 3 Influence Points
LONGBOW(2/5) 2 Influence Points	
ORC BOW(1/5) 1 Influence Point	
PIKE(1/5) 1 Influence Point	



EQUIPMENT

As a Battle Company journeys across Middle-earth, they will often accumulate a variety of different pieces of Equipment that will aid them in their adventures. Ranging from cloaks that can help to protect the wearer from unfriendly eyes to a comforting brew that can lift the spirits of even the most timid, these pieces of Equipment come in all shapes and sizes. Alongside each of the entries given in this section is a picture that provides an example or idea of how you can choose to represent the Equipment on your models.

Additionally, each piece of Equipment will be categorised as either Large or Small. A model may only carry one Large and one Small piece of Equipment at a time; there are only so many things a model can carry!

Over the next few pages you will find a series of Equipment that can be purchased by your Battle Company for the cost in Influence Points given. Some of these pieces of Equipment can only be purchased by certain Battle Companies, only by Hero models, or sometimes only by Good or Evil models. When this is the case, it will be clearly stated. Each piece of Equipment has a number in brackets after its name; this is the number of points it will add onto the rating of your Battle Company (see page 9).



ARROW POISON.....SMALL (1)
1 Influence Point

A tactic made famous by the Haradrim of the south, many Evil creatures will coat the tips of their arrows in poison to cause great pain to those that succumb to its potency.

- A model with Arrow Poison must re-roll To Wound rolls of a 1 when making a shooting attack. Only Evil models may purchase Arrow Poison.



CLIMBING ROPESSMALL (1)
1 Influence Point

Along their travels, members of a Battle Company will have to traverse many areas that need to be climbed, making ropes an essential piece of equipment.

- A model with Climbing Ropes will add +1 to any Climb tests they make. Additionally, after the model makes a Climb test they may choose to leave their rope behind. If they do so they cannot use it for the rest of the game, mark the location with a marker, counter or token. Any friendly model that makes a Climb test from the same point also gains a bonus of +1 to the result. At the end of the game, the model is assumed to retrieve the rope.



BACKPACK.....LARGE (2)
3 Influence Points

Wandering the lands of Middle-earth requires provisions, and many travelers will carry backpacks filled with food, water and other useful items they may need.

- A model with a Backpack may carry an additional three Small pieces of Equipment within it (for a maximum of four).



COMPANY STANDARD.....LARGE (10)
6 Influence Points

It is not unheard of for some Battle Companies to carry the colours of their lord with them on their journeys. The sight of a standard flapping in the wind inspires courage in all who see it.

- Any member of the same Battle Company as a model carrying a Company Standard, that can draw Line of Sight to the Company Standard itself, may re-roll any failed Courage tests. A model carrying a Company Standard suffers a -1 penalty to their Duel rolls.



BLADE POISONSMALL (1)
1 Influence Point

The servants of the Dark Lord will not hesitate to gain any advantage in war, coating their blades in vile toxins to induce a quick, excruciating death for their victims.

- A model with Blade Poison must re-roll To Wound rolls of a 1 when making Strikes during a combat. Only Evil models may purchase Blade Poison.



CONCEALING CLOAKSMALL (3)

2 Influence Points

These strange cloaks are a rare find, able to shield the wearer from unfriendly eyes allowing them to remain unseen.

- A model wearing a Concealing Cloak has the Stalk Unseen special rule.



HEALING HERBS

(HERO ONLY)SMALL (3)

3 Influence Points

There are many flora and fungi in Middle-earth that have healing or medicinal properties. Those with the right knowledge can use such plants to slow the wounds suffered by their allies, or even help them to recover from otherwise fatal injuries.

- A Hero may elect to use their Healing Herbs at the end of any game if they were not removed as a casualty. If they do this, remove the Healing Herbs from their Equipment. Every model within the Hero model's Battle Company adds +1 to any Injury rolls that they must make at the end of the game.



DWARVEN BREW

(HERO ONLY)LARGE (2)

2 Influence Points

Nothing can raise the spirits of a Battle Company further than an excellent flagon of a Dwarven Brew. Leaders of a Battle Company will often provide their comrades with such a drink, and the promise of one can bring out the best in almost any fighter.

- A Hero model may elect to use their Dwarven Brew at the start of any game, if they do so it has been used and is removed from the Hero model's profile. Every model within the Hero model's Battle Company adds +1 to their Courage value for the remainder of the game.



LUCKY TALISMAN

(HERO ONLY)SMALL (5)

4 Influence Points

Many Heroes have survived close encounters with death in the past and have attributed their survival to good fortune and to a particular item or token. Often they will carry around such tokens on the battlefield believing that it will bring them luck and prolong their life in dire situations.

- A Hero with a Lucky Talisman may re-roll any failed Fate rolls.



ELVISH WAYBREADSMALL (3)

3 Influence Points

Made by the Elves in anticipation of long journeys, Elvish waybread, or Lembas as it is often known, is an enchanted food that strengthens those that eat it for the roads ahead. It is said to be even better than the honey-cakes of the Beornings and that even a small amount can prepare a Man for a full day's march.

- A model that has purchased Elvish Waybread may elect to use it at the end of any game in which they were removed as a casualty. If they do this, remove the Elvish Waybread from their Equipment; additionally, do not roll on the Injury chart for them, instead they will automatically count as having rolled the Full Recovery result. Only Good models may purchase Elvish Waybread.



MANACLESSMALL (3)

2 Influence Points

Often used by cruel and violent beings to shackle those that are too weak to oppose them, Manacles provide a means to shackle another and render them unable to defend themselves against their oppressor's will.

- If a model with Manacles wins a Duel roll, they may elect to use them instead of Striking normally. If they do this, instead of rolling To Wound, roll a single D6 instead. On a 4+, the enemy Man-sized or smaller model suffers the effects of the Paralyse Magical Power, as it has been bound.



MAP (HERO ONLY)SMALL (3)

3 Influence Points

Few warriors in Middle-earth have the skill to read the ancient maps of Middle-earth; yet those who can are a valuable addition to any Battle Company.

- After both Battle Companies have deployed, before the first Priority is rolled, a Battle Company with a Map may redeploy D6 models using the normal rules. If both players have a Map, the player with Priority redeploys their models first.



SCROLL OF COURAGE

(HERO ONLY)SMALL (2)

2 Influence Points

This scroll contains words of inspiration and meaning to those that carry it. Upon hearing these words spoken aloud, your company is infused with reinvigorated courage.

- At the start of any game, the **Hero** may read the Scroll of Courage. If they do, all friendly models add +1 to their Courage value for the remainder of the game. Once read, the scroll is caught by a strong breeze and floats off into the air; remove it from the **Hero** model's Equipment.



RALLYING HORNSMALL (5)

5 Influence Points

The blast of this horn will alert the bearer's allies to their location, allowing them to stick together against their enemies.

- If one or more models with a Rallying Horn are on the board, their Battle Company may add 1 (or minus 1) to any Reinforcement rolls in the Secure the Area Scenario. Additionally, whilst the bearer of a Rallying Horn is alive, your company may add 1 to the roll when rolling on their Reinforcement chart.



SCROLL OF HIDDEN PATHS

(HERO ONLY)SMALL (2)

4 Influence Points

Found upon your company's travels, this mysterious scroll contains the locations of a series of hidden paths that lead to the battlefield.

- At the start of any game, before forces are deployed, the **Hero** may read the Scroll of Hidden Paths. If they do, you may keep D3 **Warrior** models off the board when deploying your forces. These models will arrive from any board edge of your choosing at the end of your company's second Move phase via the rules for Reinforcements. Once read, the scroll is caught by a strong breeze and floats off into the air; remove it from the **Hero** model's Equipment.





SEEING STONE
(HERO ONLY)SMALL (5)
6 Influence Points

This mysterious stone swirls with an unknown power. Quite what power it possesses remains uncertain, but those who wield it seem to know what may happen before it comes to pass.

- At the start of each turn that the **Hero** is alive, roll a D6 before Priority is rolled. On the roll of a natural 6, the **Hero** may choose which side has Priority that turn.



WARDRUMLARGE (10)
3 Influence Points

Many bands of Orcs, Uruk-hai or other Evil beings will march into battle to the rhythmic beat of a war drum, the constant thumping of the drum making sure that no member of the company slows down and falls behind.

- 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 from the same Battle Company, and within 12" of the drummer, add 3" to their Movement value if on foot and 5" to their Movement if mounted for the remainder of the turn. Models that are affected by a War Drum may not Charge in that turn. Only Evil models may purchase a War Drum.



TORCHSMALL (1)
1 Influence Point

Warriors will use torches to light the way in caves or the dark of night. They can also be unconventional yet effective weapons in times of great desperation.

- A model with a Torch illuminates the area within 6" of them; models within this area can be seen as if it were daylight. Additionally, a model with a Torch can use it to attempt to set their foes on fire. If this model wins a Duel roll, they may choose to not make any Strikes and instead roll a D6. On a 6, the model that lost the Duel roll suffers the Set Ablaze special rule.



WHIPSMALL (2)
1 Influence Point

Among the Evil races of Middle-earth, whips are used to viciously spur on the rank and file into battle. More than once has a disobedient Orc felt the sting of these cruel weapons.

- A Whip counts as a throwing weapon with a range of 2" and Strength 1. Only Evil models may carry a Whip.



WANDERERS

As your company traverses the various environments of Middle-earth, they will often come across other such wanderers that have spent years travelling the wild lands. Often these wanderers will be able to provide advice, knowledge or shelter to those weary from a long day's walk; and sometimes they will offer their services to your company in exchange for a share of the glories to be had.

Here we present a selection of Wanderers that can be added to your Battle Company for a particular cost. In each profile, there will be the points cost of the Wanderer as well as the amount in Influence Points it will cost to add them to your company. A Battle Company may only ever have one Wanderer at a time. Wanderers cannot be bought any additional wargear or Equipment from the Armoury.



LOCAL SCOUT4 POINTS
4 Influence Points

Battle Companies will often hire the services of the locals of an area, for their knowledge about the lay of the land can prove extremely valuable as the Battle Company traverses Middle-earth

- If a Battle Company hires a Local Scout, they will count as a **Warrior** that cannot be promoted and cannot gain Experience Points – although they will still roll on the Warrior Injury chart as normal. A Local Scout can be bought a bow at the cost of 1 Influence Point. A Local Scout has the following profile and has the **Man**, **Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	3/4+	3	3	1	1	2

Wargear: Dagger, bow (optional).

Local Knowledge – After players have determined their table edges, but before deployment has begun, a player with a Local Scout can move a single piece of terrain up to D6" in any direction. If both players have a Local Scout then the player who chose their board edge may move a terrain piece first. The other player may not move the same one.





MERCENARY FIGHTER.....40 POINTS

8 Influence Points

Mercenaries often wander the paths of Middle-earth in search of riches and personal glory. These sellswords will pledge their services to the highest bidder, and it is not unheard of for them to side with a Battle Company – so long as the coin keeps being paid...

- A Mercenary Fighter is a **Hero** that cannot gain Experience Points, and will roll on the Hero Injury chart as normal. A Mercenary Fighter has the following profile and has the **Man**, **Infantry** and **Hero** keywords.

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

Wargear: Hand weapon (of the player's choice), armour. A Mercenary Fighter can be given a shield for +5 points, and +1 Influence Point.

If you wish, you can change the race of your Mercenary Fighter to fit a certain theme. In this case, change the **Man** keyword to the relevant one (either **Elf**, **Dwarf**, **Hobbit**, **Orc**, **Goblin** or **Uruk-hai**), though most of their characteristics remain the same. The Mercenary Fighter's Move value will change depending on their race. A **Dwarf** or **Goblin** will reduce their Move value to 5", whilst a **Hobbit** will reduce their Move value to 4" – all other races' Move values remain at 6".

Loyalty is Fleeting – At the end of each game, after Influence Points have been spent, your Battle Company must pay a Mercenary Fighter to retain their services. In order to keep a Mercenary Fighter, your Company must spend 2 Influence Points; if this cannot be done then the Mercenary Fighter leaves – remove them from your roster.

SAGE50 POINTS

9 Influence Points

Wizards are not the only beings that have magical abilities, though rare there are others that have learned, or been taught, to harness magic in order to help those in need and provide wisdom to those they meet.

- A Sage is a **Hero** that cannot gain Experience Points, and will roll on the Hero Injury chart as normal. A Sage cannot be bought additional Equipment. A Sage has the following profile and has the **Man**, **Infantry** and **Hero** keywords. Only Good Battle Companies may hire a Sage.

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

Wargear: Dagger & two-handed staff.

The Sages in Middle-earth vary greatly in their knowledge. When you hire a Sage, roll on the chart below to discover what Magical Power they know, and what they can attempt to cast it on.

D6	Result
1	Aura of Dismay (4+)
2	Immobilise (3+)
3	Blinding Light (2+)
4	Call Winds (3+)
5	Enchanted Blades (3+)
6	Choose any of the above





SHAMAN50 POINTS

9 Influence Points

There are some creatures in the dark places of the world that have come to know malign sorceries. Quite how they gained their powers is unknown, but it is not unheard of for them to join a Battle Company as they cause destruction in the Dark Lord's name.

- A Shaman is a **Hero** that cannot gain Experience Points, and will roll on the Hero Injury chart as normal. A Shaman cannot be bought additional Equipment. They have the following profile and has **Man, Infantry** and **Hero** keywords. Only Evil Battle Companies may hire a Shaman.

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

Wargear: Dagger & staff.

You may choose to change the **Man** keyword to one of the following: **Goblin, Orc** or **Uruk-hai**. Whichever keyword your Shaman has replaces the X in Fury (X) below so that their Fury Magical Power (should they have it) will always affect those of the same race as the Shaman. A Goblin will reduce their Move value to 5".

Shamans in Middle-earth vary greatly in their knowledge. When you hire a Shaman, roll on the chart below to discover what Magical Power they know, and what they can attempt to cast it on.

D6	Result
1	Fury (X) (4+)
2	Transfix (3+)
3	Flameburst (4+)
4	Wither (4+)
5	Instill Fear (5+)
6	Choose any of the above



VAGABOND3 POINTS

3 Influence Points

Not all who reside in Middle-earth are fortunate enough to belong to a realm or kingdom, there are some who have been cast out and live alone in the wilderness. These vagabonds will often try to latch onto a passing Battle Company in order to try to win their favour and with it a second chance.

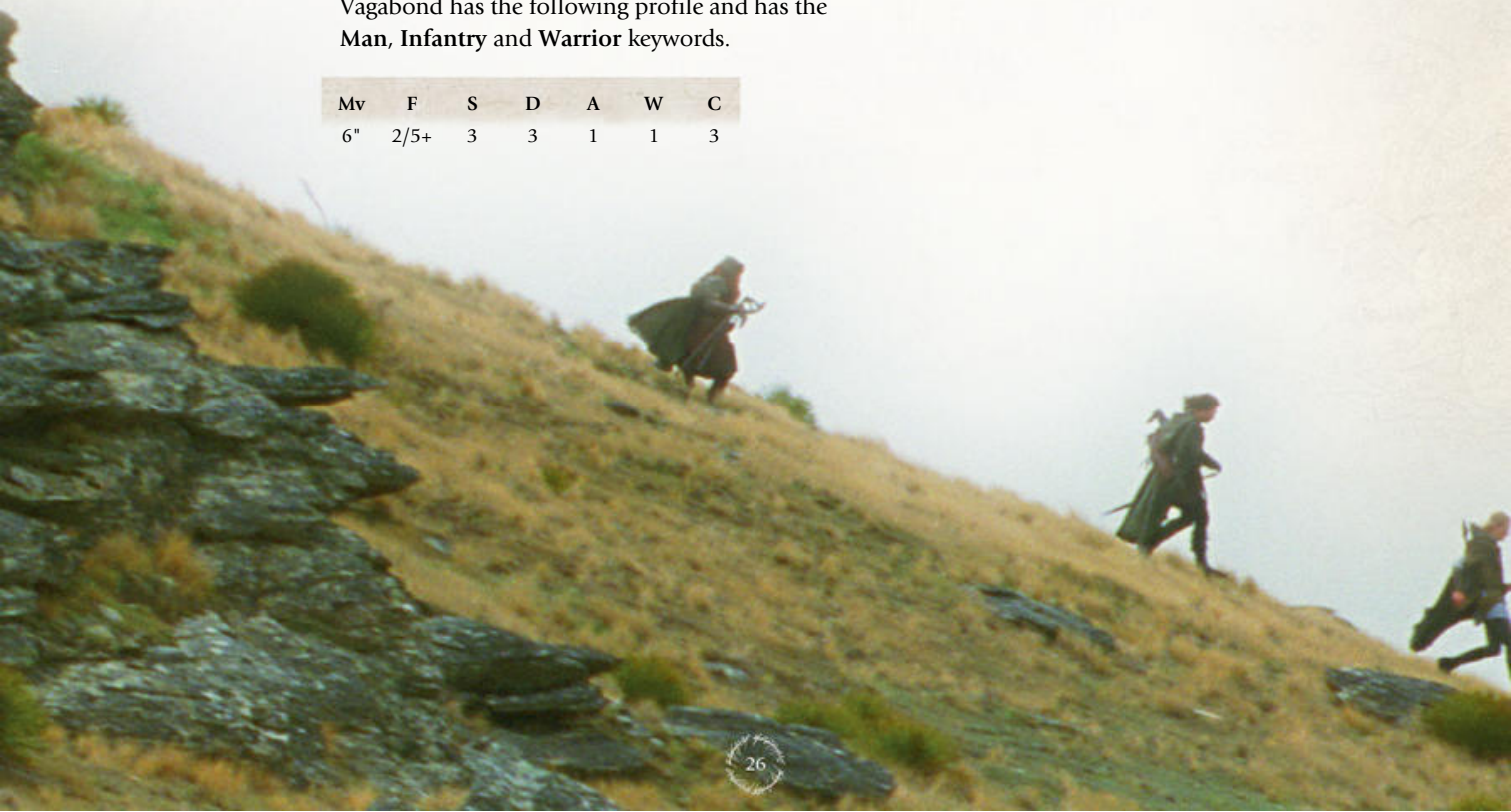
- A Vagabond is a **Warrior** that cannot gain Experience Points or become a **Hero**, and will roll on the Warrior Injury chart as normal. A Vagabond has the following profile and has the **Man, Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	2/5+	3	3	1	1	3

Wargear: Dagger.

Hardy – *Years of wandering the wilderness has made this Vagabond used to the hardships of travel, and has given them knowledge of the terrain around them, which they will readily share with their new companions.*

A Vagabond, and any friendly models within 6" of them, does not suffer any penalties for moving through difficult terrain.





WANDERING DWARF50 POINTS

9 Influence Points

Dwarves commonly wander Middle-earth for many reasons; to venture out from their homesteads in search of fortune, to hone their skills in the wilds, or simply to hunt down the foes of their people. It is not uncommon for these Dwarves to come across a company of travelers that share their own ambitions.

- If a Battle Company hires a Wandering Dwarf, they will count as a **Hero** that cannot gain Experience Points – although they will still roll on the Hero Injury chart as normal. A Wandering Dwarf does not provide a Stand Fast! and other members of the Battle Company cannot benefit from its Heroic Actions. Only Good Battle Companies may hire a Wandering Dwarf. A Wandering Dwarf has the following profile and has the **Dwarf**, **Infantry** and **Hero** keywords.

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

Wargear: Axe & shield.

Special Rules: Mountain Dweller.



WANDERING ELF50 POINTS

9 Influence Points

Throughout Middle-earth's rich history, many Elves have been known to wander its paths for reasons known only unto them. Sometimes they will offer help to those in need and accompany a band of travelers on their journey.

- If a Battle Company hires a Wandering Elf, they will count as a **Hero** that cannot gain Experience Points – although they will still roll on the Hero Injury chart as normal. A Wandering Elf does not provide a Stand Fast! and other members of the Battle Company cannot benefit from their Heroic Actions. Only Good Battle Companies may hire a Wandering Elf. A Wandering Elf has the following profile and has the **Elf**, **Infantry** and **Hero** keywords.

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

Wargear: Elven-made hand-and-a-half sword, Elf bow.

Special Rules: Woodland Creature.



CREATURES

Battle Companies will often utilise a series of creatures to aid them in their travels. From humble packhorses loaded with provisions, equipment and bedding, to vicious beasts that can be set upon any who attempt to attack the company, there are numerous different creatures from all over Middle-earth that provide a certain use to a Battle Company.

Here we present a series of Creatures that can be included in your Battle Company, each with their own effects. When a Creature is purchased, it must be attached to your leader or one of their Sergeants – as such it does not take up a space on your Battle Company roster. Each Hero may only ever have a single Creature. As a Battle Company can only ever have a maximum of one leader and two Sergeants, there can only ever be a maximum of three Creatures in your Battle Company at any one time.

Creatures can never gain Experience Points, cannot be bought wargear or Equipment, and can never be promoted; they will roll on the Warrior Injury chart if slain. If the Hero that owns the Creature is slain, the Creature is considered to have perished or fled from the battlefield – remove it from your roster.

FALCON (FALCON, INFANTRY, WARRIOR)...5 POINTS

4 Influence Points

The races of Men and Elves have long utilised birds of prey to aid them in hunting. These intelligent birds can spot hidden enemies well before their owners, and can attack with their sharp talons and beaks if needed.

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

- **Special Rules:** Fly
- **Keen Sight** – Enemy models within 12" of a Falcon that is separate from its Hero may not benefit from the Stalk Unseen special rule.

- A Falcon starts the game upon the arm of its master rather than on the board. At the start of any turn in which the Falcon is on their Hero model's arm, the Hero may release the Falcon – place it anywhere within 3" of the Hero. Whilst separate from its Hero, the Falcon may move independently. If, during the End phase of any turn, a Falcon is within 3" of their Hero, it may choose to land back on their Hero model's arm. Remove the Falcon from the board. Whilst upon the Hero model's arm, the Falcon cannot be targeted, attacked or hit with shooting attacks, and will not provide an In The Way roll for their Hero.
- Only Hero models that have the Man or Elf keyword may take a Falcon.



PACKHORSE

(HORSE, INFANTRY, WARRIOR).....5 POINTS

3 Influence Points

Often a Battle Company will load their belongings onto a packhorse in order for themselves to be able to travel lighter. A packhorse will often be laden with additional wargear, equipment or weaponry that the company can swap between during their travels.

Mv	F	S	D	A	W	C
10"	2/6+	3	4	1	1	3

- **Laden with baggage** – A Packhorse may carry up to 15 Small pieces of Equipment, weapons or additional wargear on its back – these still need to be paid for in your Battle Company's cost. Whilst these pieces are on the Packhorse, the company gains no benefit from them. However, any member of a Battle Company that begins its turn in base contact with the Packhorse may swap one of its pieces of wargear, Equipment or weapons for an equivalent piece from the Packhorse. Note that no matter how many bows of any kind are carried by the Packhorse, your Battle Company must still abide by their Bow Limit and may never be carrying more bows of any kind than they could normally at any one time.



HUNTING DOG
(DOG, INFANTRY, WARRIOR).....3 POINTS

3 Influence Points

A fierce and loyal hound is an even better companion than the bravest of warriors. Many leaders will be accompanied by a hunting dog, which will fight at its master's side with an unrivalled loyalty.

Mv	F	S	D	A	W	C
8"	3/6+	3	3	1	1	*

* A Hunting Dog always has the same Courage value as its master.

- Only **Hero** models that have the **Man** or **Hobbit** keyword may take a Hunting Dog.

RAVEN (RAVEN, INFANTRY, WARRIOR)4 POINTS
3 Influence Points

In some Dwarven folklore, Ravens are said to bring good fortune to Durin's Folk, and some Dwarves take these birds with them upon their travels. The sight of a Raven near the battlefield inspires Dwarvish folk and steels them against their foes.

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

- A Raven starts the game upon the arm of its master rather than on the board. At the start of any turn in which the Raven is on their **Hero** model's arm, the **Hero** may release the Raven – place it anywhere within 3" of the **Hero**. Whilst separate from its **Hero**, the Raven may move independently. If, during the End phase of any turn, a Raven is within 3" of their **Hero**, it may choose to land back on their **Hero** model's arm. Remove the Raven from the board. Whilst upon the **Hero** model's arm, the Raven cannot be targeted, attacked or hit with shooting attacks, and will not provide an In The Way roll for their **Hero**.

- **Special Rules:** Fly

- **Herald of Durin** – Friendly **Dwarf** models within 6" of a Raven that is separate from its **Hero**, that can draw Line of Sight to it, count as being in range of a banner.

- Only **Hero** models that have the **Dwarf** keyword may take a Raven.

RHÛNISH DRAKE
(DRAKE, INFANTRY, WARRIOR)15 POINTS

8 Influence Points

Dwelling in the eastern lands of Middle-earth, these territorial reptilian creatures harbour a vicious nature. Their powerful jaws can snap a man's arm in two, and the venom they inject into their prey slowly leaves them weakened and helpless. It is little wonder that leaders from the east hold these creatures in high esteem; for owning one provides with it a certain status.

Mv	F	S	D	A	W	C
6"	4/6+	4	4	1	2	4

- **Special Rules:** Venom

- **Slow-acting Venom** – Any model that suffers a Wound from a Rhûnish Drake, but is not slain, reduces their Fight value and Attacks by 1 (to a minimum of 1) for the remainder of the game.

- Only a **Battle Company** leader may take a Rhûnish Drake.

- Only **Hero** models that have the **Easterling** or **Khandish** keyword may take a Rhûnish Drake.



WILD WARG
(WARG, INFANTRY, WARRIOR)7 POINTS

4 Influence Points

Some Orcs have managed to 'tame' one of the wild Wargs that roam the lands of Middle-earth, yet this is not for them to ride. Instead the Warg will protect its master from enemies and those within their own Battle Company that would try to slit their master's throat.

Mv	F	S	D	A	W	C
10"	3/6+	4	4	1	1	2

- Only **Hero** models that have the **Orc** or **Goblin** keyword may take a Wild Warg.

GOOD BATTLE COMPANIES



“Loyalty, honour, a willing heart. I can ask no more than that.”

- Thorin Oakenshield, The Hobbit: An Unexpected Journey.

MINAS TIRITH

Known as the Tower of the Guard, the mighty walled city of Minas Tirith is the bulwark that has kept the endless legions of the Red Eye at bay through the long and gruelling centuries. Mighty though her ramparts are, the defenders of the White City cannot stand idle behind their fortifications and hope for victory. Instead, at the Steward's orders, warbands and patrols must constantly venture forth, hunting down the spies of Mordor and guarding key locations such as river-crossings and vantage points.

For the warriors of Minas Tirith selected for such duties, great risk and thrilling adventure beckon – success will see promotion, glory and riches, for nothing in the land of Gondor is valued more than the courage and strength required to keep its lands safe.

STARTING BATTLECOMPANY

2x Warrior of Minas Tirith with shield
 2x Warrior of Minas Tirith with spear & shield
 2x Warrior of Minas Tirith with bow

ADVANCEMENTS

Warrior of Minas Tirith with shield – Knight of Minas Tirith with shield

Warrior of Minas Tirith with spear & shield – Citadel Guard with spear

Warrior of Minas Tirith with bow – Ranger of Gondor

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of Minas Tirith with shield
3	Warrior of Minas Tirith with spear & shield
4	Warrior of Minas Tirith with bow
5	Warrior of Minas Tirith with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1	Ranger of Gondor
2	Citadel Guard with spear
3	Citadel Guard with longbow
4	Guard of the Fountain Court (Rare 4)
5	Knight of Minas Tirith with shield
6	Choice of any

ARMY SPECIFIC HERO UPGRADE

'For the White City!' – With a rousing cry, the hero plunges themselves into the fray in defence of Minas Tirith.

This model gains a bonus of +1 to its Fight value on a turn in which it Charges.



OSGILIATH

The city of Osgiliath has had a varied and turbulent past. Once, it stood tall and proud as the capital of the realm of Gondor; a beacon of hope and valour against the growing threat of Mordor. Over time, it became ravaged by war, eventually falling into ruin. Since those days, it has been the site for many a battle between Gondor and its foes, and in the later years of the Third Age it has been garrisoned by the forces of Gondor as a stronghold.

Often, small groups made up of those stationed within Osgiliath's ruined walls are sent out from the city and into the wilderness. These bands would journey east to the edge of the realm of Gondor in search of invaders. It is not unheard of for these companies to venture even further out to give aid to settlements and allies that are under threat from the forces of Evil.

STARTING BATTLECOMPANY

2x Warrior of Minas Tirith with shield
 2x Warrior of Minas Tirith with spear & shield
 2x Ranger of Gondor

ADVANCEMENTS

Warrior of Minas Tirith with shield
 – Osgiliath Veteran with shield

Warrior of Minas Tirith with spear & shield – Osgiliath Veteran with spear & shield

Warrior of Minas Tirith with bow – Osgiliath Veteran with bow

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of Minas Tirith with shield
3	Warrior of Minas Tirith with spear & shield
4	Warrior of Minas Tirith with bow
5	Ranger of Gondor
6	Roll on Special chart

SPECIAL

D6	Result
1-4	Osgiliath Veteran with choice of weapon
5-6	Knight of Minas Tirith with shield

Osgiliath Veterans in this Battle Company treat the company's leader in the same way as Boromir and Faramir for the purpose of their Loyal to the Captains special rule.

ARMY SPECIFIC HERO UPGRADE

Sure-footed – Osgiliath is in ruins, and those that fight there have become masters of fighting over difficult and crumbling battlefields.

This model is never slowed by difficult terrain.



