

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



## SCOURING OF THE SHIRE™

THE  
LORD OF THE RINGS

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*“The fires of Isengard will spread, and the woods of Tuckborough and Buckland will burn.”*

*- Meriadoc Brandybuck, The Lord of the Rings: The Two Towers*



# CONTENTS

INTRODUCTION .....	3	SCOURING OF THE SHIRE CAMPAIGN.....	40
HISTORY OF THE SHIRE.....	4	ARMIES.....	44
SCENARIOS .....	6	<i>The Shire</i> .....	46
<i>Skirmish in Bree</i> .....	8	<i>Sharkey's Rogues</i> .....	52
<i>The Ruffians Arrive</i> .....	10	LEGENDARY LEGIONS.....	56
<i>Maggot's Farm</i> .....	12	<i>Defenders of the Shire</i> .....	58
<i>The Old Mill</i> .....	14	<i>The Chief's Ruffians</i> .....	62
<i>The Mayor's Arrest</i> .....	16	TRAPS .....	64
<i>The Death of Lotho</i> .....	18	HOW TO BUILD A HOBBIT-HOLE .....	66
<i>The Burning of Woody End</i> .....	20	APPENDIX.....	72
<i>Uprooting of Bagshot Row</i> .....	22	<i>Battle of Greenfields</i> .....	74
<i>Arrest of Folco Boffin</i> .....	24	<i>The Wolves of Winter</i> .....	76
<i>The Old Storehouse</i> .....	26	<i>The Road to Rivendell</i> .....	78
<i>The Bounders Strike Back</i> .....	28		
<i>Brockenborings</i> .....	30		
<i>The Lockholes</i> .....	32		
<i>Attack on Tuckborough</i> .....	34		
<i>Old Cotton's Farm</i> .....	36		
<i>The Battle of Bywater</i> .....	38		

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# INTRODUCTION



Welcome to *Scouring of the Shire*, the second supplement for this edition of the Middle-earth Strategy Battle game. This 80-page sourcebook covers the events that happened in the Shire following it falling under the control of Saruman, to the return of Frodo, Sam, Merry & Pippin and the subsequent Battle of Bywater. There is also an appendix at the back of this sourcebook covering some more of the important events that happened in the Shire and to its people.

Within *Scouring of the Shire*, you will find the following:

## **NARRATIVE PLAY SCENARIOS**

There are a total of 16 Narrative Play Scenarios in this sourcebook, representing all aspects of the Scouring of the Shire. Ranging from the Ruffians' first arrival in the Shire, to the arresting of the Hobbits who spoke out against Sharkey, all the way up to the Battle of Bywater – the greatest battle in the history of the Shire.

## **LINKED CAMPAIGN**

There is a campaign system that links each of the Narrative Play Scenarios together consecutively, where the result of each battle will have an impact on one, or more, future games in the campaign. The result of the campaign will, of course, have a huge impact on the fate of the Shire!

## **ARMY LISTS**

*Scouring of the Shire* contains an in-depth look at the two forces that fought over the Shire, featuring background, tactics and army lists for both the Shire and Sharkey's Rogues. Both of these also contain a selection of brand new profiles representing more of the heroes and villains that fought to save the Shire or to turn it into a place of fear and industry.

## **THE HISTORY OF THE SHIRE**

A background section detailing the history of the Shire, from its founding all the way up to when the Travellers return to their home. There is also a timeline showing all of the key events and dates.

## **LEGENDARY LEGIONS**

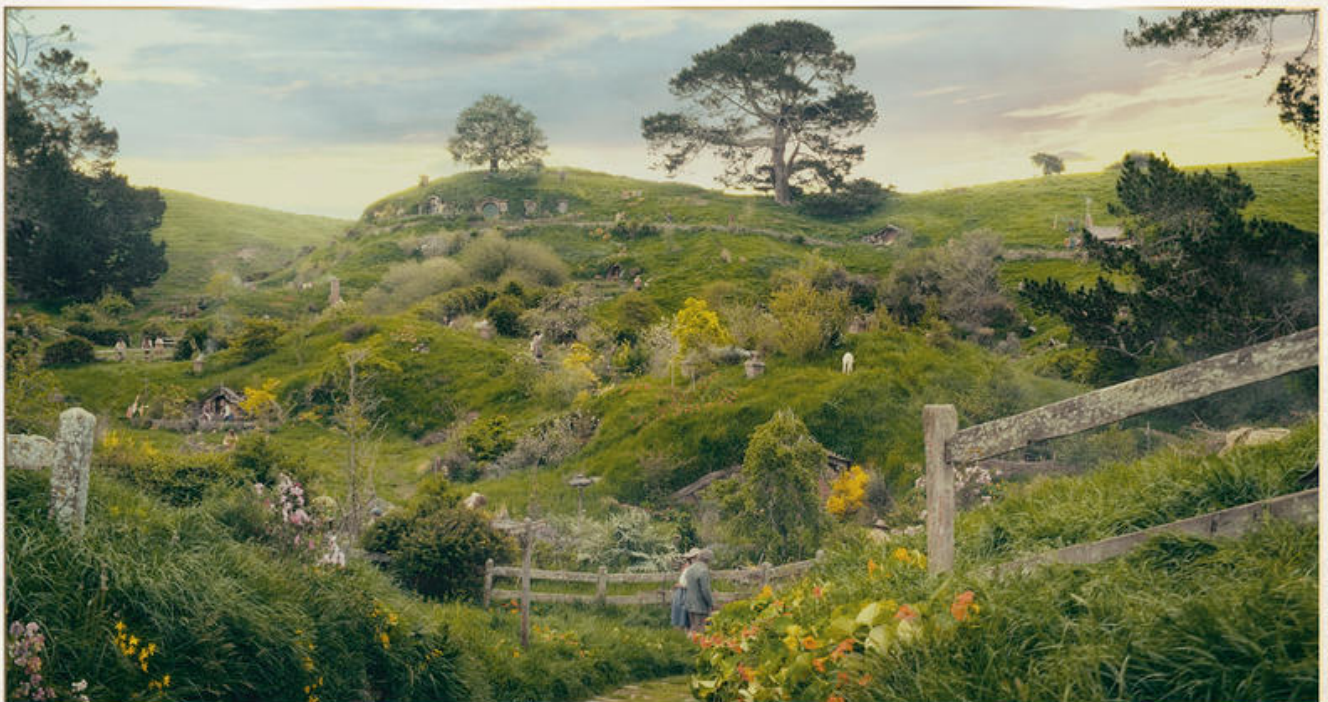
This sourcebook contains two new Legendary Legions for your Matched Play games, focussing on the collective forces that fought to defend the Shire, and the masses of Ruffians that sought to destroy it.

## **HOW TO MAKE HOBBIT-HOLES**

No games in the Shire would be complete without some Hobbit-holes of your very own, and so we have provided a step-by-step guide on how to make them yourself.

## **APPENDIX**

Here we present three more Narrative Play Scenarios that focus on some of the events that happened in the Shire's history: from the Battle of Greenfields, the Fell Winter, and even Bilbo Baggins' journey to Rivendell.





# HISTORY OF THE SHIRE

## CONCERNING HOBBITS

Hobbits are a quiet and peaceful race, quite content to ignore, and be ignored, by the world of the big folk while going about their ways in whatever manner suits them best. In fact, there are many in Middle-earth who do not even know of their existence, and to those that do know of them, Hobbits seem of little or no relevance at all, and are not counted as great warriors or amongst the very wise. Were it not for the spectacularly bold and heroic acts that a few of them played in the War of the Ring, Hobbits would perhaps exist only as a footnote in the histories of Men.

On the whole, Hobbits live a peaceful life and spend their days enjoying the simple things, such as good food, the brewing of ales, and the smoking of pipe-weed; however, where a Hobbit's heart truly lies is in peace and quiet, and good-tilled earth, for all Hobbits share a love of things that grow.

## FOUNDING OF THE SHIRE

It is widely accepted that there were three differing types of Hobbits: Harfoots, Fallohides and Stoors, from which all Hobbits are descended from. Quite where the first Hobbits originated from remains a mystery, though the Harfoots were first recorded as being sighted in the year 1050 of the Third Age as they began to settle in the village of Bree, whilst the first sightings of the Stoors and Fallohides were some 100 years later. Yet, it wasn't until the year 1601 of the Third Age when the Shire was founded. Two brothers led a large group of Hobbits from Bree and settled in a fertile and pleasant land to the west, and it is here that Hobbits have dwelt ever since. The Shire calendar was started in this year for how things are reckoned there, and still runs parallel to that of Men to this day.

## AID TO FORNOST

Whilst the Shire remained a land of peace, that did not stop the other lands of Middle-earth from waging war upon each other. In the year 375, by Shire reckoning, the realm of Arnor was embroiled in a war against Angmar; her cities becoming ruined from constant battle and turmoil. The Hobbits had ever been allies of Arnor, and so many Hobbits of the Shire marched to Fornost to do battle with the forces of the Witch-king. Whilst there is no documented evidence of them ever reaching Fornost itself, it is likely that they encountered the forces of Angmar at some point and aided their allies in the battles that ensued.

Though Fornost now lay in ruins, and no king dwelt there, the lineage of kings endured through the line of the Dúnedain. A year following the Battle of Fornost, the newly-formed Dúnedain began their secret vigil over the Shire, protecting its borders without the knowledge of its inhabitants.

## BATTLE OF GREENFIELDS

Even the Shire could not escape the cruel grasp of war forever, and in the year 2747 of the Third Age (1147 on the Shire calendar), the Shire was invaded by a raiding pack of Orcs from the nearby mountains. Its borders were tainted by war for the first time in its history, as the Orcs led by their chieftain, an Orc known as Gollfimbul, were met upon the Greenfields by the amassed Hobbits that had come to defend their home. At the head of the halfling forces was Bandobras Took, a Hobbit so tall that legends say he could even ride a horse. It was Bandobras who won the battle, slaying the Orc chieftain himself and earning the moniker of 'the Bullroarer'. It was said that he hit the Orc's head so hard with his club that he knocked it clean off and it went down a nearby rabbit-hole, thus ending the battle and inventing the game of golf at the same time! Whether or not this is entirely accurate remains lost to time, and Hobbits do enjoy a good tale or two and know that every good story deserves embellishment.

## AN UNLIKELY ALLY

The Battle of Greenfields was not the last time that the Shire would know hardship, and it would have to face many dangers and threats over the years. The year 1158, by Shire reckoning, was the year of the Long Winter, which is widely regarded as the worst in the history of Middle-earth. During this time the harvests were the poorest on record, and Orc raids were commonplace; many Hobbits were condemned to starvation and death. Not even the ever-watchful Dúnedain could prevent the hardship the Shire faced, however, it was in these years that the halflings gained themselves an unlikely ally.

In the months of the Long Winter, the Wizard Gandalf the Grey first came to the Shire's aid, helping the Hobbits in their fight against the Orc raids, and developed a fascination with the tranquil land and its folk that would stay with him for the rest of his time in Middle-earth. Though this was Gandalf's first visit to the lands of the Shire, it most certainly was not his last.



Many years later, the Shire once more knew great hardship. The Fell Winter of 1311, by Shire reckoning, saw the Brandywine and other rivers in Eriador freeze over, allowing for the White Wargs of Forochel to venture south in search of food. Once more, Gandalf the Grey intervened to safeguard the Hobbits, saving the Shire from an unpleasant fate at the jaws of the White Wargs.

Gandalf continued to visit the Shire on regular occasions, becoming well known for the fireworks he would set off on midsummer night's eve and at many other parties. Gandalf's fondness for the Hobbits grew, and he began to realise their enormous potential. When he put together the company of Thorin Oakenshield, he selected a Hobbit, Bilbo Baggins, as the thirteenth member; a decision that proved unpopular with the Dwarves at first, but ultimately one that led to their success and the reclamation of Erebor from the Dragon Smaug. This also led to Bilbo discovering the One Ring, though this was not realised for many years.

In the years following the Quest to Erebor, Saruman the White began to take notice in Gandalf's interest in the Shire. As his intents became less than savory, and his thoughts turned to power and domination, Saruman began stationing spies in Bree and the Southfarthing in the hope of discovering what drew the Wizard to that quaint land.

Some years later, Frodo Baggins, nephew to Bilbo, set out on his own journey under the watchful eye of Gandalf; this time to take the One Ring to Rivendell following the Wizard's discovery of the mysterious ring's identity. This ultimately led to the unmaking of the One Ring, and Sauron being overthrown.

### THE SCOURING OF THE SHIRE

Following his fall from power at the hands of the Ents, and the Hobbits Merry and Pippin who convinced them to go to war, Saruman was forced to flee Isengard and head north. Accompanied by his servant, Gríma Wormtongue, Saruman made his way to Bree and began plotting his revenge upon the halflings that had been his undoing. Under the guise of Sharkey, Saruman slowly began to take control of the Shire unnoticed; buying up areas of land and buildings when he could. Soon, he sought an alliance with Lotho Sackville-Baggins, a Hobbit who cared more for money and reputation than anything else. Through Lotho, Sharkey began to enforce his regime across the Shire, and soon laws and taxes became commonplace and bands of Ruffians began to walk the paths to enforce Sharkey's will.

As the months rolled on, the Shire ceased to be a place of peace and tranquility and instead became a place of industry. The Hobbits that lived there became overworked and underfed; their produce taken from them to be stored by the Ruffians. Fear ran rife through the villages and towns, and those that spoke out were locked up. Times seemed dark, and hope was all but lost. That was until the return of the Travellers, which would see them take the fight to Sharkey and his rogues.

## TALE OF YEARS

### SHIRE-YEAR

- |      |  |
|------|--|
| 1    | Foundation of the Shire.   |
| 36   | The Great Plague sweeps across Middle-earth, devastating the Shire.  |
| 375  | The Battle of Fornost: Many Hobbits take up arms against the forces of the Witch-king.   |
| 376  | The Dúnedain begin their vigil over the Shire.   |
| 1147 | Battle of Greenfields: Bandobras Took, 'the Bullroarer', defeats the Orc raid in the Northfarthing and slays the Orc chieftain Gollum himself.   |
| 1158 | The Long Winter: Orc raids, harsh weather and a feeble harvest condemn many in the Shire to starvation and death. At this time, Gandalf the Grey first comes to the Shire's aid.   |
| 1311 | The Fell Winter: Many rivers are frozen solid, and the White Wargs are driven to attack the Shire by extreme hunger. Gandalf the Grey once more comes to the Hobbits' aid.   |
| 1312 | The thawing of the Fell Winter causes the Lhûn and Branduin rivers to burst their banks, flooding many parts of the Shire.   |
| 1341 | The Quest to Erebor: Bilbo Baggins joins the company of Thorin Oakenshield, encounters the creature Gollum in the Goblin tunnels and discovers the One Ring.   |
| 1353 | The final meeting of the White Council. Saruman claims Isengard as his own and begins to fortify it. His spies begin to appear in Bree and the Southfarthing after noting Gandalf's interest in the Shire.   |
| 1418 | Frodo and his companions set out from the Shire to Rivendell. The Fellowship of the Ring is formed and sets out to destroy the One Ring.   |
| 1419 | The War of The Ring: Frodo destroys the One Ring, overthrowing Sauron and ending the war. Saruman is defeated in Isengard, but flees north and takes over the Shire. The Scouring of the Shire begins, enslaving many Hobbits before the Travellers return and defeat Saruman. |
| 1420 | The Year of Great Plenty: The greatest harvest in the Shire's recent history. Samwise Gamgee marries Rosie Cotton. Frodo resigns the office of mayor, which passes to Sam.   |
| 1421 | Frodo travels to the Grey Havens, and there takes the last ship into the West alongside Gandalf and Bilbo.   |

A dark, moody photograph of a group of people, possibly a crowd or a group of children, with the word "Scenarios" overlaid in white serif font. The background is very dark, with some faint, out-of-focus light spots that suggest a group of people. The text is centered and reads "Scenarios".

# Scenarios



## SKIRMISH IN BREE

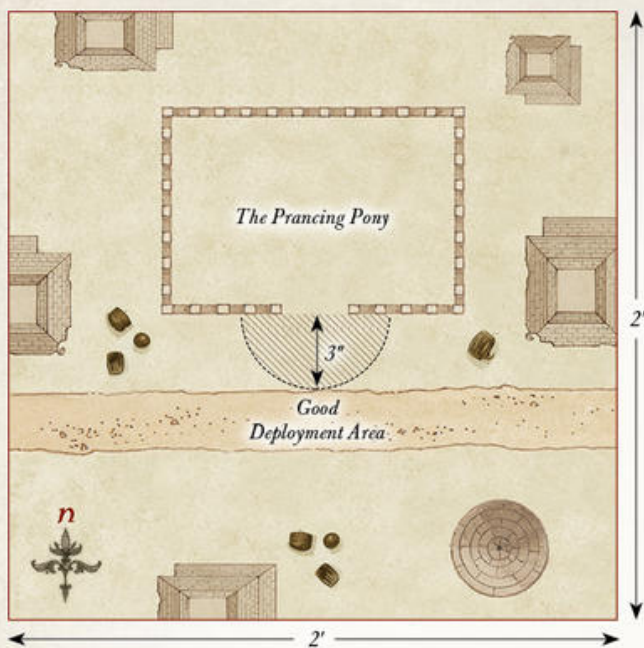
**S**ince the day Frodo and his companions left Bree to head for Rivendell, the village has had more than its fair share of strange folk wandering about, asking questions about the Shire and those that live there. Increasing numbers of rough-looking men have frequented the inns, many of whom looked as though they could cause trouble at a moment's notice.

*In truth, these men were spies of Saruman; the Wizard had long since noted Gandalf's interest in the Shire and with news that the Ring of Power had been found had decided to learn all he could about Hobbits. Some of these men were simply spies, asking subtle questions, making observations and bringing their findings to Saruman; but as time went on, more ruthless men began to ask far more prying questions, and on occasion would prise what they could out of those they questioned.*

*Having been publicly embarrassed by the Travellers when they were last in Bree, and by Samwise Gamgee in particular, Bill Ferny immediately joined with Saruman when he was approached by him, and was more than happy to follow the Wizard's orders and beat information and compliance out of the folk, both big and little, that resided in Bree.*

*Following his defeat at Isengard, Saruman, now going under the name of Sharkey, began to mobilise those he could get to follow him in order to seize control of the Shire. The Ruffians in Bree, and Bill Ferny in particular, saw this as an excellent opportunity to cause havoc, and as they left Bree to begin their bullying and takeover of the Shire, they started a small skirmish outside the Inn of the Prancing Pony, which would claim the lives of both villagers and Hobbits alike.*





### LAYOUT

The board represents the village of Bree. It should have plenty of houses, with a long central road running from east to west. The board should have plenty of different pathways for the models to move between, and could be dotted with the odd cart, crate or other such items. The largest building should be placed as shown on the map and will represent the Prancing Pony. Its entrance should be as close to the centre of the board as possible.

### STARTING POSITIONS

The Good player deploys their force within 3" of the entrance to the Prancing Pony. The Evil player then deploys their force touching the eastern board edge as close to the centre as possible.

### OBJECTIVES

The game lasts until the end of a turn in which one side has completed their objective. The Evil player wins if they can reduce the Good force to 25% or less of their starting numbers. The Good player wins if Bill Ferny is slain.

If both players complete their objective in the same turn, the game is a draw.

### SPECIAL RULES

**Bree Villagers** – *The villagers of Bree are not warriors and are not used to warfare; though if the need arises they will fight.*

The Bree Villagers use the following profile:

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

Bree Villagers count as being armed with a dagger; however, they may not use Special Strikes.

**Bill Ferny's Revenge** – *Bill was embarrassed by the Travellers last time he was in Bree and is intent upon taking his frustrations out upon those that live in the village.*

Bill Ferny must cause at least two casualties before the Evil player can win. If the Good player is reduced to 25%, and Bill Ferny has not caused at least two casualties then the game is a draw.

### PARTICIPANTS

**Good:** 8 Bree Villagers; 4 Hobbit Militia.

**Evil:** Bill Ferny; 4 Ruffians; 2 Ruffians with whip; 3 Ruffians with bow.



# THE RUFFIANS ARRIVE

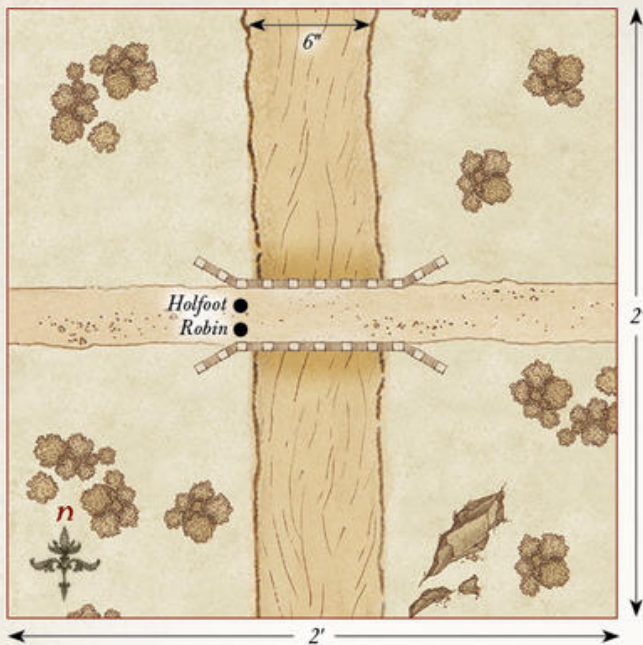


**F**ollowing their dealings in the village of Bree, which left its people too scared to speak out, the Ruffians made haste to the boundaries of the Shire; rounding up any like-minded folk they could to help them seize control and implement Sharkey's rules. As their numbers grew, so too did their confidence – how could such small and insignificant folk stand against them!

Word had reached Holfoot Bracegirdle of a band of rough-looking men heading towards Hobbiton, and so he rounded up all twelve of the Shire's Shirriffs to investigate the claims. As Lotho and the Ruffians neared the Brandywine Bridge, the Shirriffs confronted them, and as Holfoot demanded to know what their business was, he was answered by shouts and howls as the Ruffians raced towards him and his Shirriffs.

As they reached the Shire, the Ruffians were greeted by a single Hobbit, one who had made dealings with Sharkey himself. Lotho Sackville-Baggins had agreed with the Wizard to let his Ruffians into the Shire in return for wealth and standing. Yet as Lotho guided his new allies along the east road, it became obvious that their passing would not go as unnoticed as he had planned.





### OBJECTIVES

The game lasts for 12 turns. The Evil player wins if they can capture both Holfoot and Robin and move them off the board via the western board edge. The Good player wins if they can prevent this from happening.