FIEFDOMS

Since the days of old, the Fiefdoms of Gondor have been pledged to defend her in times of need. Many of the cities under Gondor's protection host skilled standing armies with warriors prepared to do their duty, yet peace remains out of reach. Packs of Orcs will often attack cities and outposts, intent on bringing death and ruin to their people, and Corsair slave raids are commonplace on the coastlines to the south.

It is because of this that bands of warriors from the major cities of Gondor's Fiefdoms patrol the lands of Gondor to protect the race of Men against the threat of Mordor. Often, an aspiring Swan Knight from Dol Amroth will gather Men from Lossarnach, Lamedon, and Morthond in order to venture forth and quell the threats that stalk their lands.

STARTING BATTLECOMPANY

1x Knight of Dol Amroth
(must be your leader)
3x Man-at-arms of Dol Amroth
2x Blackroot Vale Archer

ADVANCEMENTS

Men-at-arms of Dol Amroth –
Knight of Dol Amroth

Knight of Dol Amroth – Knight of
Dol Amroth on armoured horse

REINFORCEMENTS

D6	Result
1	Nothing
2	Blackroot Vale Archer
3	Man-at-arms of Dol Amroth
4	Clansman of Lamedon
5	Axeman of Lossarnach
6	Knight of Dol Amroth

ARMY SPECIFIC HERO UPGRADE

'For the White City!' – With a rousing cry, the hero plunges themselves into the fray in defence of Minas Tirith.

This model gains a bonus of +1 to its Fight value on a turn in which it Charges.



ROHAN

Though Rohan is a lush and fertile land of rolling plains and gentle hills, it is a kingdom much used to the cruelty of war. Constant raids from the neighbouring Dunlendings, and a history of battle against foes as varied as Orcs and even the Variags of Khand, have forced the men of the Mark to keep a watchful eye over their domain. Across Rohan, her people gather within the palisades of fortified towns and villages, never straying far from safety.

To ensure that the lands between these settlements are free of invaders, constant patrols march along Rohan's borders and guard her roadways, well-armed and ready to drive back evil-doers. Such a duty might seem ignominious to some, but for those who wish to demonstrate their worth to the Marshals of the Mark, there is no better proving ground. Thus can Rohan's captains find a ready supply of young fighters, full of bravado and the confidence of youth, eager to prove themselves. Those who take up these duties either return as settled, experienced warriors... or they do not return at all.

STARTING BATTLECOMPANY:

3x Warrior of Rohan with shield
2x Warrior of Rohan with throwing spear & shield
2x Warrior of Rohan with bow

All Hero models gain the Horse Lord special rule.

ARMY SPECIFIC HERO UPGRADE

'Forth Eorlingas!' – Upon their steed, the hero charges into the enemy with as much might as they can muster.

Whilst mounted, this model gains a bonus of +1 Strength on a turn in which it Charges.

ADVANCEMENTS

Warrior of Rohan with shield –
Rohan Royal Guard with shield

Warrior of Rohan with throwing spear & shield – Rider of Rohan with throwing spear & shield

Warrior of Rohan with bow – Rider of Rohan

Rider of Rohan –
Rohan Outrider on horse

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of Rohan with shield
3	Warrior of Rohan with throwing spear & shield
4	Warrior of Rohan with bow
5	Warrior of Rohan with choice of weapon
6	Roll on Special chart

SPECIAL:

D6	Result
1	Rohan Outrider
2	Rohan Royal Guard
3	Rider of Rohan with choice of weapon
4	Rohan Royal Guard on horse
5	Son of Eorl
6	Choice of any



MEN OF THE WEST

Following the Battle of Pelennor Fields, the Free Peoples of Middle-earth hatched one final plan to draw Sauron's gaze away from Mordor and onto themselves. Yet, even as they rode to the Black Gate, Aragorn, Éomer and Imrahil sent groups of trusted warriors to scour the lands outside Mordor for any enemy patrolling warbands or small outposts.

With the combined forces of Minas Tirith, Rohan and Dol Amroth, these valiant companies of allies would assault the defences of the Dark Lord, weakening his armies and preventing them from marching to war against the Free Peoples at the Black Gate. Fighting side-by-side, the warriors of these three great realms of Men fight with a renewed vigour whilst they remain together.

STARTING BATTLECOMPANY

- 1x Warrior of Minas Tirith with shield
- 1x Warrior of Minas Tirith with spear & shield
- 1x Warrior of Rohan with shield
- 1x Warrior of Rohan with throwing spear & shield
- 2x Knight of Dol Amroth

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of Rohan with choice of weapon
3	Warrior of Minas Tirith with choice of weapon
4	Man-at-arms of Dol Amroth
5	Knight of Dol Amroth
6	Choice of any

ADVANCEMENTS

- Warrior of Rohan with shield – Rohan Royal Guard with shield
- Warrior of Rohan with throwing spear & shield – Rider of Rohan with throwing spear & shield
- Warrior of Rohan with bow – Rider of Rohan
- Man-at-arms of Dol Amroth – Knight of Dol Amroth
- Knight of Dol Amroth – Knight of Dol Amroth on armoured horse
- Warrior of Minas Tirith – Knight of Minas Tirith with shield

ARMY SPECIFIC HERO UPGRADE

Stand, Men of the West – *Standing side-by-side, the Men of the West fight to defend Middle-earth against the threat of Mordor.*

If the Hero has the **Gondor** keyword, they gain a bonus of +1 to their Duel rolls if there is a friendly **Rohan** model within 3". If the Hero has the **Rohan** keyword, they gain a bonus of +1 to their Duel rolls if there is a friendly **Gondor** model within 3".



DEAD OF DUNHARROW

Having dwelt within the confines of the White Mountains for thousands of years, the Dead of Dunharrow have finally been called upon to fulfil their oath to the king of Gondor. Whilst most of these Warriors of the Dead went with Aragorn and their undead liege to the fields of Pelennor, some small contingents of undead warriors were sent to fend off Gondor's enemies elsewhere in Middle-earth.

Sent forth by the heir of Isildur, these Warriors of the Dead aimed to seek out the enemies of Gondor across Middle-earth, travelling far and wide to fulfill their duty. It is not until they had accomplished the task they had been set that they could finally be at peace.

STARTING BATTLECOMPANY

2x Warrior of the Dead with shield
2x Warrior of the Dead with spear

UNIQUE WARGEAR

Spectral Steed (5/10) –
3 Influence Points

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of the Dead
3	Warrior of the Dead with shield
4	Warrior of the Dead with spear
5	Warrior of the Dead with spear & shield
6	Rider of the Dead

ARMY SPECIFIC HERO UPGRADE

Touch of the Dead – *Such is the fear that these spectral beings instill into their foes, that an encounter with one can leave an enemy almost paralysed in terror.*

If the Hero makes one or more Strikes against an enemy model, and that model is not slain, the model must take a Courage test. If the test is failed then in the following turn the model is treated as being under the effects of the Transfix Magical Power.



ARNOR

Arnor was once a great realm, formed by Elendil in the Second Age, however, by the dwindling years of the Third Age, Arnor had fallen into ruin; a shadow of its former glory. Yet in days gone by, even as it fell into despair, the Kings of Arnor would send out patrols of their warriors to protect the realm against the swarms of fell creatures under the Witch-king's command.

Those who led these small patrols were warriors who were destined to command Arnor's armies, but did not yet possess the experience required to lead. They would set out from Fornost with their loyal companions to fend off the Orc raiding parties that threatened their home. These warbands were also used by the kings of old to explore the crumbling ruins that were once Arnor's cities, abandoned long ago, in search of heirlooms of their forebears.

STARTING BATTLECOMPANY

5x Warrior of Arnor
2x Ranger of Arnor

ARNOR BATTLE COMPANY SPECIAL RULE

Hobbit Archers in this Battle Company do not count towards the total number of bows the Battle Company may have.

REINFORCEMENTS

D6	Result
1	Nothing
2	Hobbit Archer
3	Ranger of Arnor
4	Ranger of Arnor with spear
5	Warrior of Arnor
6	Warrior of Arnor

ARMY SPECIFIC HERO UPGRADE

'Defend the North!' – It is the hero's sworn duty to protect the realm of Arnor, no matter the cost.

The Hero will automatically pass the first Courage test it must take for their force being Broken.



RANGERS OF THE NORTH

Since the fall of the kingdom of Arnor, centuries ago, the wild lands of the north have been watched over by the Rangers of the North; descendants of the bloodline of Númenor and blessed with long life. These men have chosen a life of exile in order to protect the northlands from whatever Evil may try to gain a foothold in that part of the world. Among the Dúnedain were the heirs of Elendil, who would lead them and send bands out upon missions to curb the growth of Evil.

As whispers of dark powers spread, the Rangers of the North will split off into small bands of warriors to seek out such evil and defeat it. This will often see a travelling group of Dúnedain venture many leagues in order to reach their destination; fighting the servants of the Dark Lord wherever they come across them.

STARTING BATTLECOMPANY

- 2x Ranger of the North
- 2x Ranger of the North with spear

A Rangers of the North Battle Company is an interesting one in that it is comprised entirely of Hero models. Because of this there may only ever be a maximum of 10 models in a Rangers of the North Battle Company. When starting a Rangers of the North Battle Company, you still choose a leader and Sergeants in the same way as other companies. However, no models will gain Might, Will and Fate at the start as they already begin with 1 point of each.

A Rangers of the North Battle Company may have 100% of its models armed with a bow.

REINFORCEMENTS

D6	Result
1	Nothing
2	Dúnedain
3	Dúnedain with spear
4	Ranger of the North
5	Ranger of the North with spear
6	Choose one of the above

ARMY SPECIFIC HERO UPGRADE

Dangerous Folk – *The Rangers of the North are a dangerous folk that wander the wilderness to the north, mastering every path and honing their skills.*

This model gains the Woodland Creature special rule. Additionally, whilst on foot, this model adds 1 to their Attacks characteristic.



LAKE-TOWN

The fishing settlement of Esgaroth has long lived in the shadows of The Lonely Mountain and the threat that lies within. In recent years, Lake-town has fallen upon hard times, with its people struggling to find enough food and shelter. The Master of Lake-town, however, hoards his wealth within his residence, growing ever richer whilst the common folk struggle to make ends meet. Yet the Master of Lake-town's lust for wealth extends further, beyond the borders of Lake-town and into the wider world.

The Master of Lake-town tasks the more opportunistic of his guard to travel across Middle-earth in search of riches, valuable items and trade deals with other realms – some say it was patrols such as these that founded the deal between the Elvenking and Lake-town for their wine. The guards who set out on these ventures will seldom go alone, gathering with them a band of townfolk from all walks of life to accompany them, promising them the reward of a better life should they return.

STARTING BATTLECOMPANY

- 3x Lake-town Guard
- 2x Lake-town Militia with shield
- 2x Lake-town Militia with spear
- 2x Lake-town Militia with bow

Only Lake-town Guard may be selected as Hero models when you start your Battle Company. Additionally, an Army of Lake-town Battle Company may have up to 20 models rather than 15.

ADVANCEMENTS

Lake-town Militia with shield –
Lake-town Guard

Lake-town Militia with spear –
Lake-town Guard with spear

Lake-town Militia with bow –
Lake-town Guard with bow

REINFORCEMENTS

D6	Result
1	Nothing
2	Lake-town Militia with shield
3	Lake-town Militia with spear
4	Lake-town Militia with bow
5	Lake-town Guard with choice of weapon
6	2x Lake-town Guard with choice of weapon

ARMY SPECIFIC HERO UPGRADE

The Master's Purse Strings – *The Hero is under the employment of the Master of Lake-town and can use their employer's influence to rouse their followers into action.*

At the start of the Fight phase, before any Heroic Actions are declared, the Hero can spend 1 point of Might. If they do so, the Fight value of all friendly models within 6" is increased by 1 until the End phase of the turn.



THE LAST ALLIANCE

In the closing years of the Second Age, the armies of Gil-galad and Elendil formed a compact that would become known as the Last Alliance of Men and Elves, to combat the ever-growing threat of Sauron. Marching to war upon the black lands of Mordor, they fought for many years against the hordes of Orcs that Sauron sent to oppose them. During these blighted years, it was not unusual for Gil-galad and Elendil to send small bands of their warriors to venture into Mordor to undermine the armies of the Dark Lord.

These companies would be tasked with dealing with enemy scouts before they could give away their army's position, capturing small Orc outposts, or even assassinating leaders of the Orcish armies. As these companies of Men and Elves fought together, the bonds between them grew to a point where they would fight better when alongside their allies than even when alongside those of their own race.

STARTING BATTLECOMPANY

- 2x High Elf Warrior
- 1x High Elf Warrior with Elf bow
- 3x Warrior of Númenor with shield

REINFORCEMENTS

D6	Result
1	Nothing
2	Warrior of Númenor with shield
3	Warrior of Númenor with spear & shield
4	Warrior of Númenor with bow
5	High Elf Warrior
6	High Elf Warrior with choice of weapon

ARMY SPECIFIC HERO UPGRADE

Unrivaled Alliance – *The alliance forged between Men and Elves has brought out the best in both races as they fight against the Dark Lord.*

If the Hero is a Man, they gain a bonus of +1 to their Duel rolls if there is a friendly Elf within 3".
If the Hero is an Elf, they gain a bonus of +1 to their Duel rolls if there is a friendly Man within 3".



EREBOR AND DALE

To the east of Mirkwood lies the great Dwarven realm of Erebor, once ruled over by Thrór, The Last King Under the Mountain. Over the years, Erebor forged a great alliance with Dale, City of Men, and its lord, Girion. Trade was prevalent between the two peoples, with the Dwarves using Dale's grand markets to trade their wares across Middle-earth, and in return provide the armouries of Dale with finely-wrought weapons. Yet the greatest asset these allies provided each other was a combined strength-in-arms.

It was commonplace for a small band of Dwarves from Erebor and Men from Dale to be tasked with the defence of an outpost; one that provided great benefits to both realms. Groups such as these often ended up forming close bonds as they honed their skills side-by-side in the wild lands of Middle-earth, sharing both talents and experiences with each other.

STARTING BATTLECOMPANY

2x Warrior of Erebor with shield,
1x Warrior of Erebor with spear
1x Warrior of Dale with shield
1x Warrior of Dale
with shield & spear
1x Warrior of Dale
with Esgaroth bow

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Warrior of Dale with choice of weapon
4-5	Warrior of Erebor with choice of weapon
6	Grim Hammer

ARMY SPECIFIC HERO UPGRADE

Skilled Training – *Constantly training and honing their skills with their allies, the hero has become an expert in hand-to-hand combat.*

The Hero may re-roll results of a 1 when making a Duel roll.

ADVANCEMENTS

Warrior of Erebor – Grim Hammer

UNIQUE WARGEAR

Pick Hammer (1/5) –
1 Influence Point



LOTHLÓRIEN

Home to Galadriel, the Lady of Light, and the Elven ring of Nenya, Lothlórien is well guarded by the Elves who live there. Few are ever permitted to pass through the Golden Wood, but those who are granted this honour are met by the Lord and Lady of Lórien in good spirits. Yet the woodland realm of Lórien has come under threat from Evil in the past, as packs of Orcs, Goblins and other Evil creatures constantly seek to infiltrate its boughs.

It is because of this that the Galadhrim wander the well-trodden paths of Lothlórien, ensuring that they are free of Evil and that peace remains. The Elves who lead these patrols are veterans of Ages past, experienced in ways of combat from the many wars they have fought. It is not unheard of for these Elves to range out into Middle-earth in search of Sauron's forces, intent on seeing the Dark Lord finally vanquished.

STARTING BATTLECOMPANY

- 1x Galadhrim Warrior
- 1x Galadhrim Warrior with spear and shield
- 1x Galadhrim Warrior with Elf bow
- 1x Wood Elf Warrior
- 1x Wood Elf Warrior with Wood Elf spear
- 1x Wood Elf Warrior with Elf bow

ARMY SPECIFIC HERO UPGRADE

Blessing of the Golden Wood –
Through the blessing of Galadriel, fortune smiles upon the hero, keeping them from harm.

Each time this Hero suffers a Wound, roll a D6. On a 6 the Wound is ignored exactly as if 1 point of Fate had been spent.

ADVANCEMENTS

- Wood Elf Warrior – Galadhrim Warrior
- Wood Elf Warrior with Wood Elf spear – Galadhrim Warrior with spear & shield
- Wood Elf Warrior with Elf bow – Galadhrim Warrior with Elf bow
- Galadhrim Warrior – Galadhrim Knight with shield
- Galadhrim Warrior with Elf bow – Galadhrim Knight with Elf bow
- Galadhrim Warrior with spear & shield – Guard of the Galadhrim Court

REINFORCEMENTS

D6	Result
1	Nothing
2	Wood Elf Warrior
3	Wood Elf Warrior with choice of weapon
4	Galadhrim Warrior
5	Galadhrim Warrior with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Galadhrim Knight with choice of weapon
3-4	Guard of the Galadhrim Court
5-6	Wood Elf Sentinel



RIVENDELL

Located in the hidden valley in the western foothills of The Misty Mountains, Rivendell endures under the protection of Elrond and the Elven ring that he possesses. The power of Vilya has kept Rivendell safe, and made it a place of peace and refuge to all of the Free Peoples of Middle-earth, earning it the name 'The Last Homely House'.

However, even places such as Rivendell need protection from the ever-growing Evil in the Third Age. Under Lord Elrond's orders, Elven captains patrol Rivendell's borders, making sure that they are kept free from foul creatures that would bring destruction upon them. Although rare, it has been known for the Elven patrols from Rivendell to venture further beyond their borders, offering aid to those in need against the forces of Sauron.

STARTING BATTLECOMPANY

2x High Elf Warrior
2x High Elf Warrior
with spear & shield
1x High Elf Warrior with Elf bow

REINFORCEMENTS

D6	Result
1	Nothing
2	High Elf Warrior
3	High Elf Warrior with spear & shield
4	High Elf Warrior with Elf bow
5	High Elf Warrior with choice of weapon
6	Rivendell Knight

ARMY SPECIFIC HERO UPGRADE

Noldorin Fighting Style – A skilled warrior that has fought in many wars across the ages, this hero can wield their blade with incredible dexterity.

This Hero does not suffer the -1 penalty to their Duel rolls for using their Elven-made hand-and-a-half weapon as a two-handed weapon.



HALLS OF THRANDUIL

Deep within Mirkwood can be found the halls of the Elvenking, Thranduil. This woodland realm is kept hidden within the forest, away from prying eyes and Evil thoughts. Thranduil cares little for the world beyond his realm and will not waste precious lives in keeping it safe. Yet as the years have gone by, even the Elvenking has come to acknowledge the growing threat that is beginning to rise in the old fortress of Dol Guldur.

More and more frequently, the Elvenking has commanded patrols to go out into Mirkwood and clear out the Evil creatures that lurk in the gloom. For the spiders that once resided solely in Dol Guldur have become more brazen and vicious, creeping further and further north, towards the halls of Thranduil. Those in charge of the Elvenking's patrols are tasked with clearing out these spider nests and protecting Mirkwood from all manner of unwelcome 'guests'.

STARTING BATTLECOMPANY

2x Mirkwood Elf with shield
 1x Mirkwood Elf with
 Elven-made glaive
 1x Mirkwood Elf with Elf bow
 1x Mirkwood Ranger

ADVANCEMENTS

Mirkwood Elf with shield – Palace
 Guard with shield

Mirkwood Elf with Elven-made
 glaive – Palace Guard with spear

Mirkwood Elf with Elf bow –
 Mirkwood Ranger

REINFORCEMENTS

D6	Result
1	Nothing
2	Mirkwood Elf with shield
3	Mirkwood Elf with Elven-made glaive
4	Mirkwood Elf with Elf bow
5	Mirkwood Elf with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Palace Guard with choice of weapon
3-4	Mirkwood Ranger
5-6	Mirkwood Cavalry

ARMY SPECIFIC HERO UPGRADE

Protect Our Borders – *This hero has spent many years traversing the thick woodland terrain of Mirkwood, learning how to climb its boughs and move through seemingly impossible undergrowth with ease.*

This Hero always counts as having rolled a 6 for any Leap, Jump or Climb tests.

UNIQUE WARGEAR

Elven-made glaive (2/5) –
 2 Influence Points



IRON HILLS

The Dwarves of the Iron Hills are a stubborn and hardy folk, possessing one of the greatest fighting forces of the Third Age. Unlike the Dwarves of other Kingdoms, those of the Iron Hills are famed more for their accomplishments in war than their skill in forging items of great value. It is this that makes an Iron Hills army a deadly and feared foe, one that the forces of the Dark Lord will not eagerly face in battle.

The Iron Hills Dwarves produce such skilled warriors through the constant battles they wage against the Orcs and Goblins that taint their ancestral lands. Before joining the standing army of the Iron Hills, many Dwarves will spend numerous years roaming the lands of Middle-earth honing their skills and dispatching the forces of Evil they encounter. It is through these expeditions that the Dwarves of the Iron Hills become forever bound by the experiences shared upon their many travels and skirmishes with the forces of the Dark Lord.

STARTING BATTLECOMPANY

2x Iron Hills Dwarf
with shield & spear
2x Iron Hills Dwarf with Mattock
1x Iron Hills Dwarf with crossbow

UNIQUE WARGEAR

War Goat (6/10) –
2 Influence Points

Mattock (1/5) –
1 Influence Point

REINFORCEMENTS

D6	Result
1	Nothing
2	Iron Hills Dwarf with Mattock
3	Iron Hills Dwarf with Crossbow
4	Iron Hills Dwarf with spear & shield
5	Iron Hills Dwarf with choice of weapon
6	Iron Hills Goat Rider

ARMY SPECIFIC HERO UPGRADE

Baruk Khazâd! – *With a fury as hot as the iron forges of the Dwarves, the hero lunges at their foe in defence of the folk of Durin.*

The Hero may re-roll To Wound rolls of a 1 when making Strikes against Orc models, Goblin models or Uruk-hai models.



DURIN'S FOLK

Within the bones of The Misty Mountains, the Dwarves of Durin's Folk built the Dwarven Kingdom of Khazad-dûm. This underground realm, steeped in history and grandeur, was once home to the greatest of the Dwarven lords of Middle-earth, descendants of the father of the Dwarves himself. But as the Dwarves delved deeper in search of precious metals, they sealed their own fate.

In the days when Khazad-dûm prospered, its kings would send their trusted followers to clear the lower tunnels of the mountain, and these warriors would form a tight bond fighting side-by-side against the vile Goblins that dwelt there. Upon their return, these companies would often venture out into Middle-earth, to the other Dwarven Kingdoms such as Erebor, the Iron Hills or the Blue Mountains, in search of wealth and further adventure.

STARTING BATTLECOMPANY

2x Dwarf Warrior with shield
2x Dwarf Warrior
with two-handed axe
2x Dwarf Warrior with Dwarf bow

ADVANCEMENTS:

Dwarf Warrior with
shield – Khazâd Guard

Dwarf Warrior with two-handed
axe – Khazâd Guard

Dwarf Warrior with Dwarf bow –
Dwarf Ranger with Dwarf Longbow

REINFORCEMENTS

D6	Result
1	Nothing
2	Dwarf Warrior with shield
3	Dwarf Warrior with two-handed axe
4	Dwarf Warrior with Dwarf bow
5	Dwarf Warrior with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Iron Guard
3-4	Khazâd Guard
5-6	Vault Warden Team

ARMY SPECIFIC HERO UPGRADE

Baruk Khazâd! – *With a fury as hot as the iron forges of the Dwarves, the hero lunges at their foe in defence of the folk of Durin.*

The Hero may re-roll To Wound rolls of a 1 when making Strikes against Orc models, Goblin models or Uruk-hai models.



MORIA EXPEDITION

Once, the Kingdom of Khazad-dûm was the pride of the Dwarven race, famed for its wealth and the mighty Dwarven lords that resided within its impressive stone halls. However, the coming of Durin's Bane saw the fall of this great kingdom, which hence become known as Moria. Many centuries later, following the reclamation of Erebor, Balin led an expedition to take back Moria from the clutches of the Goblins that defiled its halls.

During the early years of his expedition, the lord Balin would send bands of Dwarven warriors into Moria's tunnels in order to clear them of Goblins and other creatures and retake them for the Dwarves. It was not unheard of for particularly successful companies to ask permission of their lord to head out, temporarily, into Middle-earth, to hone their skills and seek supplies and reinforcements to bring back to Moria.

STARTING BATTLECOMPANY

1x Dwarf Warrior with shield
 1x Dwarf Warrior with two-handed axe,
 1x Dwarf Warrior with Dwarf bow
 1x Dwarf Ranger
 with Dwarf longbow
 1x Dwarf Ranger with two-handed axe
 1x Dwarf Ranger with throwing axes

ARMY SPECIFIC HERO UPGRADE

Baruk Khazâd! – *With a fury as hot as the iron forges of the Dwarves, the hero lunges at their foe in defence of the folk of Durin.*

The Hero may re-roll To Wound rolls of a 1 when making Strikes against Orc models, Goblin models or Uruk-hai models.

ADVANCEMENTS

Dwarf Warrior with shield – Iron Guard

Dwarf Warrior with two-handed axe – Iron Guard

Dwarf Warrior with Dwarf bow – Dwarf Ranger with Dwarf Longbow

Dwarf Ranger – Moria Expeditionary* with equivalent wargear

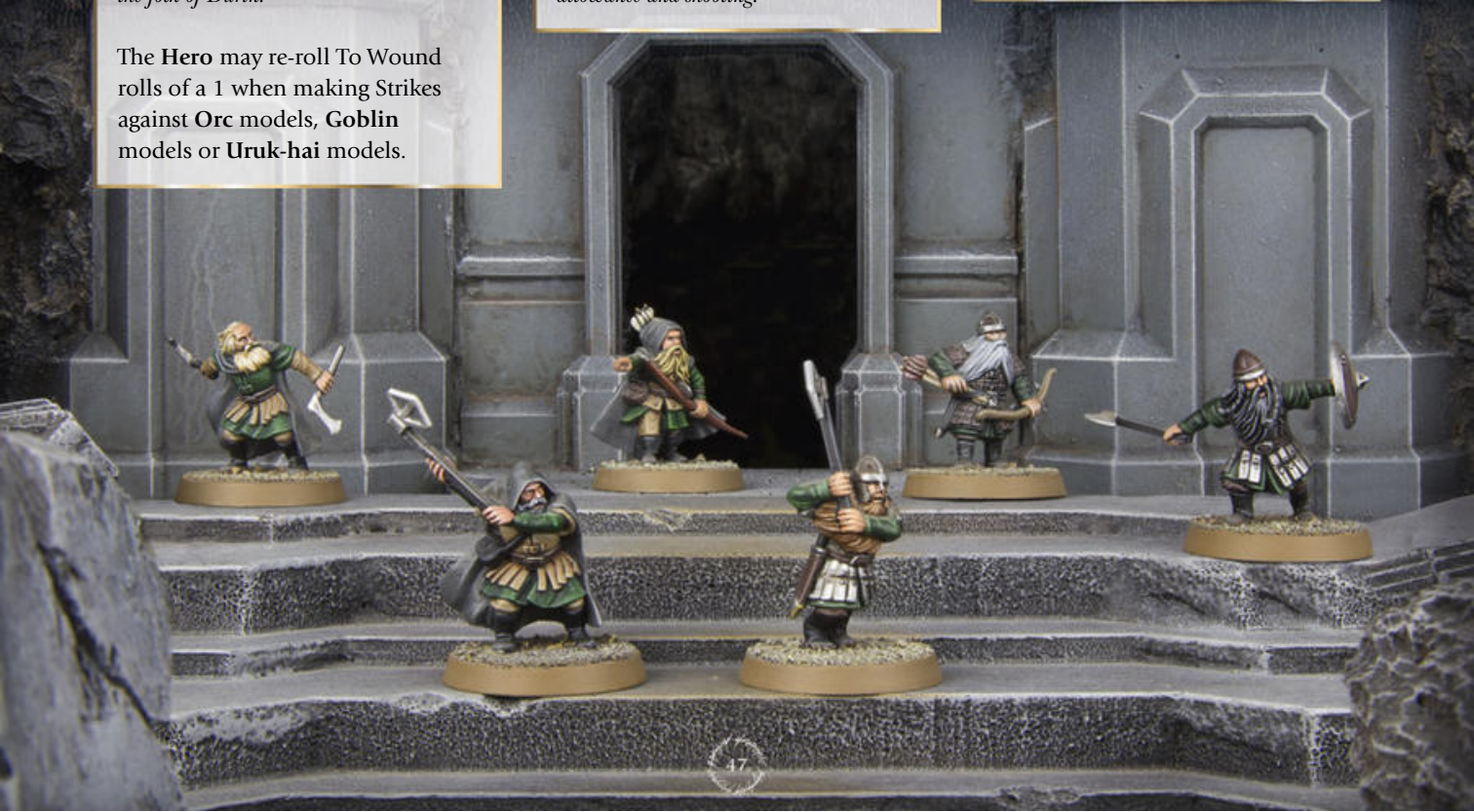
*A Moria Expeditionary is a Dwarf Ranger that does not suffer the -1 To Hit for moving half its Move allowance and shooting.

REINFORCEMENTS

D6	Result
1	Nothing
2	Dwarf Warrior with shield
3	Dwarf Warrior with choice of weapon
4	Dwarf Ranger with Dwarf longbow
5	Dwarf Ranger with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-3	Iron Guard
4-5	Khazâd Guard
6	Vault Warden Team (Rare 1)



THE SHIRE

The Hobbits that reside within the Shire are a peaceful race, quite content to ignore, and be ignored by, the world of the big folk that lies outside their borders. In fact, to many who live in Middle-earth, Hobbits seem of little or no relevance at all and are not considered as warriors or counted among the wise. Hobbits will seldom leave the boundaries of the four Farthings of the Shire, preferring to stay within the comfort of what and where they know.