### SPECIAL RULES

**Shirriff Leaders** – *The Ruffians know that in order to make the Hobbits fall in line, they must capture the head Shirriffs and make them obey Sharkey's rule.*

The Ruffians must capture Holfoot and Robin to win the game. To do this, they will need to bind them in chains using their At 'em Lads special rule. Whilst bound, a Hobbit is treated as a Heavy Object. If either Holfoot or Robin are slain then the game is a draw.

**The Brandywine** – *Hobbits are naturally distrustful of large bodies of water, and the swift currents of the Brandywine are no different.*

Hobbit models cannot attempt to swim across the Brandywine River.

### LAYOUT

The board represents the Brandywine Bridge and the area that surrounds it. The Brandywine River runs along the centre of the board from north to south, and should be 6" wide. The Brandywine Bridge crosses the river at the centre of the board, and should be wide enough to fit three to four Man-sized models standing side-by-side. The rest of the board can be dotted with the odd tree, bush or other similar scrubland terrain.

### STARTING POSITIONS

The Good player deploys Holfoot and Robin touching the bridge on the western side of the Brandywine as shown on the map. They then deploy their force on the western side of the Brandywine Bridge. The Evil player then deploys their force on the eastern side of the Brandywine Bridge.

### PARTICIPANTS

**Good:** Holfoot Bracegirdle, Shirriff-leader; Robin Smallburrow, Hobbit Shirriff; 8 Hobbit Shirriffs; 4 Hobbit Militia.

**Evil:** Bill Ferny; Lotho Sackville-Baggins; 6 Ruffians; 2 Ruffians with whip; 4 Ruffians with bow.



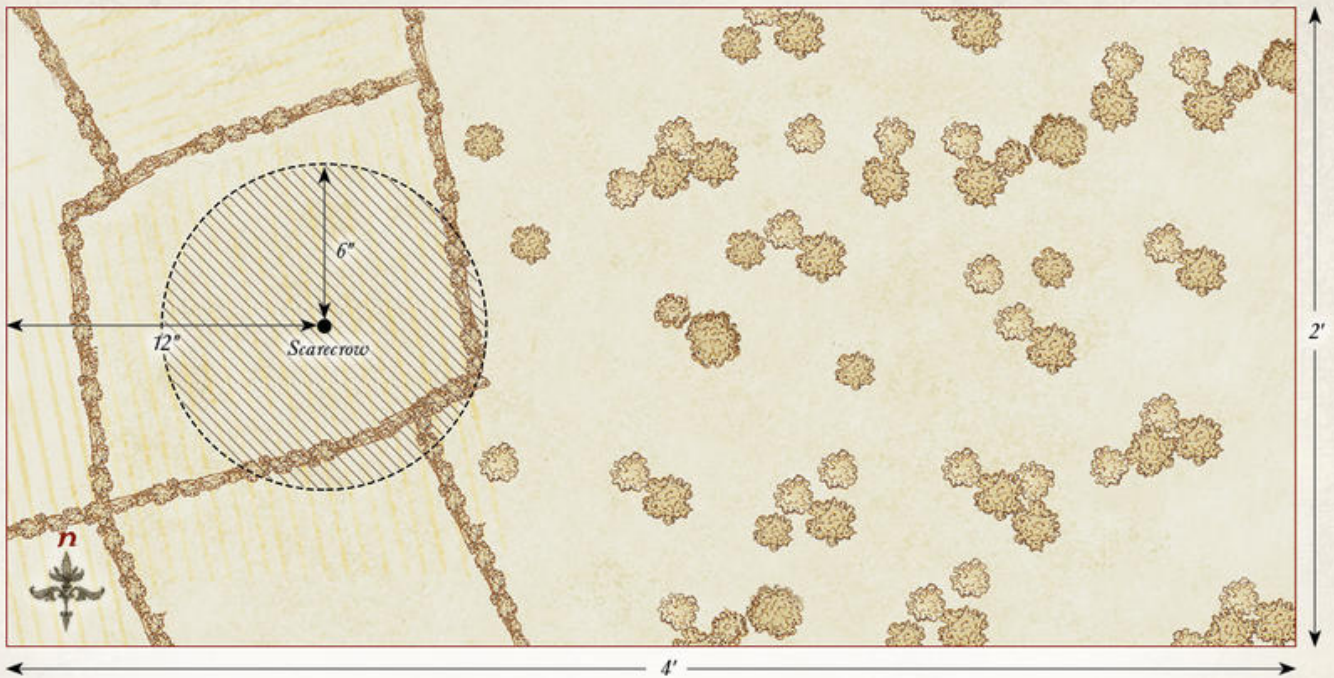
# MAGGOT'S FARM

**S**harkey's puppet, Lotho, has assumed control over the Shire, and the Wizard is slowly amassing his forces of Ruffians within its boundaries. However, at present, the Wizard does not have the numbers he needs to fully take over, and more Ruffians must sneak in for his plan to work. Most of his Men will travel along the Greenway or the Great East Road.

On one particularly stormy night, a group of Ruffians have strayed into Maggot's crop by accident, only realising their whereabouts far too late to do anything about it. Maggot has his hounds wandering the fields in search of troublemakers, and will gladly chase off the Ruffians should he discover them. He is a stern Hobbit, and knows when people are up to no good, and is not inclined to let them pass unpunished, whether they claim to have business in Hobbiton or not.

It has been known for a group of Ruffians to attempt to reach Hobbiton by traversing across Farmer Maggot's fields, only to feel the wrath of the farmer and his hounds. The Hobbits of the Shire know well enough to not trespass in Maggot's crop; many of them have felt the sting of his stick upon their legs or a nip from Grip, Fang or Wolf when they have been caught scrumping the odd mushroom or two. These experiences have since been shared by numerous Ruffians, and few dare to traverse Maggot's fields, for they know full well what will befall them and that if they leave him well enough alone, he will leave them much the same way.





### LAYOUT

The board represents Farmer Maggot's fields and the wooded area that lies behind it. The western half of the board is Maggot's fields and should have a series of hedges within it. There should also be a scarecrow on the board that is 12" on from the western board edge. The eastern half of the board should be dotted with trees to represent the wooded area.

### STARTING POSITIONS

The Good player deploys the dogs within 6" of the scarecrow; Farmer Maggot is kept aside for later. The Ruffians do not deploy on the board, but will move onto the board via the eastern board edge during the Evil player's first Move phase.

### OBJECTIVES

The game lasts until one side has completed their objective. The Evil player wins if four or more Ruffians can move off the board via the western board edge. If three Ruffians move off the board in this way then the game is a draw. The Good player wins if they can prevent the Evil player from achieving their objective.

### SPECIAL RULES

**On the Prowl** – *Maggot's dogs are in the fields to scare off any intruders, but as of yet are unaware of the presence of the Ruffians.*

At the start of the game, the dogs follow the rules for Sentries as described in the main rules manual. However, as dogs have a much greater sense of smell, the alarm will be raised if during the End phase of any turn there is a Ruffian within Line of Sight and 6" rather than just 3".

**Farmer Maggot** – *It is night time, and Maggot is currently in the warmth of his own home. However, should he hear his dogs barking, he will quickly make his way to his fields.*

Once the alarm has been raised, the Good player may roll a D6 at the start of each of their Move phases. On a 5+, Farmer Maggot has heard his dogs barking; he may move onto the board from any point on the western board edge via the rules for Reinforcements.

**A Stormy Night** – *It is an unpleasant night, rain is lashing down and thunder can be heard overhead. In such dismal conditions, and with their courage already eroding, the sight of a snarling dog will strike fear into the Ruffians.*

Shooting attacks will only ever hit on the roll of a 6 in this Scenario. Additionally, Grip, Fang and Wolf gain the Terror special rule.

### PARTICIPANTS

**Good:** Farmer Maggot with Grip, Fang and Wolf.

**Evil:** 2 Ruffians; 1 Ruffian with whip;  
3 Ruffians with bow.



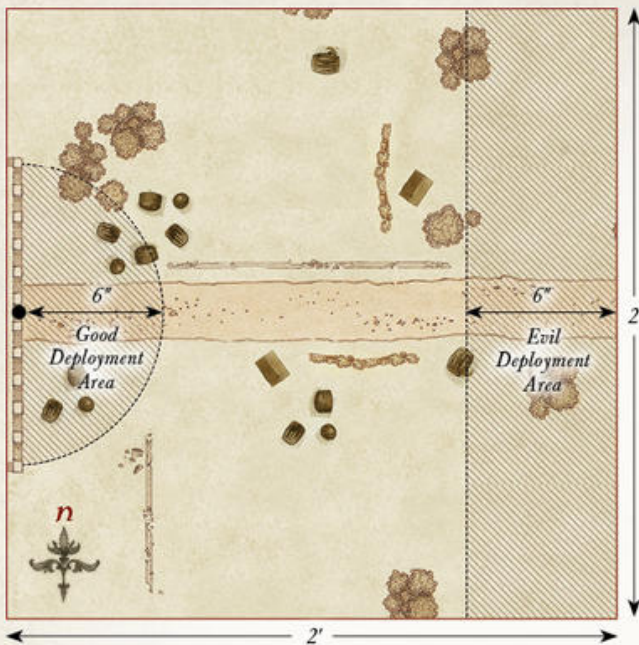
# THE OLD MILL

**T**he Old Mill had stood on the north banks in Hobbiton for many years, being a source of work and food for generations. The Mill was owned by Sandyman the Miller, and was run by his son, Ted Sandyman. The Sandyman family had never been the most popular family in Hobbiton; they had a reputation for gossip and talking ill behind the backs of their fellows, but none in the Shire ever wanted anything truly bad to befall them.

*It wasn't long before their fears were realised; Ted Sandyman sold his father's mill to Lotho for a rather generous pile of gold, and soon rumours of plans for knocking down the Old Mill and constructing some other building started to surface. Outraged by Ted's plans to demolish a part of Hobbiton, and with it his father's legacy, a group of angry workers locked the doors to the mill, and now stand against Ted and the Ruffians as they come to begin the work to knock down the mill.*

*However, the arrival of 'the Chief' and his Ruffians, and the passing of old Sandyman changed all that. Ted Sandyman seemed to agree with the goings-on of Lotho and the Ruffians, often having long drawn-out conversations that would halt as soon as other Hobbits drew too near. To those that looked on, it seemed that Ted was firmly on the side of Master Lotho, and many Hobbits feared what plans the two of them had for Hobbiton.*





### LAYOUT

The board represents the lands directly outside the Old Mill. In the centre of the western board edge are the doors into the mill. The rest of the board should be littered with a small selection of hedges, carts, crates and other such things you may find lying around Hobbiton.

### STARTING POSITIONS

The Good player deploys their force within 6" of the doors of the Old Mill. The Evil player deploys their force within 6" of the eastern board edge.

### OBJECTIVES

The game lasts until one side has completed their objective. The Evil player wins if they can break down, or open, the doors to the Old Mill. The Good player wins if they can reduce the Evil player to 25% of their starting number before this can happen. If both players achieve their objective in the same turn, the game is a draw.

### SPECIAL RULES

**The Doors** – *The doors of the Old Mill are old yet sturdy, they will take some force to break down.*

The doors to the Old Mill can be attacked in the Fight phase by a model in base contact that is not already involved in a fight. The doors have a Defence of 7 and 2 Wounds, and always count as trapped.

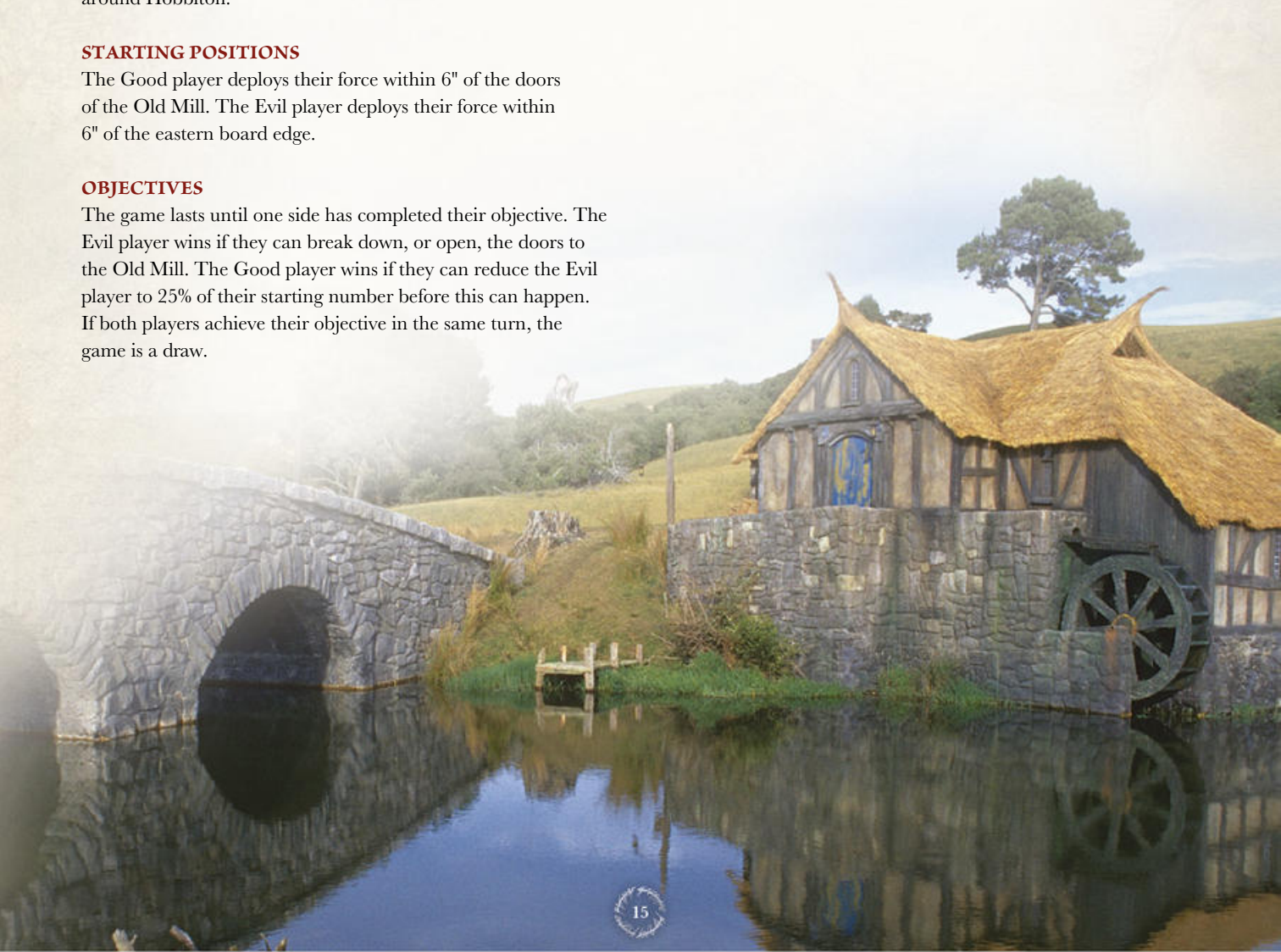
**Ted Sandyman** – *Ted Sandyman has another set of keys for the Mill. However, the Hobbits that stand before him have all taken umbrage with the Miller's son and are waiting to give him a piece of their mind!*

If, during the End phase of any turn, Ted Sandyman is in base contact with the doors to the Mill, and hasn't been involved in a fight that turn, he may unlock and open the doors to the Mill. Additionally, Hobbit Militia may add 1 when rolling To Wound Ted Sandyman in the Fight phase.

### PARTICIPANTS

**Good:** 12 Hobbit Militia.

**Evil:** Ted Sandyman; 8 Ruffians; 4 Ruffians with whip.



# THE MAYOR'S ARREST

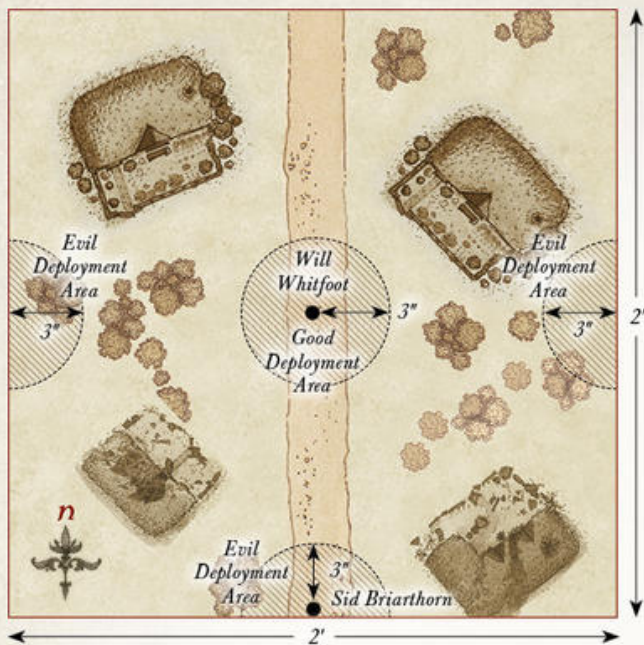


**E**ven though Lotho had taken up residence in Bag End, the Hobbit-hole he and his family had always wanted, and referred to himself as ‘the Boss’, there were few who took him all that seriously in the early days. To most Hobbits it was Will Whitfoot, old Flourdumpling himself, that was in charge in Hobbiton; he had been elected mayor after all, and even with the Ruffians’ presence he still held that post proudly. Lotho found the lack of respect given to him by the other Hobbits insulting, and so began setting about to undermine the mayor.

*Eventually, this was all too much for old Will Whitfoot. Unable to stay his tongue any longer, Will marched up the path to Bag End to give the so-called Boss a piece of his mind. He simply couldn’t stand idly by and watch those he had been elected to protect suffer under the Boss’ rules any more. However, Whitfoot’s outburst upon the doorstep of Bag End had been exactly what Lotho Sackville-Baggins had been hoping for; he now had more than enough reason to arrest the mayor and assume control over Hobbiton for himself and the Chief.*

*Over the weeks and months since the Ruffians’ arrival, Lotho and his Ruffians had begun to bully those Hobbits that spoke out against him or the mysterious Chief; scaring and belittling them until many were too afraid to speak their mind. Even in the midst of this unpleasantness, Will Whitfoot went about his mayoral duties, reassuring those in Hobbiton that everything would be fine and to keep their spirits up. Seeing that Will’s popularity was only growing, Lotho began to implement more severe strategies. Torment turned to beatings, and soon many Hobbits were too afraid to go outside.*





### OBJECTIVES

The game lasts until Will Whitfoot has left the board. The Good player wins if Will Whitfoot can escape the board via the southern board edge. The Evil player wins if they can carry Will Whitfoot off of any board edge.

### SPECIAL RULES

**Old Flourdumpling** – *The Ruffians have been instructed to capture Will Whitfoot publicly so as to make the other Hobbits fall in line.*

The Ruffians must capture Will Whitfoot to win the game. To do this they will need to bind them in chains using their At 'em Lads or Put 'em in Chains special rules. Whilst bound, Will Whitfoot is treated as a Heavy Object. If Will Whitfoot is slain then the game is a draw.

**Ambush!** – *Will Whitfoot has been taken completely by surprise by the sudden appearance of the Ruffians, and it takes him a moment to compose himself.*

Will Whitfoot may not move during the first turn of the game.

### LAYOUT

The board represents the pathway leading towards Bag End. Across the centre of the board from north to south is a pathway with a few Hobbit-holes dotted on either side.

### STARTING POSITIONS

The Good player deploys Will Whitfoot in the centre of the board, then the rest of their force within 3" of Will. The Evil player deploys Sid Briarthorn in the centre of the southern board edge. They then split the rest of their force into three equal parts and deploy each part anywhere within 3" of the centre of a different board edge – either southern, eastern or western.

### PARTICIPANTS

**Good:** Will Whitfoot, Mayor of Hobbiton;  
12 Hobbit Militia.

**Evil:** Sid Briarthorn, Ruffian Chief; 6 Ruffians;  
2 Ruffians with whip; 4 Ruffians with bow.



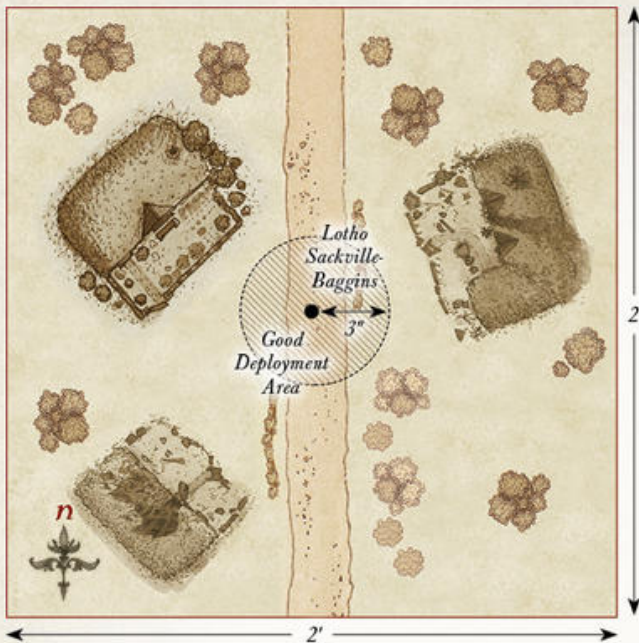
# THE DEATH OF LOTHO

**T**hrough his deal with Sharkey, Lotho had gained a significant amount of wealth and standing within the Shire. This newfound wealth had started to change him, and not for the better; he became cruel to and sneered at his fellow Hobbits, and lorded his fortune over them.

A Hobbit could be forgiven for believing that it was Lotho who called the shots in the Shire, that it was his plan to close the inns, knock down old buildings and build newer, grimmer ones in their place, or even throw fellow Hobbits into the Lockholes. However, behind the scenes it was old Sharkey that was pulling the strings, influencing Lotho to do his bidding and implement his regime whilst he readied himself to assume command.

It wasn't too long before the greedy Hobbit had outlived his usefulness regards Sharkey's plans; the Ruffians were not fond of taking orders from Lotho and his pompous and arrogant attitude was beginning to grate on the Wizard – it was high time that he had him removed. One evening, when Lotho was with his like-minded Hobbits, Sharkey sent a band of Ruffians to cause a nearby ruckus; and in the confusion he instructed his slimy servant Grima Wormtongue to make sure that he 'saw to' the troublesome Lotho for good.





### LAYOUT

The board represents a pathway leading towards Bag End from the Green Dragon. Across the centre of the board from north to south is a pathway with a few Hobbit-holes dotted on either side.

### STARTING POSITIONS

The Good player deploys Lotho Sackville-Baggins in the centre of the board, then the rest of their force within 3" of Lotho. The Evil player deploys the Ruffians anywhere on the board at least 6" away from any Good model.

### OBJECTIVES

The game lasts until Lotho Sackville-Baggins has left the board or is slain. The Good player wins if Lotho Sackville-Baggins can escape the board via any board edge. The Evil player wins if Worm can slay Lotho Sackville-Baggins. Any other result is a draw.

### SPECIAL RULES

**Worm** – *Lotho has no idea where Worm is coming from – Sharkey's pet could grab him at any moment.*

Worm doesn't deploy as normal in this Scenario. Instead, the Evil player deploys four 25mm markers on the board at the start of the game, one in the centre of each board edge. These markers cannot be Charged, targeted by shooting and do not block movement or Line of Sight. They move 6", do not have a Control Zone, and can move through other models and their Control Zones, and other models may move through them. These markers may only Charge Lotho Sackville-Baggins and when a marker Charges Lotho, roll a D6. On a 1-4, it was not Worm – remove the marker from play. On a 5+, it is Worm – replace the marker with Worm and remove the others from play. If the first three markers turn out not to be Worm, replace the final marker with Worm – Lotho has spotted him! Lotho may not use his Considerable Wealth special rule to prevent Worm or a marker from Charging him.

**Shadowed Figure** – *It is dark and Worm is wearing black clothes, making him very hard to see to the untrained eye.*

Worm gains the Stalk Unseen special rule and always counts as being concealed by a piece of terrain – even when he is in open ground.

**Protect the Boss!** – *The Hobbits are trying to protect Lotho from the Ruffians, and have not noticed Worm skulking towards him.*

Hobbit Militia must always Charge a **Ruffian** if able to do so.

### PARTICIPANTS

**Good:** Lotho Sackville-Baggins; 8 Hobbit Militia.

**Evil:** Worm; 6 Ruffians; 3 Ruffians with whip.



# THE BURNING OF WOODY END

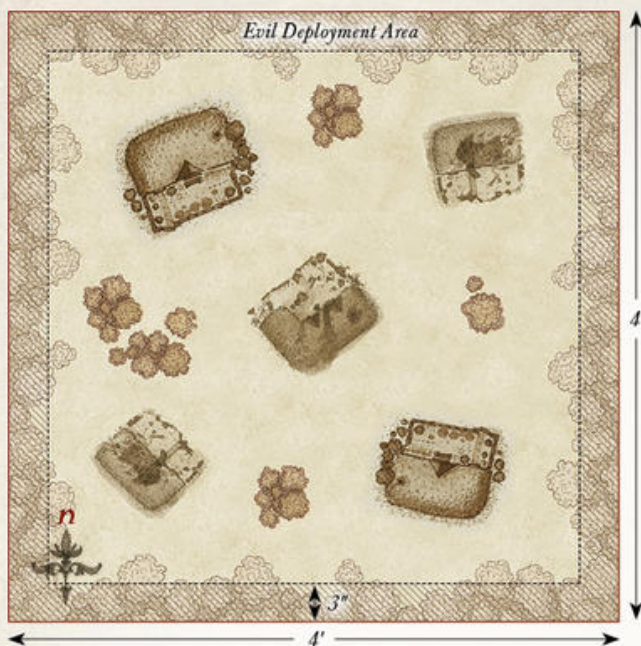
**W**ith Lotho Sackville-Baggins secretly taken care of, Sharkey's power continued to grow. His influence spread to all Farthings of the Shire; more inns were closed down, their beer saved only for the Ruffians under the old Wizard's command, and the farmers were forced to give up most of their crops.

As time went on, the Ruffians began to treat the Hobbits worse and worse. Before, their interactions were no more than a few insults or perhaps scaring the little-folk if they spoke out against the Chief or broke his rules. However, now things were much more bleak. Ruffians would often steal what they wanted from the Hobbits; food, pipe-weed, or trinkets and personal possessions. Any Hobbit that tried to resist was taken away to the Lockholes as punishment, and it wasn't long before the Ruffians began looking for excuses to make arrests.

Not all Hobbits were successfully taken away, some managed to escape their captors. Such was true of Baldo Tulpemy. Having seen his fellow Hobbits bullied and beaten, Baldo decided to stand up to the Ruffians. One crisp morning, Baldo saw poor Folco Boffin being harassed by a Ruffian, and he acted quickly, throwing a stone at the Ruffian who towered over Folco, which struck him square in the face. The distraction allowed for Folco to escape, whilst Baldo evaded capture within the trees and hills he knew so well, leaving the bully cursing the Hobbits with a sore head and his pride sorely damaged.

Unfortunately, the Ruffian in question was Rowan Thistlewood, one of the Chief's key enforcers and one who would not stand for such insolence. After discovering who had attacked him, and where they lived, Rowan and a band of Ruffians sneaked towards Baldo's dwelling at Woody End to smoke him out and arrest him.





### LAYOUT

The board represents Woody End. The area within 3" of the edges of the board should be dotted with trees, whilst in the rest of the board there should be five Hobbit-holes.

### STARTING POSITIONS

The Good player deploys their forces anywhere within 2" of a Hobbit-hole, making sure to split their forces as evenly as possible between the different Hobbit-holes. The Evil player deploys the Ruffians anywhere within 3" of any board edge.

### OBJECTIVES

The game lasts for 10 turns. If, at the end of 10 turns, all of the Hobbit-holes are alight, the Evil player is the winner. If three or fewer Hobbit-holes are alight, the Good player is the winner. Any other result is a draw.

### SPECIAL RULES

**Torching Hobbit-holes** – *The Ruffians are intent on teaching Baldo a lesson in respect, by burning down his home!*

During the End phase, any **Ruffian** model that is in base contact with a Hobbit-hole that did not shoot or participate in a Fight this turn can attempt to set it alight. Roll a D6.

On a 5+, the Hobbit-hole has been set alight.

**Flaming Arrows** – *Some of the Ruffians have set their arrows alight, allowing fire to be swiftly spread.*

**Ruffian** models may shoot at any Hobbit-hole as if they were enemy models, without taking In The Way tests for intervening models. Any Hobbit-hole that is wounded by an arrow will immediately be set alight. Hobbit-holes count as having a Defence of 6.

**Put the Fires Out!** – *As Woody End becomes engulfed in flame, the Hobbits attempt to subdue the fires and protect their home.*

Any Good model that ends its move in base contact with a Hobbit-hole that is on fire, and is not Engaged in a Fight, may attempt to put it out. Roll a D6. On a 6, the fire has been put out. Models that attempt to put out a fire may not shoot in the following Shoot phase. However, should the Good player roll a 1 then the Hobbit-hole will be consumed by flame and cannot be put out for the remainder of the game. At the end of each Move phase, any model that is on a Hobbit-hole that has been consumed by flames immediately takes a Strength 3 hit.

### PARTICIPANTS

**Good:** Baldo Tulpenny; 12 Hobbit Militia;  
8 Hobbit Archers.

**Evil:** Rowan Thistlewood, Ruffian Enforcer; 12 Ruffians;  
6 Ruffians with whip; 6 Ruffians with bow.

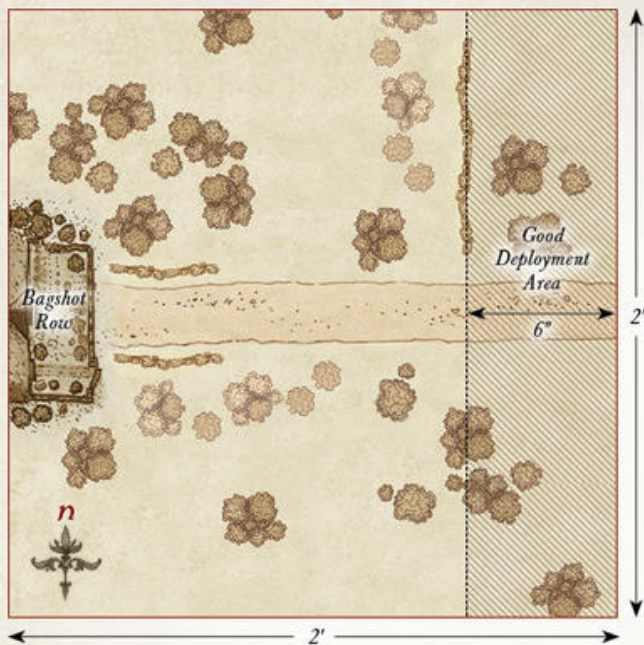
# UPROOTING OF BAGSHOT ROW

**A**s Sharkey's dominance over the Shire continued to grow, parts of it became almost unrecognisable to what they had been before the fallen Wizard's coming. Across the Four Farthings, the inns were closed down and large Ruffian houses made of brick started appearing in every town and village. These grim buildings stuck out against the quaint green Hobbit-holes, and would often be built where gardens or trees had once been, much to the dismay of the Hobbits.

Hobbiton was hit as hard as any area of the Shire; the Green Dragon was boarded up and the beer that was made there was confiscated and stored in one of the Chief's large brick storehouses. The Old Mill was torn down, replaced with a new, bigger mill that smelt of burning and sweat. Even the Party Tree couldn't escape its fate as it was ripped up from the earth and used to fuel the fires of the Ruffians. The destruction of the Party Tree was felt by all Hobbits, and many saw it as yet another insult to their existence.

The loss of the trees and flowers around Hobbiton had angered Hamfast Gamgee for a good long while, yet he knew that if he spoke out against the Chief then he would join the likes of Will Whitfoot in the Lockholes. However, when the Ruffians began to uproot Bagshot Row under the orders of Bill Ferny to make room for yet another Ruffian house (no doubt to get his own revenge on Sam), Hamfast could not contain his anger any more. The Gaffer gathered together all of the Hobbits he could and strode with purpose towards his home, his spade clutched in his hands. Old Gaffer Gamgee was about to give Bill Ferny and the Ruffians a piece of his mind, no matter the consequences!





### OBJECTIVES

The game lasts until the end of the turn in which one side has completed their objective. The Good side wins if they can slay Bill Ferny. The Evil side wins if they can reduce the Good side to 25% or less of their starting models. If both sides achieve their objective in the same turn, the game is a draw.

### SPECIAL RULES

**The Gaffer** – *Hamfast is incensed by the blatant disrespect shown by Bill Ferny to the plants he has tended to with great care.*

Hamfast ‘Gaffer’ Gamgee adds +1 to his Fight value when Engaged in a Fight with Bill Ferny. Additionally, Hamfast may re-roll failed To Wound rolls against Bill Ferny during the Fight phase.

**Bill Ferny** – *Bill Ferny’s considerable arrogance may well be his downfall.*

Bill Ferny must always Charge if able to do so.

**For the Shire!** – *The Hobbits rallied by Gaffer have had enough of the Ruffians, and are here to put an end to their bullying.*

**Hobbit** models must Charge if able to do so.

### LAYOUT

The board represents the area around Bagshot Row. In the centre of the western board edge extending outwards is Bagshot Row. There is a pathway leading up to the door of the Hobbit-hole. The rest of the board should have a few bushes and hedges dotted around.

### STARTING POSITIONS

The Evil player deploys their forces anywhere within 3" of Bagshot Row. The Good player deploys their force anywhere within 6" of the eastern board edge.

### PARTICIPANTS

**Good:** Hamfast ‘Gaffer’ Gamgee; 12 Hobbit Militia.

**Evil:** Bill Ferny; 6 Ruffians; 2 Ruffians with whip; 4 Ruffians with bow.



## ARREST OF FOLCO BOFFIN

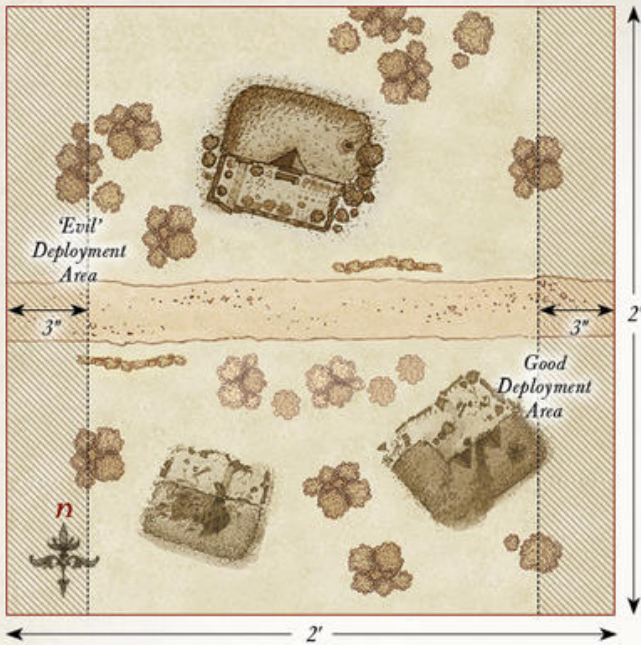
**T**he regulations that Sharkey imposed over the Shire were unpopular with the Hobbits; the idea of curfews, closing of inns, and the ban on pipe-weed caused a few Hobbits to speak out against this mysterious Chief and his new regime. Such dissent was swiftly dealt with and many Hobbits were arrested and thrown into the Lockholes for failing to fall in line.

Sometimes a Hobbit would manage to evade capture, sneaking into wooded areas to hide, or being concealed by other trustworthy Hobbits. Folco Boffin was one such Hobbit. He had stayed behind in Hobbiton to keep up Frodo's story about living in Crickhollow. When the Ruffians began to control the Shire, Folco, and a few other Hobbits, had begun to do what they could to undermine the Chief; aiding in the escape of captured Hobbits, raiding storehouses, or speaking out against their oppressors. However, Folco had been careless and managed to get himself captured by Rowan Thistlewood, only to be rescued later.

His near encounter with the Lockholes had forced Folco to be far more wary, and he avoided straying out in public for too long in fear of being ratted out by those who spied for the Chief. Folco was forced to move only by night, and was aided by a small group of Hobbits that would distract the big-folk that drew near, and hide him when needed.

However, determined to recapture the Hobbit that evaded them before, the Ruffians devised a plan. They forced the Shirriffs to do their dirty work, arresting their fellow Hobbits and following up on leads on Folco's whereabouts. It was in the dead of night, when Folco was on his way to a secret meeting of like-minded Hobbit-folk, that the Shirriffs, under the orders of the Ruffians, came for him. The Hobbits protecting Folco had written them off as simple Hobbit-folk in the dark, but as they drew near, the Shirriffs proclaimed them under arrest by orders of the Chief, and Folco would have to flee into the surrounding woodland or risk being dragged to the Lockholes.





### SPECIAL RULES

**The Shirriffs** – *Though they are under Sharkey's command, the Shirriffs wish no harm upon the other Hobbits.*

Whenever an 'Evil' model wins a Fight against a Good model, they will not make Strikes against them. Instead when an 'Evil' model wins a fight, they will roll a single D6. On a 4+, they arrest the model they fought. Arrested models count as being affected by the Paralyse Magical Power and count as Heavy Objects if carried. If Folco is arrested, he may spend his Fate point to attempt to resist the effects of being Paralyzed. Roll a D6. On a 4+, Folco is not arrested – this time...

**Friends at Heart** – *Neither the Shirriffs nor the other Hobbits want to cause any lasting harm to each other.*

Neither side may Throw Stones at each other in this Scenario. Additionally, if a Shirriff is removed as a casualty in the Scenario, it is probably better to assume they were sent packing by the other Hobbits rather than being slain.

### LAYOUT

The board represents one of the many pathways through the Shire. A path runs through the centre of the board from west to east, and should have a few Hobbit-holes dotted either side.

### STARTING POSITIONS

The Good player deploys their forces anywhere within 3" of the eastern board edge. The 'Evil' player deploys their force anywhere within 3" of the western board edge.

### OBJECTIVES

The game lasts until Folco Boffin leaves the board. The Good side wins if Folco can move off the board via the western board edge of his own accord. The 'Evil' side wins if Folco is arrested and carried off of the western board edge.

### PARTICIPANTS

**Good:** Folco Boffin; 8 Hobbit Militia.

**'Evil':** Holfoot Bracegirdle, Shirriff-leader;  
Robin Smallburrow, Hobbit Shirriff; 12 Hobbit Shirriffs.



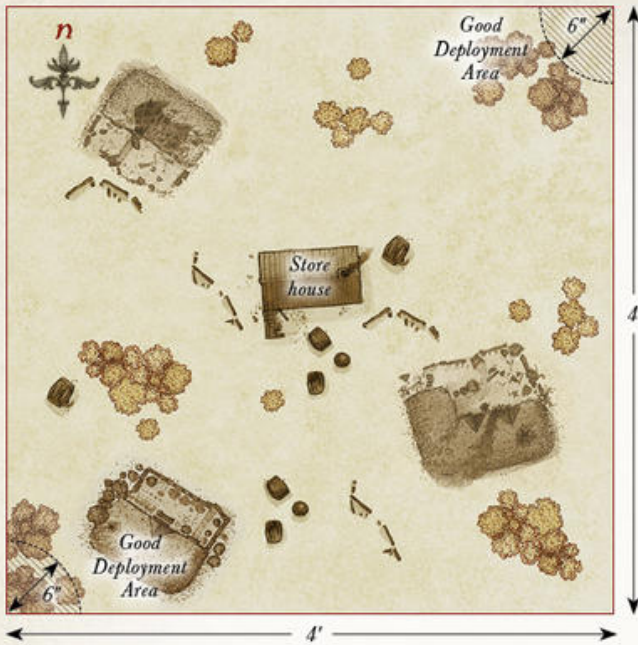
# THE OLD STOREHOUSE

**A**s Sharkey's grip on the Four Farthings of the Shire tightened, he began to set sanctions on how much food and grain the Hobbits must provide his men. Begrudgingly the Hobbits started to hand over their offerings to the Chief; providing the Ruffians with sacks of grain, freshly harvested vegetables and numerous barrels of both beer and pipe-weed, all of which were stashed away in various newly-built storehouses.

However, as time passed by, the sanctions put in place by Sharkey became increasingly harsh, and the Hobbits were forced to provide greater proportions of their produce to the Ruffians. Soon the storehouses were filled with grain, beer and food; yet the Chief and his Ruffians constantly demanded more. Such demands put great strain on the Hobbits, and those that couldn't provide, or refused to, were taken to the Lockholes.

The sight of his fellow Hobbits being taken advantage of angered Paladin Took; he wouldn't let such hardship fall upon his own folk in Tuckborough. Along with some fellow conspirators, Paladin set about formulating a plan to raid one of the storehouses on the edge of Hobbiton. Though he was too old to go himself, Paladin sent a group of the bravest Took, along with Fatty Bolger and Baldo Tulpenny (who had escaped to Tuckborough following the burning of Woody End), to sneak into the storehouse under the cover of darkness and take whatever they could to feed those Hobbits most in need.





### LAYOUT

The board represents the old storehouse and the surrounding area. In the centre of the board should be a building that represents the storehouse. There should also be a few Hobbit-holes on the board, as well as some additional hedges, bushes and trees dotted around.

### STARTING POSITIONS

The Evil player deploys their force within 2" of the storehouse. The Good player splits their forces into two equal parts, each with a single **Hero** model. One half is deployed within 6" of the north-east corner of the board, the other is deployed within 6" of the south-west corner of the board.

### OBJECTIVES

The game lasts until the end of a turn where one force achieves their objective. The Good player wins if they can successfully move four or more Supply counters off of the board via any table edge. The Evil player wins if they can reduce the Good force to 50% or fewer of its starting numbers. If both sides achieve their objective in the same turn, the game is a draw.

### SPECIAL RULES

**On Guard** – *The Ruffians are not expecting the Hobbits' attempt to steal from them, and are simply patrolling the area.*

All **Ruffian** models start the game as Sentries. Additionally, Rowan Thistlewood may not use his Burn it Down! special rule on the storehouse in this Scenario.

**Baldo's Traps** – *Under the cover of darkness, Baldo Tulpenny has managed to set up a series of traps around the storehouse – though he couldn't get too close to it without being spotted.*

When setting up Baldo Tulpenny's Traps, no Trap marker may be placed within 6" of the storehouse in addition to any other rules for deploying Trap markers.

**Thieves in the Night** – *The Hobbits are trying to infiltrate the storehouse and steal back what is theirs, not to cause any harm.*

Any **Hobbit** that is in base contact with the storehouse during the End phase of any turn automatically gains a Supply counter – this is a Light Object. Additionally, any **Ruffian** model that suffers its final Wound in combat with a **Hobbit** will not be slain but is instead knocked unconscious; they count as being under the effect of the Paralyse Magical Power.

**Ill Met by Moonlight** – *It is dark, and visibility is greatly reduced. However, the cover of night makes missile weapons all the more deadly.*

Models cannot be seen or targeted by shooting attacks at distances over 12" away. However, as it is harder to avoid a shot in the dark, all shooting attacks gain a bonus of +1 when rolling To Wound.

### PARTICIPANTS

**Good:** Baldo Tulpenny; Fredegar Bolger;  
4 Tookish Hunters; 8 Hobbit Militia.

**Evil:** Rowan Thistlewood, Ruffian Enforcer; 6 Ruffians;  
2 Ruffians with whip; 4 Ruffians with bow.



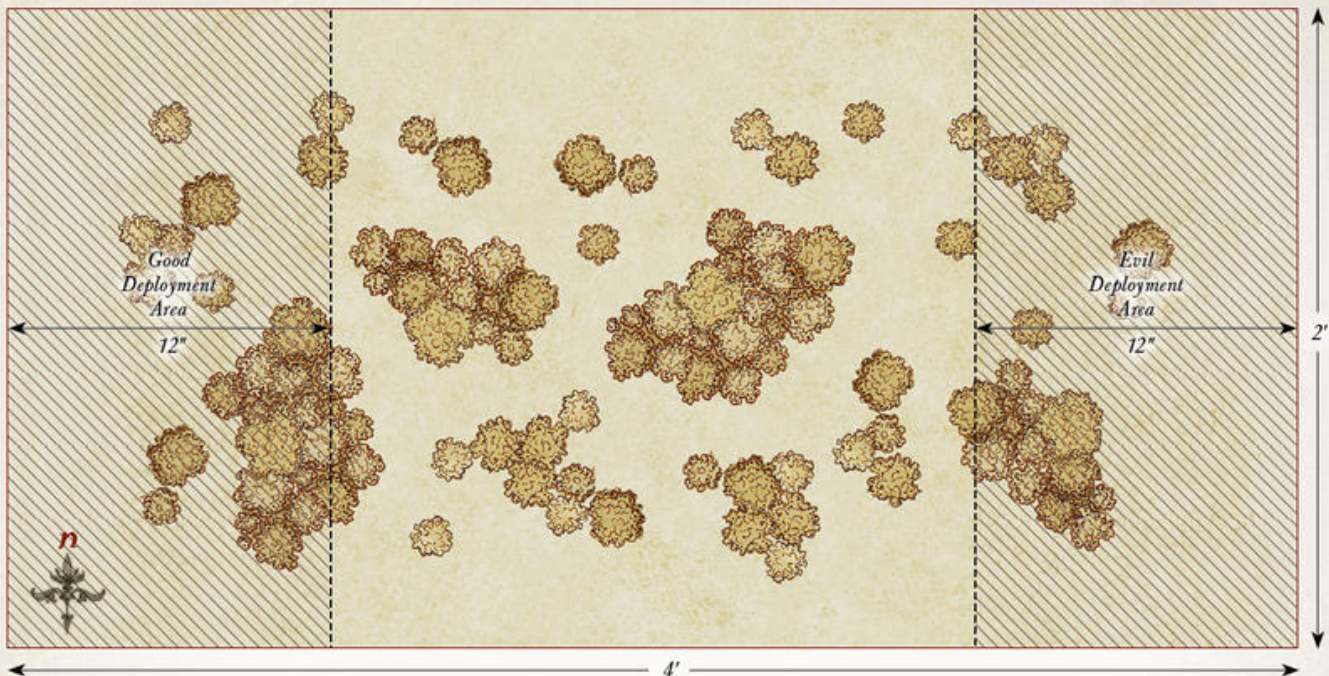
# THE BOUNDERS STRIKE BACK

**A**lthough the influence of Sharkey grew, the Hobbits of Tuckborough continued to defy his orders. Openly speaking out against the Chief's regime, Paladin Took managed to rally the Tooks against the enemy of the Shire, and refused to follow the sanctions and pay the taxes that the fallen Wizard attempted to force upon them.