Yet, on the rare occasion that their livelihoods are threatened, the Hobbits of the Shire can rally to form a fighting force if needed – though not one that possesses a great martial prowess. There have even been occasions, following threats to their homeland, where small bands of Hobbits have ventured beyond the boundaries of the Shire to protect it from those who seek to bring ruin to their quaint and peaceful lives.

STARTING BATTLECOMPANY

8x Hobbit Militia
4x Hobbit Archer

A Shire Battle Company may have up to 25 models rather than 15.

ADVANCEMENTS

Hobbit Militia –
Battlin' Brandybuck

Hobbit Archer – Tookish Hunter

REINFORCEMENTS

D6	Result
1	Nothing
2	Hobbit Militia
3	Hobbit Archer
4	Hobbit Shirriff
5	2x Hobbit Militia
6	Choose any 2 Hobbits

ARMY SPECIFIC HERO UPGRADE

For the Shire! – With a hearty and rousing cry, the hero leads the Hobbits of the Shire in defence of their peaceful land.

The Hero, and all models from their Battle Company within 6", may re-roll failed Courage tests.

UNIQUE WARGEAR

(Leader only): Pony (2/5) –
2 Influence Points



WANDERERS IN THE WILD

Middle-earth is filled with those of all races that wander its paths and wild lands for many reasons, and it is not uncommon for a group of such wanderers to find common ground and continue on their journeys together. In fact, groups of Men, Elves, Dwarves, and even Hobbits on rare occasions, have been known to travel together through the various realms of Middle-earth, keeping their purposes to themselves.

Often, such bands of wanderers will be called upon by the free folk to help them against those that seek to cause them harm. Though they owe little allegiance to one another, the bonds formed by travelling together with friends is a strong one, and these wanderers will give their all to protect their companions that they now hold dear.

STARTING BATTLECOMPANY:

1x Dwarf Ranger with two-handed axe
1x Dwarf Ranger with throwing axes
1x Wood Elf
1x Wood Elf with Elf bow
2x Ranger of Gondor
1x Hobbit Militia

A Wanderers in the Wild Battle Company may have up to 50% of their models armed with bows rather than 33%.

REINFORCEMENTS:

D6	Result
1	Nothing
2	Ranger of Gondor with choice of weapon
3	Dwarf Ranger with choice of weapon
4	Wood Elf with choice of weapon
5	Choose one of the above
6	Wood Elf Sentinel (Rare 1)

If the company's Hobbit Militia has been slain, you may swap any result on the Reinforcements chart for a Hobbit Militia. The company may only ever have one Hobbit Militia at a time.

ARMY SPECIFIC HERO UPGRADE

Away from prying eyes – *The Hero's time spent wandering the paths of Middle-earth has made them a master in finding hidden paths and remaining unseen.*

The Hero gains the Stalk Unseen special rule.



EVIL BATTLE COMPANIES



*“They are raiding villages, destroying farms.
Orcs have attacked us on the road.”*

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

MORDOR

Mordor; a barren and desolate land filled with darkness and Evil creatures in the service of Sauron. Nothing good can grow in this vile realm, and those who dwell there are driven by malice and cruelty. In the shadows of this blighted place, packs of Orcs skulk in the dark, their leaders constantly looking for opportunities to improve their standing within Sauron's armies, keeping one eye out for inevitable acts of treachery from their underlings.

When these packs become renowned within the land of Mordor, they are often commanded by the Great Eye to leave the Black Lands to bring devastation upon Middle-earth. These packs will then thieve, raid and murder their way into the favour of Sauron. Often, they will attack the outposts of Gondor, Rohan or even further afield, all the time looking to strengthen the influence of the Dark Lord and wreak as much havoc as they can.

STARTING BATTLECOMPANY

3x Mordor Orc with shield
2x Mordor Orc with spear
2x Mordor Orc with two-handed weapon
2x Mordor Orc with Orc bow

ARMY SPECIFIC HERO UPGRADE

Orcish Brawler – *When fighting against the odds, the hero reveals their most savage nature. Hacking and slashing at their enemy in order to prolong their own life.*

If this Hero is outnumbered during a Fight then they gain a bonus of +1 to both their Fight and Attacks values.

REINFORCEMENTS

D6	Result
1	Nothing
2	Mordor Orc with Orc bow
3	Mordor Orc with two-handed weapon
4	Mordor Orc with spear
5	Mordor Orc with shield
6	Roll on Special chart

SPECIAL:

D6	Result
1	Orc Tracker
2	Warg Rider
3	Morgul Stalker
4	Mordor Uruk-hai
5	Black Guard of Barad-dûr
6	Black Númenórean

ADVANCEMENTS

Mordor Orc with shield – Morannon Orc with shield

Mordor Orc with spear – Morannon Orc with spear

Mordor Orc with two-handed weapon – Warg Rider

Mordor Orc with Orc bow – Orc Tracker

Mordor Uruk-hai – Black Guard of Barad-dûr

Black Númenórean – Morgul Knight



CIRITH UNGOL

To the west of Mordor is Cirith Ungol, a fortress that guards the pass that runs through the mountains between Mordor and Gondor. This tall and imposing structure is garrisoned by a rabble of Orcs and Mordor Uruk-hai, two factions that constantly bicker with each other over who truly commands the forces stationed within the tower. They are the first line of defence against whatever should come through the pass, whether that be Elves, Men or something more sinister.

Under the orders of the commanders of the tower, bands of Orcs and Uruk-hai are sent into the pass to patrol its borders in search of anyone brave (or foolish) enough to attempt to cross it, knowing full well that they risk being entwined in the clutches of Shelob, who lurks within its dank tunnels. It has been known for these bands to be set upon by lesser spiders, and sometimes they manage to fend off and 'control' them for long enough that they can utilise them against their enemies in times of need.

STARTING BATTLECOMPANY

2x Mordor Orc with shield
2x Mordor Orc with spear
1x Mordor Orc with Orc bow
3x Mordor Uruk-hai

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Mordor Orc with choice of weaponry
4-5	Mordor Uruk-hai with choice of weaponry
6	Giant Spider

ADVANCEMENTS:

Mordor Orc with
Orc bow – Orc Tracker

ARMY SPECIFIC HERO UPGRADES

"We're in Charge!" (Orcs and Uruk-hai only) – Constantly trying to prove they are the better race, the Orcs and Uruk-hai of Cirith Ungol will try everything to outdo each other.

If the Hero is an Orc, they gain a bonus of +1 To Wound whilst within 2" of a friendly Uruk-hai. If the Hero is an Uruk-hai, they gain a bonus of +1 To Wound whilst within 2" of a friendly Orc.

Bloated Creature (Spider only)

– Countless years spent feasting on the blood of its catch has made the frame of this creature swell beyond its natural size, causing all but the most precise blows to fall short of their mark.

Whenever this Hero suffers a Wound, roll a D6. On a 5+, the Wound is ignored, exactly as if 1 point of Fate had been spent.



MINAS MORGUL

Once a proud city of Gondor, Minas Morgul has long been under the Dark Lord's control. Now known as the Tower of Sorcery, Minas Morgul is the home of the Nazgûl and their legions of Orcs, spirits and other creatures. The dead city is not a place that any would willingly venture into, except those under the direct influence of the Nazgûl.

As the Dark Lord's search for the Ring of Power continues, the Nazgûl constantly send their own followers to tread the paths of Middle-earth in search of the Ring. Alongside the Orcs that are commonplace within Mordor, the Nazgûl send small numbers of highly skilled Black Númenóreans to take charge of these companies and to make sure the Orcs stay in line.

STARTING BATTLECOMPANY

2x Mordor Orc with shield,
2x Mordor Orc with spear,
2x Mordor Orc with Orc bow,
2x Black Númenórean

ADVANCEMENTS

Mordor Orc with Orc
bow – Orc Tracker

Black Númenórean
– Morgul Knight

REINFORCEMENTS

D6	Result
1	Nothing
2	Mordor Orc with Orc bow
3	Mordor Orc with two-handed weapon
4	Mordor Orc with spear
5	Mordor Orc with shield
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Morgul Stalker
3-4	Black Númenórean
5-6	Dead Marsh Spectre (Rare 3)

A Dead Marsh Spectre cannot gain Experience and therefore can never become a Hero.

ARMY SPECIFIC HERO UPGRADE

Morgul Weaponry – The weapons forged within the citadel of Minas Morgul are infused with malice and dark sorcery, powerful enough to drain the living.

Each time this Hero inflicts an unsaved Wound on an enemy model, roll a D6. On a 4+, that model suffers an additional Wound (Fate may still be used as normal).



ISENGARD

As the White Wizard has fallen from grace, Isengard has done much the same. Gone are the trees and the green fields; uprooted, destroyed and replaced by machines and industry. The fires of Isengard never cease, the forges constantly churning out weapons, armour and contraptions of war in order to arm Saruman's fighting Uruk-hai against the races of Men, Elves and Dwarves.

Saruman regularly sends forth companies of Uruk-hai to raid and burn the villages of Men, spreading fear and panic to increase the Wizard's dominance. None felt this more than the land of Rohan, whose settlements and villages were burned to the ground by these bands. The Uruk-hai who lead these warbands are vicious and bloodthirsty warriors, the very best of Saruman's fledgling army, looking to prove themselves worthy to lead the White Wizard's eventual siege upon Helm's Deep.

STARTING BATTLECOMPANY

2x Uruk-hai Scout
3x Uruk-hai Scout with shield
2x Uruk-hai Scout with Orc bow

ADVANCEMENTS

Uruk-hai Scout with shield –
Uruk-hai Warrior with shield

Uruk-hai Scout–
Uruk-hai Warrior with pike

Uruk-hai Scout with Orc bow –
Uruk-hai Warrior with crossbow

REINFORCEMENTS

D6	Result
1	Nothing
2	Uruk-hai Scout
3	Uruk-hai Scout with choice of weapon
4	Uruk-hai Warrior with shield
5	Uruk-hai Warrior with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-3	Feral Uruk-hai
4-6	Uruk-hai Berserker

ARMY SPECIFIC HERO UPGRADE

'You Shall Taste Man-flesh!' –
The hero's lust for flesh drives them into a bloodthirsty rage, spurring them forth into battle.

This Hero receives a bonus of +1 To Wound when making Strikes against models with the Man keyword.

UNIQUE WARGEAR

Uruk-hai Grog – Small (2)
(Hero only) – 4 Influence Points

- A Hero may elect to use their Uruk-hai Grog at the start of any game. If they do so, remove it from the Hero model's profile. Every model within the Hero model's Battle Company may re-roll a single D6 when making a Duel roll for the duration of that game.



WARG RIDERS

The wolves of Isengard are the scouts of Saruman's army, used by the Wizard to ambush and harass his enemies. The sound of baying Wargs heralds the imminent arrival of Isengard's wolves, and few who witness their arrival will live to tell the tale. Those who lead the packs are ambitious and cunning Orcs who see their position as an opportunity to carve out a greater standing for themselves, gaining the pick of the plunder and giving their Wargs the freshest of the kills.

These Warg packs also contain Wargs that are yet unriden, either because they are too unruly or have not yet been brought under the heel of the Orcs that ride their trained counterparts. Saruman's Warg Riders will cover much of Middle-earth, always in search of fresh kills and possessions that will aid the White Wizard in his aim to wield The One Ring.

STARTING BATTLECOMPANY

2x Wild Warg
2x Warg Rider with shield
1x Warg Rider with Orc bow

ADVANCEMENTS

Wild Warg – Warg Rider with choice of weapon

REINFORCEMENTS

D6	Result
1	Nothing
2	Wild Warg
3	2x Wild Warg
4	Warg Rider with Orc bow
5	Warg Rider with throwing spears
6	Warg Rider with shield

ARMY SPECIFIC HERO UPGRADE

Vicious Battle Scars – The ferocity of the Warg is well-documented by the array of scars and flesh wounds it possesses. Such viciousness is enough to strike fear into the hearts of those that must face this fearsome creature.

The Hero model's mount (or itself if the Hero is a Wild Warg) causes Terror.



DUNLAND

When Saruman's treachery was finally revealed, he called upon more than just Orcs and Uruk-hai to wage war upon the kingdom of Rohan. The Dunlending people hated the Rohirrim for centuries, and they required little persuasion to join the White Wizard's cause to see to the destruction of those they have fought to supplant for many years.

While most of the Dunlendings joined Saruman's standing armies, some were gathered together and sent out to raid the settlements of Rohan in secret, causing panic before the main armies of Isengard would attack. These bands would often venture into the wider lands of Middle-earth in order to raid and pillage other settlements, gaining wealth and renown amongst their people as they slaughtered those in their path.

STARTING BATTLECOMPANY

2x Dunlending Warrior with shield
1x Dunlending Warrior
with two-handed axe
1x Dunlending Warrior with bow
4x Wildmen of Dunland

REINFORCEMENTS

D6	Result
1	Nothing
2-4	Wildman of Dunland
5-6	Dunlending Warrior with choice of weapon

ADVANCEMENTS

Wildman of Dunland –
Dunlending Warrior with
choice of weapon

ARMY SPECIFIC HERO UPGRADE

Frenzied Fighter – *Having been whipped into a maddened state by the words of the White Wizard, the Hero shrugs off all but the most grievous wounds in order to fight to the last.*

Roll a D6 each time the Hero suffers a Wound. On a 5+, the Wound is ignored.



SHARKEY'S ROGUES

Following his army's defeat at Helm's Deep, and his subsequent banishment from Isengard, Saruman secretly made his way west to the Shire, under the guise of an old withered man with the name of Sharkey. Here he set about gathering Ruffians and wild men to him, hatching a scheme to take control over the Shire and the Halflings that lived there as vengeance for the defeat that the Travellers had brought upon him.

After plotting and buying his way into control over the Shire, Sharkey assumed full command under the name of 'The Chief' and sent bands of his Ruffians across the Shire and surrounding lands to spread his will. Some of these groups of Ruffians and wild men would often venture a bit further than instructed to bully local villages, especially if there was some extra money to be had.

STARTING BATTLECOMPANY

- 3x Ruffian
- 2x Ruffian with bow
- 1x Ruffian with whip
- 3x Wildmen of Dunland

REINFORCEMENTS

D6	Result
1	Nothing
2	Wildman of Dunland
3	Ruffian
4	Ruffian with whip
5	Ruffian with bow
6	Orc Warrior with choice of weapon

ARMY SPECIFIC HERO UPGRADE

Strength in Numbers – *The hero is no more than a bully, and is in their element when fighting with the odds in their favour.*

If the Hero is involved in a Fight where there are more friendly models than enemy models, the Hero gains a bonus of +1 when rolling To Wound.



MORIA

Since the coming of the Balrog and the rout of the Dwarves, Moria's halls have resounded to the clamour of a different kind. Sonorous drum beats and the gleeful cackle of Goblin-kin echo where once hammer fell and harps were played. Unlike the realms of Man and Orc, Moria is a domain constantly driven by internal strife, as the fractious Goblins who dwell there jostle for power and wealth with one another, and battles are fought between rival factions for control of a particular hall or possession of some tarnished treasure or another.

In the deeps of Moria, gaining power is no easy thing, and holding onto it is even harder – any Goblin with aspirations to rule will fight to rally followers to their cause, while the many self-styled Goblin kings will unleash their warbands to forage for supplies and treasure (with which they can lure in more Goblins to their cause). This chaotic situation inevitably means there is no shortage of Goblins patrolling not only the mines of Moria, but for leagues around in every direction, fighting against Men, Elves and Dwarves, but also each other in their self-defeating quest for supremacy.

STARTING BATTLECOMPANY

4x Moria Goblin with shield
4x Moria Goblin with spear
3x Moria Goblin with Orc bow

A Moria Battle Company may hire a Cave Troll for 15 Influence Points. A Cave Troll is a **Warrior** that cannot be promoted or gain Experience, and therefore cannot become a **Hero**. It will roll on the Warrior Injury chart. A Moria Battle Company may have up to 20 models, rather than 15.

SPECIAL

D6	Result
1-3	Moria Goblin Prowler
4-6	Moria Blackshield

ADVANCEMENTS

Moria Goblin with shield –
Moria Blackshield

Moria Goblin with spear – Moria
Blackshield with spear

Moria Goblin with Orc bow –
Moria Goblin Prowler

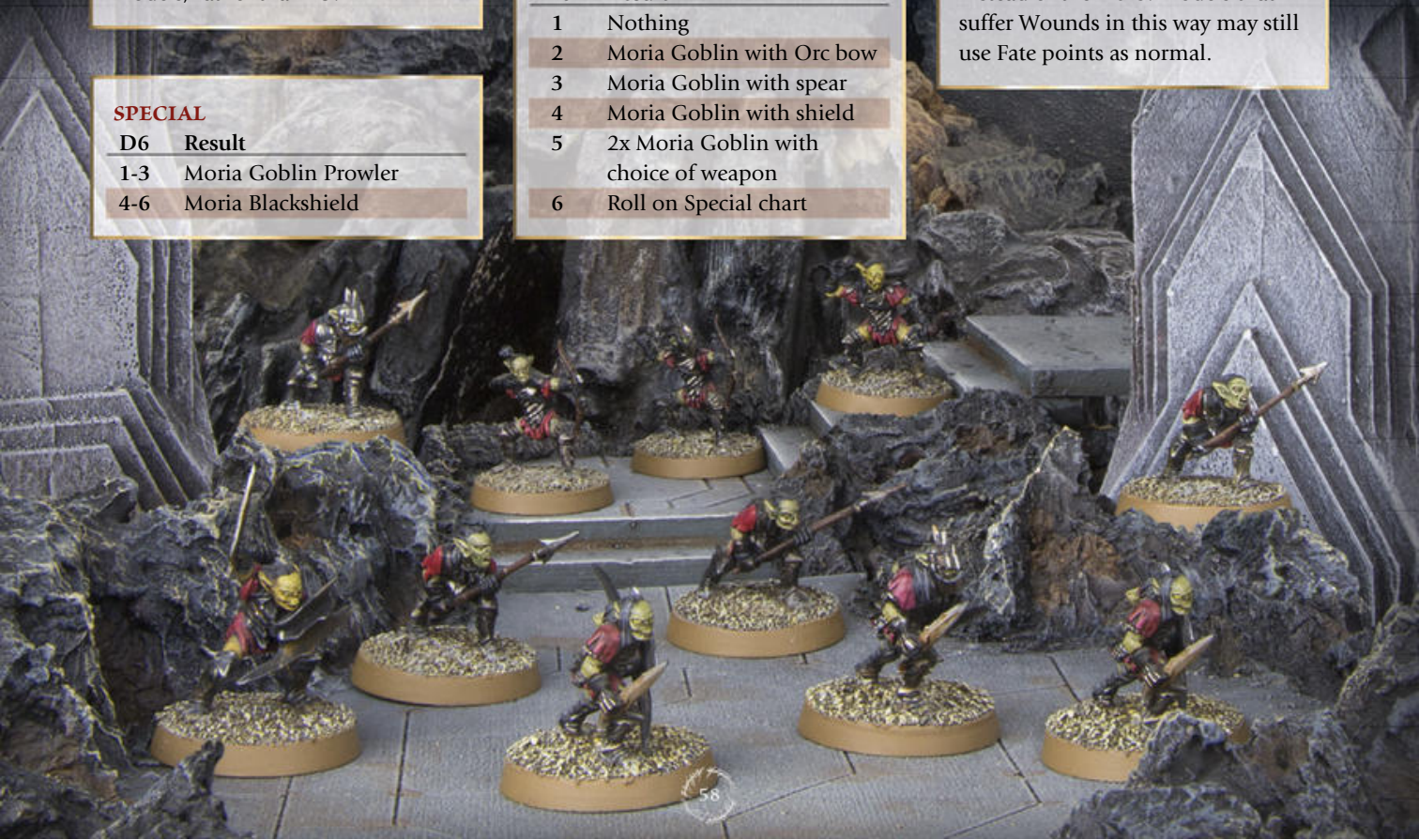
REINFORCEMENTS

D6	Result
1	Nothing
2	Moria Goblin with Orc bow
3	Moria Goblin with spear
4	Moria Goblin with shield
5	2x Moria Goblin with choice of weapon
6	Roll on Special chart

ARMY SPECIFIC HERO UPGRADE

Treacherous Leader – Cowardly leaders at the best of times, Goblin heroes will gladly sacrifice their 'allies' to see that they live to fight another day.

Every time this **Hero** suffers a Wound in combat that would result in it being slain, after Fate points have been spent, roll a D6. On a 2+, the **Hero** may select another friendly model within 1" of itself; that model suffers the Wound instead of the **Hero**. Models that suffer Wounds in this way may still use Fate points as normal.



GOBLIN-TOWN

Whilst the Goblin-infested realm of Moria is splintered into countless factions all vying for their place at the top, the neighbouring realm of Goblin-town suffers no such problems. For atop the throne of this blighted kingdom sits the bloated Goblin King, a vile and ruthless leader who towers over his Goblin subjects.

The Goblins under their king's rule are constantly sent out on hunting parties to cause destruction in the Goblin King's name, or to quell any that plot to overthrow their blubbery overlord. Yet in more recent years, news of the price put upon the head of Thorin Oakenshield has seen these hunting parties put to a different use; hunting down the would-be Dwarf king and bringing him to his knees before The Goblin King.

STARTING BATTLECOMPANY

10x Goblin Warrior
2x Goblin Warrior with
two-handed weapon

A Goblin-town Battle Company may have up to 25 models, rather than 15.

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Goblin Warrior
4-5	Goblin Warrior with two-handed weapon
6	2x Goblin Warrior

ARMY SPECIFIC HERO UPGRADE

Backstabber – *When its victim is unable to escape, the Hero becomes even more deadly, viciously hacking at their foe until their life has ebbed away.*

The Hero gains the Backstabbers special rule.

ADVANCEMENTS

Goblin Warrior – Goblin Mercenary



ANGMAR

As the power of the Witch-king of Angmar grew, the realm of Arnor began to wain. Its once proud cities fell into ruin and disrepair, a prime target for the forces of Angmar to assail and conquer. Under the Witch-king's command, Orc warbands would attack these fallen cities, delivering them to their dark ruler; for only a few Orcs would be needed to prise these cities from the depleted forces of Arnor.

These warbands were led by the most opportunistic of all the Angmar Orcs, those whose main aim is to plunder, backstab and murder their way to the head of the Witch-king's armies. Yet there were more than mere Orcs in these warbands. Often the relentless cries of the Orcs lured to them the spirits of those long since dead. Now bound to the power of the Witch-king, these spirits would sometimes fight alongside the living – if the Witch-king willed it.

STARTING BATTLECOMPANY

3x Angmar Orc with shield
2x Angmar Orc with spear
2x Angmar Orc with two-handed weapon
2x Angmar Orc with Orc bow

ADVANCEMENTS

Angmar Orc with two-handed weapon – Angmar Warg Rider

Angmar Orc with Orc bow – Orc Tracker

REINFORCEMENTS

D6	Result
1	Nothing
2	Angmar Orc with Orc bow
3	Angmar Orc with two-handed weapon
4	Angmar Orc with spear
5	Angmar Orc with shield
6	Roll on Special chart

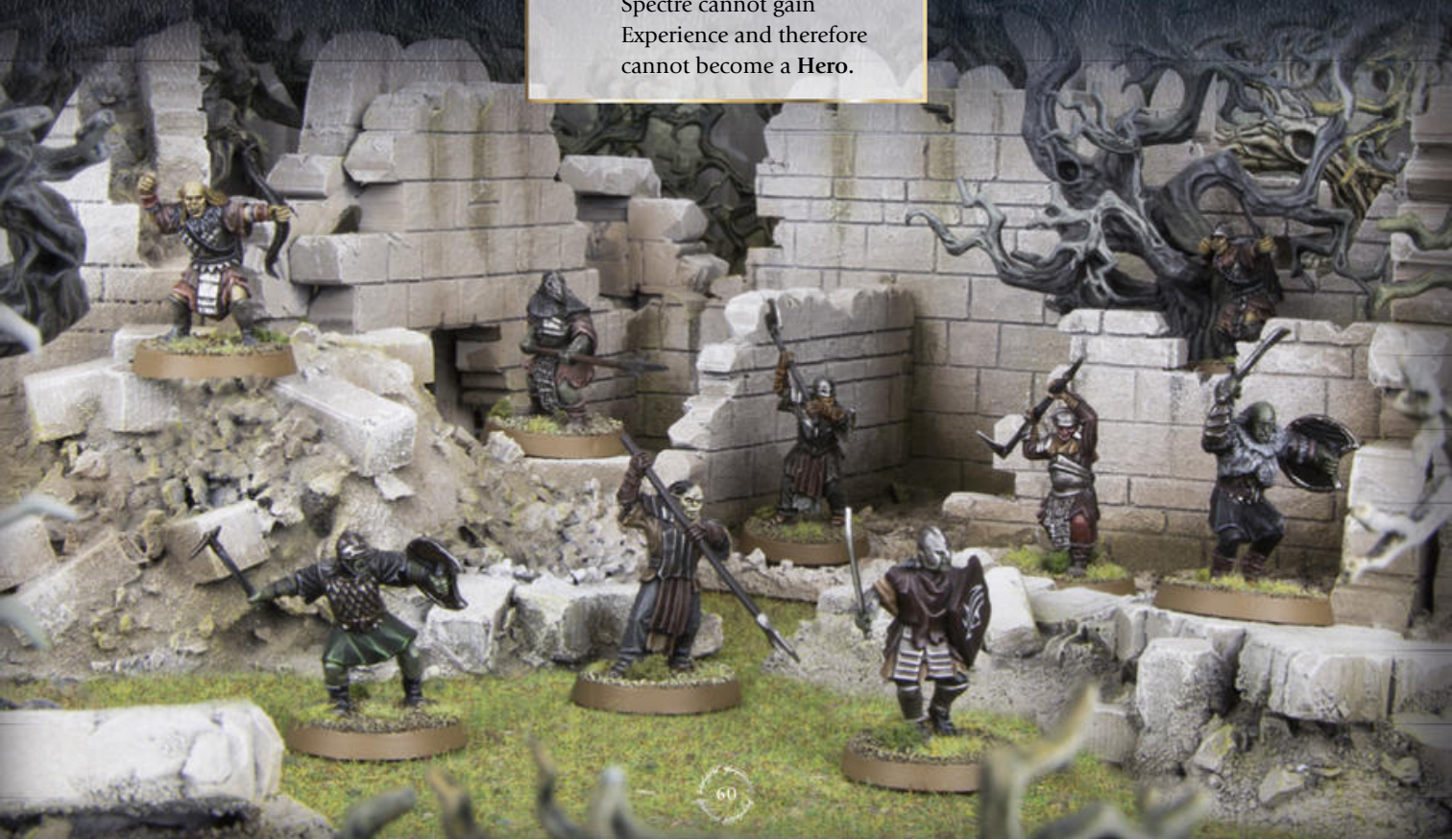
SPECIAL

D6	Result
1-2	Orc Tracker
3-4	Angmar Warg Rider
5-6	Dead Marsh Spectre (Rare 3). A Dead Marsh Spectre cannot gain Experience and therefore cannot become a Hero.

ARMY SPECIFIC HERO UPGRADE

Gaze of the Dead – Resurrected by the dark power of the Witch-king, the hero now possesses the ability to freeze the hearts of its enemies, leaving them rooted to the spot.

During its Move phase, the Hero may target a single enemy model within 6". The target must then take a Courage test. If the test is passed, the target is unaffected. If the test is failed, the target may not move for the remainder of the turn.



GUNDABAD

At the northernmost peaks of The Misty Mountains lies the fortress of Gundabad, the gateway to the fell kingdom of Angmar. Within its walls are harboured hosts of Gundabad Orcs, monsters and other vicious creatures, bred specifically for the purpose of waging war upon the enemies of the Dark Lord.

Under the orders of Bolg, the Castellan of Mount Gundabad, small bands of Orcs and other foul creatures ventured forth from the fortress' bowels in order to wreak havoc and destruction upon Middle-earth. These bands attacked outposts, raided settlements and engaged travelling warbands in brutal melees, all in the name of the Dark Lord.

STARTING BATTLECOMPANY

2x Gundabad Orc with shield
2x Gundabad Orc with spear
4x Goblin Mercenary

A Gundabad Battle Company may hire a Gundabad Ogre for 15 Influence Points. A Gundabad Ogre is a **Warrior** that cannot be promoted or gain Experience, and therefore cannot become a **Hero**. It will roll on the Warrior Injury chart.

REINFORCEMENTS

D6	Result
1	Nothing
2	Fell Warg
3	Goblin Mercenary
4	Gundabad Orc with shield
5	Gundabad Orc with spear
6	Roll on Special chart

SPECIAL

D6	Result
1-4	Gundabad Berserker
5-6	War Bat (Rare 2). A War Bat cannot gain Experience and therefore cannot become a Hero .

ARMY SPECIFIC HERO UPGRADE

Devastating Strike – *The hero composes themselves, raising their weapon high above their head in order to deliver a single bone-shattering blow.*

At the start of any Duel, before any dice are rolled, the **Hero** may choose to reduce their Attacks characteristic to 1. If they do so, they will gain an additional +1 to any To Wound rolls for the remainder of the Duel.



DOL GULDUR

Within the southern reaches of the Greenwood, the old fortress of Dol Guldur was long thought to have been abandoned many years ago. As the years of the Third Age rolled on, a darkness fell upon its ruined walls. It was believed that a sorcerer now dwelt within its crumbling foundations, and that Evil emanated from it. In time, the woodsmen would no longer call the forest Greenwood. It would become known by a new name – Mirkwood.

The truth was far worse than even the woodsmen could have imagined, for it was no mere sorcerer who dwelt within Dol Guldur, but the Dark Lord himself. Sauron had drawn all manner of Orcs and Wargs to his power, including the forces of Azog the Defiler. The Pale Orc still thirsted for the blood of Thorin Oakenshield, and news of the company's travels had reached the Orc's ears. With this new knowledge, Azog would send out warbands of Orcs and Wargs in search of the Dwarven travellers, their sole purpose to obtain the head of Thorin Oakenshield.

STARTING BATTLECOMPANY

2x Hunter Orc
1x Hunter Orc with Orc bow
1x Hunter Orc with
two-handed weapon
2x Fell Warg

ADVANCEMENTS

Hunter Orc – Hunter Orc riding
Fell Warg with equivalent wargear

Fell Warg – Hunter Orc
riding Fell Warg

REINFORCEMENTS

D6	Result
1	Nothing
2	Fell Warg
3	Hunter Orc
4	Hunter Orc with choice of Weapon
5	Gundabad Orc with shield
6	Gundabad Orc with spear

ARMY SPECIFIC HERO UPGRADE

Power of the Necromancer – The hero has been infused with the dark sorcery of the Necromancer, prolonging its life beyond normal limits.

Each time this Hero suffers a Wound, roll a D6. On a 5+, the Wound is ignored exactly as if a point of Fate had been spent.



DENIZENS OF MIRKWOOD

As the Third Age progressed, the forest of Mirkwood changed drastically. No longer was it the lush and pleasant Greenwood the Great, instead it had developed into a dark and twisted forest, filled with hidden terrors and long-lost pathways that no longer led to anything but the doom of those that followed them.

Within the sickly trees of this tainted forest, small packs of vicious Fell Wargs roam, seeking out those that have gotten lost within the trees that would make for a quick and easy meal. The spiders that dwell within the boughs will often follow the Wargs on their hunts from high up in the canopy, hoping to ensnare any unfortunate victims in their webs as a tasty morsel for later.

STARTING BATTLECOMPANY

2x Mirkwood Spider
3x Fell Warg

REINFORCEMENTS

D6	Result
1	Nothing
2	Broodling (Rare 3)
3-5	Fell Warg
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Mirkwood Spider
3-4	Giant Spider
5-6	Bat Swarm

A Bat Swarm cannot gain Experience and therefore can never become a Hero.

A Note on Broodlings: If you already have three Broodlings in your company, and you roll another one for a Reinforcements roll, treat the roll as a Fell Warg instead. The profiles for Broodlings can be found within the Spider Queen's profile (see page 115 of *Armies of The Hobbit*).

ARMY SPECIFIC HERO UPGRADE

Ravenous Charge (Warg only) – Within its state of constant hunger, the Warg hurls itself at its prey with force enough to send it sprawling to the floor.

The Hero gains the Extra Attack and Knock to the Ground bonuses as if it were a Cavalry model.

Bloated Creature (Spider only) – Countless years spent feasting on the blood of its prey has made the frame of this creature swell beyond its natural size, causing all but the most precise blows to fall short of their mark.

Whenever this Hero suffers a Wound, roll a D6. On a 5+, the Wound is ignored exactly as if a point of Fate had been spent.



HARAD

In the vast desert wastes of Harad, large kingdoms and realms are a rare thing to find. Most Haradrim live in small tribes, each with its own hierarchy, which lies under the influence of greater warlords. The chieftains of these tribes possess a ruthless streak, a necessity in Harad for those who wish to keep their power and not meet an untimely death.

Haradrim who live in these tribes will form raiding parties, bands of cruel Men that ride out to pillage and raid the outposts and southernmost settlements of Gondor and her Fiefdoms. These raids are often quick and bloody, with many good Men being felled by the Haradrim's black-fletched arrows. Although these acts of war are born out of need to gather provisions to survive, it has since become ingrained into Haradrim culture, with raiding parties constantly heading out as much for enjoyment than anything else.

STARTING BATTLECOMPANY

4x Haradrim Warrior with spear
4x Haradrim Warrior with bow

Unlike other Battle Companies, a Harad Battle Company may have up to 50% of its models armed with a bow rather than 33%.

ADVANCEMENTS

Haradrim Warrior with bow –
Haradrim Raider with bow

Haradrim Warrior with spear –
Haradrim Raider with war spear

Serpent Guard – Serpent Rider

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Haradrim Warrior with spear
4-5	Haradrim Warrior with bow
6	Roll on Special chart

SPECIAL

D6	Result
1	Haradrim Raider with bow
2	Haradrim Raider with war spear
3	Serpent Guard
4	Serpent Rider
5	Watcher of Kârna
6	Abrakhân Guard

ARMY SPECIFIC HERO UPGRADE

Master of Poisons – *The hero has mastered the study of the vile toxins of the Haradrim, and coats the blades of their weapons in the most potent of these.*

This Hero must re-roll all failed To Wound rolls.



KÂRNA

Within the deserts of Harad lies the haunted city of Kârna. Quite what happened to this city and its people remains unknown, yet the faint sounds of wails and clashing metal can be heard within it. The Haradrim that live near to the city have the duty of protecting the realm of Harad from what dwells there, serving as watchers to ensure that no spectral beings should bring harm to their people.

Though the people of Kârna seek to protect their own, they are still every bit as cruel as the Haradrim from elsewhere, and will readily venture on raids in order to secure wealth for themselves. There have even been whispers of warbands managing to bind a spirit from the haunted city to their will, and leading it to war.

STARTING BATTLECOMPANY

2x Haradrim Warrior with spear
 2x Haradrim Warrior with bow
 2x Watcher of Kârna with twin blades
 1x Watcher of Kârna with bow

Unlike other Battle Companies, a Kârna Battle Company may have up to 50% of its models armed with a bow rather than 33%. The three Watchers of Kârna must be your leader and Sergeants when you start your Battle Company.

ARMY SPECIFIC HERO UPGRADE

Master of the Haunted City –
The hero has spent much time within the walls of Kârna, giving them a strange and mysterious aura about them.

The Hero causes Terror.

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Haradrim Warrior with spear
4-5	Haradrim Warrior with bow
6	Roll on Special chart

SPECIAL

D6	Result
1	Warrior of Kârna with bow
2	Warrior of Kârna with spear
3-5	Watcher of Kârna
6	Spectral Warrior (Rare 1)

A Spectral Warrior has the same profile as a Warrior of the Dead. However, they cannot gain Experience and therefore cannot become a Hero.

ADVANCEMENTS

Haradrim Warrior with bow –
 Warrior of Kârna with bow

Haradrim Warrior with spear –
 Warrior of Kârna with spear

Warrior of Kârna with bow –
 Watcher of Kârna with bow

Warrior of Kârna with spear –
 Watcher of Kârna with twin blades

A Warrior of Kârna has a Shoot value of 3+, instead of 4+.



FAR HARAD

Far to the south of Gondor, even further than the Haradrim, dwell the Mahûd, a vicious warrior race. There are few who can survive in the harsh desert environment that the Mahûd have adapted to, and those unaccustomed to the scorching heat and arid terrain will succumb to thirst and exhaustion should they remain there for too long. It is because of these harsh conditions that the Mahûd are, out of necessity, a savage race – one that values strength and brutality over all else.

It is not unheard of for an aspiring tribesmaster to gather followers and venture out into Middle-earth to show their strength and gain the loyalty of those around them. It is by mercilessly slaughtering those they encounter that this aspiring tribesmaster will gain renown, and the admiration of those who travel with him. These small bands of Mahûd will seldom return to their own tribe, either perishing in Middle-earth or, if the tribesmaster has become strong enough, forming their own tribe with him as their new king.

STARTING BATTLECOMPANY

2x Mahûd Warrior
2x Mahûd Warrior with blowpipe
2x Mahûd Warrior with spear

ADVANCEMENTS

Mahûd Warrior – Mahûd Raider

Mahûd Warrior with blowpipe –
Mahûd Raider with blowpipe

Mahûd Warrior with spear –
Mahûd Raider with war spear

REINFORCEMENTS

D6	Result
1	Nothing
2	Mahûd Warrior
3	Mahûd Warrior with spear
4	Mahûd Warrior with blowpipe
5	Mahûd Warrior with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-2	Mahûd Raider
3-4	Mahûd Raider with choice of weapon
5-6	Half Troll (Rare 2). A Half Troll cannot gain Experience and therefore cannot become a Hero.

ARMY SPECIFIC HERO UPGRADE

Warrior Pride – *The sight of this hero relentlessly fighting their foes is enough to spur their tribal followers forward.*

If this Hero is Engaged in combat then models from this Battle Company within 6" of the Hero will automatically pass all Courage tests they are required to make.

UNIQUE WARGEAR

War Camel (6/10) –
3 Influence Points

Blowpipe (1/5) –
1 Influence Point



CORSAIRS OF UMBAR

Umbar is a ruthless city where treachery and corruption run rife within its shadowed streets. None that reside there better represent this than the Corsairs who man Umbar's fleets. The captains of these ships are tyrannical and greedy Men, who will sail the coasts of Gondor and even further with the intent of pillaging the settlements upon the shores.

The crew under these captains' command will often share their lust for plunder, and need little convincing to set off upon the black-sailed ships in search of new settlements to raze to the ground. Once this band of malicious Men has raided a town, stealing whatever they can lay their hands on, they will splinter into smaller bands, each eager to unleash their own devious brand of destruction and murder upon the villages along the coast. The more fear these bands of Evil Men can instill in their enemies, the higher they will rise up the treacherous ranks of the Corsair fleets.

STARTING BATTLECOMPANY

3x Corsair of Umbar with shield
2x Corsair of Umbar with spear
2x Corsair of Umbar with bow

UNIQUE WARGEAR

Smoke Bombs (1/5) – 2 Influence Points – These are a throwing weapon with a Strength of 1. Any model hit, but not slain, by these weapons must immediately expend a point of Will or be subjected to the effects of the Transfix Magical Power. Should this model ever roll a 1 To Hit with their Smoke Bombs, then their supply has run out and they cannot use them for the remainder of the game.

REINFORCEMENTS

D6	Result
1	Nothing
2	Corsair of Umbar with shield
3	Corsair of Umbar with spear
4	Corsair of Umbar with bow
5	Corsair of Umbar with choice of weapon
6	Roll on Special chart

SPECIAL

D6	Result
1-3	Corsair Reaver
4-6	Corsair Arbalester

ADVANCEMENTS:

Corsair of Umbar with bow –
Corsair Arbalester

ARMY SPECIFIC HERO UPGRADE

Shadows of Umbar – *The corrupt and shadowy streets of Umbar have taught the Hero how to conceal themselves to the untrained eye, making their sudden attacks all the more deadly.*

If the Hero is partially concealed from view, they cannot be seen at all at distances more than 6" – they appear to melt into the background. This means that enemies cannot Charge or shoot the Hero, nor target them with Magical Powers or special rules at distances greater than 6", unless they have a completely clear view of the Hero.



THE EASTERLINGS

It is said of the Easterlings that there is no mannish culture in Middle-earth so devoted to warfare, with every Easterling, male and female, learning to fight with spear and sword from their youth. Those who take their devotion to martial matters further will supplicate themselves at one of the many warrior shrines across the land, learning the art of bladecraft under the brutal tutelage of the Dragon Knights, in the hope of one day being raised to become one of their chosen 'Black Dragons'. To this end, aspirants will venture forth from their warrior shrine to test themselves, either against other shrines or, preferably, against the dwellers of other lands.

A warband that succeeds in this task does not become rich in the conventional sense, for wealth is of no consequence to those who walk the blade-path. Indeed, any treasures plucked from the fallen are offered to their shrine as proof of their feats in battle. Victories inevitably draw more like-minded soldiers to their ranks, and while many warbands dwindle through defeat, the greatest will return back to their shrine triumphant, faces scarred from battle and their packs bulging with trophies taken from the vanquished.

STARTING BATTLECOMPANY

2x Easterling Warrior with shield
2x Easterling Warrior with pike & shield
2x Easterling Warrior with bow

ADVANCEMENTS

Easterling Warrior – Black Dragon with equivalent wargear

Easterling Kataphrakt – Black Dragon with equivalent wargear

REINFORCEMENTS

D6	Result
1	Nothing
2	Easterling Warrior with shield
3	Easterling Warrior with pike & shield
4	Easterling Warrior with bow
5	Easterling Warrior with choice of weapon
6	Easterling Kataphrakt

ARMY SPECIFIC HERO UPGRADE

Skilled Duelist – An expert fighter, the Hero seeks out and issues a challenge to the leaders of the opposition, eager to prove themselves against the mightiest opponents in Middle-earth.

When fighting an enemy Hero, this Hero may force their opponent to re-roll one of their dice in the Duel roll.



KHAND

The people of Khand have long been allied with the Dark Lord of Mordor, their 'friendship' with the dark tower having proven extremely profitable over the many years. The Khandish warriors are mercenaries at heart, happy to fight for whomever will pay them the most. Their warriors have spent their lives fighting and raiding the outposts and settlements of the Free Peoples; with such ferocity that it has been deemed is worth paying for.

The Khandish tribes are ruled over by chieftains and kings, warriors who command fear and renown through their endeavours in battle. But a budding chieftain cannot hope to rise to fame and fortune by remaining in their homeland. Instead, they must gather together their followers and ride out into Middle-earth to seek riches and fame before returning to Khand to challenge one of the current chieftains or kings.

STARTING BATTLECOMPANY

5x Khandish Warrior
2x Khandish Warrior with bow

UNIQUE WARGEAR

Khandish Chariot (25/35) (leader only) – 10 Influence Points

REINFORCEMENTS

D6	Result
1	Nothing
2-3	Khandish Warrior
4-5	Khandish Warrior with bow
6	Khandish Horseman with choice of weapon

ADVANCEMENTS

Khandish Warrior – Khandish Horseman with equivalent wargear

ARMY SPECIFIC HERO UPGRADE

Master Skirmisher – The horsemen of Khand are renowned for their skills as skirmishers, picking off the enemies from range or using their momentum to deliver a devastating axe-blow.

If the Hero is mounted then they may still fire a bow even if they have moved over half their Move value this turn. Additionally, if the Hero is mounted, they do not suffer the -1 penalty for using a two-handed weapon in a turn in which they Charged.

SCENARIOS



“They will follow you into battle, even to death.”

- Éowyn, The Lord of the Rings: The Two Towers.

Once you have gathered your force and found yourself an opponent, it is time to decide which of the Battle Company Scenarios you should play. You can either agree with your opponent which of the 18 Scenarios you would like to play, or you can randomise by rolling on the charts below. First, roll a D6 to determine which of the three 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!

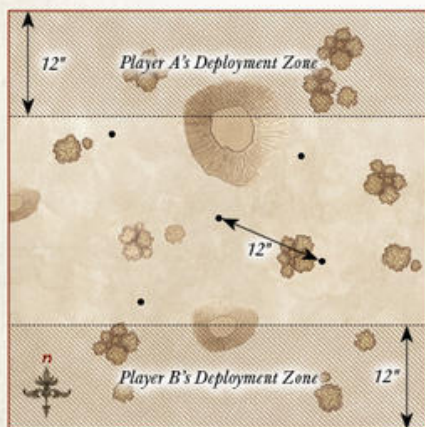
All Battle Companies Scenarios are played on a 48"x48" board and can be played on pretty much any terrain that you wish. With games of Battle Companies comprising very few models, it is often a good idea to have your boards covered in very dense amount of terrain to really add that extra level of depth to your games. Some Scenarios may have specific terrain requirements; where this is the case, it will be clearly listed in the Scenario itself.

There are even rules for fighting in certain areas of Middle-earth, which can be found on [page 84](#).

D6 ROLL OF 1-2		D6 ROLL OF 3-4		D6 ROLL OF 5-6	
D6	RESULT	D6	RESULT	D6	RESULT
1	SEIZE GROUND	1	CHANCE ENCOUNTER	1	STAND YOUR GROUND
2	SECURE THE AREA	2	KILL THE MESSENGER	2	RESCUE
3	A SHOW OF STRENGTH	3	THE WOLVES ATTACK	3	PLUNDER THE CAMP
4	CLAIM THE TREASURE	4	SEIZE THE OUTPOST	4	A DARING RESCUE
5	DEFEND THE GATE	5	TAME THE BEAST	5	BAGGAGE TRAIN
6	RECOVERY	6	HOLD THE LINE	6	INFILTRATE & ASSASSINATE

SEIZE GROUND

As two companies become locked in a battle of wits and cunning, it becomes apparent that victory can only be seized by claiming key areas of the battlefield. As both leaders rally their followers, a fight for control of the battlefield is about to begin.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. Players will need five Objective markers. One is placed in the centre of the board. Players then alternate placing the remaining objectives, starting with the player who chose their table edge. No objective can be placed within 8" of the edge of the battlefield, or within 12" of another.

OBJECTIVES

Both sides must claim as many key areas of the battlefield as possible. Victory will go to the company who can lay claim to the most.

An objective will only be considered claimed if there are only friendly models within 3" of it. If there are both friendly and enemy models within 3", then it is unclaimed.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

Victory – Your Battle Company has claimed more objectives than your opponent's.

Defeat – Your Opponent's Battle Company has claimed more objectives than yours.

Draw – Both Battle Companies have claimed the same number of objectives.



SECURE THE AREA

Hidden somewhere upon the battlefield lies something of great value to both sides. Whether this is a hoard of treasure, the entrance to a secret passageway, the fallen body of an ally or even something much more valuable; both sides must strive to claim it and defend it at all costs.

STARTING POSITIONS

Place an Objective marker in the centre of the board; this is what both sides are fighting over.



OBJECTIVES

Both sides are seeking to lay claim to the objective, and must not only fight their way to it, but also defend it once there.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

Victory – Your Battle Company has at least twice as many models within 3" of the objective than your opponent's.

Defeat – Your opponent's Battle Company has at least twice as many models within 3" of the objective than yours.

Draw – Any other situation.

SPECIAL RULES

Wild Search – At the end of your Move phase, roll a D6 for each of your models not on the battlefield and consult the chart below (Hero models 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 model separately, deploy the model, then roll for the next. Models yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6	Result
1	The model does not arrive yet.
2	The model enters the battlefield from the western board edge.
3	The model enters the battlefield from the eastern board edge.
4	The model enters the battlefield from the southern board edge.
5	The model enters the battlefield from the northern board edge.
6	The model enters the battlefield from any board edge chosen by the controlling player.



A SHOW OF STRENGTH

Two Battle Companies have clashed upon a battlefield, engaging in open war. The two leaders must show their skill and strength now more than ever, inspiring their followers to fight on in the face of adversity. Whichever leader can slay the most will no doubt win the day.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

OBJECTIVES

Whichever leader can slay the most will be the victor. Note that if your leader is missing this game, use the Sergeant in your Battle Company with the highest points cost instead.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

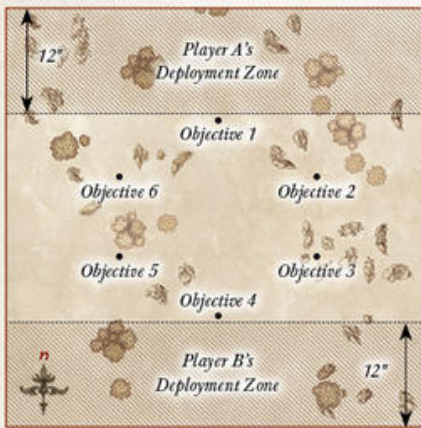
Victory – Your leader has killed more models than your opponent's.

Defeat – Your opponent's leader has killed more models than yours.

Draw – Both leaders have killed the same number of models.

CLAIM THE TREASURE

The battlefield has seen skirmishes before, and still has a few trinkets or items of value dotted around. Both Battle Companies are trying to secure as much wealth as they can.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge. Place the objectives as shown on the map.

OBJECTIVES

Whichever Battle Company can hold the most objectives will be the winner.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory – Your Battle Company holds more objectives than your opponent's.

Defeat – Your opponent's Battle Company holds more objectives than yours.

Draw – Both Battle Companies hold the same number of objectives.

SPECIAL RULES

Objectives – The six objectives on the board are Light Objects, as detailed on page 109 of the main rules manual. This means that models may pick up and carry the objectives; in fact, a model will only count as holding an objective once they have picked it up. If a model holding an objective flees, it is immediately dropped where they stood before they fled, or as close as possible. Models may carry more than one objective.

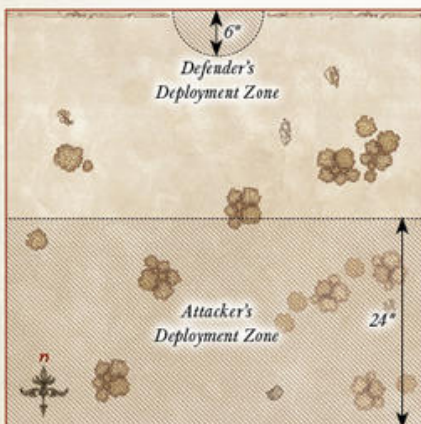


DEFEND THE GATE

Your company has been tasked with protecting the gates of an allied stronghold, and preventing anyone else from entering. As they guard the gates, an enemy Battle Company has been commanded to break through and claim the stronghold, giving their lord a crucial strategic advantage in the wars to come.

STARTING POSITIONS

Both players roll a D6, with the player who scored lowest becoming the Defender. The Defender deploys their Battle Company within 6" of the gate as shown on the map. The Attacker then places their entire Battle Company within 24" of the southern board edge.



OBJECTIVES

The defending player must try to defend the gate by having their Battle Company within 6" of it, whilst keeping the Attacker at bay.

Once one Battle Company is reduced to less than 50% of its starting numbers, the game may 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 it continues for another turn.

Attacker Victory – The Attacker has more models within 6" of the gate.

Defender Victory – The Defender has more models within 6" of the gate.

Draw – Any other result.

SPECIAL RULES

Let nothing through! – Models from the Defender's Battle Company automatically pass all Courage tests they are required to make.

RECOVERY

A relic of a bygone age has awoken, drawing all manner of armies and creatures to its power. The leaders of two rival Battle Companies desire it, either to progress their own standing, or to fulfil the task they have been set to reclaim it by their lord or commander – no matter the cost, both must claim it.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. Players will need five identical Objective markers, one secretly marked as the relic. These should be mixed up so that neither player knows which is the relic. One is placed in the centre of the board. Players then alternate placing the remaining objectives, starting with the player who chose their table edge. No objective can be placed within 12" of either player's board edge, within 6" of the edge of the battlefield, or within 8" of each other.

All models will walk onto the board from their table edge during their first Move phase.

OBJECTIVES

The Battle Companies are searching for the relic, and once it is found, they must escape with it in their grasp.

The game lasts until either the relic has been moved off of one board edge, or there are no models left on the battlefield.

Victory – Your Battle Company has moved the relic off of your opponent's table edge.

Defeat – Your opponent's Battle Company has moved the relic off your table edge.

Draw – Neither Battle Company recovers the relic.

SPECIAL RULES

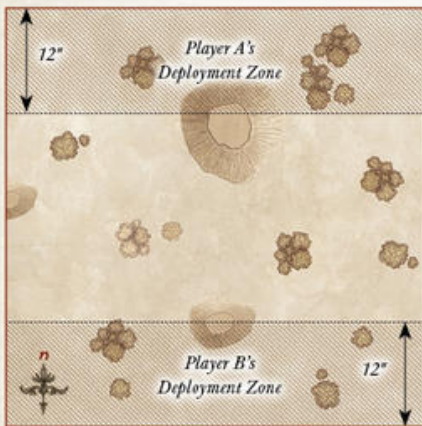
The Relic – When a model moves into base contact with an Objective marker, flip it over. If it is not the relic, remove it from the game. If it is the relic, the model takes possession of it and all other markers are removed. The relic is treated as a Heavy Object.

The Glories to be Had – The model that moves the relic off the board will be richly rewarded. If this is a **Warrior**, it will count as rolling A Hero in the Making after the game. If this is a **Hero**, they will receive a free roll on the Experience table, in addition to any other Experience bonuses. If two models simultaneously carry the relic off the board, choose one of them to get the benefits.



CHANCE ENCOUNTER

Upon their travels through Middle-earth, two opposing Battle Companies have happened upon each other. A company that is seemingly alone, and with no support in sight, is not an opportunity to pass up lightly. As the companies engage, a solid tactical mind and skill at arms will see victory won.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

OBJECTIVES

The leaders of both Battle Companies are looking for a quick victory, without taking too many casualties.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory – Your opponent's Battle Company has been reduced to 25% of its starting models and yours has not.

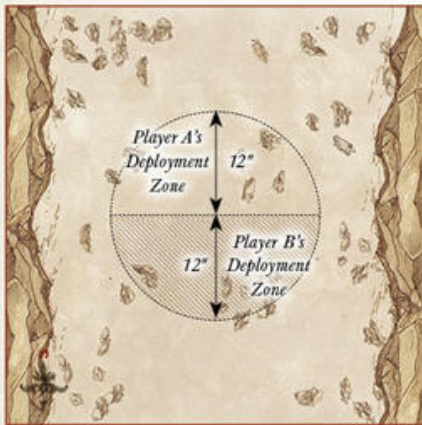
Defeat – Your Battle Company has been reduced to 25% of its starting models and your opponent's has not.

Draw – Both Battle Companies have been reduced to 25% in the same turn.



KILL THE MESSENGER

Two rival Battle Companies have stumbled upon each other in the act of delivering critical information to their allies. Each company designates a member of their warband to deliver a message to their allies, warning them of the approaching enemy. Both Battle Companies must now fight in order to slay the enemy messenger, all whilst keeping their own alive.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of the centre of the board in their half of the board. Their opponent then places their Battle Company within 12" of the centre of the board in the opposite half of the board.

OBJECTIVES

Both Battle Companies need to find their enemy's messenger and slay them, but ensure that they keep their own alive.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Victory – Your Battle Company has slain the enemy messenger and yours is alive.

Defeat – Your opponent's Battle Company has slain your messenger and their messenger is alive.

Draw – Both messengers are either alive or have been slain.

SPECIAL RULES

The Messenger – At the start of the game, secretly note down which of your models is the messenger (this may not be a Hero) – they must survive the game. It is important to not reveal if your opponent has killed your messenger during the game, so as not to hand the advantage over to your opponent. The idea of this Scenario is to try to bluff your opponent into thinking that someone who is not your messenger is, so that they kill them instead of the real messenger.

THE WOLVES ATTACK

Two rival Battle Companies have become embroiled in a skirmish, both trying to gain the upper hand. Yet the sound of battle has drawn other dangers to the fray, and the baying of wolves can now be heard growing ever closer. Bitter rivals must now become makeshift allies, as only by working together can both companies hope to survive.



For this Scenario, you will need 24 Fell Wargs in addition to both player's Battle Companies.

STARTING POSITIONS

Both players roll a D6, with the highest scoring player deploying one of their models within 6" of the centre of the battlefield. The other player then deploys one of their models also within 6" of the centre of the battlefield. Players then alternate deploying models as described above until all models from both Battle Companies have been deployed. The Fell Wargs are then split into four equal packs of six, and each pack is deployed within 6" of the centre of a different board edge.

OBJECTIVES

Both Battle Companies are fighting for survival against the oncoming Wargs, yet both are still trying to out perform each other.

The game lasts until either all the Fell Wargs have been slain, or both Battle Companies have been wiped out.

Victory – Your Battle Company has models alive and has killed more Fell Wargs than the opposing company.

Defeat – Your opponent's Battle Company has models alive and has killed more Fell Wargs than your company.

Draw – Any other result.

SPECIAL RULES

The Wargs – This Scenario requires 24 Fell Wargs. The Fell Wargs follow the usual profile for a Fell Warg. They will always move first in each Move phase, even before Heroic Moves, and will Charge the nearest model by the shortest possible route. If this is not possible, they will move as quickly as they can towards the nearest model from either Battle Company.

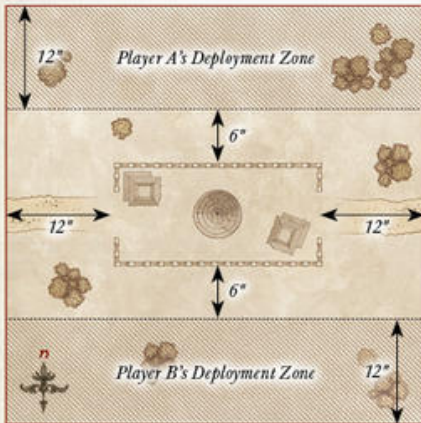
The Enemy of my Enemy – Both Battle Companies are forced to work together, at least for now, and so the members of both will count as friendly models to each other. Players will still roll for Priority as normal, with the player that won Priority acting with the models from their Battle Company first in each phase if able.



SEIZE THE OUTPOST

Your company has been tasked with taking a remote outpost, one that holds an important strategic position in Middle-earth. It is currently under the control of a band of Orcs who have claimed it for their own. Your company must try to infiltrate the outpost, slay the Orcs and claim it for themselves.

However, your company is not the only one who has been tasked with claiming the position; a rival company has been set the same task by their lord. Your company must not only try to capture the outpost, but also prevent their rivals from doing the same in the swirling melee that engulfs it.



For this Scenario, you will need the outpost defenders; these are 4 Orc Warriors with shield, 4 Orc Warriors with spear, 2 Orc Warriors with Orc bow, and 2 Orc Warriors with two-handed weapon.