*The resistance of Paladin and the residents of Tuckborough began to become an increasingly irritating thorn in Sharkey's side, and so he decided that something had to be done to re-establish his dominance in the southern regions of the Shire. To this end, Sharkey ordered a band of his Ruffians to infiltrate the borders of Tuckborough, arrest Paladin Took, and bring him to be imprisoned in the Lockholes.*

*However, word of Sharkey's plans reached the ears of the Thain of the Shire, and he is now wise to the Wizard's plans. Paladin gathers together as many of the Bounders as he can, and hatches a plan to foil the Ruffian's advance by lying in wait for them as they attempt to traverse the thick undergrowth on the borders of Tuckborough. Yet if the Bounders cannot stop the Ruffians from entering Tuckborough, Paladin may still be arrested.*





### LAYOUT

The board represents the wooded lands that lie on the borders of Tuckborough. The board should be densely packed with trees, hedges and bushes, but leave enough space for the models to move freely across the board.

### STARTING POSITIONS

The Evil player deploys their models anywhere within 12" of the eastern board edge. The Good player then deploys their models anywhere within 12" of the western board edge.

### OBJECTIVES

The Ruffians are trying to make their way to Tuckborough in order to arrest Paladin Took, who has been stirring up trouble for the Chief. However, the Thain of the Shire is wise to Sharkey's plans, and has sent some of the Bounders to disrupt the advancing Ruffians. The Evil player immediately wins if five Ruffians are able to escape the board via the western board edge. The Good player wins immediately if they can slay enough Ruffians to make it impossible for the Evil player to win.

### SPECIAL RULES

**Traps** – *The Bounders have been awaiting the arrival of the Ruffians, and have prepared a few 'surprises' for them amongst the dense undergrowth.*

After both players have deployed their models, the Good player may deploy 20 Trap markers on the board (five Tripwire, five Snare, five Pitfall, five Dummy), following the rules detailed on [page 64](#).

### PARTICIPANTS

**Good:** 5 Tookish Hunters.

**Evil:** 6 Ruffians; 2 Ruffians with whip;  
4 Ruffians with bow.



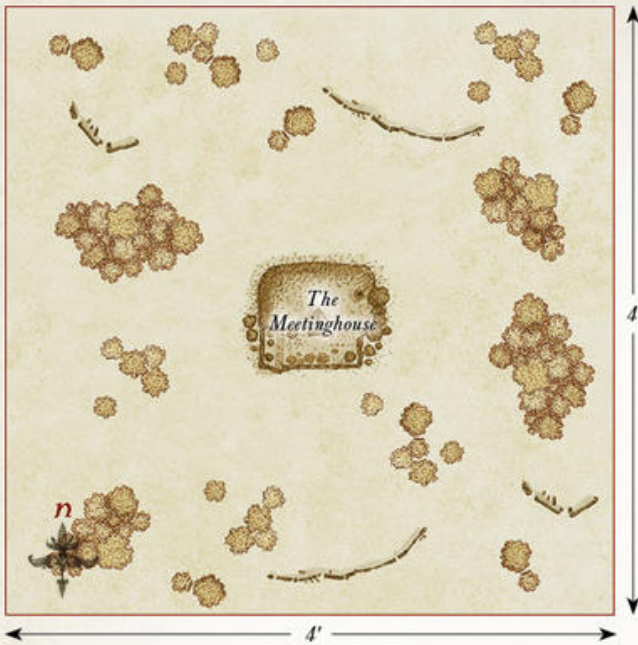
# BROCKENBORINGS

**T**hough unknown to the other Hobbits, Lotho Sackville-Baggins is dead; murdered at the hands of Wormtongue under cover of darkness by the orders of his master. Now, having revealed himself to some as the Chief, and all but Tuckborough under his sway, Sharkey began to exercise his total dominance over the Shire. Yet there were still some who resisted his rule, and plotted in secret to form a rebellion against the Chief and those that followed him.

Fatty Bolger, ever-loyal friend to Frodo, began to organise secret meetings in the sleepy village of the Brockenborings, where he and other dissenting Hobbits discussed their plans. Amongst these Hobbits was Lobelia Sackville-Baggins, who joined Fatty's cause as she feared what had become of her son Lotho, who had not been seen in weeks. Together, those that Fatty gathered began formulating their plans.

However, the fallen Wizard has spies everywhere, and word of Fatty Bolger's meetings has reached him, and so the rebellious Hobbits must be dealt with. Sharkey orders Bill Ferny to gather a band of Ruffians and put a stop to the Hobbit's clandestine meetings, and to bring the ringleaders to the Lockholes to make an example of them to any like-minded Hobbits. With Bill and his bullies surrounding the meetinghouse, it will take every ounce of good fortune for Fatty and Lobelia to escape.





### OBJECTIVES

Having been discovered, the Hobbits must escape the Ruffians. Sharkey has ordered his Ruffians to make an example of the leaders of this attempted rebellion by dragging them to the Lockholes. The game lasts until both Lobelia and Fatty have left the board. The Good player wins if both Lobelia and Fatty can escape the board via any board edge. The Evil player wins if Lobelia and Fatty are carried off of any board edge. If either Lobelia or Fatty escapes but the other is captured, the game is a draw.

### SPECIAL RULES

**Rebellion Leaders** – *The Ruffians have been instructed to capture those attempting to start the rebellion.*

The Ruffians must capture Lobelia and Fatty to win the game. To do this they will need to bind them in chains using their At 'em Lads or Put 'em in Chains special rules. Whilst bound, Lobelia and Fatty are treated as Heavy Objects. If either Lobelia or Fatty is slain then the game is a draw.

### LAYOUT

The board represents an area of the village of Brockenborings. In the centre of the board is a Hobbit-hole that is the meetinghouse. The rest of the board should be littered with hedges, fences and trees.

### STARTING POSITIONS

The Good player deploys their models anywhere touching the meetinghouse. The Evil player then deploys their models anywhere at least 15" away from any Good model.

### PARTICIPANTS

**Good:** Lobelia Sackville-Baggins; Fredegar Bolger; 8 Hobbit Militia.

**Evil:** Bill Ferny; 6 Ruffians; 2 Ruffians with whip; 4 Ruffians with bow.



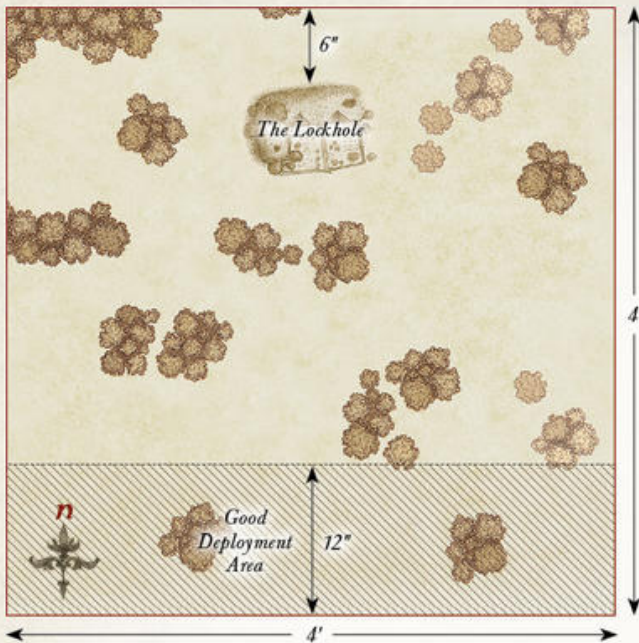
# THE LOCKHOLES

**B**efore falling under the control of the Ruffians, the village of Michel Delving was where food and supplies were gathered and stored in the tunnels for times when food was scarce. These storage tunnels were transformed into the Lockholes, a vile place where those that dared to speak out against the Chief and arrested for their insolence were imprisoned.

*Spurred into action by the ever-worsening tales of what is happening to those in the Lockholes, Paladin Took decides he cannot stand idly by whilst others suffer. Under the cover of the dimming evening light, Paladin and a small group of loyal Hobbits decide to make a swift raid upon the Lockholes in an attempt to free as many of their fellows as they can from the clutches of the Ruffian bullies.*

*Tales of what happened to those within the Lockholes spread across the Shire, either told by the Ruffians to scare the Hobbits into obedience, or by those who were too terrified by what they heard to dare to defy the Ruffians. Those held in the Lockholes were chained up and often beaten, and were fed the bare minimum to be kept alive, making them too weak to fight back.*





### LAYOUT

The board represents a Lockhole and the surrounding area. The Lockhole is placed 6" away from the centre of the northern board edge with the door facing to the south. The rest of the board should be dotted with trees, hedges and fences.

### STARTING POSITIONS

The Evil player deploys Rowan Thistlewood and six of the Ruffians anywhere within 6" of the Lockhole; only two of these Ruffians may have a bow. The rest of the Ruffians will arrive later. The Good player then deploys Paladin, Baldo, the Hobbit Archers, and eight Hobbit Militia anywhere within 12" of the southern board edge. The rest of the Good models are those that are prisoners inside the Lockhole.

### OBJECTIVES

Paladin's mission is to free as many Hobbits from the Lockhole as he can, saving them from the ill treatment they are receiving at the hands of the Ruffians. The Good player wins if four or more imprisoned Hobbits can escape the board via the eastern, western or southern board edges. The Evil side wins if they can prevent this.

### SPECIAL RULES

**Reinforcements** – *The Ruffians have seen the Hobbits coming, and called for their allies to help protect the Lockhole.*

At the end of each Evil move phase, roll a D6 for each **Ruffian** that has not yet entered play. On a 4+, that model arrives; roll a further D6 to see where it will arrive. On a 1-2, the model arrives from the western board edge. On a 3-4, the model arrives from the southern board edge. On a 5-6, the model arrives from the eastern board edge. Models arrive via the rules for Reinforcements.

**Baldo's Traps** – *The Hobbits have arrived quickly and have not had time to scout out the area.*

Baldo may not place any Trap markers in this Scenario.

**Freeing Prisoners** – *The Hobbits must reach the Lockhole in order to free those within.*

To free an imprisoned **Hobbit**, a Good model must be in base contact with the Lockhole's door and have not shot or fought that turn. During the End phase of a turn where these conditions have been met, a single **Hobbit** may exit the Lockhole. To determine which **Hobbit** has been freed, the Good player should simply line up the captured **Hobbit** models and roll a D6 to determine which has been set free. If the Good player rolls higher than the number of remaining **Hobbit** models, they may choose which has been freed. A rescued **Hobbit** may act as normal from the start of the following turn. Additionally, Rowan Thistlewood may not use his Burn it Down! special rule on the Lockhole in this Scenario.

**Weary and Half-starved** – *Those imprisoned in the Lockholes are malnourished and sickly from their capture.*

Escaping prisoners may not Charge or Throw Stones, but will fight as normal if Charged. Before moving an escaping prisoner, the Good player rolls a D6. On a 1, the **Hobbit** is overcome with exhaustion and collapses. The **Hobbit** becomes Prone and may not move any further that turn.

### PARTICIPANTS

**Good:** Paladin Took; Baldo Tulpenny;  
Lobelia Sackville-Baggins; Fredegar Bolger;  
12 Hobbit Militia; 4 Hobbit Archers.

**Evil:** Rowan Thistlewood, Ruffian Enforcer; 6 Ruffians;  
2 Ruffians with whip; 4 Ruffians with bow.



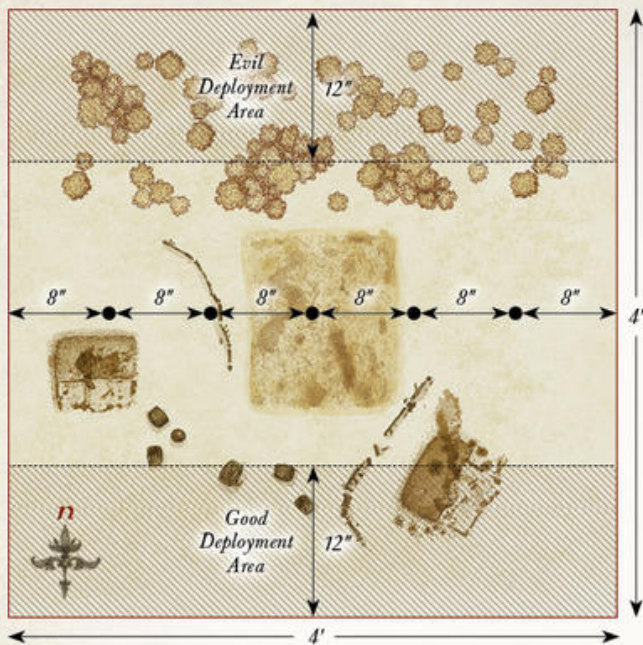
# ATTACK ON TUCKBOROUGH

**P**aladin Took, and the Hobbits of the Southfarthing that followed him, proved to be a rather big thorn in Sharkey's side; refusing to follow his regime, not paying taxes and publicly speaking out against the Chief. In his desire to capture the old Hobbit and make an example of him, Sharkey had previously sent bands of Ruffians to Tuckborough to arrest Paladin and drag him to the Lockholes, but they were unsuccessful on each attempt.

*But Tooks are made of sterner stuff than most Hobbits, and they will not easily relinquish their lands without a fight. Gathering all those loyal to him to his side, Paladin must now lead the Tooks of Tuckborough and their allies against Sharkey's Ruffians. Should they be victorious then there is hope left for the Shire; but should they fail, then the last resistance will have faltered and it would take Hobbits of greater stature than Paladin to save the Four Farthings...*

*One of Paladin's missions to free Hobbits from the Lockholes of Michel Delving infuriated Sharkey even more, and the fallen Wizard was not simply content to just lock Paladin away; a more severe punishment had to befall the Thain of the Shire. To this end, Sharkey sent Ruffians in larger numbers than before to Tuckborough to seize it from Paladin, and bring him before their master.*





### LAYOUT

The board represents the edges of Tuckborough. The southern half of the board should have a selection of Hobbit-holes, fences and hedges, whilst the northern half of the board should be dotted with trees, hedges and bushes. Five Objective markers should be placed across the centre of the board from east to west, with one in the centre and each being 8" away from another.

### STARTING POSITIONS

The Good player deploys their forces within 12" of the southern board edge. The Evil player then deploys their forces within 12" of the northern board edge.

### OBJECTIVES

Both sides are battling over control of Tuckborough; the Hobbits must defend their borders, whilst the Ruffians are trying to capture them. Once one side has suffered eight or more casualties, the game might suddenly end. Roll a D6 at the end of each turn after this condition has been met. On a 1-2, the game ends, otherwise it continues for another turn. When the game ends, the side that has captured the most objectives is the winner. Whichever side has the most models within 3" of an objective, controls that objective. If both sides have the same number of models within 3" then neither side claims that objective. If both sides control the same number of objectives then the game is a draw.

### SPECIAL RULES

**Reinforcements** – Both sides have more fighters waiting to strike, and when the two sides clash, those held in reserve race to the battle.

At the start of each player's Move phase, roll a D6 for each **Warrior** model removed as a casualty. On a 5+, that model may re-enter the board from the centre of the eastern or western board edge, or any point on their controlling player's board edge via the rules for Reinforcements.

### PARTICIPANTS

**Good:** Paladin Took; Baldo Tulpeny; 12 Hobbit Militia; 4 Hobbit Archers.

**Evil:** Sid Briarthorn, Ruffian Chief; 7 Ruffians; 3 Ruffians with whip; 5 Ruffians with bow.



# OLD COTTON'S FARM

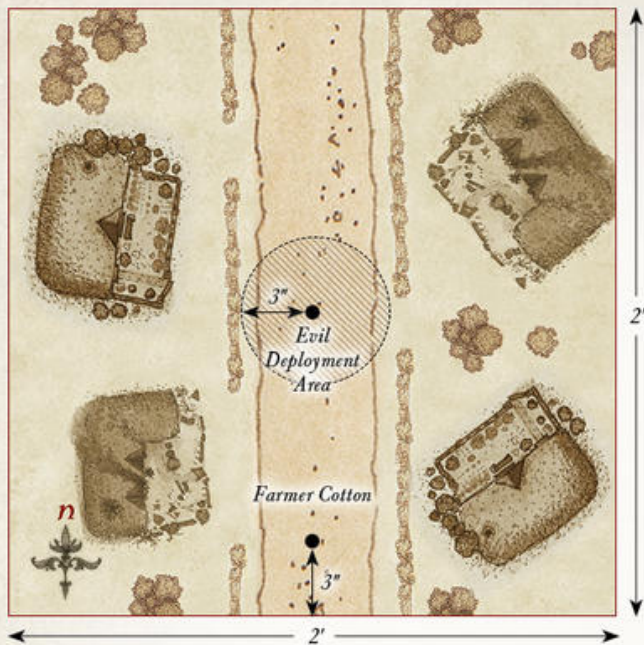
**T**he four Travellers returned to the Shire following their journeys across Middle-earth; however, it was not the same welcoming and friendly place that it was when they set off almost 13 months before. Instead the roads were blocked by the Shirriffs who enforced the Chief's will rather than simply wandering the paths, keeping the peace and locating the best ales, as they did before.

The discovery that their home had been taken over and turned into a place of fear and mistreatment of Hobbits infuriated the Travellers, Merry in particular, and they quickly set about finding out what had happened since they had left. Their investigation led them to the familiar hearth of Farmer Cotton and his family, who had resisted the Ruffians' demands where they could.

However, news of their return reached the Ruffian leaders, and a band of Sharkey's men made their way to confront the Hobbits and bring them before their master. Yet Frodo and his companions had learned a thing or two on their travels, and whilst Pippin headed off to Tuckborough to rally his father's people, Merry set upon laying a trap for the approaching Ruffians.

Upon their arrival, the Ruffians are greeted by Farmer Cotton, stood alone and defiant in the road, telling them that they are not welcome and that they should leave. Scoffing at the demands of one lone Hobbit, the Ruffians march down the road and into Merry's trap. Now the Ruffians are surrounded, but they are still dangerous; if they can fell the leaders of the Hobbits then the morale of the others will break and the Shire will fall.





### LAYOUT

The board represents the road leading up to Tolman Cotton's farm, and the surrounding area. A 6" wide road runs down the centre of the board from north to south, and is lined with hedgerows on either side. The fields should have a selection of Hobbit-holes, bushes, fences and trees dotted around.

### STARTING POSITIONS

The Good player deploys Farmer Cotton 3" from the centre of the southern board edge as shown on the map. The Evil player then deploys their models on the road within 3" of the centre of the board. The Good player then splits their force into two equal halves, each with two **Hero** and six **Warrior** models. They then deploy each half on a different side of the road, making sure they are off the road, and at least 3" away from any Evil model.

### OBJECTIVES

The Ruffians have walked into the Hobbits' trap, and have decided to fight their way out and take as many of the ringleaders as they can with them. The game lasts until the end of a turn where one side has completed their objective. The Good side wins if they can reduce the Evil force to 25% or less of its starting numbers. The Evil side wins if they can kill any four **Hobbit Hero** models. If both sides complete their objective in the same turn, the game is a draw.

### SPECIAL RULES

**Defend the Shire!** – *The Hobbits have had enough of being bullied, and are ready to take the fight to the Ruffians.*

**Hobbit** models must Charge if able to do so.

**Let 'em have it!** – *The Ruffians have been waiting for the chance to fight some Hobbits, and now Farmer Cotton has given them the excuse they need to do just that.*

**Ruffian** models must re-roll To Wound rolls of 1 during the Fight phase. Additionally, if Rowan Thistlewood is Engaged in combat or has been involved in a Fight this turn, and has not been removed as a casualty, **Ruffian** models treat him as a banner.

### PARTICIPANTS

**Good:** Meriadoc, Captain of the Shire with shield; Frodo of the Nine Fingers; Samwise the Brave; Farmer Tolman Cotton; Hamfast 'Gaffer' Gamgee; 6 Hobbit Militia; 4 Hobbit Archers.

**Evil:** Rowan Thistlewood, Ruffian Enforcer; 6 Ruffians; 2 Ruffians with whip; 4 Ruffians with bow.



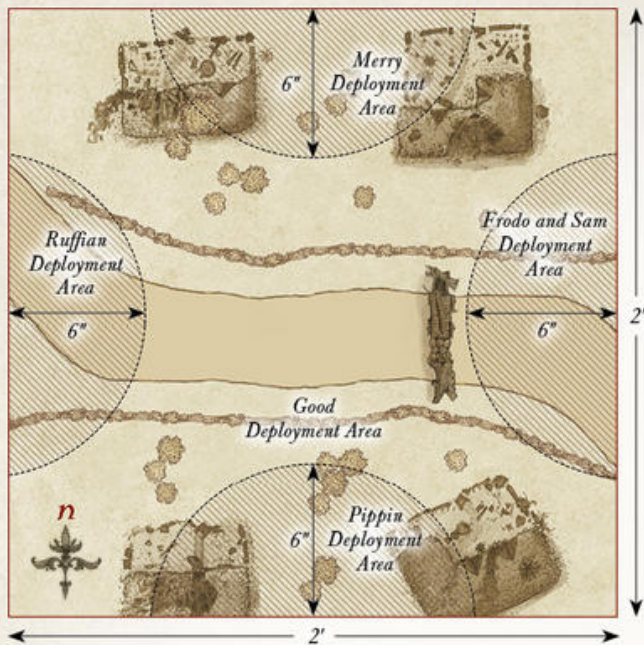
# THE BATTLE OF BYWATER

**T**he battle at Cotton's farm, and the defeat of the Ruffians that were there, gave the Hobbits of the Shire a renewed hope of better times. The return of the Travellers showed the Hobbits that there were some who could lead them against the rule of the mysterious Chief. Knowing that their victory at the farm would be short-lived, and that news of it would already have started to spread towards Bag End, Merry hatched a plan to put an end to the Chief's rule once and for all.