STARTING POSITIONS

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge. Then, starting with the player with Priority, players take it in turns to deploy one model from the outpost's defenders within the confines of the outpost until all have been deployed. The outpost is the area at least 6" away from either deployment zone and at least 12" away from the eastern or western board edge.

OBJECTIVES

Both companies are trying to capture the outpost for themselves.

Once the outpost's defenders have been reduced to 50% or less of their starting numbers, the game may 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 it continues for another turn.

Victory – Your Battle Company has the most models within the outpost.

Defeat – Your Opponent's Battle Company has the most models within the outpost.

Draw – Any other result.

SPECIAL RULES

The Outpost Defenders – The Orc Warriors follow the usual profile for Orc Warriors found on page 119 of *Armies of The Lord of the Rings*. The Orcs will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model by the shortest possible route. If this is not possible, starting with the player without Priority, players may alternate moving Orcs until all have been moved. Orcs armed with an Orc bow that move in this way may only move up to 3" and must shoot the nearest enemy model in the Shoot phase.

Defend the Outpost – The outpost defenders may not leave the outpost for any reason.

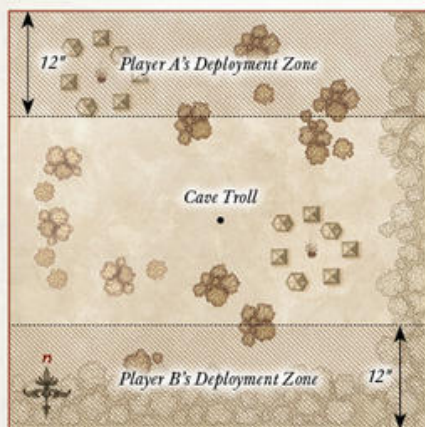


TAME THE BEAST

Somewhere in the wilderness, a lone Troll is causing havoc, smashing its way through nearby settlements and leaving devastation in its wake. The Troll poses an immediate threat to two rival Battle Companies, both of who need it to be brought down. As the two companies track the Troll, they spy each other in the distance. Hunting the Troll has now become a show of dominance as well as a necessity.

STARTING POSITIONS

A single Cave Troll is placed in the centre of the board. Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.



OBJECTIVES

Both companies have made it their mission to slay the Troll, whichever is successful will vastly increase its status within the ranks of their army.

The game continues until either the Troll has been slain, or no other models remain on the board.

Victory – Your Battle Company has slain the Troll.

Defeat – Your Opponent's Battle Company has slain the Troll.

Draw – Neither Battle Company has slain the Troll.

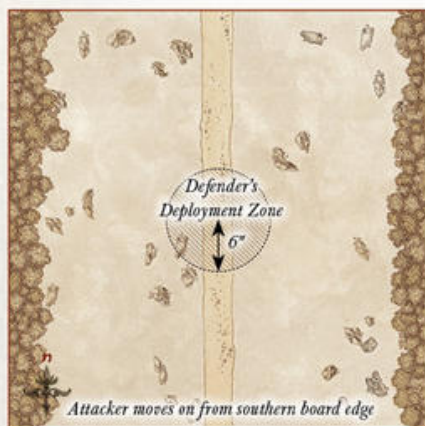
SPECIAL RULES

The Troll – The Cave Troll follows the usual profile for a Cave Troll. The Troll will always move first in each Move phase, even before Heroic Moves, and will Charge the nearest model by the shortest possible route. If this is not possible, the player without Priority may move the Troll its full Move in a direction of their choice.

The Trollslayer – Slaying a Troll is no easy feat, and a model who accomplishes this is clearly set for great things. If this is a **Warrior**, it will count as rolling A Hero in the Making after the game. If this is a **Hero**, they will receive a free roll on the Experience table, in addition to any other Experience bonuses.

HOLD THE LINE

One Battle Company has been tasked with guarding a path, mountain pass or similar, preventing anyone from passing through. A rival Battle Company is in desperate need of using the path in order to meet with the rest of their allies, and will have to fight their way through in order to reach them.



STARTING POSITIONS

The board should have a road running through the centre of it from north to south. Both players then roll a D6, with the player who scored lowest becoming the Defender. The Defender then deploys their Battle Company within 6" of the centre of the board. The Attacker moves their Battle Company onto the board from the southern board edge during their first Move phase.

OBJECTIVES

The attacking Battle Company must have as many of their models escape the board via the northern board edge, whilst the Defenders must attempt to prevent them.

The game lasts until the Attacker has no more models left on the battlefield.

Attacker Victory – At least 33% of the Attacker's Battle Company escaped the board via the northern board edge.

Defender Victory – Less than 33% of the Attacker's Battle Company escaped the board via the northern board edge

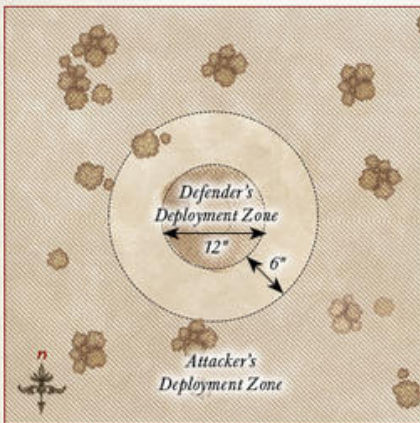
Draw – This Scenario cannot be drawn.

SPECIAL RULES

Rewards of Escape – Any models that successfully escapes the board via the northern board edge will gain an additional 1 Experience Point.

STAND YOUR GROUND

One company has found themselves atop a hill, a highly advantageous position if they can keep it. Yet enemy forces desire it, not only to deny it to their foes but to seize its strategic value for themselves.



STARTING POSITIONS

In the centre of the board there should be a hill with a diameter of no larger than 12". Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere upon the hill. The Attacker may then deploy their Battle Company anywhere at least 6" away from the hill.

OBJECTIVES

The Defender has been tasked with keeping the hill at all costs, whilst the Attacker must take it for their cause.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

Attacker Victory – The Attacker has more models on the hill.

Defender Victory – The Defender has more models on the hill.

Draw – Both Battle Companies have the same number of models on the hill.

SPECIAL RULES

Defend the Hill – Models on the hill do not need to take Courage tests for being Broken.



RESCUE

Whether they have been lured astray or simply got lost in the wilderness, a Hero has become separated from the rest of their Battle Company. Seeing this as an easy opportunity to slay the Hero, their enemies seek to cut them down – providing that they do not suffer heavy losses in the effort.

STARTING POSITIONS

Both players roll a D6, with the player who scored lowest becoming the Defender. The Defender selects one **Hero** from their Battle Company that they must rescue and places them in the centre of the board, along with up to two **Warrior** models from their Battle Company that are deployed within 3" of the **Hero**. The Attacker then places their entire Battle Company within 15" of any board edge.



OBJECTIVES

The defending player must try to save their **Hero** whilst trying to fend off their attackers. The attacking player must slay their target before they suffer enough casualties to force them to retreat.

The game ends when either the target **Hero** is slain, or the Attacker's Battle Company is reduced to less than 50% of its starting numbers.

Attacker Victory – The Defender's **Hero** has been slain.

Defender Victory – The Attacker's Battle Company has been reduced to less than 50% of its starting models.

Draw – Both sides achieve their objective in the same turn.

SPECIAL RULES

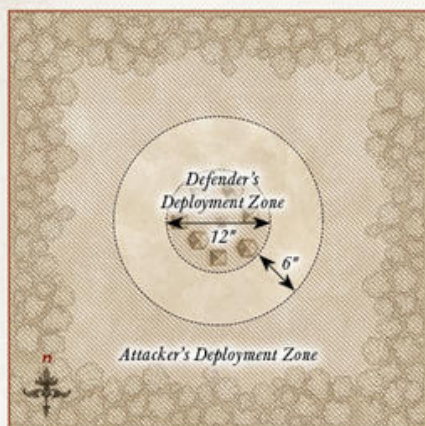
Surprise Ambush – The Attacker always has Priority in the first turn.

To the Rescue! – The rest of the Defender's Battle Company moves onto the board from the opposite board edge to the Attacker at the end of the first turn.

Against the Odds – Should the target **Hero** survive, they will gain an additional 1 Experience Point.

PLUNDER THE CAMP

A Battle Company has stumbled across an enemy camp during their travels, providing them with a unique opportunity to sabotage their foe and scatter their supplies. In the dead of night the company sneaks up on the campsite, intending to set it alight and slay those that lie within.



STARTING POSITIONS

The board will require a camp. This should be the area within 6" of the centre of the board marked with fences, hedges or other similar features. The camp should contain a few tents, huts or similar. Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere within the camp. The Defender then places five Objective markers anywhere within the camp, at least 2" away from each other. The Attacker may then deploy their Battle Company anywhere at least 6" away from the camp.

OBJECTIVES

The Attacker must set the objectives alight, destroying the Defender's provisions and equipment, and rendering them all but helpless.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

Attacker Victory – At least four objectives have been set alight.

Defender Victory – No more than two objectives have been set alight.

Draw – Three objectives have been set alight.

SPECIAL RULES

The Dark of Night – Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 6" 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.

Light the Fires! – During the End phase, any attacking model that is in base contact with an Objective marker that did not make a Shooting attack or participate in the Fight phase (including supporting) may attempt to set it alight. Roll a D6. On a 4+, the objective is set alight. Once a marker is alight it cannot be put out, the flames are too unruly. Any model that moves, or is moved, into base contact with a lit objective is immediately Set Ablaze. A model that has a torch automatically counts as having rolled a 4+ when attempting to set an objective alight.

The area within 2" of a lit objective counts as daylight, so models in this area can be seen from any distance.

All or Nothing – Should the Attacker set all five objectives alight, they will receive an additional 1 Influence Point at the end of the Scenario. Should the Defender prevent all objectives from being set alight, they will receive an additional 1 Influence Point at the end of the Scenario.

A DARING RESCUE

Following their previous encounter, one of the leaders of a company has been taken prisoner at the hands of their enemy, who now threaten to put them to death. The allies of the Hero have tracked their foes until they have made camp and, using stealth, have prepared to launch a daring rescue mission to retrieve their ally before they are killed in cold blood.



STARTING POSITIONS

The player who is attempting to rescue their **Hero** is automatically the Attacker. The Attacker places the captured **Hero** in the centre of the board. The Defender then places their entire Battle Company anywhere within 3" of the centre of the board. The Attacker then places their Battle Company anywhere at least 12" from the any enemy model.

OBJECTIVES

The Attacker is trying to rescue their **Hero** from enemy hands, whilst the Defender is trying to fend off their foes or, if battle is going ill, slay their prisoner before they can be rescued.

The game lasts until either the captured **Hero** escapes the board or is slain.

Attacker Victory – The captured **Hero** moves off the board via any table edge.

Defender Victory – The captured **Hero** is slain.

Draw – Any other result.

SPECIAL RULES

The Prisoner – The captured **Hero** is still a member of the Attacker's Battle Company, and will move as such in each Move phase. Enemy models may not Charge the prisoner until either the Defender's Battle Company has been Broken, the prisoner Charges a Defender's model, or the prisoner has been freed.

Shackled by the Enemy – The prisoner has had their hands bound by their captors and their weapons and other wargear taken from them. The **Hero** counts as unarmed and is without any wargear such as shields, bows or other equipment (though they do still keep their armour). Whilst bound, the prisoner may only ever make a single Attack and may not declare Heroic Actions. An Attacker's model may free the prisoner from their bonds during the End phase of any turn in which they are in base contact with the prisoner and did not participate in a Fight in the preceding Fight phase. Once the prisoner has been freed, they no longer count as being unarmed – they count as being armed with a dagger for the remainder of the Scenario.

BAGGAGE TRAIN

Following their recent escapades, one Battle Company journeys towards their homeland, baggage ponies laden with the spoils of war as offerings to their liege. Yet such a cargo can attract those with dastardly plans, intent on ambushing and stealing the spoils for themselves. Suddenly, one company finds themselves ambushed and surrounded, and must fight to keep hold of what is rightfully theirs.



STARTING POSITIONS

Both players roll a D6, with the highest scoring player becoming the Attacker. The Defender deploys their Battle Company within 6" of the centre of the southern board edge. They also then deploy five Baggage Ponies touching the southern board edge; riderless horses are ideal for using as the Baggage Ponies. The Attacker then splits their force into two equal halves. They deploy one half within 3" of the eastern board edge, and the other within 3" of the western board edge.

OBJECTIVES

The Defender is trying to escape to safety with as many of their Baggage Ponies as possible. The Attacker is trying to prevent the Defender from doing so, and in return claim the cargo for themselves.

The game lasts until either Battle Company has been reduced to 25% of their starting number.

Attacker Victory – At least three pieces of cargo and at least one model that is not a Baggage Pony have escaped the board via the northern board edge.

Defender Victory – The Defender has at least three pieces of cargo in their possession at the end of the game.

Draw – Any other result.

SPECIAL RULES

Baggage Ponies – This Scenario requires five Baggage Ponies, which will use the profile below. These ponies are moved as part of the Defender's company, but may never Charge an enemy model. Baggage Ponies do not count towards the Defender's Break Point, and do not generate Experience Points if killed during the game. Each Baggage Pony is carrying a single piece of cargo.

Mv	F	S	D	A	W	C
8"	1/6+	3	4	1	1	2

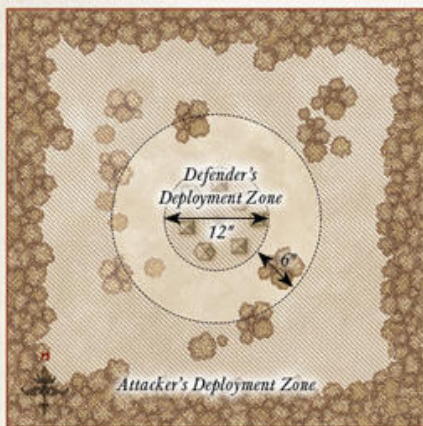
Cargo – The Baggage Ponies all carry some valuable cargo, gold, weapons or other items that are of use.

If a Baggage Pony is slain or flees the battlefield, place a 25mm Cargo marker where the model used to be. Any model can pick up a Cargo marker by moving into base contact with it; cargo is a Light Object. For each piece of cargo moved off the board via the northern board edge, the Defender gains an additional 1 Influence Point. For each piece of cargo in the Attacker's possession at the end of the game, the Attacker gains an additional 1 Influence Point.



INFILTRATE & ASSASSINATE

As one Battle Company prepares to make camp, another sees an opportunity to assassinate their leader, leaving them weakened and disorientated. To this end, one Battle Company prepares to infiltrate the camp of their enemy, find the leader and slay them quickly.



STARTING POSITIONS

The board will require a camp. This should be the area within 6" of the centre of the board marked with fences, hedges or other similar features. The camp should contain a few tents, huts or similar. Both players roll a D6, with the lowest scoring player becoming the Defender. The Defender deploys their Battle Company anywhere within the camp with their leader (or most expensive Hero if their leader is missing the game) in the middle of the board. The Attacker may then deploy their Battle Company anywhere at least 6" away from the camp.

OBJECTIVES

The Attacker must try to slay the enemy leader without suffering too many casualties, whilst the Defender must try to keep their leader alive.

The game ends when either the Defender's Hero is slain, or the Attacker's Battle Company is reduced to less than 50% of its starting numbers.

Attacker Victory – The Defender's Hero has been slain.

Defender Victory – The Attacker's warband has been reduced to less than 50% of its starting models.

Draw – Both objectives have been completed in the same turn.

SPECIAL RULES

Sentries – All of the Defender's models start as Sentries.

Before each Sentry takes their Move phase, the 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 it has 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.

The Slayer of Men – If the Attacker successfully slays the Defender's Hero, then the model that did so will be rewarded. If this is a Warrior, it will count as rolling A Hero in the Making after the game. If this is a Hero, they will receive a free roll on the Experience table, in addition to any other Experience bonuses.

ADVENTURES IN MIDDLE-EARTH



"A Last Alliance of Men and Elves marched against the armies of Mordor."

- Galadriel, The Lord of the Rings: The Fellowship of the Ring.

Middle-earth is packed full of exciting and varied terrain that battles are fought across. From lush and vibrant forests to the ruined Dwarven kingdoms of old to humble fishing settlements, a Battle Company can be forced to engage in a skirmish in almost any place – and must be ready to take up their weapons at a moment's notice.

Over the next few pages we will present a series of rules for fighting your battles in a variety of different locations in Middle-earth. Some of these represent specific places, such as Lake-town or Goblin-town, whilst many could represent a multitude of places across Middle-earth. For example, forests could be used to represent Mirkwood, Fangorn and many more.

The rules provided here are by no means exhaustive, but some of them can be applied to various Scenarios during the Narrative Campaign found on **page 92**. If you want to create your own rules for fighting battles in other locations, feel free to try your hand at it. Creating your own rules for other locations can provide a very personal feel to your games of Battle Companies, and can make every game feel unique.

Also, some of the rules for these locations can provide a great basis for other areas of Middle-earth. For example, the rules for Ice Floes found in Lake-town over the next pages would be ideal for using in the Ice Bay of Forochel Scenario in the Narrative Campaign to add some extra flavour to your games.

HAUNTED RUINS

Many realms and cities have waned and fallen into ruin as their power has faded, and none has suffered more than the once great realm of Arnor. Her former strongholds and rich cities are now nothing more than piles of rubble, haunted by the chilling voices of those that once ruled them. It has even been said that Evil spirits lurk within the crumbling stone, bound to the dark powers that once conquered their lands.

Often, Battle Companies will venture into these ruined places in search of riches or items of great power from ages long since past, unaware of the perils they are wandering into. For the spirits that dwell within the haunted ruins see the members of a Battle Company as easy targets to sacrifice in the name of the dark power that binds them.

Games that take place within Haunted Ruins should feature a wide selection of different buildings, ruins and similar. All of these are subject to the following rules:

CHILLING AURA – *Though it was once a proud building of a noble kingdom now long forgotten, it is hard to deny the chilling feeling that those pure of heart sense whilst within its walls.*

Good models within a Haunted Ruin suffer a -1 penalty to their Courage value whilst within it.

SPIRITS OF THOSE LONG DEAD – *As rival Battle Companies fight amongst the ruins, the twisted, lingering spirit of the realm's former king has been stirred and now seeks to exact his revenge upon those that have entered his domain.*

For any game featuring Haunted Ruins, players will need a number of identical markers equal to the number of ruins on the board, one of which should be marked underneath. The markers should be randomised and one should be placed in each ruin so that neither player knows which one is marked. The first time a model moves within a ruin, flip the marker over. If it is unmarked, nothing happens, remove it from play. If it is marked, the model has disturbed the restless spirit within the ruin. Immediately place a Barrow-wight within the centre of the ruin. The Barrow-wight will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model from either Battle Company by the shortest possible route. If this is not possible, it will move as quickly as possible towards the nearest model from either Battle Company. If, before the Barrow-wight moves, there are models within 6" of it, the Barrow-wight will try to cast the Paralyse Magical Power using a single Will point on the closest model, so long as it has Will points remaining.

LAKE-TOWN



Upon the waters of the Long Lake sits the humble fishing settlement of Esgaroth, a meagre town filled with impoverished people. Even in its relative poverty, trade still manages to trickle into it, its creaking walkways dotted with stalls, markets and numerous barrels of fish, adding a pungent fishy smell to the already downtrodden settlement that resides atop the cruel and unforgiving lake.

Although Esgaroth usually provides a 'safe' haven for travellers, it is not unheard of for opposing Battle Companies to enter into violent disagreement in one of the town's many taverns. Often these disagreements can form into fully-fledged skirmishes that will claim lives.

DOORWAYS – *The many houses that are built atop the Long Lake can provide a variety of extra pathways and shortcuts for warriors to traverse Esgaroth.*

A Man-sized (or smaller) model that starts its Move phase in base contact with a door on a Lake-town House may choose to enter the house instead of moving. The model spends its turn running through the house (no doubt knocking over chairs, tables and various other items as it goes) and is placed in base contact with any other door on the Lake-town House. A model that moves in this way counts as having moved its full Movement allowance. If the model cannot be placed in base contact with another door for whatever reason, then it cannot move in this way.

BOATS – *Many folk of Lake-town are fishermen or bargemen. As such, it is commonplace in Lake-town for most families to own a boat, which they use to fish or cross the Long Lake.*

A model may enter or exit a boat by passing a Jump test. A boat has limited space and as such only two Man-sized (or smaller) models may occupy a single boat. An unengaged model that is in a boat may row it up to 6" in any direction upon the water. If two enemy models are in the same boat, they count as Engaged and will fight each other in the Fight phase. As models in a boat cannot Back Away, any model that loses a Duel roll whilst in a boat counts as Trapped.

ICE FLOES – *The freezing waters of the Long Lake are strewn with numerous ice floes. Although these sheets of ice provide a cunning warrior with an alternative pathway across Lake-town, even the most sure-footed can find themselves upended by the ice's treacherous surface.*

At the start of each turn, determine the direction that the lake is flowing. This can be done with a roll of a D6, letting the player with Priority choose or by using a Scatter dice. Each Ice Floe is moved D3" in the chosen direction. Any models that moved during the Move phase and end their move on an Ice Floe must roll a D6. On a 1, that model loses its footing and falls into the lake. Any model that falls into the freezing waters is removed as a casualty.



BARRELS – *Lake-town is constantly littered with barrels containing all manner of exciting things, from fish to ale to countless other goods. A well-timed kick of one of these can knock over countless adversaries as it barrels down the streets of Esgaroth.*

A Barrel is a Heavy Object. Any model carrying a barrel may choose to kick it D6" towards the enemy, even moving through other models. Any model that the barrel moves through must roll a D6. On a 1-2, the model is immediately knocked Prone and suffers a Strength 1 hit. Place the Barrel where it finishes its movement – it gives your opponent the chance to kick it right back! Barrels that enter the Long Lake are removed from play.

FISH BASKETS – *Esgaroth is a fishing settlement, and as such, baskets and barrels of recent catches can be seen on almost every street corner and table. A well-placed slap with a fish will disorientate anyone who is on the receiving end of the slimy makeshift weapon.*

If a model that is in base contact with a Fish Basket wins a Duel roll, they may choose to slap one enemy model with a fish instead of making Strikes. Any model that is slapped with a fish suffers a Strength 1 hit. Additionally, they may not move during the following Move phase and are reduced to Fight 1/6+ until the End phase of the following turn.

LANTERNS – *When the skies turn dark, the streets of Lake-town are dotted with lanterns that light up its streets, outlining the edges of the walkways for the townsfolk.*

Many of the Scenarios in Lake-town take place at night. When this is the case, models can only see other models that are within 12" of them. A model within 3" of a Lantern can be targeted at any distance.

SLIPPERY WALKWAYS – *The walkways of Lake-town are constantly wet from the waters of the Long Lake, not to mention the fish that often litter the streets, which causes them to become slippery and dangerous for those fighting atop them.*

Whenever a model Backs Away as a result of losing a Duel roll, it must roll a D6. On a 1, that model slips on a particularly wet piece of wood (or potentially a stray fish) and is knocked Prone. Note that this happens before Strikes are made, which means that any model that slips will therefore be Prone when its opponent makes its Strikes!

FENDERS – *These lightweight wicker objects are designed to prevent boats from crashing into the docks. However, they can also be used to deliver a swift thwack to an enemy in times of desperation.*

A Fender is a Light Object. At any point during its Move phase, a model carrying a Fender may use it to hit a single enemy model within 1" of itself. On a 4+, the model hit with a Fender is knocked Prone.

OUTHOUSES – *An outhouse can make for a very good, albeit smelly, hiding place (not many people are inconsiderate enough to enter an outhouse while its door is shut!), and can conceal its occupant from enemies that traverse Lake-town.*

During the Move phase, a Man-sized (or smaller) model that is in base contact with the door of an unoccupied Outhouse may choose to enter it. Whilst within an Outhouse, a model cannot be targeted or seen by enemy models and has no Control Zone. Models inside an Outhouse cannot draw Line of Sight and therefore may not Shoot, cast Magical Powers or use any special rules that target a specific enemy or friendly model. They may, however, Charge out of an Outhouse as if they did have Line of Sight from the door of the Outhouse.

Each Move phase, a single model may attempt to open the Outhouse door, revealing anyone hiding inside by being in base contact and rolling a D6. On a 6, the model inside has been found and is subsequently charged by the model that found it. As there is nowhere to Back Away to in an Outhouse, if the model inside loses a Duel roll, it will automatically be Trapped.



FORESTS

Middle-earth is strewn with numerous forests and woodlands with histories stretching back as far as records, or memories, recall. Each of these forests is different, with each harbouring its own secrets and dangers from the wider world. From the golden woods of Lothlórien and the gloomy paths of Mirkwood, to the forest of Fangorn still steeped in mystery, forests in Middle-earth can be both beautiful and terrifying places.

With the amount of travelling a Battle Company embarks on, it is almost certain that they will have to traverse the paths of these forests numerous times upon their missions – and no doubt will encounter an enemy company upon the well-trodden paths, leading to a clash of steel beneath the boughs of the trees.

Games that take place within a forest should have about 50% of the board covered with woodland terrain. At the start of the game, before deployment, players should roll to see which of the forests of Middle-earth they are fighting in – or simply choose from the list if there is one that particularly suits your game. All pieces of woodland terrain will automatically be of the same type, depending on the result of the D6.

D6 Result

1 NORMAL FOREST

Whilst many forests are mysterious and dangerous places, there are equally many that are just rather ordinary.

Normal Forests have no additional rules.

2 HAUNTED FOREST (ANGMAR)

Within the northern realm of Angmar there are many forests that have become twisted and desolate from the presence of the Witch-king. The lost spirits of travellers that have gone missing within its branches now haunt the forest's paths, luring unwary travelers to their doom.

At the start of each Move phase, randomly select D3 pieces of woodland terrain. The closest model to each of the selected pieces must pass a Courage test or suffer the effects of the Transfix Magical Power.

D6 Result**3 SPIDER-INFESTED FOREST (MIRKWOOD)**

Bloated creatures that lurk in wait for their unsuspecting prey stalk the gloomy boughs of these forests. Venomous spiders will lay in wait for members of a Battle Company to step away from the path before they pounce. These creatures are most prevalent in the forest of Mirkwood, drawn by the dark power dwelling in Dol Guldur.

At the end of each Move phase, randomly select one piece of woodland terrain on the board and place a single Mirkwood Spider within the centre (or as close as possible). This Mirkwood Spider will then move as fast as it can towards the nearest model from either Battle Company, Charging if possible. If the Mirkwood Spider is not in combat during the Shoot phase, it may shoot its Spider Webs at the closest visible model if it is in range.

4 GUARDED FOREST (DRÚADAN, NORTHERN FORESTS)

Many forests are protected by their guardians, either beings that live within the branches of the forest or those that wander its many paths often enough to know its secrets and hidden passages. Within the north, the Dúnedain protect the forest on the borders of forgotten Arnor, whilst the Woses will stalk those that enter the Drúadan forest without their consent.

During each Shoot phase, roll a D6 for each model either in a piece of woodland terrain or within 3" of one. On a 1 or 2, that model suffers a Strength 2 hit as if it was shot with a bow from the edge of the woodland terrain closest to the model. If there are any In The Way rolls to be made, such as if the model is in combat, or if there is other terrain or models in the arrow's path then any In The Way rolls will still need to be made.

D6 Result**5 WRATHFUL FOREST (FANGORN, OLD FOREST)**

Within some of the older forests of Middle-earth, there are rumours that the trees are actually alive, and that some who venture there are never seen again. Whilst most dismiss these tales as folklore, in some forests the stories are not far from the truth, and the trees or other beings can lash out at those that enter their boundaries if they feel threatened.

At the start of each Move phase, roll a D6 for each model in base contact with or within a piece of woodland terrain. On a 1 or 2, that model suffers a Strength 6 hit as the trees lash out against them.

6 HAVEN FOREST (LOTHLÓRIEN)

There are some forests within Middle-earth that are full of light and protected by the powers of those that live within them. No forest better represents this than the golden wood of Lothlórien that is ever under the protection of Galadriel, Lady of Light, and the Elven ring she possesses. Those that enter such a place with Evil intentions will soon find their courage ebbing away as the powers that protect this forest seep into their minds.

Any Evil model that is even partially within a Haven Forest suffers a penalty of -1 to their Courage value while they remain within it.



GOBLIN-TOWN



Beneath *The Misty Mountains*, further north than the *Kingdom of Moria*, is the dismal dwelling of *Goblin-town*. The wooden walkways of this blighted place are strewn with the bones and entrails of those captured by the troglodyte creatures who make their home within the bowels of the mountain.

The Misty Mountains have countless paths through them, many of which a Battle Company will have to traverse in order to cross them. However, this can lead to disaster should a company choose a path which strays too close to the entrances of Goblin-town; for the Goblins who live there constantly await more travellers to maim, torture and feast upon, bringing the spoils of their capture to the feet of the bloated Goblin King.

Games played in *Goblin-town* should have plenty of wooden walkways on the board with ample routes for models to leave the board via any edge should they need to.

CHASMS – Beneath the walkways of *Goblin-town* are pitch-black chasms. Those that stray from the relative safety of the wooden structures might fall into darkness, and will most likely perish in the gloom.

Any model that falls into the dark chasms, either by being pushed, failing a Leap test or any other reason, is slain – they have fallen into the depths of the mountains. Additionally, models removed from play in this way suffer a -1 penalty to their rolls on their relevant Injury chart.

RICKETY WALKWAYS – The walkways of *Goblin-town* are held together by crude workmanship and are not made to last or withstand battle. Any walkway section of *Goblin-town* that is bearing too much weight may collapse.

At the end of each Move phase, roll a D6 for each walkway that has 10 or more models on it (**Cavalry** models count as two, **Monster** models count as five). On the roll of a 1, the walkway has collapsed and all models upon it fall into the chasm below. Remove the walkway and all models upon it from play.



FALLEN DWARF HOLDS



In the years gone by, the kingdoms of the Dwarves were renowned for their wealth and power. Yet as the ages rolled on, some began to fall into ruin, either attacked and overrun by Goblins and Orcs, or even taken by some form of darker power altogether. It was precisely this that saw the greatest kingdom of the Dwarves fall. The Dwarves of Khazad-dûm delved too greedily and too deep, awakening a Balrog of Morgoth and thus sealing their doom.

If a Battle Company needs to cross The Misty Mountains, and doesn't fancy passing too close to the threats posed by Goblin-town, they may risk the road through Khazad-dûm – or the black pit of Moria as it has hence become known. Although its halls may seem quiet and empty, traversing such a path is not without risks. Too much noise and commotion could wake whatever lies within the darkness – something that will no doubt happen if two rival Battle Companies meet within the realm of Moria.

CHASMS – Like Goblin-town, the halls of the Dwarves are built over a seemingly bottomless pit. Those that lose their footing and fall into the black pit are surely lost forever.

Any model that falls into the dark chasms, either by being pushed, failing a Leap test or any other reason, is slain – they have fallen into the depths of the mountains. Additionally, models removed from play in this way suffer a -1 penalty to their rolls on their relevant Injury chart.

THE SOUND OF BATTLE – As the two Battle Companies engage, the sound of their conflict echoes within the halls and tunnels of the mountain kingdom, drawing to them all manner of Evil from the mountain's depths.

At the start of the game, before deployment, place three markers on the board – one in the centre and the others exactly 12" from the centre towards each player's board edge. From turn 3 onwards, at the end of each turn, roll a D6. On a 4+, the Goblins of Moria have been drawn to the battle. Place a single Moria Goblin with shield in base contact with each marker. The Goblins will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model from either Battle Company by the shortest possible route. If this is not possible, they will move as quickly as possible towards the nearest model from either Battle Company. Note that even if you are using a Moria Battle Company, these extra Goblins will still attack your Moria Goblins – they are clearly from a rival company!



NARRATIVE CAMPAIGN

Over the course of the next few pages, we are going to present you with a Narrative Campaign to use with your Battle Company. This follows a similar principle to previous Battle Companies campaigns, so those of you that have played through other campaigns will have some idea as to how the campaign will work.

This campaign is designed for you to take a starting Battle Company and embark on a narratively driven story, where your company will grow and improve as they face all manner of foes. In the Narrative Scenarios, your Battle Company will face a pre-determined force that will provide the essence of the campaign, and each one will be slightly harder than the last to ensure that your company is always challenged, even as they progress.

The campaign has been written with Good Battle Companies in mind; however, this does not mean you cannot use an Evil Battle Company instead. Each Scenario will have a "What if I'm using an Evil Battle Company?" section at the end of it to account for this. For all of you out there who are champions of darkness, fear not! Keep an eye out for an Evil themed campaign in a future publication.

Once you have gathered together your group of friends to play the campaign, and all chosen your respective Battle Companies (it works best if everyone has a different one), you can all begin the campaign. The first Scenario you will all need to play is Skirmish in Bree; this is designed to be played with a starting Battle Company and will provide the beginning of the story your Battle Companies will be taking part in.

Each player should play this as their first game to give everyone the same opportunities to gather extra Equipment for their company. It is also a good idea to get another player to use the opposing force in each of the Narrative Scenarios, which will make the games far more interesting. The best way to go about this is for everyone to pair up with a partner and play two games; one player using the company whilst the other uses the opposing force, and then swapping over.

After this we recommend playing at least one, but up to three, Battle Companies games between the members of your group before moving on to the second Narrative Scenario. As the Narrative Scenarios get progressively harder, this will allow you to progress the members of your company enough to successfully undertake each Scenario in turn – and as the Scenarios do get harder, this is rather sensible to do! This will mean that by the time you have reached the final Narrative Scenario, you will have played four other narrative Scenarios and as many as 12 other games of Battle Companies as shown in the chart below:

- Skirmish in Bree
- 1-3 games of Battle Companies
- The Ruins of Annúminas
- 1-3 games of Battle Companies
- Ambush in the Hills
- 1-3 games of Battle Companies
- Ice Bay of Forochel
- 1-3 games of Battle Companies
- The Drake's Treasure

Each of these scenarios features a special Rewards table that Battle Companies may roll on if they are victorious in the Scenario in question. These feature a selection of interesting and unusual rewards that cannot usually be obtained – and many are entirely unique to the campaign. Should your company be victorious in the final Scenario, the Drake's Treasure, the rewards will be substantially better!

JOURNEY TO THE BLUE MOUNTAINS



Your company's most recent exploits have taken them towards the north of Middle-earth, and after wandering the wilderness for a few days, they have reached the village of Bree. Weary from their travels, the company decides to pay a visit to the Prancing Pony in order to rest, restock their supplies, and enjoy good food and ale (all good stories begin in the pub, after all). The company are met with strange glances and muttering under breath; those within the tavern are unused to strangers in their lands and are suspicious of the group.

Not wanting to draw too much attention, the company finds a quiet corner of the Pony to sit down in and begin to talk amongst themselves about their finds from their most recent outing. As the hours go by, the spirits of the company rise; the warmth of the fire and the plentiful spread contributing greatly. Soon the company is singing songs from their lands, and telling stories of their past adventures. Whilst many of the Breelanders ignore the company, the odd one or two listen intently, hanging on every word.

Amid the raucous singing and tales of grandeur, the leader of your company is approached by an old man leaning heavily upon his walking stick. The man's face is mostly concealed by a long grey beard and faint blue hood that matched the robes he is clothed in. Though he appears frail, the man speaks with authority; his voice commanding great respect. He speaks to the company's leader at length, regaling stories and myths of a beast that roamed the lands near the northern-most peak of the Blue Mountains, and the treasure that lies within its lair, before leaving the company's leader to his own thoughts.

With stories of treasure at the forefront of his mind, the company's leader gathers his companions, informing them of what he has just learned from the mysterious old man. The company engages in much discussion about the likelihood of this story being true, and if so, what they should do. In the end, they decide that if the treasure is even half of what the tales say, then it is simply too much to ignore and leave in the northern mountains. They decide to venture north and lay claim to the treasure for their masters, and the glories that go with it.

Sending a message home to their lord, the company orders another round of ale, from a now very tired Barliman Butterbur, and begin laying the plans for their long journey to the very north of the Blue Mountains...



NARRATIVE SCENARIO 1

SKIRMISH IN BREE

The following morning, your company prepares to leave the Prancing Pony and begin the long journey north. Yet as they exit the front doors of the tavern, they become aware of a strange feeling that something is not quite the same in the village of Bree as it was the night before. The streets are quiet and very few of the locals can be seen.

As the company looks closer at their surroundings, they notice in the alleyways and shadows that there are a collection of unpleasant looking men, many of which are clutching clubs, whips or other crude weaponry. The company had not been as subtle with their planning as they had first

thought, and word of the prosperity that their mission could yield has reached the ears of these Ruffians, who have decided that they quite fancy a share of the wealth that these outsiders clearly possess – and they do not want to wait long to get it.

Your company must now fight their way out of the village, through the rabble of Ruffians, and escape to the relative safety of the wilderness outside of Bree. Though these men are no match for the training of your company, their superior numbers could prove to be hard for the company to deal with...

LAYOUT

The board represents the village of Bree, and as such should have plenty of houses and buildings on the board. In the centre should be the Prancing Pony, with the door facing towards the southern board edge.

STARTING POSITIONS

The Battle Company deploys within 3" of the front door of the Prancing Pony. The Ruffians then deploy anywhere at least 12" away from any member of the Battle Company – it is a good idea to spread them out so that they can cover all routes of escape.

OBJECTIVES

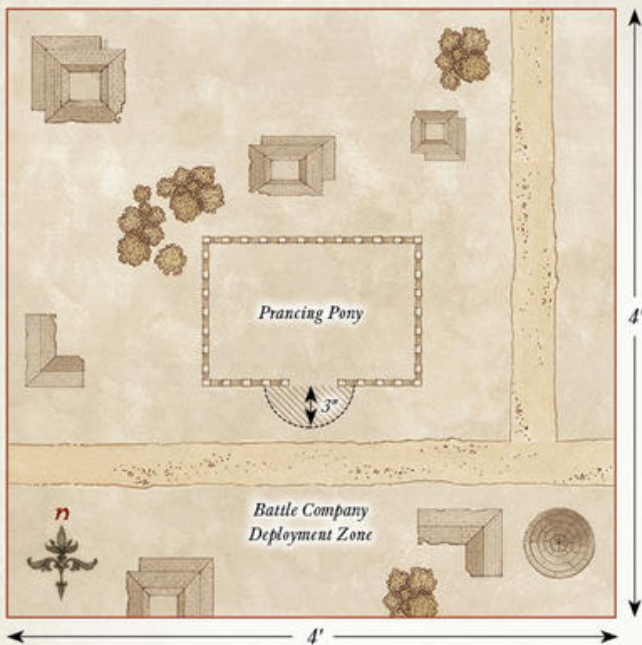
Your company must evade the clutches of the Ruffians and escape the village of Bree unscathed. The Ruffians are trying to beat down the company in order to claim whatever riches they can. The game lasts until there are no models from the Battle Company left on the board.

Victory – At least 50% of your Battle Company escape the board via the required board edge.

Defeat – Less than 25% of your Battle Company escape the board via the required board edge.

Draw – Any other result.





PARTICIPANTS

Your Battle Company.

12 Ruffians.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 *Your company escapes Bree without having lost any wealth, and has even picked up a bit extra on the way. Your company gains an additional 1 Influence Point.*
- 2 *One member of your company has paid another trip to the Pony and brought back a cask of Bree's finest ale. One Hero in your company may add a Dwarven Brew to their equipment.*
- 3 *One of the Ruffians has had a change of heart, and has expressed an interest in joining your company on their journey. Permanently add a Ruffian to your Battle Company. They cannot gain Experience and therefore cannot become a Hero.*
- 4 *As they make their way north, the company passes a trader, one who deals in weaponry of all kinds. Each member of your company may exchange their hand weapon for any other kind of hand weapon without spending Influence Points.*
- 5 *As they leave the gates of Bree, a local approaches them and offers their knowledge of the lands to the company. Add a Local Scout to your company's roster.*
- 6 *Following their handling of the Ruffians, Barliman Butterbur approaches the leader of your company, offering them a horse from his stables as a thank you. Your leader may be mounted on a horse without spending Influence Points, even if they couldn't usually do so.*

SPECIAL RULES

Escape the Village – *The company must escape Bree, and they aren't too bothered in what way they manage this.*

At the start of the game, after both forces have been deployed, roll a D6 to find out which board edge the Battle Company must escape from.

D6 Result

- 1 The Ruffian player may choose which board edge the company must escape from.
- 2 The company must escape via the eastern board edge.
- 3 The company must escape via the western board edge.
- 4 The company must escape via the northern board edge.
- 5 The company must escape via the southern board edge.
- 6 The Battle Company's controlling player may choose which board edge the company must escape from.

A Petty Squabble – *Whilst the Ruffians are willing to hurt the company to obtain their riches, they are not intending to cause any permanent harm, bar maybe the odd bruised ego.*

Ruffians may not use their bows in the Shoot phase. Additionally, all members of your company removed as a casualty automatically make a Full Recovery. There is no need to roll.

Important Knowledge – *It is the company's leader that has all the details of their journey, and should they fall to the Ruffians, the company may be lost without them.*

If the leader of your company is removed as a casualty then the best result the company can achieve is a draw.

WHAT IF I'M USING AN EVIL BATTLECOMPANY?

If you are playing an Evil Battle Company, then the Breelanders are probably more likely to be trying to protect their lands rather than rob your company. Any members of your company that are removed as a casualty must roll for Injuries as normal. If you roll a 6 on the Rewards table, it is safe to assume that your Battle Company stole the horse, rather than were gifted it!



NARRATIVE SCENARIO 2

RUINS OF ANNÚMINAS

Your company has spent many days trekking northwards into the ancient and forgotten realm of Arnor, and as they continue on their journey, they are drawn towards the great ruins of what clearly was a former city upon the shores of the Nenuial. The ruins are that of the ancient city of Annúminas, an ancient seat of power in Arnor before it fell into ruin and the kings moved to Fornost.

Though they have long since crumbled and faded, small hints of the former grandeur and extravagance of the halls that once stood here still lingers on, and the company stand in awe within the city's broken walls. However,

the company soon realises that they are not alone within the ruins of Annúminas; the sound of metal scratching on stone and the unmistakable Orcish howls can be heard, and from deeper within the ruins a faint, eerie glow can be seen.

Weary from their travels, the company is in desperate need of a place to rest, but they must clear the ruins of the Orcs or they will be cut to pieces as they sleep. They must now venture into the overgrown ruins of the once great city, clambering over the fallen stones, broken walls and gnarled roots to engage the Orcs, and whatever else they find, in a battle for control of this former seat of power.

LAYOUT

The board represents the ruins of the seat of Annúminas, and should be covered in ruins and rubble. Five of the sections of ruins should be more substantial than the rest but not within 12" of the southern board edge; these are where the markers will be placed for the Haunted Ruins. The edges of the eastern and western board edges should be densely packed with trees and bushes.

STARTING POSITIONS

The Angmar player splits their Orcs into five equal groups, and then deploys each group anywhere within a different ruin. The Barrow-wight is kept aside for later. The Battle Company is deployed anywhere within 12" of the southern board edge.

OBJECTIVES

The company must clear the ruins of their foes, before they are themselves forced out by the Orcs and evil spirits.

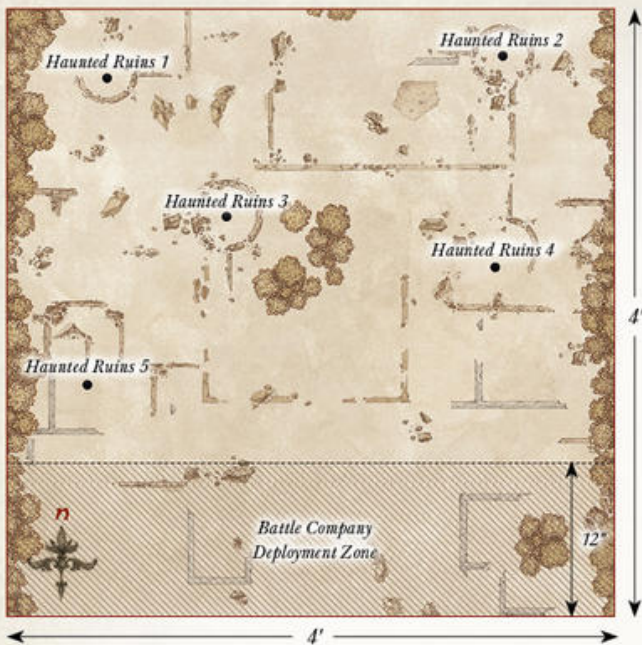
The game lasts until the end of a turn in which one force has completed their objective.

Victory – The Barrow-wight has been slain.

Defeat – Your Battle Company has been wiped out.

Draw – Both sides complete their objective in the same turn.





SPECIAL RULES

This Scenario uses the rules for Haunted Ruins provided on [page 85](#). The Barrow-wight does not deploy as usual, but instead deploys using the rules for the Haunted Ruins. However, the Barrow-wight will act under the control of the Evil player rather than as described on [page 85](#).

Fell Beings of Angmar – *The Orcs within the ruins draw their strength from the Barrow-wight, and seem all the more terrifying when it is around.*

All Orc models from the Angmar force gain the Terror special rule whilst within 3" of the Barrow-wight.

Slayer of Spirits – *It is no easy task to fell a Barrow-wight, and any who should accomplish such a feat will not forget the lessons learned.*

Any model that slays the Barrow-wight gains an additional 1 Experience Point.

PARTICIPANTS

Your Battle Company.

1 Barrow-wight, 4 Angmar Orcs with shield, 4 Angmar Orcs with spear, 2 Angmar Orcs with two-handed weapon, 2 Angmar Orcs with Orc bow, 3 Orc Trackers.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- | D6 | Result |
|----|---|
| 1 | <i>A few small trinkets from the past still remain, some of which will fetch a good price. Your Battle Company gains an additional 1 Influence Point.</i> |
| 2 | <i>After clearing the ruins of the evil within them, the company finally earns some rest and time to treat their wounded. Do not make any Injury rolls for the members of your company – they all count as making a Full Recovery.</i> |
| 3 | <i>Underneath a newly unearthed stone, your company finds an ancient dagger that has some form of writing inscribed upon it. One Hero in your company may have this Ancient Dagger. This is a dagger. Additionally, when making Strikes with the Ancient Dagger, the bearer never needs more than a 5+ To Wound an enemy.</i> |
| 4 | <i>The leader of your company notices a small amount of Kingsfoil growing around the remains of a smaller pillar. Your leader gains the Healing Herbs piece of equipment.</i> |
| 5 | <i>As the Barrow-wight lets out a final screech, their blade clatters to the floor. This wicked-looking blade is still sharp, and seems to have some strange power upon it. The leader of your Battle Company may have the Barrow-wight's blade. This is a sword with the Bane of Kings special rule.</i> |
| 6 | <i>As your company sweeps the area, one member stumbles across a curious sharp stone; one that is jet black and has a strange feel about it. One Hero in your company may have this stone shard – this is a small piece of wargear. Once per game, so long as the bearer is on the battlefield, the controlling player may choose to re-roll their Priority roll.</i> |

WHAT IF I'M USING AN EVIL BATTLECOMPANY?

There is no difference in this Scenario. The Orcs are still trying to kill you and you must still slay the Barrow-wight in order to claim victory!



NARRATIVE SCENARIO 3

AMBUSH IN THE HILLS

As the company continues the long journey northwards from Annúminas, they must travel around the shores of Lake Nenuial before venturing into the Hills of Evendim. The hills go on for many leagues, and will take the company a few days to cross. Yet, as the fog begins to descend upon them, the company realises that they can go no further and must wait for daybreak to continue onwards.

Needing to find a place to rest for the night, the company sets up camp in a sheltered valley among the hills and lights a bonfire to keep warm. Around the fire spirits are high; stories of past adventures are shared and

the remaining ale from the Prancing Pony is drunk as the company sits around the warm glow of the flames. Yet as the company relaxes under the stars and briefly lets down their guard, they have no idea of the danger they are actually in.

From somewhere in the fog, the howls of Wargs can be heard, and soon the company realises that they have been tracked by a pack and now sit surrounded. The company must fight together and use what little light the fires give them to fend off the attacking Wargs in order to survive.

LAYOUT

The board represents your Battle Company's campsite and the hills that surround it. In the centre of the board is a campfire. There should be four hills placed as shown on the map.

STARTING POSITIONS

Your Battle Company deploys within 3" of the campfire. The Wargs then deploy anywhere upon any hill.

OBJECTIVES

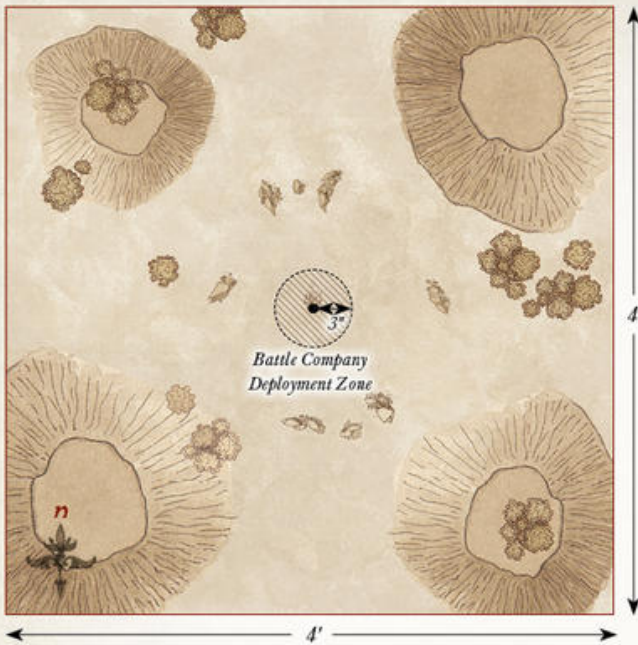
Your company must fend off the Wargs quickly, before their howls draw even more to your camp. Should your company manage to fell the pack's leader, the other Wargs may begin to flee. Once the Warg force has been Broken, the game may suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

Victory – Your Battle Company is unbroken.

Defeat – Your Battle Company has been wiped out.

Draw – Any other result.





SPECIAL RULES

Fog on the Hills – *A layer of thick fog has descended upon the hills of Evendim, reducing visibility for those upon them.*

All models on the battlefield can only see up to a distance of 6".

The Bonfire – *Illuminating the area around it, the flames allow those nearby to be seen clearly, but also strike fear into the Wargs as they approach.*

Models within 6" of the bonfire can be seen at distances up to 12". Additionally, Wild Wargs (but not the Chieftain) must pass a Courage test in order to Charge an enemy model within 3" of the bonfire.

The Pack Leader – *The presence of the Warg Chieftain keeps the other Wargs around; should it be slain, the other Wargs will surely flee.*

Whilst the Wild Warg Chieftain is alive, the Warg force does not break. As soon as the Wild Warg Chieftain has been slain, the Warg force will immediately break.

Ravenous Wargs – *The Wargs are hungry and do not want to miss what they believe will be an easy meal.*

The Wargs must always move towards the Battle Company, charging if possible.

PARTICIPANTS

Your Battle Company.

1 Wild Warg Chieftain, 18 Wild Wargs.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6	Result
1	<i>Warg teeth can fetch a good price if you know where to sell them, and your company wastes little time in collecting a few to sell off later. Your company immediately gains an additional 1 Influence Point.</i>
2	<i>Hidden atop one of the hills, beneath a pile of rocks, is a strange cloak that when worn seems to allow the bearer to blend into their surroundings. One Hero in your Battle Company may be given a Concealing Cloak.</i>
3	<i>The Warg Chieftain's fur would make for a good pelt for keeping warm, and warding off those thinking of attacking the wearer. One Hero in your Battle Company may wear the Warg Pelt. Whilst they do, they cause Terror.</i>
4	<i>As your company chases off the last few Wargs, they are approached by a grim looking man clad in green and grey and carrying a bow. After talking with your leader, he offers to aid your company in their quest. Permanently add a Dúnedain to your Battle Company. They cannot gain Experience and will roll on the Hero Injury chart when necessary.</i>
5	<i>The heroism shows by the company's leader has been nothing short of valourous; and they will surely be rewarded in time. Your Battle Company's leader (or another Hero, if they did not participate in the game) gains a single Point of either Might, Will or Fate, up to the maximum for their chosen path.</i>
6	<i>As your company continues on their way, they stumble upon the remains of a corpse, clearly some poor man that encountered the Wargs before they did. At his side is a large bow of exceptional make. One Hero in your company may add a great bow to their wargear.</i>

WHAT IF I'M USING AN EVIL BATTLECOMPANY?

If you roll a 4 on the Rewards chart, you do not gain a Dúnedain for your company. Instead, you may make an additional free roll on your company's Reinforcement chart instead.



NARRATIVE SCENARIO 4

ICEBAY OF FOROCHEL

The company continues their journey north, through the ruins of the former kingdom of Arnor and across the vast plains that make up the northern wastes. As they travel, they notice that the air begins to chill and the wind bites as it whooshes past. Frost begins to appear underfoot, which itself is soon replaced by snow. After a few more days' travel, the company find themselves faced with the great Icebay of Forochel.

This great expanse of water runs for many miles to both the east and west and, with their provisions running low, the company knows that attempting to go around it is not an option. As they scour the frozen banks of the Icebay, they come across a boat frozen on the banks, and after a

few hours manages to free it from bay's icy grasp. Clambering aboard, the company begins to row across the bay, and towards the mountain peaks that can be seen in the distance.

Yet, as the company approaches the shores on the other side of the Icebay, they can see a group of rough and unpleasant looking men standing on the banks, crude weapons in hand. As the boat grinds to a halt against the sheet ice, the company must disembark, and as they do so the tribal men roar as they make haste across the ice towards them. The company must fight to reach the safety of the banks, and must fight their way through the tribesfolk to achieve this.

LAYOUT

The board represents the banks of the Icebay of Forochel, and the ice that protrudes over the lake. Draw a line between the centre of the northern board edge and the centre of the western board edge; everything towards the north-west of that line is the banks of the Icebay as shown on the map, and should include the odd pile of rocks or small houses. The rest of the board is the sheet ice that extends out over the lake.

STARTING POSITIONS

Your Battle Company deploys anywhere within 12" of the south-east corner of the board. The Tribesfolk force then deploys anywhere on the banks of the Icebay.

OBJECTIVES

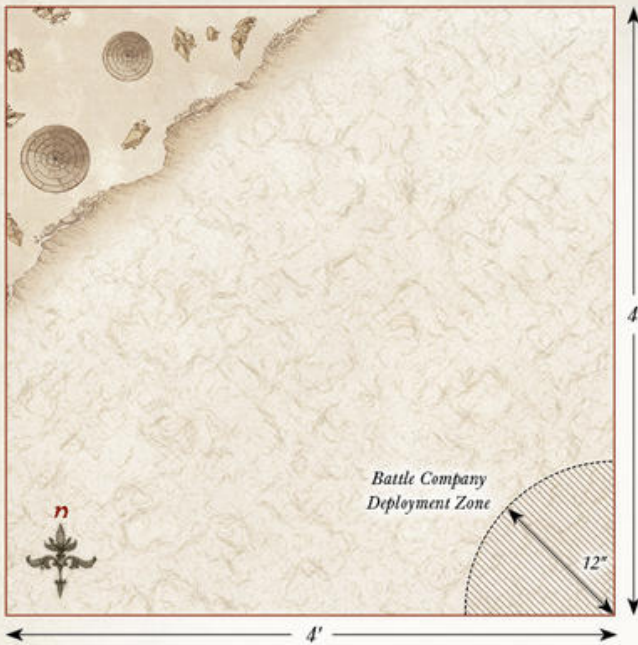
The company must reach the relative safety of the banks of the Icebay before they suffer too many casualties. The game lasts until the end of a turn in which one force completes their objective.

Victory – All surviving members of your Battle Company are wholly within the banks of the Icebay during the End phase of a turn.

Defeat – Your Battle Company has been reduced to 25% of its starting numbers.

Draw – Both sides complete their objective in the same turn.





PARTICIPANTS

Your Battle Company.

2 Tribesfolk Captains, 4 Tribesfolk with shield, 4 Tribesfolk with two-handed axe, 4 Tribesfolk with bow.

**The Tribesfolk Captains use the same profile as the Dunlending Captain, the Tribesfolk use the same profile as Dunlending Warriors.*

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6	Result
1	One of the Tribesfolk dropped a small purse containing a number of coins. Your Battle Company gains an additional 1 Influence Point.
2	Not wanting to see any more bloodshed, the remaining Tribesfolk offer your company shelter and rest. Do not make any Injury rolls for the members of your company – they all count as making a Full Recovery. However, models that were removed as a casualty by falling through the ice must still roll as normal.
3	One of the Tribesfolk approaches the leader of your company and asks for forgiveness and to join your company's cause. Permanently add one Tribesfolk to your company. The Tribesfolk follows the profile for a Dunlending Warrior.
4	An old man approaches your company, claiming to have some strange powers, and offers his services to your company. Permanently add a Sage to your Battle Company.
5	Encased in a block of ice upon the banks of the Icebay is a small amulet, its engravings hint at some strange power upon it. One Hero in your Battle Company may have this amulet. Whenever a friendly model within 6" of the bearer suffers a wound, roll a D6. On the roll of a Natural 6 the wound is ignored.
6	One of the Tribesfolk offers your company an expertly crafted axe, one that is finely balanced and can be swung with ease. One Hero in your company can be given a Master-forged two-handed axe.

SPECIAL RULES

Treacherous Footing – *The ice is rather slippery, and those who are not careful may slip and fall.*

The ice follows the same rules for Slippery Walkways, as presented on [page 87](#).

Breaking the Ice – *As the forces fight atop the ice, there is a chance it may break and they will fall through.*

At the end of each model's Movement where they are at least partially on the ice, roll a D6. On a 2+ everything is fine. On the roll of a 1, they slip – roll a further D6. On a 6, the model keeps their footing, however, they may only move half their Move allowance next turn. On a 2-5, the model is knocked Prone. On the roll of a 1, the ice breaks and the model falls into the freezing waters of Forochel – remove the model as a casualty. Any model from your Battle Company removed in this way suffers a -1 penalty when making their Injury roll.

WHAT IF I'M USING AN EVIL BATTLECOMPANY?

If you are using an Evil Battle Company, then if your company is victorious and rolls a 4, do not add a Sage to your company. Instead you may add a Shaman to your Battle Company, as described on [page 26](#).



NARRATIVE SCENARIO 5

THE DRAKE'S TREASURE

After weeks of travelling across the various terrain of Middle-earth; scrambling through the ruins of Annúminas, navigating the Hills of Evendim and traversing the treacherous Icebay of Forochel, the company finally stands at the base of the northernmost peak of the Blue Mountains. The company has endured much in the weeks since setting out from Bree; harsh weather has impeded their progress, and their encounters with Orcs, Wargs and other beings have seen many lose their lives, with the survivors never being the same again.