With Pippin having already headed for Tuckborough to bring reinforcements, Merry rode to Buckland to rally the other Brandybucks, and Samwise and Farmer Cotton prepared the remaining Hobbits for battle. Merry's plan was to engage the Ruffian forces at a blockade in Bywater, allowing the amassed Hobbit forces to attack them from all sides.

With their forces from across the Shire gathered, Merry and Pippin now lead the Hobbits of the Shire from Bywater in a final bid to drive out the Ruffians from their home and to end the tyranny of the Chief. Yet the commotion from the road to Hobbiton has forced the Chief to finally show himself, revealing him to be none other than the fallen Wizard Saruman, now going under the name of Sharkey, and his deceitful lackey, Worm, who now joins the fight that will go down as the biggest battle in the entire history of the Shire.





### LAYOUT

This Scenario is played on a 2'x2' board. A long road runs across the centre of the board from east to west, and there are a few Hobbit-holes and hedges dotted either side of the road. A barricade should be situated across the road on the eastern side as shown on the map.

### STARTING POSITIONS

The Evil player deploys all of their Ruffians within 6" of the centre of the western board edge; Sharkey and Worm are kept to one side for later in the game. The Good player then deploys Frodo, Sam, Holfoot, Robin, Farmer Cotton and the Shirriffs within 6" of the centre of the eastern board edge. Merry and the Battlin' Brandybucks are deployed within 6" of the centre of the northern edge. Pippin and the Tookish Hunters are deployed within 6" of the centre of the southern board edge.

### OBJECTIVES

Without the Travellers, the Shirefolk will lose all hope and surely fall to the will of the Ruffians. However, if Sharkey can be exposed for the liar that he is then the Hobbits can drive back his Ruffians and reclaim the Shire.

The Good player wins if, at the end of any turn, Sharkey has been slain. The Evil player wins immediately if all four of the Travellers (Frodo, Sam, Merry & Pippin) have been slain.

### SPECIAL RULES

**Sharkey** – *Sharkey resides in Bag End and, at the battle's start, is unaware of its goings-on. The noise from Bywater is enough to draw Sharkey to the battle in an attempt to silence these Hobbits that are causing him so much grievance.*

From the fourth turn onwards, roll a D6 at the end of each Evil Move phase. On a 5+, Sharkey and Worm enter the board from the western board edge via the rules for Reinforcements.

**The Ruffian mob** – *As the battle rages on, more Ruffians join the fight in an attempt to quell the Hobbit uprising.*

At the end of each Evil Move phase, roll a D6 for each **Ruffian Warrior** model that has been previously slain. On a 6, that model may move on from the western board edge via the rules for Reinforcements.

**Merry & Pippin** – *It is here, at the Battle of Bywater, where Merry and Pippin truly show how much they have changed since they left the Shire. No longer are they young and foolish, but are now brave and sturdy fighters ready to fend off Sharkey's Rogues.*

Once per game, both Merry and Pippin can each declare a Heroic Combat without spending Might.

### PARTICIPANTS

**Good:** Frodo of the Nine Fingers on pony; Samwise the Brave on pony; Meriadoc, Captain of the Shire with shield on pony; Peregrin, Captain of the Shire on pony; Farmer Tolman Cotton; Holfoot Bracegirdle, Shirriff-leader; Robin Smallburrow, Hobbit Shirriff; 8 Battlin' Brandybucks; 8 Tookish Hunters; 8 Hobbit Shirriffs.

**Evil:** Sharkey & Worm; Sid Briarthorn, Ruffian Chief; Bill Ferny; 12 Ruffians; 4 Ruffians with whip; 8 Ruffians with bow.



# SCOURING OF THE SHIRE CAMPAIGN



Here we present you with the Scouring of the Shire campaign, a system that links the Narrative Play Scenarios in this volume together in such a way that the results of one game can impact your next game or even one much later on! This will make the already dynamic Narrative Play Scenarios feel as if you are playing through the scenes directly from the books and the movies.

As you may have already guessed, this supplement focuses on the skirmishes and events that happened within the Shire from when Sharkey began to take over to the return of the Travellers. The Scenarios start with the amassing of the Ruffians in Bree, and the very beginning of Sharkey's regime under the influence of his puppet, Lotho Sackville-Baggins, through to the various arrests of well-meaning Hobbits and the birth of a small rebellion, to the final Battle of Bywater – the most famous battle in the history of the Shire.

You can play this campaign with as few as two people, though if you wish, different players can take control of different Scenarios, that way you can get a whole gaming group involved. However, it is important to note that you should play the Scenarios in order, as the results of one Scenario may change how a later one plays...

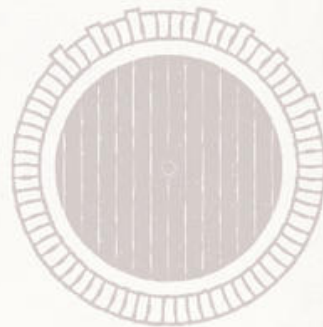
## SCENARIO BONUSES

After each Scenario has been completed, it is important to note down which side won, either Good or Evil. This is important as, depending on who was victorious, there may be a bonus or penalty to a certain side in a future Scenario. For example, if the Good side is victorious in the Maggot's Farm Scenario, the Good side will receive a bonus in the Battle of Bywater Scenario – a much later Scenario in the campaign. These bonuses reflect the advantages of success and the edge it will give either side in the future.

## THE LOCKHOLES

As an added feature to make this campaign really mirror the cruel regime that Sharkey has imposed across the Shire, you may choose to use this optional rule for your campaign. Should any **Hobbit Hero** model be captured or removed as a casualty, it is safe to assume that they have been dragged off to the Lockholes following the battle should the Evil side win (with the exceptions of Holfoot Bracegirdle and Robin Smallburrow, who are instead bullied into following the orders of the Ruffians). Make a note of which **Hobbit Hero** models have been sent to the Lockholes across the campaign. Any that have been captured may not appear in any future Scenario unless they have escaped. This does not apply to any of the Scenarios that happen after the Lockholes Scenario.

In The Lockholes Scenario, replace the Hobbit Militia that have been arrested with any **Hobbit Hero** models that have been captured – this is your one chance to rescue any Hobbits that have been taken prisoner! Any **Hobbit Hero** models rescued in this way may then join in the Battle of Bywater Scenario. For each additional **Hobbit Hero** the Good player receives, the Evil player may add three additional Ruffians to their force.





## SKIRMISH IN BREE

**Good:** In The Ruffians Arrive Scenario, Holfoot and Robin add 1 to their rolls when trying to recover from the effect of the Paralyse Magical Power from the Ruffians' At 'em Lads! special rule.

**Evil:** The Evil player gains three additional Ruffians in The Ruffians Arrive Scenario.

## THE RUFFIANS ARRIVE

**Good:** In The Mayor's Arrest Scenario, Will Whitfoot may move on the first turn of the game.

**Evil:** In the Maggot's Farm Scenario, the Ruffians deploy within 3" of the eastern board edge rather than starting off the board.

## MAGGOT'S FARM

**Good:** The Good player may use Farmer Maggot and his hounds in the Battle of Bywater Scenario.

**Evil:** The Evil player gains three additional Ruffians in the Battle of Bywater Scenario.

## THE OLD MILL

**Good:** In The Old Storehouse Scenario, the Good player only needs to secure three Supply counters, rather than four.

**Evil:** The Evil player may use Ted Sandyman in the Battle of Bywater Scenario.

## THE MAYOR'S ARREST

**Good:** The Good player may use Will Whitfoot in the Attack on Tuckborough Scenario.

**Evil:** In the Arrest of Folco Boffin Scenario, Folco Boffin may not move in the first turn of the game.

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## THE DEATH OF LOTHO

**Good:** Lobelia Sackville-Baggins may use a single Might point in the Brokenborings Scenario.

**Evil:** Lobelia Sackville-Baggins may not use any Will or Fate points for the remainder of the campaign.

7

## BURNING OF WOODY END

**Good:** Baldo Tulpenny may deploy three additional Trap markers of the Good player's choice in The Old Storehouse Scenario.

**Evil:** Baldo Tulpenny may not deploy any Trap markers in The Old Storehouse Scenario.

8

## UPROOTING OF BAGSHOT ROW

**Good:** The Good player may use Hamfast 'Gaffer' Gamgee in the Battle of Bywater Scenario.

**Evil:** The Good player must secure an additional supply counter in The Old Storehouse Scenario.

9

## ARREST OF FOLCO BOFFIN

**Good:** The Good player may use Folco Boffin in the Old Cotton's Farm Scenario.

**Evil:** Holfoot Bracegirdle and Robin Smallburrow may not declare Heroic Actions in the Battle of Bywater Scenario.

10

## THE OLD STOREHOUSE

**Good:** The Good player may deploy two of each type of Trap marker in the Brokenborings Scenario.

**Evil:** Baldo Tulpenny may not deploy Trap markers in the Attack on Tuckborough Scenario.



## THE BOUNDERS STRIKE BACK

**Good:** The Good player may choose to automatically gain Priority at the start of any turn in the Attack on Tuckborough Scenario. This may only be done once.

**Evil:** The Evil player gains three additional Ruffians in the Attack on Tuckborough Scenario.

11

## BROCKENBORINGS

**Good:** The Good player may choose the order that **Hobbit** models are rescued in The Lockholes Scenario.

**Evil:** Lobelia Sackville-Baggins must be the last **Hobbit** to exit from the Lockholes in The Lockholes Scenario.

12

## THE LOCKHOLES

**Good:** Any **Hobbit Hero** models that escape the board may be used in the Attack on Tuckborough Scenario.

**Evil:** In the Attack on Tuckborough Scenario, Paladin Took starts the game with no Might points.

13

## ATTACKON TUCKBOROUGH

**Good:** Pippin may re-roll Fate rolls in the Battle of Bywater Scenario.

**Evil:** Pippin starts the game with no Might points in the Battle of Bywater Scenario.

14

## OLD COTTON'SFARM

**Good:** Once during the course of the game, Merry may declare a single Heroic Action without spending Might points in the Battle of Bywater Scenario.

**Evil:** In the Battle of Bywater Scenario, Merry begins the game with no Fate points.

15



# Armies



# THE SHIRE

**T**he Hobbits that reside within the Shire are a peaceful race, quite content to ignore, and be ignored by, the world of the big folk. 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.

On the whole, the Hobbits of the Shire live peaceful lives and enjoy the simple things, such as good food, the brewing of ales and the smoking of pipe-weed, for all Hobbits share a love of things that grow. However, where a Hobbit's heart truly lies is in peace and quiet and good tilled earth, and it is for those reasons that a Hobbit makes an excellent gardener.

However, even the Shire has been thrust into turmoil and war at times. Following his defeat at Isengard, the Wizard Saruman, going by the guise of Sharkey, invaded the Shire and enslaved its people. It was in these dark times that the peaceful Hobbits of the Shire had to band together to fight against Sharkey's oppressive regime, and the Ruffians that the fallen Wizard had enlisted to enforce his will across the Shire.

On many occasions, Hobbits who had never before seen conflict would resist the rule of 'The Chief', for which they would often be beaten, or arrested and imprisoned in the Lockholes. Upon their return home from their grand journey, Frodo, Sam, Merry and Pippin rallied as many Shire-folk as they could with the courage to stand with them in rebellion against the invaders in order to fight to reclaim their home.

## ARMY COMPOSITION

This army may include: Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire; Peregrin, Captain of the Shire; Paladin Took; Farmer Maggot; Lobelia Sackville-Baggins; Fredegar Bolger; Farmer Tolman Cotton; Rosie Cotton; Holfoot Bracegirdle, Shirriff-leader; Robin Smallburrow, Hobbit Shirriff; Baldo Tulpenny; Will Whitfoot, Mayor of Hobbiton; Hamfast 'Gaffer' Gamgee; Folco Boffin; Lotho Sackville-Baggins; Gandalf the Grey; Dúnedain; Bilbo Baggins; Bandobras Took; Hobbit Militia; Hobbit Archers and Hobbit Shirriffs.

## ARMY BONUS

**"Fear! Fire! Foes!"** – Hobbit models from this army list gain the Woodland Creature special rule.



## STRENGTHS

**Wide selection of Heroes** – With a big range of Heroes available, there will almost always be one to suit your needs.

**Cheap Warriors** – Hobbits are some of the cheapest warriors in the game in terms of points, so you can field many of them in a game and outnumber your opponents.

**Unlimited Missile Weapons** – Every Hobbit can shoot, either with a short bow or by throwing stones, making a Shire army one of the deadliest at a distance.

## WEAKNESSES

**Low Fight values** – Hobbits are not natural fighters, and so their Fight values are often lower than average – good job you can have so many of them to make up for it!

**Low Defence** – Hobbits don't often wear armour, making them easy to kill in a fight. Make sure that when fights happen that you have plenty of Hobbits left to swarm your opponent with.

## KEY MODELS



### MERIADOC, CAPTAIN OF THE SHIRE

The Scouring of the Shire is where Merry really makes a name for himself, leading the Hobbit forces at the Battle of Bywater. In game, Merry makes an ideal leader for a Shire force, as he is a capable fighter and has 2 points of Might. Merry can also upgrade Hobbit Militia in his warband to Battlin' Brandybucks, which have a Strength of 3; great for added extra punch. Merry also carries the Horn of the Riddermark, giving all friendly Hobbits +1 Courage – brilliant when charging terror-causing enemies, or when your force is Broken.



### HOBBIT ARCHERS

With an excellent Shoot value of 3+, Hobbit Archers are great warriors for your Shire army, giving you some deadly firepower at range. Though they can only shoot their short bows 18", they are amongst the most accurate archers in the game, and woe betide any opponent who underestimates them.



### FRODO OF THE NINE FINGERS

Frodo is an interesting Hero for the Shire; he cannot Charge enemy models, and he cannot make Strikes if he wins a fight, so what exactly are his uses? Well, Frodo is a fantastic support Hero for the Shire, as all Hobbits within 6" of him count as being in range of a banner. For an army that cannot take banners of their own, this is a hugely important rule and makes Frodo an essential addition to a Shire army.



### LOBELIA SACKVILLE-BAGGINS

Another slightly odd profile at first glance, Lobelia is another model that cannot make Strikes in combat – an umbrella is not much of a weapon after all! However, it is Lobelia's Furious Tirade special rule that makes her so good; models within 6" of her cannot benefit from the Stand Fast! of other models. This is excellent when your opponent's force is Broken, and you can force their Warriors to run away with no benefit from their Heroes!



**FARMER TOLMAN COTTON.....35 POINTS**  
**(HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE**

The father of Rosie, Farmer Cotton was a well-respected and proud Hobbit who had spent many years tending to his lands and producing a fine crop each year. When the Travellers returned to the Shire and saw what had become of their home, Farmer Cotton stepped up to rally the Hobbits of the Shire to their cause, helping them fight back against the Ruffian invaders. It was Farmer Cotton, along with Merry, that planned the ambush of the band of Ruffian bullies that came to drag the Cotton family away to the Lockholes.

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

**WARGEAR**  
 Pitchfork.

**Pitchfork** – This is a hand-and-a-half weapon that may use the Stab Special Strike, and may support as if it was a spear.

**HEROIC ACTIONS**

- Heroic Resolve
- Heroic Challenge

**SPECIAL RULES**

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**“This is our Country”** **PASSIVE** – Farmer Cotton is a proud Hobbit who is fiercely loyal to the Shire; and he doesn’t take kindly to those that seek to invade it.

Farmer Cotton, and friendly **Hobbit** models within 3" of him, may re-roll 1s when rolling to win a Duel roll.

**ROSIE COTTON.....15 POINTS**  
**(HOBBIT, INFANTRY, HERO) – INDEPENDENT HERO**

Before the Ruffians invaded the borders of the Shire, Rosie Cotton had been the barmaid at the Green Dragon pub in the heart of Hobbiton, and it was here that she caught the eye of the young Samwise Gamgee. Following Sam’s return to the Shire as a hero, Rosie was delighted to hear of his safe return. Even with all manner of Evil things going on, Sam made sure that Rosie was kept safe and would fight to make sure she was not harmed.

Mv	F	S	D	A	W	C	M	W	F
4"	1/3+	2	3	1	1	3	0	1	2

**WARGEAR**  
 Rosie Cotton is unarmed.

**SPECIAL RULES**

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**“If I were to marry anyone, it would’ve been her”** **PASSIVE** – Sam is so devoted to Rosie that he will do anything to protect her.

Whilst Rosie Cotton is within 6" of Samwise the Brave, Sam increases his Attacks characteristic to 2. Additionally, if Rosie Cotton is within 4" of Samwise the Brave, Sam may declare a Heroic Combat without spending Might. However, if Rosie Cotton is Engaged in a Fight then Sam must declare a Heroic Combat and, if successful, Sam must use the following move to join Rosie’s combat. If this is not possible then Sam must move as close as possible to Rosie.



**WILL WHITFOOT, MAYOR OF HOBBITON.....30 POINTS**  
 (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

Plump and portly, Will Whitfoot was a jolly Hobbit who had held the post of mayor of Hobbiton for many years prior to the arrival of the big-folk. Even when the Chief took charge of the Shire, Will Whitfoot continued to go about his mayoral duties, doing his utmost to ensure that every Hobbit was well treated and looked after, and gaining popularity as he did so. But even a Hobbit as calm as Will has their limits, and it wasn't long before he marched upon Bag End to give the Chief a piece of his mind – a journey that ended with poor Mr. Whitfoot being dragged away to the Lockholes.

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

**WARGEAR**  
 Walking cane (staff).

**HEROIC ACTION**  
 • Heroic Resolve

**SPECIAL RULES**  
**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**Mayor of Hobbiton** **ACTIVE** – Will Whitfoot holds the office of mayor, and uses that influence to rally the Hobbits against the Chief's Ruffians.

At the start of the Fight phase, Will Whitfoot can elect to spend a point of Will. If he does so, friendly **Hobbit** models within 6" of him count as being in range of a banner.

**FOLCO BOFFIN.....20 POINTS**  
 (HOBBIT, INFANTRY, HERO) – MINOR HERO

A jolly and unassuming Hobbit, Folco Boffin was a good friend of Frodo Baggins before he departed on his journey to Rivendell. Folco, along with Merry, Pippin, Sam and Fredegear, helped Frodo prepare to leave Bag End for his new residence in Crickhollow; however, unlike Frodo's other companions, Folco stayed behind in Hobbiton in order to keep the story. When Sharkey took over the Shire, Folco was beside himself, and eventually spoke out against the Ruffians; an act that saw him earn a lengthy stint in the Lockholes.

Mv	F	S	D	A	W	C	M	W	F
4"	2/3+	2	3	1	1	3	0	3	1

**WARGEAR**  
 Folco Boffin is unarmed.

**SPECIAL RULES**  
**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**A Helpful Sort** **PASSIVE** – Folco is a close friend of Frodo and helped him move to Crickhollow before Frodo set out for Rivendell.

If Folco is within 3" of Frodo at the start of a turn, Frodo may spend one of Folco's Will points to declare a Heroic Move instead of spending one of his own Might points.

**HOLFOOT BRACEGIRDLE, SHIRRIFF-LEADER.....30 POINTS**  
 (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

Holfoot Bracegirdle has been a member of the Shirriffs for a good many years, and during his time has risen to the post of Shirriff-leader. Though it is his duty to oversee peace in the Shire, Holfoot, and most other Shirriffs for that matter, never expected to have to fight. The arrival of the Ruffians came as a shock to him, and he was unprepared for such an invasion; and after the Chief and his bullies took over the Shire, it was Holfoot and the Shirriffs who were forced to follow or be sent to the Lockholes – that is until the Travellers returned.

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

**WARGEAR**  
 Hand-and-a-half club.

**HEROIC ACTION**  
 • Heroic March

**SPECIAL RULES**  
**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**Head Shirriff** **PASSIVE** – Having been Shirriff-leader for many years, Holfoot has become quite adept with his staff.

Holfoot Bracegirdle, and Hobbit Shirriffs (including Robin Smallburrow) within 3" of him, do not suffer the penalty for using their hand-and-a-half club as a two-handed weapon.

**ROBIN SMALLBURROW, HOBBIT SHIRRIFF.....20 POINTS**  
 (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

Affectionately known as ‘Cock-Robin’ to his friends due to his easily influenced nature, Robin Smallburrow was one of the Shirriffs of the Shire. Growing up, it had always been Robin’s ambition to join the Shirriffs, so that he could traverse the Four Farthings of the Shire in search of where the best beer was brewed. Yet under the rule of the Chief, Robin and the Shirriffs were forced to arrest their friends, spy on well-to-do Hobbits, and generally enforce the newly-implemented rules. The return of the Travellers helped Robin remember why it was he became a Shirriff, and he joined them in fighting back against their oppressors.

<b>Mv</b>	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	<b>M</b>	<b>W</b>	<b>F</b>
4"	3/3+	2	3	1	1	4	1	1	1

**WARGEAR**

Hand-and-a-half club.

**HEROIC ACTION**

- Heroic March

**SPECIAL RULES**

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**A Nose for Shortcuts** **PASSIVE** – Having been a Shirriff for seven years, Robin knows where all of the best beer is kept.

In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you may modify the Reinforcements roll for Robin Smallburrow’s warband by +1 or -1. In Scenarios where you roll to see which part of the board Robin’s warband deploys in, you may modify the dice roll by +1 or -1.

**HAMFAST ‘GAFFER’ GAMGEE.....30 POINTS**  
 (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

The father of Samwise, Hamfast Gamgee is a well-respected Hobbit who has lived in Hobbiton for many years, and his wise and knowledgeable persona has earned him the nickname of Gaffer. Much like his son, Hamfast is a keen gardener and has spent countless hours tending to the flowers and trees that grow around his home. When the Ruffians came to the Shire and uprooted the Gaffer’s garden in Bagshot Row, Hamfast rallied together those Hobbits who shared his passion for things that grow to take the fight to Sharkey’s Rogues.

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

**WARGEAR**

Spade (staff).

**SPECIAL RULES**

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**Leave my Flowers Alone!** **PASSIVE** – Hamfast cares deeply for the flowers and plants that he has tended to, and woe betide anyone who tramples them.