There is little noise to be heard as they begin to scale the mountain slopes, save for the sound of the icy winds that gnaw at the company, and the falling stones dislodged by the company's scrambling upwards. Eventually, the company comes across a flat area of rock with a large opening hewed

into the mountainside. From within the bowels of the mountain, a faint sound of growls can be heard; the company had found the beast's lair. Readying their weapons and steeling their nerves, the company ventures inside.

As the company steadily creeps down the cave's entrance, over the bones and remains that litter the floor, a faint golden glow can be seen ahead. Entering the central chamber, the company is greeted with two extraordinary sights; the huge piles of gold, treasure and jewels that line the cave floor, and a great draconic beast guarding its hoard. The great Cave Drake lets out an almighty roar, one that draws the Goblins of the mountains into the cavern. The company must fight to the death in order to survive; they will either slay the beast and lay claim to its treasure, or they will perish beneath the Blue Mountains...

LAYOUT

The board represents the Cave Drake's lair, and as such should be dotted with rocks and piles of its treasure hoard. The treasure piles should be placed so that models can move over them, though they will count as difficult terrain (walking over piles of gold is no easy feat!).

STARTING POSITIONS

The Cave Drake is deployed 12" from the centre of the northern board edge, as shown on the map. The Battle Company is then deployed anywhere within 12" of the centre of the southern board edge. The Goblins are split into two equal groups; one group is deployed within 6" of the centre of the eastern board edge, the other is deployed within 6" of the western board edge.

OBJECTIVES

This is a fight to the death; the company must slay the Cave Drake and the Goblins, or die in the attempt. The Scenario continues until once force is wiped out – it's do or die!

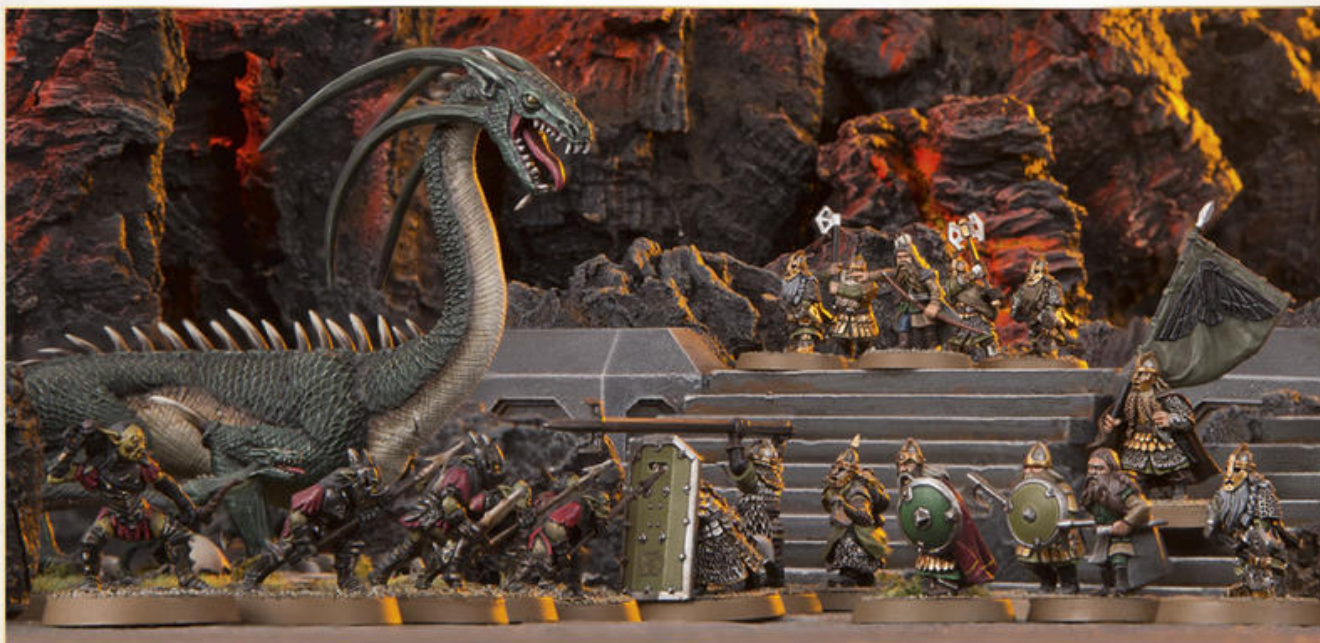
Victory – The Cave Drake and all Goblins have been slain.

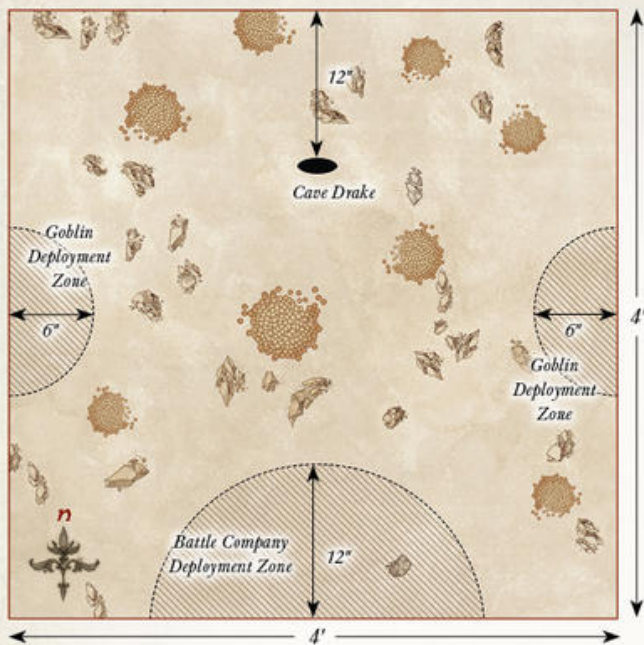
Defeat – The Battle Company has been wiped out.

Draw – Both forces are wiped out in the same turn.

WHAT IF I'M USING AN EVIL BATTLECOMPANY?

There is no difference in this Scenario.





SPECIAL RULES

The Last Stand – The company knows that this is their final test, and they will not back down under any circumstances. Neither side will Break in this Scenario, they will simply fight until one side has been wiped out!

The Drake's Lair – The company has entered the Cave Drake's nest, and it will ferociously protect it at any cost. Do not place a marker for the Cave Drake's Protect the Nest special rule as normal; instead, the Cave Drake always counts as being within 3" of the marker and so will always gain the benefits.

PARTICIPANTS

Your Battle Company.

Cave Drake, 4 Moria Goblins with shield, 4 Moria Goblins with spear, 4 Moria Goblins with bow.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives. In addition, your Battle Company receives D6+6 Influence Points for winning, rather than the normal amount.

D6 Result

- 1 *The Company searches the treasure hoard but, aside from the vast wealth, finds nothing of serious usefulness. Yet the journey has taught many lessons and strengthened those that have survived.* Every **Hero** in your Battle Company gains a single Point of either Might, Will or Fate – this can even be used to take your **Hero** above the usual maximum of 3/3/3.
- 2 **Armour of Arthedain** – *This armour is finely detailed with heraldry of a forgotten kingdom and was forged to protect the bearer from all but the most devastating of blows.* A single **Hero** in your Battle Company may be given the Armour of Arthedain. This is heavy armour. Additionally, a model wearing this armour will only ever suffer a wound on the roll of a natural 6.
- 3 **Cirklet of Annúminas** – *Crafted by the Elves as a gift to an ancient king of Arnor, this circlet is imbued with a strange power, protecting the bearer from any unfriendly magic that may be directed towards them.* A single **Hero** in your Battle Company may be given the Cirklet of Annúminas. A model wearing this always counts as having had the Fortify Spirit Magical Power cast upon them. This is always in effect, even if the **Hero** has 0 Will remaining.
- 4 **Shield of Arnor** – *This shield was once carried into battle by the kings and princes of Arnor, and it was believed that it could protect the bearer and deflect an incoming blow back towards the attacker.* A single **Hero** in your Battle Company may be given the Shield of Arnor. This is a shield. Additionally, each time an enemy model makes a Strike against a model with the Shield of Arnor and fails To Wound them, roll a D6. On a 6, the model that made the Strike suffers a wound.
- 5 **Daggers of Gondolin** – *These daggers were crafted in the ancient Elven city and are finely balanced, allowing the bearer to fight with unrivaled swiftness in battle – quite how they came to reside in the Drake's hoard is a mystery.* A single **Hero** in your Battle Company may be given the Daggers of Gondolin. These are a pair of Elven-made daggers. Additionally, the bearer of these daggers adds 1 to their Attacks characteristic when they fight with them and may re-roll failed To Wound rolls when making Strikes. A model with these daggers may not use a shield or missile weapon when they fight with them.
- 6 **Axe of the Blue Mountains** – *Buried under a pile of gold and jewels, this expertly crafted axe is of Dwarven make and was probably forged within the Dwarven holds of the Blue Mountains. Such is the craftsmanship of this weapon that the wielder can land a devastating blow with remarkable ease.* A single **Hero** in your Battle Company may be given the Axe of the Blue Mountains. This is a Master-forged two-handed axe. Additionally, each wound dealt by this weapon is subject to the Mighty Blow special rule.

Results 2-6 will add an extra 30 points to the value of whichever model is carrying the item they have gained when working out your Battle Company's Rating.

MAP-BASED CAMPAIGNS

Whilst the Journey to the Blue Mountains Narrative Campaign takes your Battle Company on a specific journey with an end goal, a map-based campaign is a whole different experience entirely. Battle Companies spend huge amounts of time travelling across Middle-earth, traversing all kinds of various terrain as they set about accomplishing whatever tasks they have been set; and a map-based campaign allows you and a group of friends to fight over all of Middle-earth as your companies vie for control of it.

Over the next few pages we are going to present to you a simple and fun map-based Battle Companies campaign that's ideal for 4-10 players – although you can have more if you don't mind it getting a tad hectic!

HOW DOES IT WORK?

The first thing you will need to do is gather a group of players for your campaign, and then get them all to gather together their starting Battle Company – an even number works much better for this, so if you have an odd number try to encourage another player to join! Players are free to use any Battle Company they wish, though we feel the campaign works best when each player uses a different company; that way each player is representing a different faction or region, which adds to the excitement of the campaign.

We recommend between 4-10 players for this campaign, as that way the map does not get too crowded and each faction has room to expand their own territories. However, this is by no means a hard and fast rule, and if you want to have more players in the campaign, that is absolutely fine – just be prepared for some companies to be right on top of each other from the start!

Once you have gathered your players and they have chosen their Battle Companies, each player will need to choose their starting location. These are all spaces in the wilderness of Middle-earth where your Battle Company currently resides, and are denoted on the map by the shaded yellow hexes and the ✨ symbol. As there are only 10 of these starting locations on the map, if you have more than 10 players in your campaign, you will have to agree on some other starting locations for the extra players.

When selecting starting locations, randomly determine an order for players to choose them in. The first player may select any of the starting locations; the second player may then choose any of the remaining starting locations, and so on until each player has a starting location for their Battle Company. Once every player has chosen where their company will start, you are ready to play!

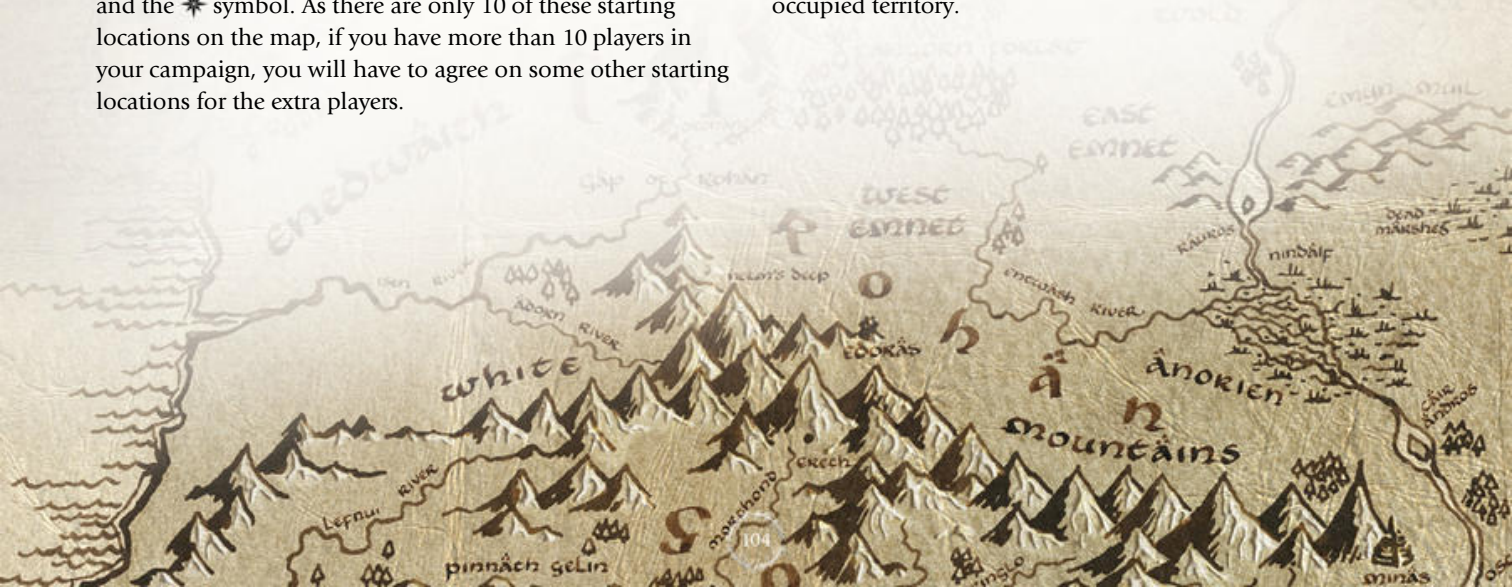
The map-based campaign is played using a series of turns, each of which is made up of a number of phases as explained below:

- Campaign turn begins
- Expansion phase
- Battle phase
- Consolidation phase
- Turn ends

EXPANSION PHASE

At the start of each campaign turn, each player's Battle Company gets the chance to expand the number of territories that they own. Starting with the player with the smallest Battle Company Rating, and then the player with the next smallest Battle Company and so on, each player may take control of an unoccupied territory that is adjacent to any territory already controlled by the Battle Company.

An unoccupied territory is any hex that is not controlled by any player. A hex controlled by a player is an occupied territory.



BATTLEPHASE

Once each player has completed the Expansion phase, it is time to organise some games. There is no set rule for how to pair players up for the games; anyone can play against anyone else regardless of how far apart they are on the map. There are many ways you can arrange who plays who, either by having players challenge each other, drawing names out of a hat, or organising a round robin style 'fixture' list so that players will play their games in a set order – the choice is really up to you, and there are many ways you can do this. If certain players are battling over specific territories, and both of them wish to fight each other, this can be a good reason to have them fighting – just be careful not just to do this every turn, as doing so will mean they only ever play each other rather than the rest of the group.

The most important thing is to ensure that every player has a game, that way one player doesn't just race off and play everyone first so that their Battle Company becomes far more experienced than everyone else's. Making sure players all play the same number of games keeps it fair for everyone!

In smaller campaigns with between four and six players, you can, if you wish, play more than one game in a Battle phase in order to help all players expand that bit quicker and reach each other's territories sooner.

After each game, players will need to go through the post-game sequences as laid out in the War's Aftermath section on [page 6](#).

CONSOLIDATION PHASE

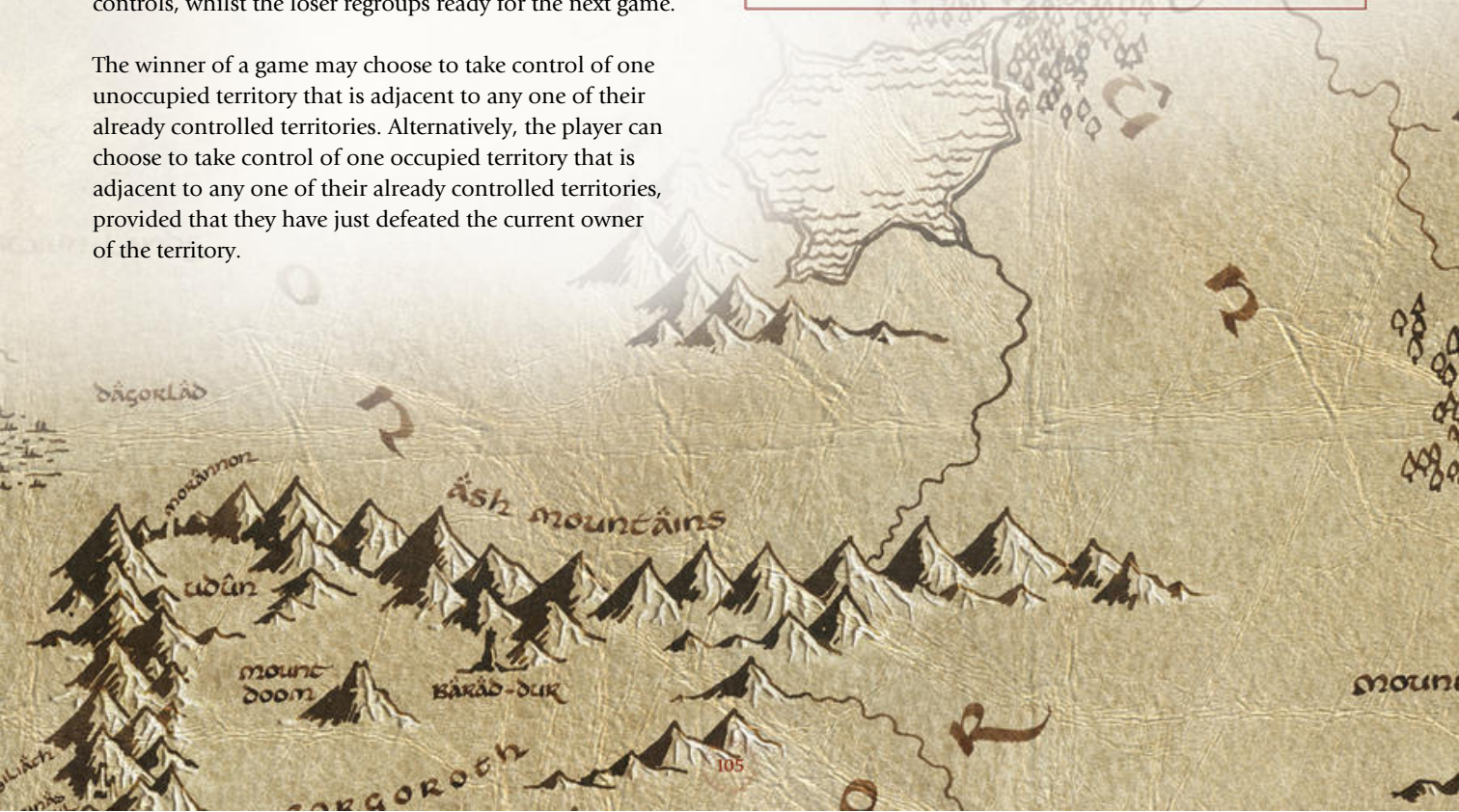
After players have played their game and gone through the War's Aftermath section, the winner of the battle gets the chance to expand the lands that their Battle Company controls, whilst the loser regroups ready for the next game.

The winner of a game may choose to take control of one unoccupied territory that is adjacent to any one of their already controlled territories. Alternatively, the player can choose to take control of one occupied territory that is adjacent to any one of their already controlled territories, provided that they have just defeated the current owner of the territory.

Example 1: Jay has just won a game of Battle Companies and, as he is only adjacent to unoccupied territories, chooses one of them to claim for his Battle Company.



Example 2: Here, Jay's Minas Tirith Battle Company has just defeated Ben's Moria Battle Company. Jay could choose to take control of territory A as he was victorious and it is currently unoccupied. Jay could also choose to take control of either territory B or territory C as both are owned by Ben, who Jay has just defeated in the previous game. Jay could not choose to take control of territory D as it is owned by Adam's Easterling Battle Company and, although he was victorious, Jay would need to defeat Adam specifically to lay claim to that territory.



If, for whatever reason, a player is victorious but cannot claim a territory using the criteria provided, they instead receive a bonus D6 Influence Points.

The losing player does not get to take a territory; however, as their company is busy regrouping and planning their next attack, they will receive a small bonus in their next game.

If a player lost their previous game then they may choose whether they are the Attacker or Defender in the next scenario (if this is relevant). If there is no Attacker or Defender in the next scenario, they may choose their deployment zone instead. If both players in a game lost their previous battle, neither player gains these benefits – the planning and efforts of both Battle Companies cancel each other out.

In this campaign, turns don't take very long at all, probably no more than an hour each. This means that you can get a good few turns of the campaign in each time you meet up with your gaming group and the campaign will progress at a very reasonable pace.

WINNING THE CAMPAIGN

When you start a campaign, you will need to determine when the end point will be so that you can establish an eventual winner. At the end of the campaign it will be the player with the most Campaign Points that will be declared as the victor (we'll explain how to score points later in this section).

Much like organising which players will play against each other, there is no right or wrong way to choose the end point for your campaign; it is really whichever best fits your particular gaming group. There are many ways to choose an end point; some ideas are listed below:

- You could play until each player has completed a set number of turns, at which point the player with the most Campaign Points is the winner.
- You could play for a set number of weeks or months, at which point the player with the most Campaign Points is the winner.
- You could play until one player reaches a pre-determined number of Campaign Points, and the first to reach that limit is the winner.

CAMPAIGN POINTS

A map-based campaign is won by obtaining points. Battle Companies earn points depending on the number and type of territories that they hold. Points are always calculated at the end of a turn, so any new territories claimed in a turn are not added onto the Battle Company's total until the turn ends.

There are two types of territories: Wilderness Territories and Special Territories, and each is worth a different number of points.

Wilderness Territories are quite simply any hex that is not a Special Territory; this includes the starting locations. Wilderness Territories are worth one Campaign Point.

Special Territories are those areas of Middle-earth that have a much greater significance than the others – they are determined on the map by the shaded red hexes. Special Territories are worth 5 Campaign Points. Additionally, each Special Territory has a unique special rule associated with it depending on what the territory represents. As long as a Battle Company holds a Special Territory, they gain the associated benefit. The list of Special Territories and their associated benefits are listed over the next few pages.




SPECIAL TERRITORIES


As mentioned previously, dotted around the campaign map is a selection of 30 Special Territories. These are not only worth significantly more Campaign Points, but each one also has a special rule associated with it – making them well worth fighting over, as they can very easily be the deciding factor in a campaign!

Over the next three pages we will highlight each of these Special Territories and the special rules associated with them. The special rule for each of these applies as soon as a Battle Company takes control of the territory, but is also lost as soon as a company loses control of the territory.


Each Special Territory will also have its own symbol on the map, making it easy to locate each at a glance.

 **ABRAKHÂN** – *The southern city of Abrahkân is a rich and wealthy city teeming with trade. Claiming the city will help fill the coffers of those that control it.*


At the end of each Battle phase, a Battle Company that controls Abrahkân gains an additional 1 Influence Point.

 **BLUE MOUNTAINS** – *The smiths of the Blue Mountains are amongst the very best of their kind, able to forge weapons of all shapes and sizes quickly, and with expert precision.*


A Battle Company that controls the Blue Mountains may swap their hand weapons for another type for free rather than having to pay an Influence Point to do so.

 **BRANDYWINE** – *Controlling the Brandywine River will allow a Battle Company to move swiftly along its waters, reaching areas far quicker than those on foot.*


At the end of each Expansion phase, a Battle Company that controls the Brandywine may roll a D6. On a 4+, they may immediately make another expansion just as if it was the Expansion phase. This additional expansion does not allow the controlling Battle Company to roll again after doing so.

 **CIRITH UNGOL** – *The spiders that live within the pass of Cirith Ungol are aggressive and venomous beings and, if caught, their venom can be used to coat the weapons of those brave enough to venture within.*


If a Battle Company controls Cirith Ungol then all of the models within the company benefit from the Poisoned Weapons special rule for all of their weapons.

 **DEAD MARSHES** – *Traversing the swamp-like lands of the Dead Marshes is no easy feat, yet those who are able to are unlikely to be easily slowed by other terrain in Middle-earth.*

If a Battle Company controls the Dead Marshes, then **Infantry** models in the company are not slowed by difficult terrain. Additionally, **Cavalry** models in the company may move at half of their Move allowance whilst within difficult terrain, rather than a quarter.

 **DOL AMROTH** – *A city of honour and chivalry, Dol Amroth has often shaped heroes of great valour.*


If a Battle Company controls Dol Amroth then any **Hero** models in the company may choose to re-roll the results on Progression charts. If they do this, they must take the second result.

 **EDORAS** – *The Rohirrim are famed for the horses they rear, and Edoras houses the great stables that are home to many horses that can be used by whoever controls the city.*


A Battle Company that controls Edoras may purchase horses or armoured horses for one fewer Influence point than they would normally pay. Alternatively, if the Battle Company cannot purchase horses normally, they will now be able to do so at the normal cost in Influence Points.

 **EREBOR** – *The halls of The Lonely Mountain are overflowing with gold, and whoever commands it will control its vast wealth.*

At the end of each Battle phase, a Battle Company that controls Erebor gains an additional 1 Influence Point.

 **ERECH** – *An eerie place embedded within the White Mountains, it is said that the dead linger within Erech, and they may just fight with those that control the Stone of Erech.*

At the start of each Battle phase, a Battle Company that controls Erech rolls a D6. On a 4+, a single Warrior of the Dead joins the Battle Company for the upcoming game. Immediately after the game is completed, the Warrior of the Dead fades to dust and is not added to your company's roster.

 **FANGORN** – *The gnarled and overgrown walkways of Fangorn Forest make it hard for any but those who know its paths well to traverse unimpeded.*

All models in a Battle Company that controls Fangorn gain the Woodland Creature special rule.



FORNOST – *This once great city is now in ruins, and creatures stalk the once glorious halls in search of unwary prey. Yet those that can set foot in Fornost and fend off such foes can hone their own skills and shape their future.*

If a Battle Company controls Fornost then any **Hero** models in the company may choose to re-roll results on Progression charts. If they do this, they must take the second result.



THE GREY HAVENS – *The Elven port of the Grey Havens is the gateway to the sea to the west, and can be used to access the other coastal regions of Middle-earth when needed.*

A Battle Company that controls the Grey Havens may expand into any unoccupied territory that is along the coastline of Middle-earth as if they were adjacent to them. They may do this either during the Expansion phase or during the Consolidation phase.



GUNDABAD – *The mountain fortress of Gundabad is a formidable stronghold, one that boasts an impressive armoury of wicked looking weaponry that a company could get great use from.*

A Battle Company that controls Gundabad may swap their hand weapons for another type for free rather than having to pay an Influence Point to do so.



ICEBAY OF FOROCHEL – *The waters of the Icebay of Forochel will chill those that swim in them to the bone. Those that can brave the freezing temperatures can easily swim almost any body of water.*

Models in a Battle Company that controls the Icebay of Forochel gain a bonus of +2 to all Swim tests.



IRON HILLS – *A mountainous region of rocky terrain, living within the Iron Hills requires a hardy nature and sure-footedness.*

All models in a Battle Company that controls the Iron Hills gain the Mountain Dweller special rule.



ISENGARD – *The tower of Orthanc contains within its walls one of the seeing stones, and those in control of Isengard could use it to their own advantage.*

Once per game, a Battle Company that controls Isengard can choose to have Priority rather than either player rolling as normal. This must be done before either player rolls their dice.



KĀRNA – *The haunted city within the depths of Harad is an evil place, and those that wish to brave its walls for any length of time will require a steely nerve.*

Models in a Battle Company that controls Kârna gain a bonus of +1 to their Courage value.



KHAND – *The Khandish are expert cavalymen; rearing numerous horses for their constant raids upon settlements and travelling bands that wander Middle-earth.*

A Battle Company that controls Khand may purchase horses or armoured horses for one fewer Influence point than they would normally pay. Alternatively, if the Battle Company cannot purchase horses normally, they will now be able to do so at the normal cost in Influence Points.



LAKE OF RHÛN – *Located to the east of Middle-earth, the huge Lake of Rhûn has many estuaries and rivers flowing to it that can provide a company the means to traverse areas of Middle-earth quickly.*

At the end of each Expansion phase, a Battle Company that controls the Lake of Rhûn may roll a D6. On a 4+, they may immediately make another expansion just as if it was the Expansion phase. This additional expansion does not allow the controlling Battle Company to roll again after doing so.



LAKE-TOWN – *The fishing settlement of Esgaroth has long been a centre for trade in the north, boasting markets and traders of all types selling their varied wares.*

A Battle Company that controls Lake-town may purchase wargear and Equipment (with the exception of mounts) for 1 Influence Point fewer than normal (to a minimum of 1 Influence Point).





LOTHLÓRIEN – *The walkways of the Golden Wood can be difficult to traverse for those who are not familiar with their mysterious paths.*

All models in a Battle Company that controls Lothlórien gain the Woodland Creature special rule.



MINAS TIRITH – *The White City of Minas Tirith boasts an impressive standing army, and can quickly and efficiently send the required reinforcements to where they will be required when called upon.*

A Battle Company that controls Minas Tirith gains a bonus of +1 to their Reinforcement rolls.



MIRKWOOD – *Within the dark and mysterious forest of Mirkwood creeps many creatures. Great and bloated spiders stalk along its paths, and the Rangers sent forth by the Elvenking seek to protect their lands.*

At the start of each Battle phase, a Battle Company that controls Mirkwood rolls a D6. If the company is Good, then on a 4+, a single Mirkwood Ranger joins the Battle Company for the upcoming game. If the company is Evil, then on a 4+ a single Mirkwood Spider joins the Battle Company for the upcoming game. Immediately after the game is completed, the Mirkwood Ranger or Mirkwood Spider wanders back into the forest and is not added to your company roster.



MORIA – *The darkened halls of Moria are a shadow of their former glory. Full of rubble and fallen rocks, they are tricky to navigate safely for all who are unfamiliar with their paths.*

All models in a Battle Company that controls Moria gain the Mountain Dweller special rule.



MOUNT DOOM – *The Dark Lord has countless minions at his beck and call, and sends them across Middle-earth where they are needed to enforce his will.*

A Battle Company that controls Mount Doom gains a bonus of +1 to their Reinforcement rolls.



OSGILIATH/MINAS MORGUL – *Located within close proximity to one another, the ruined city of Osgiliath and the dead city of Minas Morgul are both manned by forces that will war against each other should they be called upon.*

At the start of each Battle phase, a Battle Company that controls Osgiliath/Minas Morgul rolls a D6. If the company is Good, then on a 4+ a single Ranger of Gondor joins the Battle Company for the upcoming game. If the company is Evil, then on a 4+ a single Dead Marsh Spectre joins the Battle Company for the upcoming game. Immediately after the game is completed, the Ranger or Spectre wanders back to their own city and is not added to your company roster.



RHOSGOBEL – *The homestead of Radagast the Brown, Rhosgobel, and the creatures within its borders, is constantly protected by subtle magics.*

All models in a Battle Company that controls Rhosgobel gain the Resistant to Magic special rule.



THE SHIRE – *Those that live in the Shire lead a peaceful life, one free of war and evil. Should weary travellers need to rest and recuperate from their injuries, there are few better places to do so.*

Models from a Battle Company that controls the Shire gain a bonus of +1 when making Injury rolls. This bonus is ignored if the model rolls the Dead result – they are beyond saving.



UMBAR – *The home of the Corsairs, Umbar is a shadowed city that boasts an impressive fleet and unrivalled access to the seas in order to attack the coastal cities of Middle-earth.*

A Battle Company that controls Umbar may expand into any unoccupied territory that is along the coastline of Middle-earth as if they were adjacent to them. They may do this either during the Expansion phase or during the Consolidation phase.



WEATHERTOP – *Weather top, as it is now known, was once the great watchtower of Amon Sûl. Though it has long since fallen into ruin and disrepair, it still provides a great tactical position where those upon it can see for miles.*

Once per game, a Battle Company that controls Weather top can choose to have Priority rather than either player rolling as normal. This must be done before either player rolls their dice.



Northern Waste

Grey Mountains

Wethered Head

Iron Hills

the Misty Mountains

Mirkwood

the Brown Lands

Ash Mountains

Gladden Fields

Gloam Forest

Mountains

GORG

Mountains of Shadow

Háronдор

Near Hárad

Háraduráich





ADDITIONAL RULES

The most important thing about playing Battle Companies is that it should be a fun, story-driven style of play where all players involved can forge a narrative for the members of their respective Battle Companies as they continue on their journey. Battle Companies is designed so that players can use their imagination to tell a story, and this may, and often does, result in a few changes to the core rules of Battle Companies – and this makes for some really fun, unique and personal campaigns, which at its heart is what Battle Companies is all about!

Often, all players in a campaign will implement a selection of additional rules for use in their games, and this is perfectly fine – in fact it is often encouraged! After all, Battle Companies is about playing a series of narrative and thematic Scenarios that further a particular storyline, and so adding in a series of extra rules that helps to accomplish this can only be a good thing.

So, over the next few pages, we will present you with a selection of additional rules that you can use in your games. Some are good for using in almost any situation, whilst others provide rules for slightly more unusual situations that the players in a campaign may want to use for a one off Scenario. There is no pressure to use these rules if you don't fancy doing so, and you are more than welcome to make up your own if you wish. We hope you enjoy them as much as we do!

BRIBES

Some campaigns allow bribes to take place between players as another way of using your Influence Points. Players can give Influence Points to other players in order to bribe them not to attack them, to attack another player instead, relinquish a certain area of the map, or anything else you can think of.

Introducing the concept of bribes into a campaign can really turn it into a game of playing against your opponents as well as their companies, and adds that extra level of immersion into your games.

MAKING ALLIES

Forging alliances in a Battle Companies campaign can change the whole course of your games. Suddenly, you are not just fighting for yourself but also on behalf of your allies, perhaps placing your strongest assets against the opposition in an attempt to hold out for as long as possible; or maybe sending the best equipped companies to capture territories from the opposing sides.

You could allow players to forge their own alliances – simply do it as Good against Evil, or perhaps split it into factions of equal numbers.

PLACING A BOUNTY

Every Battle Companies campaign has that one **Hero** in that one Battle Company that goes around and kills everyone, and no matter what you try to do to kill them off, they always seem to escape or to cheat fate somehow, and go on to cause even more havoc!

One way to add an extra incentive to players for killing the constant thorn in your side is to place a bounty upon them. To do this, you can spend any amount of Influence Points to place a bounty on a **Hero** – let your campaign organiser know so that they can keep track of the bounty. Any player can add to the bounty at any time by doing the same – the bigger the bounty on a **Hero**, the more likely that other companies will focus their energy on killing them. If at any point a player successfully kills the targeted **Hero** (note that this means killing them outright, not just having them removed from the battlefield in a game), then they may collect the bounty from the campaign organiser and add it to their Influence pool.



HOLDING A HERO TO RANSOM

Losing a **Hero** in Battle Companies is always a troublesome thing; the hole they can leave in your company's roster is often hard to fill. After a particularly difficult game, you may find that one of your **Hero** models has been lost in battle; captured by the enemy forces following the skirmish that has just ensued. Normally, the rules would call for the player who lost their **Hero** in battle to play the Secure the Area Scenario as their next game with their lost **Hero** as the objective – if they win they rescue the **Hero**, if not the **Hero** will perish.

However, you can always play an alternative if you wish in that the other company has captured your **Hero** and is now holding them to ransom, and will relinquish them if their demands are met. The demands could be set as a standard ransom value before the campaign starts, paying between 3-5 Influence Points to your opponent is around a fair price, or you could set your own demands when the situation arises. This could be anything from a set amount of Influence Points, a piece of wargear available to the other company that your company could not normally get, or even a cup of tea or a cake – whatever you feel would best suit the situation and provide the best narrative!

LEADER'S COURAGE

A Battle Company can often end up having multiple **Heroes**, which means that when the company Breaks during a game they will all have to take their Courage tests individually, as **Hero** models cannot normally benefit from the Stand Fast! of other **Hero** models.

One additional rule you can use is allowing the Sergeants of your Battle Company to benefit from the Stand Fast! of your leader, meaning that your leader can keep your force fighting as one. This also helps to speed up the game, as not every model has to take a Courage test each time you are Broken.

WARGEAR LIMITATIONS

In Battle Companies, **Heroes** are often limited by what wargear they can purchase. **Hero** models can only normally purchase a piece of wargear if it is directly available to a member of their warband, or one they could get on the Reinforcement chart.

However, this doesn't have to always be the case if you don't want it to be. If everyone in your campaign agrees, you are free to remove the restrictions surrounding what wargear you can purchase for your **Heroes**, that way you can let your creative side loose and convert your models with whatever wargear you want.

MÛMAKIL!

Often, players who start a Harad or Far Harad Battle Company will ask if they can have a fearsome Mûmakil for their company. Whilst this would usually be a firm no (it would simply be too strong for a Battle Company to take on), you can decide to play a specific Scenario where one company may ride upon a Mûmakil, and a selection of others are trying to bring the beast down.

In this situation, the player with the Mûmak deploys their company within the Howdah with their leader as the Mûmakil's commander. However, they must take on at least four other Battle Companies at the same time. These other companies have put aside their differences for now in order to bring down the terrifying war beast. If the Mûmak is slain, the other companies are all victorious. If the Harad or Far Harad player can kill all of the models from the other companies then they are the winner. Remember that they may only have a Mûmak in these situations! It doesn't have to just be Mûmakil that you allow in your own campaigns, perhaps a Gundabad player would like a Gundabad Troll, or a Rivendell player may want an Eagle to join them; so long as your campaign participants agree on conditions to balance and justify it, it can be great fun to do!

PLAYING TWO AGAINST ONE

As a campaign goes on, you will often find that some Battle Companies' Ratings start to soar, whilst others seem to struggle to advance so far no matter how many Influence Points they gain from the Against the Odds bonus.

One way of counteracting this is to allow games where it is two against one, when the Battle Company Rating is roughly equal on both sides. For example, if two players with a Rating of 150 play against one player who has a rating of 300 that would, in theory, be a fair fight. This will provide the two lower Battle Companies a fair chance of knocking the other company down a peg or two, whilst providing them with a decent challenge along the way. If you do decide to do this, you should count the Ratings of both allied Battle Companies as one for the purposes of working out the Against the Odds bonus.

Hopefully, you have found some of these additional rules to be fun and interesting; perhaps they have inspired you to add them to your own campaign, or even to think of some of your own ideas to use to enhance the narrative stories that your games of Battle Companies create. Whatever you use these additional rules for in your games, we hope they add to the experience of your games of Battle Companies.

USING YOUR BATTLECOMPANY IN LARGER GAMES

One of the most common questions that gets asked by players of Battle Companies is can they use the company they have spent a lot of time building and taking on adventures in other games of the Strategy Battle Game, and the answer is quite simply: yes, you can!

Using your Battle Company in larger games is absolutely fine, so long as both you and your opponent agree on this beforehand, of course. It often makes for a good game if both players use their Battle Company as part of a larger force from the same faction, that way it feels as if your company has joined their kinsmen upon the battlefield and that all of their adventures have been leading up to this one final defining moment.

If you are playing an Open Play game, this is really simple. Just decide on what you want your game to be, and the forces that your companies are going to fight alongside and get going! Perhaps your company has to hold an area of the battlefield whilst their allies are trying to rescue them. Maybe your company has led a larger army to an enemy outpost and now they must join them as they try to capture it from their foes. Whatever story you come up with, Open Play lends itself perfectly to using your Battle Companies in larger games.

You can also use your Battle Company in friendly Matched Play games with your friends. Simply work out the points value of your Battle Company, using the system outlined on [page 9](#), and the company will cost that many points for a Matched Play game. Using your Battle Company in Matched Play games can throw up some interesting Scenarios for you to play. For example, perhaps you want to pit your company against a force of an equal points value and see how they fare. You could do this by finding an enemy **Hero** of a similar points cost to your leader and pit them against each other to see who would come out on top.

When playing a Matched Play game using your Battle Company, there are a few additional things you should note as you play:

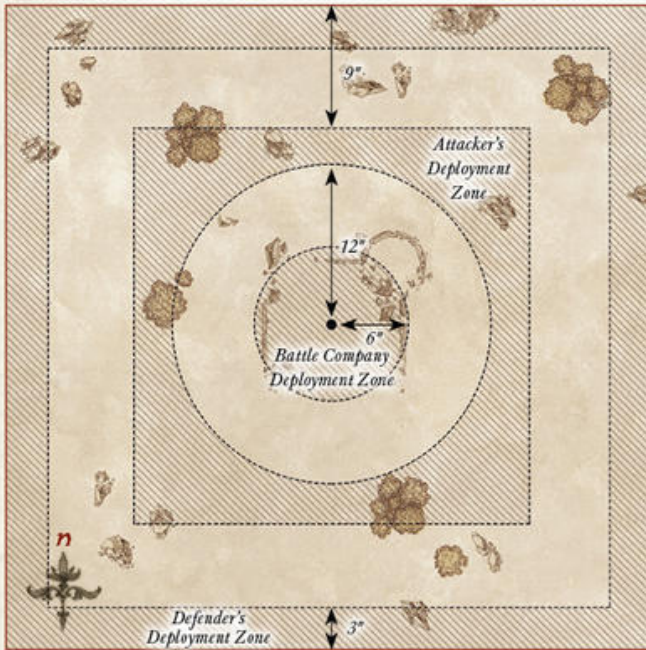
- When deploying your Battle Company, treat the whole company as a single warband, with the company's leader as the captain of the warband. Ignore the other rules and restrictions for building a warband when doing this.
- Your Battle Company will count as being from the same army list as where their **Hero** and **Warrior** models are from for the purposes of Allies and whether the army will receive its Army Bonus. For example, a Minas Tirith Battle Company will count as being from the Minas Tirith army list, and a Kârna Battle Company will count as being from the Serpent Horde army list.
- If a Battle Company has models from more than one army list then the company will count as being from the army list that the leader of the company would normally be from. For example, a Men of the West Battle Company with a Warrior of Rohan as the leader would count as being from the Rohan army list; a Men of the West Battle Company with a Knight of Dol Amroth as the leader would count as being from the Fiefdoms army list.
- The leader of your Battle Company will always count as a Hero of Fortitude for the purposes of working out the leader of your overall army.
- Members of your Battle Company may still generate Experience Points in the same ways as described on [page 7](#).
- Any members of your Battle Company that were removed as a casualty will still suffer Injuries, and therefore roll on the relevant Injury chart, as they would in normal Battle Companies games as described on [page 10](#).
- Battle Companies are not designed to be used in tournament or competition play, only in friendly Matched Play games.

On the next page is an additional Matched Play Scenario that you can use if only one player is using a Battle Company, and on [pages 116-117](#) is a Scenario that you can use if both players are using their Battle Companies in a game.



RESCUE THE COMPANY

A Battle Company has been given the task of gathering information about their enemy's forces; making notes about their armies, provisions and battle tactics. However, as they have been watching, they have been spotted by enemy scouts who have alerted their allies to the company's position. The company sends word to their allies, but soon find themselves surrounded by the armies of the enemy. The company must hold out for long enough to allow their allies to rescue them, or they will fall upon the field of battle.



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:

- The Attacker scores **1 Victory Point** for causing one or more Wounds on the Battle Company leader (Wounds prevented by a successful Fate roll do not count). If they kill the Battle Company leader, they instead score **3 Victory Points**.
- The Defender scores **1 Victory Point** if the Battle Company leader is alive at the end of the game. If the Battle Company leader is alive and has suffered no Wounds, they 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**.
- If there are at least 50% of the models from the Battle Company alive at the end of the game, the Defender scores **2 Victory Points**. If the Battle Company has been reduced to 25% or less of its starting numbers, the Attacker scores **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**.

PARTICIPANTS

Players choose their force, as described in the main rules manual, to an equal points value before the game. The player with the Battle Company is automatically the Defender.

LAYOUT

Set up terrain as described in the main rules manual. The centre of the board should have a selection of terrain that is defensible, representing where the Battle Company has been hiding.

STARTING POSITIONS

The Defender deploys the leader of their Battle Company in the centre of the board, and then deploys the remaining members of the Battle Company within 6" of the leader. The Attacker then deploys their force at least 12" from the centre of the board and at least 9" away from any board edge. The Defender then deploys the remainder of their force anywhere within 3" of any board edge.

SPECIAL RULES

Fight to the Last! – *The company knows that their only chance of survival is to fight on for as long as possible.*

Members of the Battle Company do not take Courage tests for being Broken.

THE GRAND BATTLE

War between two factions has reached a critical point, with victory hanging in the balance; both armies have called for reinforcements to help tip the scale in their favour. Marching with great haste, the Battle Companies rush to support their allies upon the battlefield in an attempt to win the day for their lord before all is lost.



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 warbands have been placed.

Both players' Battle Companies are kept to one side – these will be available later in the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

PARTICIPANTS

Players choose their force, as described in the main rules manual, to an equal points value before the game.

LAYOUT

Set up terrain as described in the main rules manual.

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.

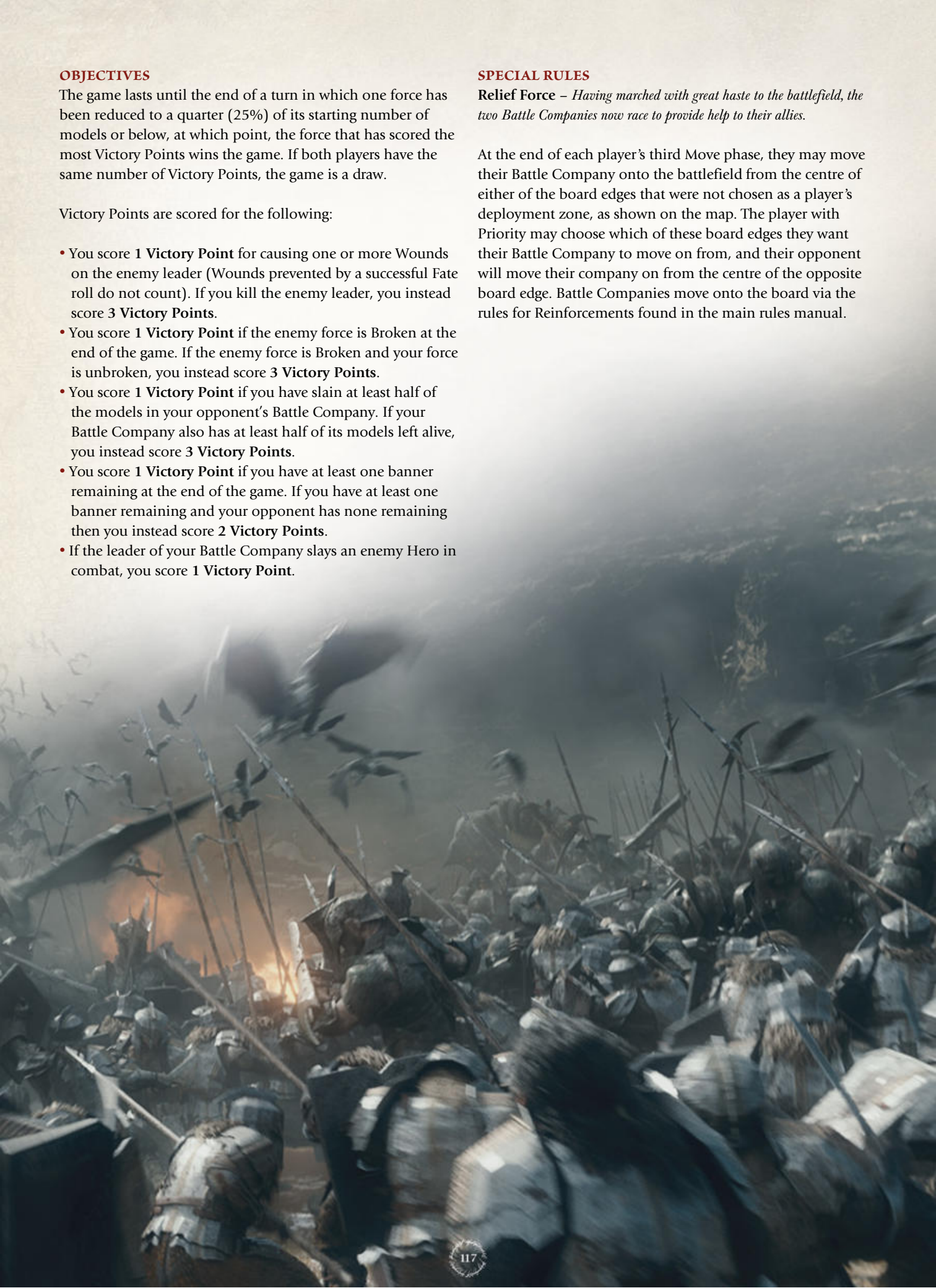
Victory Points are scored for the following:

- 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 **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**.
- You score **1 Victory Point** if you have slain at least half of the models in your opponent's Battle Company. If your Battle Company also has at least half of its models left alive, you instead score **3 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**.
- If the leader of your Battle Company slays an enemy Hero in combat, you score **1 Victory Point**.

SPECIAL RULES

Relief Force – *Having marched with great haste to the battlefield, the two Battle Companies now race to provide help to their allies.*

At the end of each player's third Move phase, they may move their Battle Company onto the battlefield from the centre of either of the board edges that were not chosen as a player's deployment zone, as shown on the map. The player with Priority may choose which of these board edges they want their Battle Company to move on from, and their opponent will move their company on from the centre of the opposite board edge. Battle Companies move onto the board via the rules for Reinforcements found in the main rules manual.



GALLERY OF BATTLE COMPANIES



“Let the Legions come forth!”

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

Over the next few pages, you'll find a number of example Battle Companies. Each of these has been forged in the fires of battle fighting against one another, and has been built up over many hours of enjoyable games. Hopefully, these will serve as inspiration for your own epic stories of heroism and adventure, and maybe give you an idea or two for building, painting and modelling your own band of aspiring heroes.

JAY CLARE'S EREBOR & DALE



A new *Battle Companies* supplement has given Jay the chance to collect a brand new company; one he has never collected before – Erebor & Dale. Having a mixture of Dwarves of Erebor and the Men of Dale has given Jay a nice amount of variety across his company, though there are currently more Dwarves than Men.

Grundin, the leader, has become a formidable warrior as his company has journeyed to the Blue Mountains. Jay converted his leader using a Grim Hammer to represent the heavy armour then bought him a pick-hammer so that he looks as though he is one of the elite warriors. To further increase Grundin's survivability, Jay has bought him a shield and has used one of the spares from the Warriors of Dale kit to show the friendship of the two allies.

Having embarked on the Path of the Warrior, Grundin now boasts 2 Attacks, 2 Wounds, a Fight value of 6, and the Deadly Strength special rule – very handy when wielding his pick-hammer!

Jay's two Sergeants have chosen very different paths to his leader, with his Dwarf with spear & shield embarking upon the Path of the Adventurer, and his Dale Sergeant with bow choosing the Path of the Ranger.

Over the course of the campaign, the company has built up quite the rivalry with Jason's Gundabad Battle Company. In fact, Jay's warband was much bigger before their last encounter, where Jason's Ogre slew a total of three of Jay's company for good!



CHRIS DREW'S ANGMAR

Chris chose an Angmar Battle Company for the campaign, and really pulled out all the stops when painting and converting his models. Pretty much every model has had something extra added to it, from spikes or bow strings, swapping shields and weapons, or even full-blown conversions.

After starting slowly, Chris' company has risen through the ranks to become one of the most formidable forces in the campaign. He now has a total of five different Heroes, and each one has gained the Angmar Battle Company's special rule – Gaze of the Dead. This, combined with the Dead Marsh Spectre (represented by the Barrow-wight model), has allowed Chris to manipulate his opponent's companies on the battlefield and claim victory.

The leader of Chris' company has claimed the lives of many foes across the campaign, and has adorned his shield with a collection of bones and other grisly trophies. Choosing the Path of the Warrior seemed appropriate, and now Chris' leader has the Hero Slayer special rule and a Strength of 5!

One of Chris' Sergeants also chose the Path of the Warrior, as Chris wanted to have this Orc focus on killing as many foes in close combat as possible. The Orc's two-handed axe, combined with the Parry special rule, has meant that numerous enemies have been slain by it.

What you see here is Chris' company at full strength, and just about to enter the final Scenario to attempt to claim the treasure that the Cave Drake guards.



KEITH ROBERTSON'S HARAD



After starting the campaign strongly, Keith's Harad Battle Company was struck by a run of poor fortune, and many of his company were felled within the Ruins of Annúminas. Since then, Keith has set about returning his company to its former strength, and he now boasts a small, but highly elite, band of warriors.

Keith has given the signature back banners of the Haradrim to his leader and two Sergeants, so that he can easily spot them at a glance across the tabletop.

Each one of his Heroes has their own specialty, and each of them has the skills and wargear to complement their strengths in order to help them achieve victory and bring down as many foes as possible.

Keith's leader is armed with both a bow and war spear, and chose to embark upon the Path of the General. This has made his leader a valuable asset to the company, especially with his Battle Veteran special rule, which gives his company an additional Influence Point after every battle – very handy for gaining even more reinforcements.

Keith's Sergeants have chosen very different paths to travel down. The one armed with a bow has chosen the Path of the Scout, and has gained the Merge into Shadow and Fell Sight special rules, giving them the ability to remain hidden until they wish to strike. His other Sergeant is on the Path of the Warrior and has grown into a formidable fighter – in fact, it was this Sergeant that was responsible for slaying the first leader of Jason's company.



DAVID WHITAKER'S MEN OF THE WEST



David couldn't decide whether he wanted to collect a Minas Tirith, Rohan or Fiefdoms Battle Company, and when he saw the Men of the West Battle Company, he realised that he could do all three at the same time!

Really wanting to capture the feel that all three factions were close allies, David has made several subtle conversions so that the members of his company are all sharing each other's wargear.

If you look closely, you will notice that one of the Warriors of Rohan is armed with a Minas Tirith bow, a Warrior of Minas Tirith has some throwing spears, and that three of David's Heroes, including his leader, are mounted upon the armoured horse that the Knights of Dol Amroth are renowned for.

The mounted Knight of Dol Amroth is David's leader and, unsurprisingly, chose the Path of the Knight, gaining a number of skills and increasing his Fight value to five and his Attacks to 3.

David's first Sergeant started as a Warrior of Minas Tirith but has not had the best of times on the journey so far, picking up two Old Battle Wounds and being lost in battle once. Luckily though, David's company was able to rescue him from the clutches of Keith's Haradrim.

David's final Sergeant is from Rohan. Having chosen the Path of the General, David then bought him a Company Standard for which he used a Gondor banner, to further highlight the alliance of those within his company.



LUKE BLICK'S EASTERLINGS



Luke chose to put together an Easterling Battle Company for the campaign, and has been steadily adding more reinforcements after each game. His company now contains a total of 11 Easterlings and a single faithful Hunting Dog.

Luke wanted to make sure that there was an obvious differentiation between his standard Easterling Warriors and those that had been promoted to Black Dragons. To achieve this, every time one of Luke's Easterlings became a Black Dragon, he painted up a new model to represent the improvement –these would have black robes in place of their usual red ones, which is very appropriate! Currently, Luke has a total of two Black Dragons; there used to be more but a couple have since been felled at the hands of Louise's Halls of Thranduil company.

When choosing the path that his leader would take, Luke decided to do something different to everyone else and chose to embark upon the Path of the Sorcerer. Not only has Luke's leader become a powerful magic user, gaining multiple powers, but he now carries a Staff of Power, giving him a free Will point every turn.

It is Luke's Sergeants that do the heavy hitting in his company, with one having bought an armoured horse and choosing the Path of the Knight, and the other selecting the Path of the Warrior. Together, Luke's Sergeants have wreaked havoc upon many people's companies, causing numerous casualties along the way. One of his Sergeants is always accompanied by his Hunting Dog, though he often spends more time trying to protect the loyal hound than his own warriors!



LOUISE SUGDEN'S HALLS OF THRANDUIL



Louise's Halls of Thranduil Battle Company has had its fair share of ups and downs as it progressed through their campaign to the Blue Mountains, having lost a few Elves along the way. Because of this, Louise has made sure to keep a healthy stock of Healing Herbs and Elvish Waybread to ensure that she can minimise the impact of suffering any more casualties.

She has painted all of her models in a vibrant colour scheme, though this may have been part of the reason they were shot at so much – bright colours are easier to see!

Louise has seamlessly blended the blues and greens on the shields and robes of her Mirkwood Elves and the cloth of her Mirkwood Rangers.

Though she has fewer models in her company than most, Louise currently has the most Heroes, with a grand total of six!

Her leader has chosen the Path of the General in order to help inspire those around them. Not only has Louise's leader acquired an impressive 3 Might points, but they have also gained the Master of Battle (2+) special rule, ensuring that Louise will always have the upper hand in the fight!

The rest of Louise's Heroes have chosen a mixture of Path of the Ranger and Path of the Adventurer, depending on whether they are armed with an Elf bow or not. This has led numerous members of other Battle Companies been felled from afar by a well-placed arrow!



JASON LEE'S GUNDABAD



Jason has, once again, really gone that extra mile when working on his Gundabad Battle Company. Every model has either been converted in some way, or had something extra sculpted onto it, giving every model their own individual feel. This has also helped Jason identify which model is which at a glance.

Jason's leader and one of his Sergeants perished after a couple of games, but this allowed a recently promoted Gundabad Berserker to claim leadership of the company. Now possessing 3 Attacks, 2 Wounds, a Fight value of 5 and the Deadly Strength special rule, Jason's leader has been tearing through enemy Heroes and Warriors alike. There is little doubt that Jason's leader is the most feared warrior in the entire campaign.

The rest of his company have been equipped with a variety of useful items. His five Goblin Mercenaries have been given items such as Climbing Ropes, a Backpack, a Company Standard, a War Drum and Poisoned Blades. Although they may not be the best fighters in the company, they provide the Orcs with some much needed support on the battlefield.

To round off his Battle Company, Jason has purchased a Gundabad Ogre, which he has converted so that it is wearing various armour plates, mostly made out of shields – making it look even tougher.

This company has been the powerhouse of the campaign, and the pictures below show them at their peak, ready to assault the Drake's lair in the Blue Mountains in the final Scenario.





“Goodbye dear Bilbo. Until our next meeting”

- Gandalf the Grey, *The Lord of the Rings: The Fellowship of the Ring*.





Mount Gundabad

White Mountains

Withered Heath

The Desolation of Smaug

Iron Hills

Enmoors

River

Coldfells

R

Crebor

Dale

Long Lake

Frodo's

Region

Gladden Fields

Gladden Fields

River Sunning

Moira

Lothlórien

S

I

O

The Brown Lands

Lands

S

Field of Celebrant

Limlighte River

Wold

Eryn Mui

Case Emnet

Dagorlad

The Dead Marshes

Ash Mountains

Ngard

Rohan

Rohan

Goras

Enwash River

Fenmarch

Midbait

Udun

Castfold