At the start of the game, after both sides have deployed, Hamfast’s controlling player may place three 25mm Flower markers anywhere on the board. These are the plants that Hamfast has tended to; these are open ground, however, models may not finish their move on a Flower marker. Hamfast, and friendly **Hobbit Warrior** models within 3" of Hamfast, may re-roll To Wound rolls of a 1 when throwing a stone or making strikes against an enemy model that is within 4" of a Flower marker. During the End phase, an enemy model may remove a Flower marker from the board that they are in base contact with providing that they did not fight (including supporting) in the preceding Fight phase. Hamfast may re-roll all failed To Wound rolls against any model that removes a Flower marker in this way for the remainder of the game.



## BALDO TULPENNY .....40 POINTS (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

There are few, if any, Hobbits that can claim to throw a stone as well as Baldo Tulpenny; his stone-throwing achievements at the Buckleberry games are legendary in the Shire. To this day, Baldo holds the record for the number of times a stone has been skipped – a total of 29! When Sharkey's Rogues came to the Shire and burned Baldo's village at Woody End, Baldo decided to fight back against these bullies. Baldo journeyed to Tuckborough to aid Paladin Took's resistance against the Ruffians, and began setting various traps in order to ward off any of Sharkey's rabble that would come to take them to the Lockholes.

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

### WARGEAR

Dagger.

### HEROIC ACTION

- Heroic Accuracy

### SPECIAL RULES

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**Champion Stone Skipper** **ACTIVE** – Baldo's skill at stone throwing is unmatched within the borders of the Shire.

Baldo Tulpenny may re-roll failed To Hit rolls when throwing stones. Additionally, if Baldo rolls a natural 6 when rolling To Hit, do not take any In The Way tests, and do not roll To Wound. His target automatically suffers a single Wound.

**Master of Traps** **PASSIVE** – When the Ruffians started to cause trouble in the Shire, Baldo set about laying hidden traps that these bullies would fall into.

At the start of the game, Baldo may place eight 25mm Trap Markers on the board; two each of Snare Trap, Tripwire Trap, Pitfall Trap and Dummy Trap markers. These should be placed face-down so your opponent cannot tell which Trap is which. These Traps are placed and work exactly as described on [page 64](#).

## LOTHO SACKVILLE-BAGGINS .....30 POINTS (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

The Sackville-Bagginses have long been a family obsessed with how they are perceived, doing everything to improve their image and their standing; and Lotho was no different. He would do seemingly anything to improve his lot, including bargaining with the manipulative Sharkey. Though his agreement with the fallen Wizard temporarily brought him wealth and power, it ultimately led to his demise, allegedly at the hands of Worm.

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

### WARGEAR

Dagger.

### SPECIAL RULES

**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**Family Rivalry** **PASSIVE** – The Sackville-Bagginses harbour deep resentment and disdain for the Baggins family.

Lotho Sackville-Baggins may not take part in any Heroic Action that is declared by either Bilbo Baggins or Frodo Baggins.

**Considerable Wealth** **ACTIVE** – Lotho has gained quite a gold pile from his dealings with Sharkey, and will pay off those around him to do as he wishes.

Lotho may spend his Will points to pay off models around him in the following ways:

- When an enemy model declares a Charge against him, Lotho may spend a Will point to pay them off. Roll a D6. On a 1-2, the model may Charge Lotho as normal. On a 3+, the model stops 1" away from Lotho and may not Charge.
- Lotho can spend a Will point to pay off all friendly **Ruffian** models within 3". These models will automatically pass the next Courage tests they have to make.
- Lotho can spend a Will point to pay off all friendly **Hobbit** models within 3". These models add +1 to their Fight value until the end of the turn.

# SHARKEY'S ROGUES

**B**y the time Sharkey's invasion of the Shire began, it was clear how far the Wizard who once called himself Saruman the White had fallen. The former member of the Istari had gathered to him bands of vagabonds and bullies who were all too willing to join his planned suppression of the little folk, and when they arrived, they did so with shocking brutality.

*The Shirelings had ever been a peaceful people, and they were wholly unprepared to withstand mannish thuggery. In a short time, roving patrols of Ruffians had bullied the populace into compliance, rounding up and beating any who resisted. There is little doubt that these Men would have been swept away by a well-organised militia, but no such thing existed within the borders of the Shire, and only the Bounders, the Tooklanders*

*and a few courageous souls offered any serious resistance. For how could Hobbit-folk hope to triumph against Men who carried clubs, knives and bows to enforce their threats?*

*By the time Sharkey arrived, after the sacking of Isengard, the Shire existed as an occupied land, its populace terrified into subservience, and for a short time he ruled it from Bag End as 'The Chief'. Those who spoke out against Sharkey were consigned to the Lockholes, and the Tooklanders were kept at bay with frequent, often bloody, skirmishes. Compared to the scale of the vast battles of the War of The Ring, these clashes may have seemed inconsequential, but for those involved it was a matter of life or death... and when an army of thugs and bullies is at large, life is precious indeed.*

## ARMY COMPOSITION

This army may include: Sharkey & Worm; Sid Briarthorn, Ruffian Leader; Rowan Thistlewood, Ruffian Enforcer; Bill Ferny; Lotho Sackville-Baggins; Ted Sandyman and Ruffians.

## ARMY BONUS

**"You do what Sharkey says!"** – Sharkey's Stand Fast! affects the entire battlefield. Additionally, a force (or allied contingent) that contains models solely from the Sharkey's Rogues list may include warbands of 10-12 Ruffians without the need for a **Hero** to lead them.

In these warbands, nominate a single **Warrior** model within the warband as the captain for the purposes of deployment, etc.



## STRENGTHS

**Sharkey** – As the name suggests, Sharkey is the key to a Sharkey's Rogues force. Though he may have fallen from grace, Sharkey is still a Wizard with some potent magical abilities.

**Cheap Warriors** – What Ruffians lack in skill, they more than make up for in sheer weight of numbers. Their cheap points cost means you can get loads of them in an army, and will outnumber almost everyone else.

**Great against Hobbits** – Ruffians are not skilled fighters, but they are great against Hobbits. Not only do they get a boost in Fight value when fighting the Shire-folk, but they can also bind them in chains, leaving them helpless.

## WEAKNESSES

**Treachery** – Sharkey's treatment of Worm has been really poor, and should the treacherous Worm smell weakness in the fallen Wizard, he will not hesitate to exact his revenge!

**Low Defence** – Ruffians don't wear armour; why would they, they only fight Hobbits! Their low Defence can mean you will lose many in a fight; luckily you will have plenty more to take their place!

## KEY MODELS



### SHARKEY

The obvious leader for a Sharkey's Rogues army, Sharkey brings a lot to the force. Not only is he a very capable Wizard, with some great powers to cast, but his Stand Fast! affects the whole battlefield – perfect to counter your Ruffian's low Courage values. On top of this, his Whoever Strikes Me Shall Be Accursed special rule means that any enemy model that strikes him must take a Courage test, and if they fail then they take a Strength 4 hit themselves!



### WORM

Though he may not seem like much, Worm can be a great asset to Sharkey. His When He Sneaks special rule means that if no enemy model, other than his target, can see him then he increases his Fight value to 4 and his Attacks to 3 – ideal for taking out enemy models trying to lurk at the back of the board and hold objectives.



### RUFFIANS

Ruffians are the only troops available to this army, so it makes sense that they are rather important to its success. Though they have some of the worst characteristics for a Warrior model in the game, the fact that you get so many of them means that this doesn't matter as much. You can simply outnumber your opponent and bring them down with sheer numbers, and swarm any objectives on the board to secure victory.

## SID BRIARTHORN, RUFFIAN CHIEF.....45 POINTS

(MAN, RUFFIAN, INFANTRY, HERO) – HERO OF VALOUR

The leader of Sharkey's Ruffians, Sid Briarthorn was a huge brute of a man who possessed a great strength – at least in the eyes of the Hobbits of the Shire. In reality, Sid was not that much larger than the Men of Rohan, Dunland or Gondor, but he did possess a violent streak and bore many scars that he no doubt obtained from scraps and brawls within the inns of Bree. Most notably, Sid's left eye has been injured at some point; giving him a grisly and rather frightening look in the eyes of the Shire-folk.

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

M	W	F
2	1	1

### WARGEAR

Jagged knife (sword), club and whip.

### HEROIC ACTION

- Heroic Strength

### SPECIAL RULES

**Terror (Hobbit).**

**With Me Lads!** **PASSIVE** – Not wanting to be on the receiving end of Sid's ire, the Ruffians of Bree fight all the harder when Sid is near.

Other friendly **Ruffian** models treat Sid Briarthorn as a banner. Note that Sid does not benefit from this rule himself.

**Put 'em in Chains** **ACTIVE** – Like the Ruffians, Sid Briarthorn carries a pair of shackles with him just in case he needs to place an unruly Hobbit in them.

Instead of making Strikes, if Sid wins a fight against a **Hobbit** model, he may attempt to bind it in chains. Nominate one **Hobbit** model from the fight and roll a D6 – if the score is higher than the target's Strength, the model is bound. Treat it as though it had been affected by the Paralyse Magical Power.

**Brawler** **PASSIVE** – Years of picking fights with the villagers of Bree has made Sid an adept fighter, even with his bare hands.

Sid Briarthorn never counts as being unarmed.

## ROWAN THISTLEWOOD, RUFFIAN ENFORCER.....45 POINTS

(MAN, RUFFIAN, INFANTRY, HERO) – HERO OF FORTITUDE

One of the many head Ruffians that enforce the Chief's will, Rowan Thistlewood revelled in bullying and tormenting the Hobbits of the Shire. It was Rowan who set about burning the Hobbit-holes at Woody End, as well as numerous other areas of the Shire. When the Travellers returned to the Shire and began causing a stir at Tolman Cotton's farm, Rowan Thistlewood led a band of Ruffians to quash any sign of trouble and dragged Farmer Cotton to the Lockholes. However, in his haste, Rowan strode straight into an ambush that, after he refused to back down, would cost him dearly.

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

M	W	F
1	1	1

### WARGEAR

Club and knife (sword).

### SPECIAL RULES

**Let 'em have It!** **ACTIVE** – Rowan rather enjoys bullying Hobbits of the Shire, and even more so if they are well respected by their fellows.

At the start of the Fight phase, Rowan Thistlewood may declare a Heroic Combat without spending Might. If he does so, he must move into combat with an enemy **Hobbit Hero** model. If he cannot move into combat with an enemy **Hobbit Hero** model then he cannot use this special rule.

**Put 'em in Chains** **ACTIVE** – Like the Ruffians, Rowan Thistlewood carries a pair of shackles with him just in case he needs to place an unruly Hobbit in them.

Instead of making Strikes, if Rowan wins a fight against a **Hobbit** model, he may attempt to bind it in chains. Nominate one **Hobbit** model from the fight and roll a D6 – if the score is higher than the target's Strength, the model is bound. Treat it as though it had been affected by the Paralyse Magical Power.

**Burn it Down!** **ACTIVE** – Rowan will often set trees and buildings alight to spread fear throughout the Shire.

Once per game, if Rowan ends his move within 1" of a single building or a single piece of woodland terrain and is not Engaged in a fight, he can try to set it alight. Roll a D6. On a 3+, the selected piece of terrain is set on fire – Might may be used to modify this roll. Any model that is in it, or touching it, at the end of the Move phase must roll a D6. On a 4+, that model is immediately Set Ablaze.

**Designer's Note:** A degree of common sense is required when using Rowan Thistlewood's Burn it Down! special rule. This is intended to be used to set fire to small buildings such as houses or Hobbit-holes, and not whole fortresses such as Helm's Deep! Similarly, this should be used to set small wooded areas on fire; if the whole board is covered in trees, Rowan will only set a single tree alight and not the whole board!

**BILL FERNY** .....40 POINTS  
 (MAN, RUFFIAN, INFANTRY, HERO) – HERO OF FORTITUDE

A minor spy from Bree in the service of Saruman, Bill Ferny had dealings with the four Travellers as they left the Prancing Pony for Rivendell – and was given a swift kick in the behind by Bill the Pony for his trouble. Since then, Bill Ferny's resentment towards the Hobbits of the Shire has continued to grow, and so when Sharkey decided to seize control over the Four Farthings, Bill needed almost no persuading at all to join the fallen Wizard's cause, and take his revenge on the Hobbits that had embarrassed him.

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

**WARGEAR**  
 Dagger and Whip.



**SPECIAL RULES**  
**Hatred (Hobbit).**

**Put 'em in Chains** **ACTIVE** – Like the Ruffians, Bill Ferny carries a pair of shackles with him just in case he needs to place an unruly Hobbit in them.

Instead of making Strikes, if Bill wins a fight against a **Hobbit** model, he may attempt to bind it in chains. Nominate one **Hobbit** model from the fight and roll a D6 – if the score is higher than the target's Strength, the model is bound. Treat it as though it had been affected by the Paralyse Magical Power.

**Sharkey's Spy** **PASSIVE** – Bill Ferny has often spied for Sharkey, giving him information on the Hobbits' whereabouts and other goings-on.

At the start of the game, Bill Ferny may select a single enemy warband to spy on. In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), or those where you roll to see which part of the board a warband deploys in, the chosen warband suffers a -1 penalty to the roll.

**TED SANDYMAN** .....20 POINTS  
 (HOBBIT, INFANTRY, HERO) – HERO OF FORTITUDE

The miller's son, Ted Sandyman had never been the most popular Hobbit in the Shire; his unwelcoming nature meant that most folk gave him a wide berth. Unlike most Hobbits, who were very much against Sharkey's takeover of the Shire, Ted Sandyman had no qualms about entering into league with the Wizard and his Ruffians. With the help of his new allies, Sandyman ripped down his father's old mill and built a new, grimmer mill filled with grinding wheels, sweat and smoke in its place. Ted even managed to coax other well-meaning Hobbits onto the side of the infamous Chief.

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

**WARGEAR**  
 Hammer.

**SPECIAL RULES**  
**Resistant to Magic, Throw Stones (range 8", Strength 1).**

**A Bad Influence** **PASSIVE** – Ted wasn't the only Hobbit to join with Sharkey, a handful of others were persuaded into following his lead.

Ted Sandyman may include Hobbit Militia in his warband as if they were from the Sharkey's Rogues army list. Ted Sandyman may only include **Hobbit** models in his warband.



# LEGENDARY LEGIONS



**O**ver the vast history of Middle-earth, there have been countless wars, battles and skirmishes that have shaped the future of its races and peoples, and all have been fought by heroes and warriors that have given their all for their cause. These individuals have not always been from the same armies, kingdoms, or even races, but nonetheless they fought and died together on the battlefield, forging their names into the great tapestry of Middle-earth's ever-growing story.

A Legendary Legion is a new way of selecting your army for a battle. Each represents those fighting forces that were present at a specific battle or point in time within the history of Middle-earth, either from the books or the movies, by providing a bespoke army list with all of the relevant Heroes as well as a series of special rules to faithfully encapsulate the feel of the moment you are representing on the tabletop.

## HOW DO THEY WORK?

A Legendary Legion is a standalone army list that is separate from all of the others presented elsewhere. It will list all of the profiles that can be used when fielding it, as well as any wargear that can be taken by the units and Heroes included. This may mean that a profile that could normally take a certain piece of wargear may not be able to take that piece of wargear in a Legendary Legion if it does not fit the specific theme of the list. Alternatively, some profiles may come with certain wargear already built into their points cost, ensuring that the relevant wargear is always taken. When this is the case, the wargear will be stated in the profile's entry and its points value will have been adjusted accordingly.

A Legendary Legion will often be made up of profiles that would normally not be in the same army list. This is intentional, as it allows players to create a force that is thematic and fits the specific snapshot or moment from the books or movies that the Legendary Legion represents.

When a Legendary Legion lists a profile that can be used in the army list, the profile can be found either in this supplement or in *Armies of The Lord of the Rings*. Additionally, **Hero** models will keep the same Heroic Tier that they are presented with in their specific profile, unless otherwise stated.

All Legendary Legions will have a series of special rules that will help set them apart from the other army lists available. Each special rule will help to add to the character of the army and really add to the feel that you are playing with the force directly out of the books or movies.



Additionally, Legendary Legions will often have a list of restrictions that players must abide by in order to use that army list. This could be anything from making sure that all models are mounted, or having a certain Hero lead the army – anything that gives the army a better feel for the scene it is representing.

As Legendary Legions are meant to represent a specific point in time, there are a few differences between them and the normal army lists found in *Armies of The Lord of the Rings* and *Armies of The Hobbit*.

### 1) THEY CANNOT ALLY

Legendary Legions focus on key moments from the books and movies, and as such they will already contain all of the relevant profiles that can be used within the army list. Because of this, they cannot ally with any other army lists under any circumstances.

### 2) THEY DON'T HAVE AN ARMY BONUS

Whilst other army lists have an Army Bonus to reward players for taking a pure force, Legendary Legions go one step further. Whilst they don't have an Army Bonus as such (mainly because they must always be pure forces by their very nature), they will have a series of additional special rules instead; all of which are listed on the relevant Legendary Legion's page.

### 3) HERO MODELS CAN LEAD WARRIOR MODELS THEY COULD NOT NORMALLY LEAD

Often, a Legendary Legion will encompass various profiles from multiple different army lists. When building your force using a Legendary Legion, **Hero** models from the list may lead any of the **Warrior** models from the same list – even if they would not normally be able to do so. This allows players to fully build an army that mirrors the scene that the Legendary Legion is trying to replicate.

This supplement includes the next two Legendary Legions that we are introducing to the game, with each one representing a force that was important in the events that took place during the Scouring of the Shire, leading up to the final Battle at Bywater.

Over the next few pages, we will introduce you to these Legendary Legions; providing you with the full list of profiles available to them, as well as all of the additional rules and special rules that govern how to create forces that accurately and faithfully recreate the scenes that they are derived from.



# DEFENDERS OF THE SHIRE

**T**he Shire has ever been a quiet and peaceful land, one inhabited by the Hobbits who tend to only bother with their own comings and goings, and do not trouble themselves with the world of the 'big folk' outside of their borders. In fact, there are few in Middle-earth who even know of the Hobbits' and the Shire's existence, and fewer still who have ever set foot there.

Even whilst the other realms of Middle-earth were embroiled in war, the Shire remained unaware and apart from the battles outside their borders – until the coming of 'the Chief' to Bag End and the Ruffians that followed in his stead, that is. The Wizard Saruman had fallen from power following his defeat at the hands of the Ents, and he placed the blame solely on the halflings that had convinced Treebeard to wage war on Isengard; upon whom he sought to take revenge.

Now going by the name of Sharkey, the Shire had soon fallen under his control, and the Hobbits that lived there were forced to work hard labour, give up the majority of their produce, and pay extortionate taxes to the Chief residing in Bag End. For months, the Shire became a place of fear, patrolled by bands of Ruffians who would not hesitate to beat up any who spoke out against their master and drag them to the Lockholes for imprisonment. Yet the return of Frodo and his companions would bring with it something the Shire had not had in months: hope.

As the Scouring of the Shire builds to its final conclusion, Hobbits were rallied together by Merry and Pippin. The small bands of rebels that had dared to oppose the Chief joined with the Travellers, and Merry begins hatching a plan to bring an end to Sharkey's tyranny. Though the Shire has rarely seen war, it is about to be plunged into the greatest battle in its history.



## ARMY COMPOSITION

<b>FRODO OF THE NINE FINGERS</b> .....60 points	<b>FARMER TOLMAN COTTON</b> .....35 points
• Elven cloak .....5 points	
• Pony ..... 5 points	<b>ROSIE COTTON</b> .....15 points
<b>SAMWISE THE BRAVE</b> .....45 points	<b>WILL WHITEFOOT, MAYOR OF HOBBITON</b> .....30 points
• Elven cloak .....5 points	
• Pony .....5 points	<b>HOLFOOT BRACEGIRDLE, SHIRRIFF-LEADER</b> ....30 points
<b>MERIADOC, CAPTAIN OF THE SHIRE</b> .....45 points	<b>ROBIN SMALLBURROW, HOBBIT SHIRRIFF</b> .....20 points
• Elven cloak .....5 points	
• Pony .....5 points	<b>HAMFAST 'GAFFER' GAMGEE</b> .....30 points
• Shield .....5 points	<b>FOLCO BOFFIN</b> .....20 points
<b>PEREGRIN, CAPTAIN OF THE SHIRE</b> .....45 points	<b>BALDO TULPENNY</b> .....40 points
• Elven cloak .....5 points	
• Pony .....5 points	<b>HOBBIT MILITIA</b> .....4 points
• Shield .....5 points	<b>HOBBIT ARCHERS</b> .....5 points
<b>PALADIN TOOK</b> .....25 points	• War horn .....30 points
<b>FARMER MAGGOT</b> .....45 points	<b>HOBBIT SHIRRIFF</b> .....5 points
<b>LOBELIA SACKVILLE-BAGGINS</b> .....15 points	
<b>FREDEGAR BOLGER</b> .....10 points	

## ADDITIONAL RULES

A Defenders of the Shire force must always include Meriadoc, Captain of the Shire, and Peregrin, Captain of the Shire. Meriadoc must always be the army's leader.

Hobbit Militia in Merry's warband must be upgraded to Battlin' Brandybucks.

Hobbit Archers in Pippin's warband must be upgraded to Tookish Hunters.



## SPECIAL RULES

**“Fear! Fire! Foes!”** – *As Sharkey’s dominance over the Shire has grown, the Hobbits have had to find more discrete routes between the villages and have become quite adept at finding shortcuts.*

Friendly **Hobbit** models gain the Woodland Creature special rule.

**Heroes of the Shire** – *The events in the Shire have really allowed Merry and Pippin to come into their own, and they have inspired all of the Hobbits around them to follow them in taking back their home.*

Friendly **Hobbit Hero** models may benefit from the Stand Fast! of Merry.

**Laying in Wait** – *Though not natural fighters, Hobbits are cunning and will often lay a series of traps for their foes to fall victim to.*

After both sides have deployed, but before the first turn of the game begins, a player using a Defenders of the Shire force may place eight 25mm Trap markers on the board: two each of Snare Trap, Tripwire Trap, Pitfall Trap and Dummy Trap markers following the rules given on [page 64](#).

**Ambush!** – *Using their small stature and cunning minds, Hobbits can hide in the undergrowth before ambushing their foes.*

At the start of the game, before any models are deployed, you may select a single warband led by a **Hobbit Hero** that is not Frodo, Sam, Merry or Pippin. That warband is ambushing and does not deploy on the board as normal. Instead, once both players have completed their third Move phase, the ambushing warband must choose one of the following:

- Move onto the board from any board edge via the rules for Reinforcements.

or

- Deploy in, or within 1" of, a wood, building, rocky outcrop, or other similar piece of terrain that Hobbits could hide in. A degree of common sense is required when deciding which pieces of terrain the Hobbits can ambush from – Hobbits shouldn't be leaping out from behind a single rock or from a river! It is best to decide with your opponent before the game which pieces of terrain your Hobbits can ambush from. Models deployed in this way may not be placed within the Control Zones of any enemy models. Models that enter the board in this way cannot move any further that turn, and count as having moved half of their Move allowance for the purposes of shooting.



**Designer's Notes:** *This Legendary Legion represents the Hobbits that fought against Sharkey's regime in their attempt to free the Shire from his tyranny. Whilst many Hobbit heroes resisted the rule of the Chief, it wasn't until the return of the four Travellers that the fortunes of the Hobbits began to improve. The Battle of Bywater is arguably the defining moment for both Merry and Pippin, the former slaying the leader of the Ruffian forces himself. It is for this reason that both Merry and Pippin must be included in the force.*

*In the books, Merry lays out his plans to engage the Ruffian forces at Bywater and sets about organising a series of blockades and traps to aid the Hobbits in the battle ahead. We have represented this by allowing the Hobbit player to place a selection of Trap markers that can be used to disrupt enemy plans.*



# THE CHIEF'S RUFFIANS

**H**aving seen his armies defeated at Helm's Deep, the forges of Isengard flooded by the Ents, and ultimately his plans for dominating Middle-earth torn to shreds Saruman had no choice but to flee the tower of Orthanc and make his way into the wilderness to the north. Believing that his downfall was initiated by Merry and Pippin, the halflings that spurred the slumbering Ents into action, Saruman plotted his revenge.

This began with him, now going under the guise of Sharkey, gathering to him bands of Ruffians and bullies, which he would use to pressure the Hobbits of the Shire into selling, or just handing over to him their buildings, produce and lands. Some Hobbits, such as the miller's son Ted Sandyman, sold their properties willingly and shared Sharkey's ambition to turn the Shire into a place of industry and profit.

However, Sharkey could not assume power on his own; he would need a puppet to be the figurehead of his operations, a Hobbit that could convince the others to fall in line. It was Lotho Sackville-Baggins that was seen as the boss up in Bag End, passing laws, introducing taxes and sanctions, and allowing the Ruffians to run rough-shod over his own kind for the sake of making profit for the real master behind the scenes.

Yet many Hobbits did not take kindly to the regime introduced under Sharkey and Lotho, and many would speak out against them only to be dragged to the Lockholes. Soon, Sharkey took formal control of the Shire and bands of Ruffians became a common sight, terrorising the Hobbits and beating them if they did not follow the rules. When the Travellers returned, Sharkey would send as many Ruffians as he had to spare to halt them and bring them to Bag End, in chains should they try to resist.



## ARMY COMPOSITION

<b>SHARKEY &amp; WORM</b> .....	60 points for both	<b>TED SANDYMAN</b> .....	20 points
<b>SID BRIARTHORN, RUFFIAN CHIEF</b> .....	45 points	<b>LOTHO SACKVILLE-BAGGINS</b> .....	30 points
<b>ROWAN THISTLEWOOD, RUFFIAN ENFORCER</b> ...	45 points	<b>RUFFIAN</b> .....	5 points
<b>BILL FERNY</b> .....	40 points	• Bow .....	1 point
		• Whip .....	1 point

## ADDITIONAL RULES

The Chief's Ruffians force may include warbands of between 10-12 Ruffians without the need for a **Hero** to lead them. In these warbands, nominate a single **Warrior** model within the warband as the captain for the purposes of deployment. These warbands may only be included if all of the other **Hero** models from this Legendary Legion are already included in the player's army.

Ted Sandyman may still include Hobbit Militia in his warband even though they are not listed in the Army Composition above.

## SPECIAL RULES

**“You do what Sharkey says!”** – *The Ruffians will follow Sharkey's rule unquestioningly, and his orders are swiftly relayed to all Ruffians.*

Sharkey's Stand Fast! affects the entire battlefield.

**Sharkey's Wrath** – *Following his embarrassment at the hands of Merry and Pippin, Sharkey now harbours a deep hatred for all halflings.*

Sharkey gains the Hatred (**Hobbit**) special rule.

**The Chief's Whips** – *Many Ruffians carry whips, which they use to inflict pain upon those that oppose them.*

**Ruffian** models gain +1 To Hit when using a whip.

**The Chief's Command** – *Sharkey will suffer no fools under his command and, when he is near, those that follow him will strive to do his bidding.*

**Ruffian** models within 6" of Sharkey may use his Courage value instead of their own when making Courage tests.

**Strength in Numbers** – *The Ruffians are much braver when the battle is going their way.*

Whilst this force is not Broken, **Ruffian** models gain +1 to their Courage value.

**Designer's Notes:** *This Legendary Legion represents the Ruffians under Sharkey's control, and the few Hobbits that followed him willingly for their own profit (not all Hobbits are as noble as Frodo and Sam, after all!). Though his downfall came at the hands of the Ents, Saruman blamed it on the Hobbits who spurred them into marching upon Isengard.*

*This Legendary Legion differs from the already existing Sharkey's Rogues army list in that players must take the Heroes listed before they start to pack out their force with Ruffians. This allows players to have much more variety in their force if they wish, at the cost of some numbers, but rewards players for doing so.*



# TRAPS

**The Ruffian's invasion of the Shire was not without resistance. At the start there were stories of Hobbits standing up to these bullies, speaking out against the mysterious Chief and refusing to tow the line – though this often ended with those Hobbits dragged away to the Lockholes. As the Ruffians gained more authority within the Shire, the Hobbits that resisted their rule had to find other, more subtle ways to undermine the big-folk.**

*This led to the use of various traps that were placed in hidden locations that an unwary Ruffian could blunder into, often leaving them flat on their face and subject to the mockery of the Hobbits around them. These traps also acted as deterrents to the Ruffians from entering certain areas of the Shire; Tuckborough in particular made sure that Sharkey's Rogues knew that there were plenty of traps laid around their lands and, in comparison to other areas of the Shire, were largely left alone.*

*Though these traps are unlikely to cause any serious harm to those that fall into them, they can lead to an unwary Ruffian being strung up from a tree, left in a hole in the ground or tripping over as they attempt to arrest one of the Shire-folk. It is of little doubt that the use of these hidden traps saved a good number of Hobbits from joining their fellows within the confines of Sharkey's Lockholes.*

Some Scenarios or characters allow for the Hobbit player to deploy a selection of Traps on the board to help them gain an advantage over those that seek to bring ruin to the Shire. The special rules of either the Scenario or character will state how many of each type of Trap the Hobbit player may deploy at the start of the game. Traps are deployed after both sides have set up but before the first turn begins. Friendly models treat Traps as open ground but no model may finish their movement with their base overlapping a Trap marker.

Traps can be deployed anywhere on the board, although they must be deployed using the following rules:

- Traps may not be deployed within the enemy player's deployment zone.

- Traps may not be deployed within 3" of another Trap.
- Traps may not be deployed within an enemy model's Control Zone
- Traps may not be deployed within 2" of an Objective marker in Scenarios where this applies.

## TRIGGERING TRAPS

When Trap markers are deployed, they are always placed face-down so that the opposing player cannot tell what kind of Trap each Trap marker represents. When an enemy model moves within 1" of a Trap marker, they immediately stop moving – flip the Trap marker over and resolve the effects of the Trap that is revealed, as explained opposite. Models that reveal a Trap marker cannot continue moving after revealing the Trap; they have either fallen into the Trap or used the rest of their movement to avoid it.

## MAKING TRAPS

Using Traps in your games requires counters of some sort. While you're perfectly free to use card or paper counters with the description of the Trap written underneath, making your own is so simple that it would be a shame not to give it a try. Blank round 25mm bases (without a slot) are the easiest to convert – simply take the base and then cover it with flock or static grass, as you might with the bases on the rest of your models.

Start by covering the tops of the bases as normal, and then turn the base over. A Snare Trap can then be made by covering the inside of the base with static grass or flock and gluing a looped piece of string across it.

To make a Pit Trap, cover the inside of the base with a small amount of Green Stuff or ready mixed filler, then create a slight depression in the middle. Once this is dry, add static grass or flock around the edges and paint the depression with Abaddon Black paint.

To make a Tripwire Trap, use Green Stuff to create a path, paint it with Rhinox Hide, drybrush it with Mournfang Brown, and then glue a piece of string across the middle.





## TRIPWIRE TRAP

*Simple but effective, a hidden length of rope pulled tight across a path can cause an unwary foe to go sprawling to the ground with a thump. Though not particularly dangerous, those that do trip can ultimately tumble onto rocks, roots or even their own weaponry.*

When a Tripwire Trap is revealed, the Hobbit player rolls a D6. On a 2+, the model that revealed the Trap suffers a Strength 2 hit and is placed Prone. **Cavalry** models that reveal a Tripwire Trap are only affected on a 4+. However, they will also count as being Knocked Flying in addition to suffering a Strength 2 hit. **Monster** models are unaffected by a Tripwire Trap, and can continue to move even after revealing the Trap. After the effects are resolved, remove the Trap from play.



## SNARE TRAP

*Often used to catch small animals, snare traps consist of a loop of rope and a place to affix it before hiding it from view. The most cunning traps are set close to the trunk of a tree, and those that fall into them will find themselves dangling helpless in the air.*

When a Snare Trap is revealed, the Hobbit player rolls a D6. On a 2+, the model that revealed the Trap is immediately knocked Prone and suffers a Strength 1 hit (they actually either have their legs tied up or are kept dangling in the air, but this has the same effect). A model that is caught in a Snare Trap cannot move until they have freed themselves. They will not stand up if they win a fight and will always count as

being Trapped. During the End phase of each turn, roll a D6 for a model caught in a Snare Trap. If the result is equal to or less than the model's Strength characteristic then the model has freed themselves and may immediately stand up.

**Cavalry** models that reveal a Snare Trap are only affected on a 4+. However, they will also count as being Knocked Flying in addition to suffering a Strength 1 hit. **Monster** models are unaffected by a Snare Trap, and can continue to move even after revealing the Trap. After the effects are resolved, remove the Trap from play.



## PITFALL TRAP

*Sometimes, the simplest ideas are the best. In this case, a few hours' digging and some branches and leaves to cover the Hobbit's handy work can do the trick. More than one Ruffian has found themselves struggling within a waist-deep hole that they would swear blind wasn't there before.*

When a Pitfall Trap is revealed, the Hobbit player rolls a D6. On a 2+, the model that revealed the Trap immediately falls into the hole. A model that falls into a Pitfall Trap may attempt to get out of the hole at the start of each of its Move phases. Roll a D6. On a 4+, the model clambers out of the hole at the cost of half of its Move value.

Whilst in a Pitfall Trap, a model always counts as being Trapped. **Cavalry** models that reveal a Pitfall Trap are only affected on a 4+. However, they will also count as being Knocked Flying in addition to falling into the hole. **Monster** models are unaffected by a Pitfall Trap, and can continue to move even after revealing the Trap. After the effects are resolved, leave the Pitfall Trap face-up. A model can attempt to cross a Pitfall Trap by passing a Jump test, but if they fail, they will fall into the hole. If a model is forced into base contact with the Pitfall Trap (such as when they Back Away) then they will fall into the hole. Only one model at a time can be in a Pitfall Trap.



## DUMMY TRAP

*Sometimes the illusion of a trap can be as effective as a trap itself. Some especially cunning Hobbits started making areas of obviously disturbed ground, that way it would look as if it was a badly hidden trap. More than once has a Ruffian thought they have outsmarted the Shire-folk by avoiding their traps, only to stray into the actual trap hidden close by.*

When an **Infantry** model reveals a Dummy Trap, remove the Trap from play (there is no Trap there after all!), though the model will still stop moving. **Cavalry** and **War Beast** models are unaffected by a Dummy Trap, and can continue to move even after revealing the Trap.

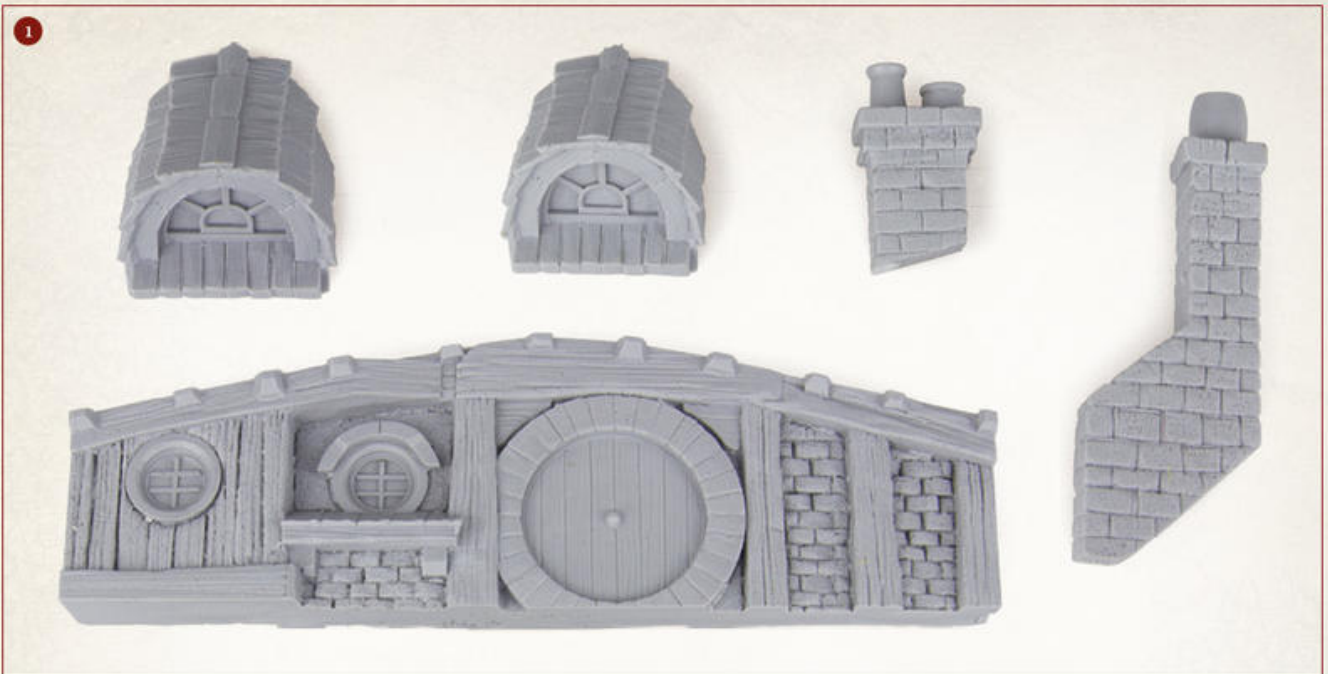
# HOW TO BUILD A HOBBIT-HOLE

**H**obbit-holes are amongst the most iconic buildings in the entirety of Middle-earth. The Shire is filled with these quaint and characterful little buildings that vary greatly in shape and size. It makes sense then that playing through games from the Scouring of the Shire will require a number of these Hobbit-holes for you to use in the Scenarios; and no Shire-themed board will ever be truly complete without some Hobbit-holes dotted about!

To that end, over the next few pages we have provided you with a handy guide on how to make your very own Hobbit-hole using the Hobbit-hole upgrade set. This step-by-step guide will take you through each stage from making the shape of the Hobbit-hole, all the way up to painting it and adding the extra detail that will really add character to your own personal piece of the Shire!

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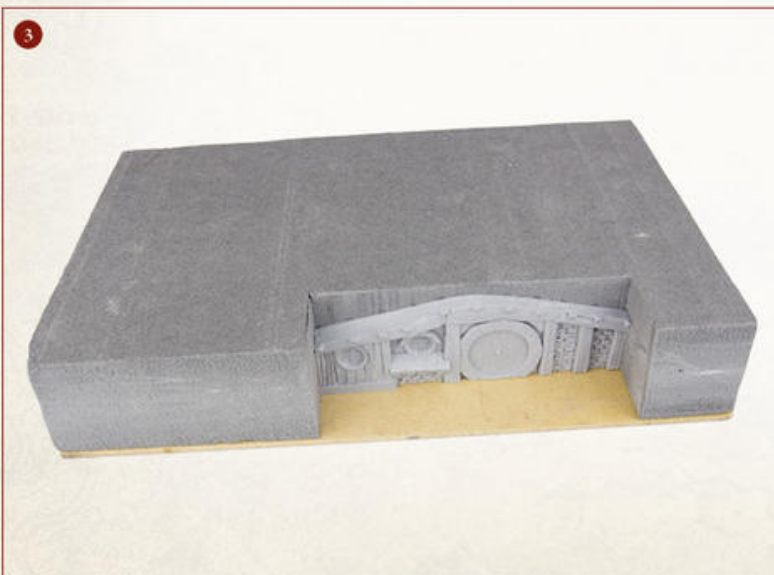


### 1. GATHER YOUR PIECES

The Hobbit-hole upgrade set has a variety of different pieces for you to use to make your own Hobbit-hole. There is a front piece that is reversible so you can choose which side you want for your own Hobbit-hole. There are also two windows and two chimney stacks to add that extra layer of detail.

### 2. EXTRA MATERIALS

You will also require a number of additional materials in order to make your Hobbit-hole. You will require some form of styrofoam or polystyrene, a piece of 3mm MDF board (though thick card works just as well), some good double-sided sticky tape, and a variety of different flocks, tufts and static grass.



### 3. BASIC SHAPE

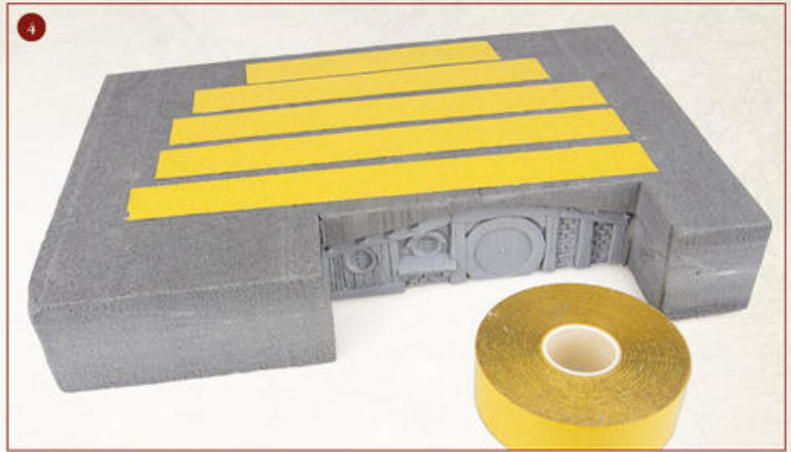
The first thing you will need to do is cut your styrofoam into the very rough shape that you want your Hobbit-hole to be in; using the MDF or card as a base is a good place to start – though don't stick it down just yet!

Next, you will need to cut a small indent into the foam, and stick your chosen front to it using double-sided sticky tape. Don't use super glue for this as it will dissolve the styrofoam.

Hobbit-holes come in various different shapes and sizes, so there are really no restrictions for how you want yours to be shaped – it is entirely up to you!

#### 4. DOUBLE-SIDED TAPE

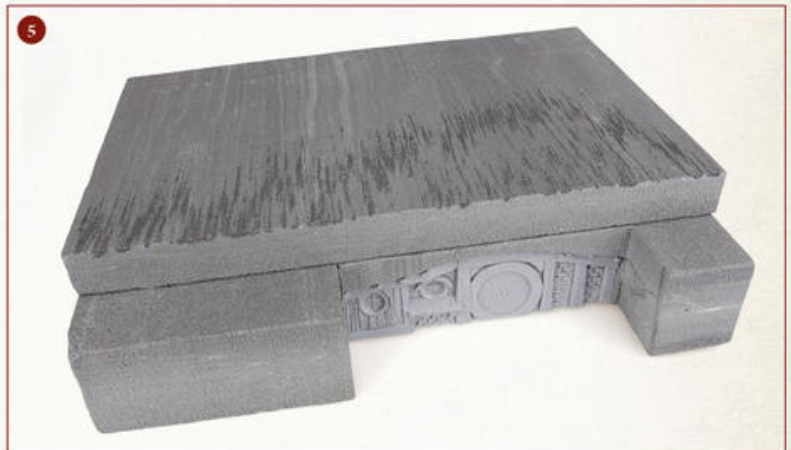
Next, you will need to add some more double-sided sticky tape to the top of your Hobbit-hole. You don't need to put it all the way to the edges though as you will be cutting the shape of the Hobbit-hole later on anyway.



#### 5. ADD HEIGHT

Add more layers of styrofoam to the top of your Hobbit-hole to give the required level of height you are after.

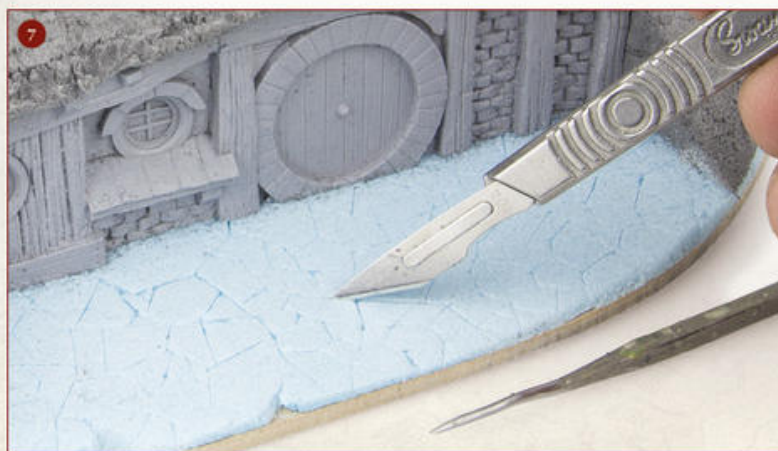
How much height you want to add is entirely up to you. Some Hobbit-holes are much smaller and may require no extra height added at all; whilst for others you may wish to make them bigger to let them stand out even more.



#### 6. CUT THE SHAPE

The next stage is to create the basic shape of your Hobbit-hole. Carefully cut away at the styrofoam to give the rough shape of the hill that the Hobbit-hole has been built into. Don't worry if it still looks a bit rough, we will sort that out later.

You will also want to sort out the base for your Hobbit-hole. Carefully cut your MDF or thick card into the required shape, and then do the same for a layer of thin foam as well – this will form the base of your Hobbit-hole.



#### 7. COBBLESTONES

To make the cobblestones outside the front door of your Hobbit-hole, gently score into the foam to create the shape of them.

For more rigid and pointed stones, a scalpel or other sharp implement is great. However, if you want your cobblestones to have a more rounded look then drawing the shape of the stones out using a ballpoint pen first works really well.



### 8. SAND IT, AND ADD WINDOWS AND CHIMNEYS

Next, you will need to contour the Hobbit-hole using sandpaper to give the final shape. Then add the chimneys and windows. Press them gently into the foam where you want them to go to create an indent, then stick them down using double-sided sticky tape.



### 9. UNDERCOAT

Your Hobbit-hole is ready for painting! Spray the whole model with Chaos Black spray.



### 10, 11 & 12. PAINT YOUR HOBBIT-HOLE

Painting your Hobbit-hole is very easy. Start off by spraying it with Death Guard Green spray, and then simply drybrush various different shades of green onto the hill. Don't worry if this doesn't look amazing at first glance, it is simply to provide a green colour underneath in case the flock we are going to put on later falls off during your games or from general wear and tear.

The stonework on the cobblestones, as well as the chimneys, wooden beams, other stones and bricks and windows are all started in the same way.

Begin by airbrushing these areas with Mechanicus Standard Grey, then with Dawnstone, and finally with Administratum Grey. If you don't have an airbrush, then drybrushing works just as well. Then wash areas of the stonework with different washes to give the desired effect. The cobblestones have had areas washed with Agrax Earthshade, Nuln Oil, Drakenhof Nightshade and Druchii Violet, whilst other areas will have been washed with different colours.

Finally, paint the door whichever colour you want.



### 13. ADD TUFTS

After all of the paint has dried, it is time to add the texture to the Hobbit-hole.

Start by placing Middenland Tufts along the edge of the roof as shown, and then place a few others across the top of the Hobbit-hole – not too many, but just enough so that they are consistently dotted around the roof of your Hobbit-hole.



### 14. FLOCK

Next, add some flock or clump foliage to the edges of the chimneys and windows to help them blend in.

### 15. MORE FLOCK!

Mixing some clump foliage with PVA glue will create a mixture you can spread onto your Hobbit-hole to give a grassy effect.

### 16. STATIC GRASS

Next, use PVA glue to stick static grass onto the top of the hill, avoiding any flock you have already placed on it. This will give a varied grassy look to your Hobbit-hole.





**17. EVEN MORE FLOCK!**

Add more flock in patches to the Hobbit-hole to break up the texture of the grass.

**18. EXTRA DETAILS**

Pressing some small Middenland Tufts or bits of flock into the cracks of the cobblestones will give the impression of plants growing through the cracks. As the cobblestones are made from styrofoam, this is quite easy to do and will add that extra level of detail to the model.



**19. FLOWERS**

To further add some interest to your Hobbit-hole, you could add some flowers to the outside – after all, Hobbits do love things that grow!

**20. COLOURED FLOCK**

Finally, add some coloured flock or sponge to the model to represent the flowers growing in the hedgerows.



# APPENDIX



*“Hobbits really are amazing creatures. You can learn all there is to know about their ways in a month, and yet after a hundred years they can still surprise you!”*

*- Gandalf the Grey, The Lord of the Rings: The Fellowship of the Ring*

**T**hough Sharkey’s invasion and subsequent takeover of the Shire were undoubtedly the darkest moments in the Shire’s history, it was not the first time that the Hobbits of that tranquil land endured strife and hardship. In the year 2747 of the Third Age (or 1147, by Shire reckoning), the Shire was attacked by the Orcs of the nearby mountains. Led into battle by their leader, Golfimbul, it was at Greenfields where the Orc invasion came to a halt, as the forces of the Shire who had come to defend their homeland faced them. Leading the Hobbits was Bandobras Took ‘the Bullroarer’, the only Hobbit tall enough to ride a horse, who would go down in Shire legend as the victor of Greenfields.

Just over 150 years later, the Shire was once more thrust into turmoil as the extreme cold of the Fell Winter saw the rivers of Eriador freeze over and the White Wargs of Forochel forced south by hunger. They attacked the Four Farthings and harmed many, but were eventually driven off by the Grey Wizard, who had come to be an ally of the Hobbits.

In this Appendix we present three additional Narrative Play Scenarios for you to play through, focusing on the battles the Shire fought in the past, as well as some more iconic characters. You will be able to re-create the Bullroarer’s victory at the Battle of Greenfields, defend the Shire against the invasion of the White Wargs, and even embark on Bilbo Baggins’ journey to Rivendell following his eleventy-first birthday.



**GOLFIMBUL, ORC CHIEFTAIN .....40 POINTS**  
**(ORC, ANGMAR, INFANTRY, HERO) – HERO OF FORTITUDE**

Mv	F	S	D	A	W	C	M	W	F
6"	3/4+	4	5	2	2	4	2	2	0

**WARGEAR**

Armour and hand-and-a-half mace.

**HEROIC ACTIONS**

- Heroic Strike
- Heroic Challenge

**OPTIONS**

Warg.....10 points

**SPECIAL RULES**

**Impressive Girth** **PASSIVE** – *Golfimbul has enjoyed the many perks that come with being chieftain, and his size not only denotes his status but can also help lessen the impact of would-be debilitating blows.*

Whenever Golfimbul suffers a Wound, roll a D6. On a 5+, the Wound is ignored exactly as if a point of Fate had been spent. Golfimbul cannot use this special rule against Wounds caused by Magical Powers.

Golfimbul, Orc Chieftain, may be taken as part of the Angmar army list.

*Though he will never be considered to have been a mighty Orc chieftain, Golfimbul has surely gone down in history as one of the most ambitious. With a raiding party of Orcs and Warg Riders at his command, Golfimbul led his followers to the Shire, eager to despoil it and claim it for his own. Ultimately, Golfimbul’s ambition to become a renowned chieftain, and his underestimation of the Shire-folk, would prove to be his downfall – though his defeat at the hand of the Bullroarer would give birth to the game of golf!*



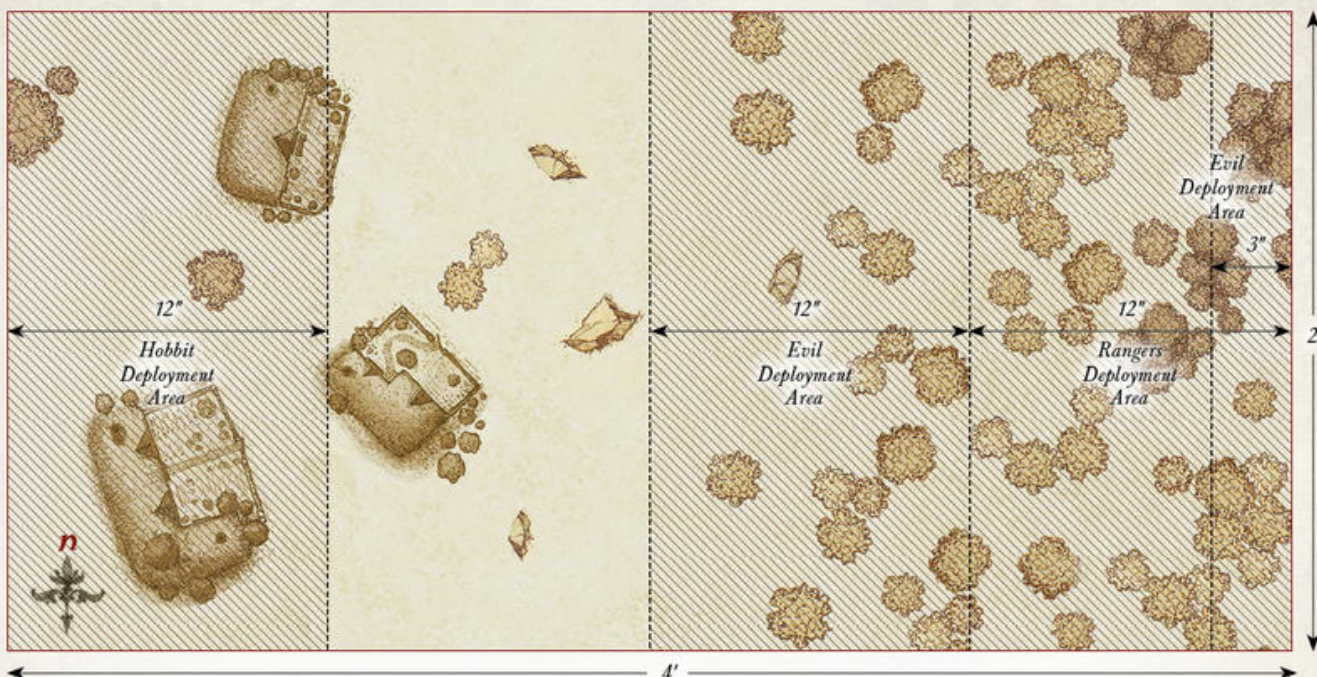
# BATTLE OF GREENFIELDS

**T**he Shire has always been a place of peace and pleasantness. The Hobbits that reside there care little about what goes on outside of their own borders, and there are few who even know of their existence. Though the Hobbits are unaware of it, their borders are guarded by the Dúnedain, who keep an ever-watchful eye over it, as there are some who would seek to claim it for their own, should they discover it.

In year 1147 of the Shire calendar, a band of Orcs from the nearby mountains sought to claim the land of the halflings. At their head was Golfimbul, an Orc chieftain of limited skill and martial prowess, but one driven by ambition to improve his status. Under Golfimbul's orders, a pack of Orcs and Warg Riders descended on the Shire, attacking villages on the edges of the Northfarthing as they made their way through the land.

Yet even though they were unaccustomed to war, the Hobbits of the Shire would not yield their home unfought. Bandobras Took, a Hobbit of remarkable stature, rallied the Hobbit forces at Greenfields, and following a rousing speech where the promise of victory and a good meal afterwards was made, Bandobras led his forces into battle; one that would go down in Shire legend as one of the greatest battles of their short history.





### LAYOUT

The board represents the area of Greenfields and its borders. There should be a selection of Hobbit-holes within 18" of the western board edge. The area within 15" of the eastern board edge should be densely packed with trees, representing the borders of the Shire. The rest of the board should be fairly open, with the odd bush or hedge.

### STARTING POSITIONS

The Good player deploys the Hobbits within 12" of the western board edge. The Evil player then deploys Golfrimbul and eight Warg Riders between 12" and 24" of the eastern board edge. The rest of the Warg Riders are deployed within 3" of the eastern board edge. The Good player then deploys the Rangers of the North anywhere within 12" of the eastern board edge, but not within 6" of any Evil model.

### OBJECTIVES

In order to claim victory, both sides must cause enough casualties to force the other to surrender. The game lasts until the end of a turn in which one side has been reduced to 25% of its starting numbers. The Good side wins if the Evil player has been reduced to 25% of its starting number. The Evil side wins if the Good side has been reduced to 25% of its starting numbers. If both sides have been reduced to 25% of their starting numbers in the same turn, the game is a draw.

### SPECIAL RULES

**The Bullroarer** – *Bandobras Took is the leader of the Hobbit forces, and without him they will begin to falter.*

Should Bandobras Took be slain then at the start of each **Hobbit** model's Move phase, it must take a Courage test. If the test is failed, the model has fled – remove the model as a casualty.

**Golfrimbul** – *The Orcs have been assured an easy victory, and should they see their leader fall then they may begin to question if the battle is worth it.*

Should Golfrimbul be slain then at the start of each **Orc** model's Move phase, it must take a Courage test. If the test is failed, the model has fled – remove the model as a casualty.

**Surprise Volley** – *The Rangers have managed to sneak up on Golfrimbul's pack, silently ambushing them before the battle has begun.*

Before the game begins, but after all models have been deployed, each of the Rangers may make a free shot, resolved by the normal shooting rules. This free shot may not target Golfrimbul.

**We Shall Not Be Seen** – *The Rangers are dedicated to protecting the Shire, though they do not wish the Hobbits to know of their guardianship.*

The Rangers may not willingly move beyond the tree-line. Should they find themselves beyond this point, they must move back as quickly as possible.

### PARTICIPANTS

**Good:** Bandobras Took; 3 Rangers of the North; 8 Hobbit Militia; 4 Hobbit Archers; 4 Hobbit Shirriffs.

**Evil:** Golfrimbul, Orc Chieftain, on Warg; 4 Warg Riders with shield; 4 Warg Riders with shield & throwing spears; 4 Warg Riders with Orc bow.

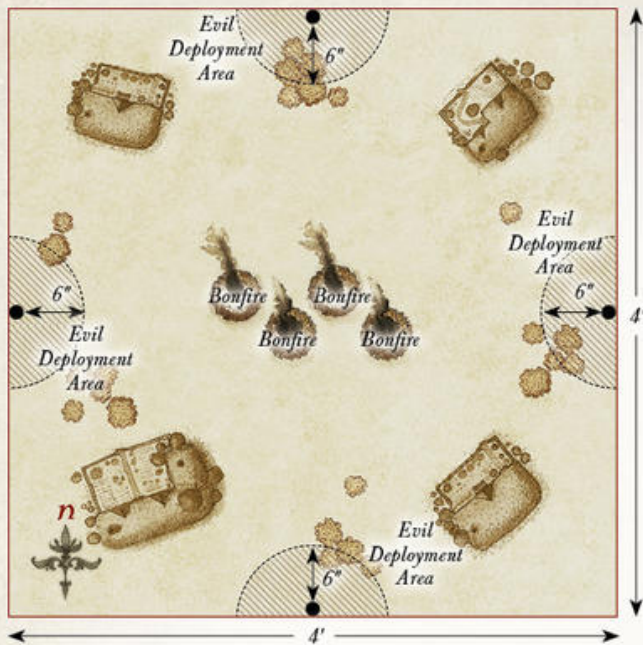
# THE WOLVES OF WINTER

**I**n the year 2911 of the Third Age, a great cold descended upon the lands of Eriador, covering them in deep snow and freezing the rivers of the Shire solid. In this time of extended winter, the stores of food ran short and the biting winds chilled even the most insulated Hobbit to the bone. This period, known as the Fell Winter, saw many perish due to starvation or extreme cold, and the Shire became a vulnerable place.

*The White Wargs savaged the Rangers of the North that patrolled the edges of the Shire and began to wreak havoc upon its villages and towns. Though the Bounders did what they could, they were too weak to stave off the beasts that ran rampant throughout the Four Farthings. In these dark times, the Grey Pilgrim came to the aid of the Shire-folk once again, just as he had done in the Long Winter many years before.*

*It wasn't just the Shire that faced these harsh climates; the same was true across most of the northern lands of Middle-earth. In this time, the White Wargs that resided in Forochel were forced south by hunger and the extreme temperatures. When they reached the Shire, they were able to cross the frozen Baranduin (or Brandywine as the Shire-folk would have it) and enter that land in search of food.*





### LAYOUT

The board represents the Shire in the dead of winter. There should be four Hobbit-holes on the board, as well as a few trees, hedges and bushes. In the centre of the board should be four large bonfires, each on a 40mm base. The Hobbit-holes should be arranged around the bonfires, but no Hobbit-hole may be within 6" of the bonfires.

### STARTING POSITIONS

The Good player deploys the Hobbits so that there are four Hobbits within 3" of each bonfire. They then deploy Gandalf within 3" of any of the bonfires. The Evil player then deploys one Warg touching the centre of each board edge, and then another Warg within 6" of each Warg so that there are two Wargs within 6" of each edge of the board. The Wild Warg Chieftain can be placed within 6" of any board edge.

### OBJECTIVES

The Hobbits are in a dire situation; they must either kill all of the Wargs or they will all perish. The game lasts until one force has been wiped out, at which point the other side is the winner.

### SPECIAL RULES

**Dead of Night** – *It is a moonless night, and the only light is that of the bonfires.*

Models cannot see further than 6" in this Scenario; this means that they cannot Shoot, Charge, or target models with Magical Powers unless they are within 6". However, models within 6" of a bonfire can be seen clearly from any distance.

**The Warg Pack** – *Huge numbers of Wargs have been driven south by hunger, and more will continue to stalk the Hobbits so long as their pack leader is alive.*

**Warg** models must always move as fast as they can towards enemy models, Charging if possible, in which case they can move how they wish, so long as they Charge. At the start of each Evil Move phase in which the Wild Warg Chieftain is alive, the Evil player may move up to two Wild Wargs slain earlier in the battle onto the board from any board edge via the results for Reinforcements. Whilst the Wild Warg Chieftain is alive, **Warg** models automatically pass Courage tests.

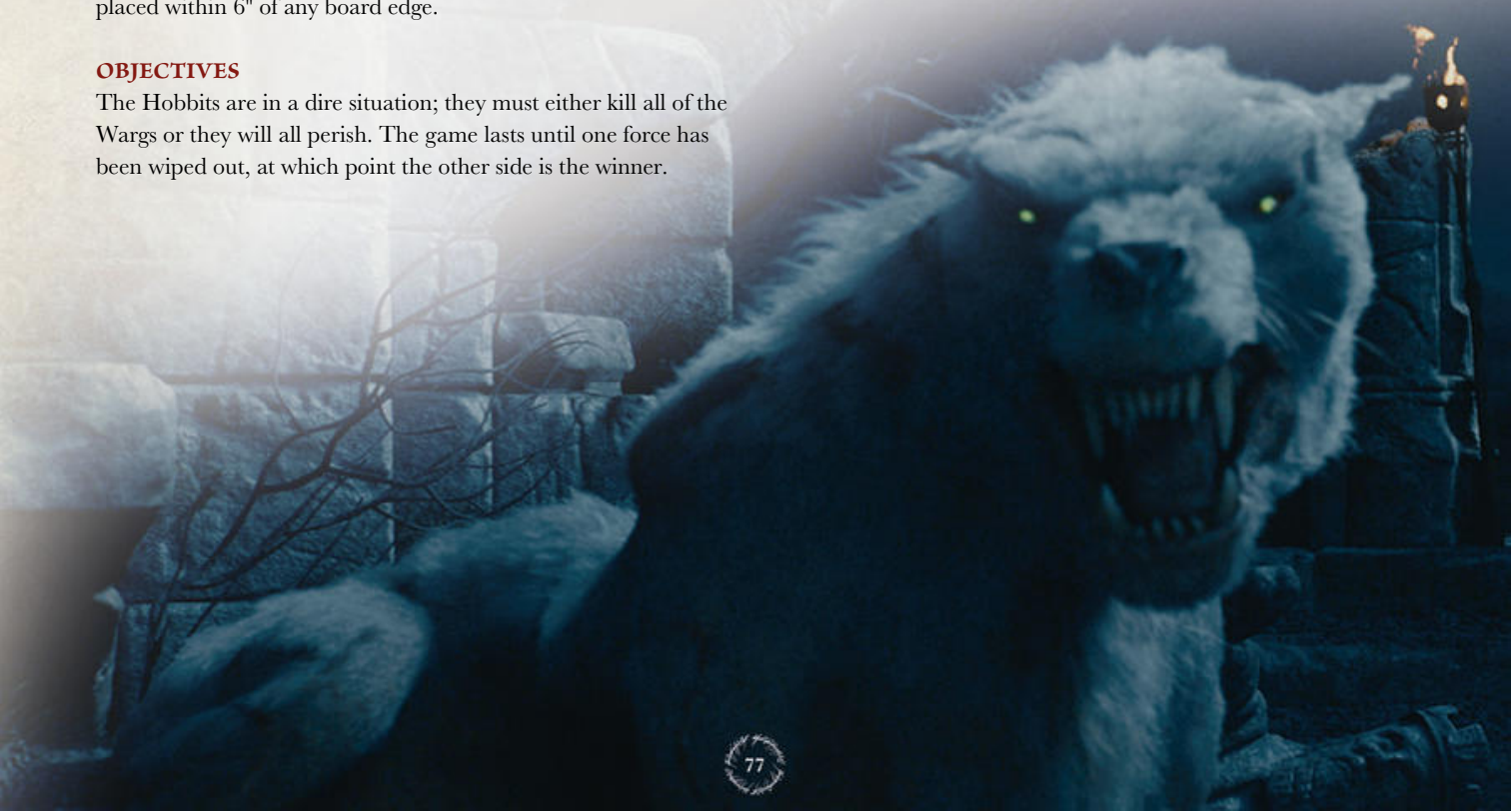
**Surprise Attack** – *The Wargs have attacked without warning, and have caught the Hobbits unawares.*

The Evil player has Priority in the first turn.

### PARTICIPANTS

**Good:** Gandalf the Grey; 8 Hobbit Militia; 4 Hobbit Archers; 4 Hobbit Shirriffs. *Note that Gandalf does not have Glamdring in this Scenario, instead he has a normal hand-and-a-half sword.*

**Evil:** Wild Warg Chieftain; 8 Wild Wargs.



# THE ROAD TO RIVENDELL

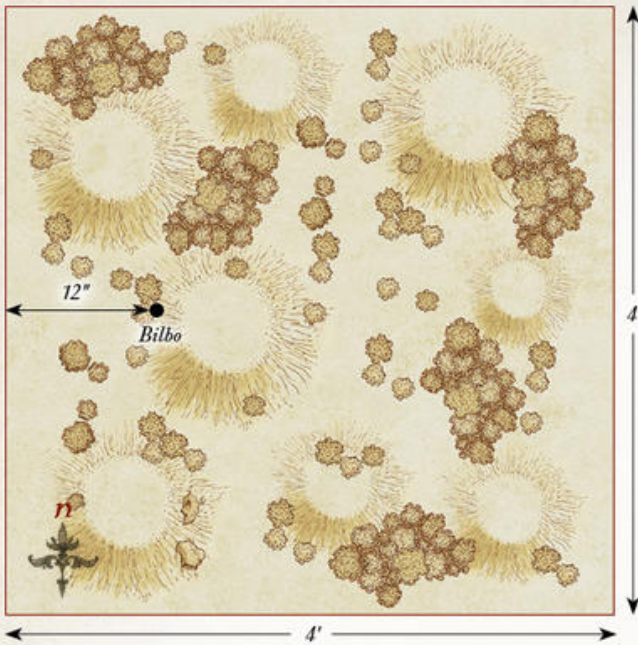


**H**aving made the decision to leave the Shire and journey to Rivendell to finish his book, Bilbo Baggins used the One Ring to disappear in front of the very eyes of the guests at his eleventy-first birthday party – much to many a Hobbit’s surprise (although some already thought him rather eccentric). Following his little trick, Bilbo gathered his things and left everything else, including the Ring, after some convincing from Gandalf, to his nephew Frodo, before setting out on one more adventure.

*In the years since Bilbo left for Erebor, Sauron’s shadow has grown far longer than what it was, and his servants patrol across the lands of Middle-earth in search of the One Ring. Many evil and foul creatures now stalk the lands between the Shire and Rivendell, although Bilbo is unaware of them – in fact, he thinks the journey quite safe. Fortunately, it is not just evil that patrols these lands, and the Rangers and Elves that wander the northern paths keep a watchful eye over the Shire; and of course will do whatever they can to protect the old Hobbit from harm.*

*With a deep breath, and a quiet rendition of ‘The Road goes ever on’, Bilbo sets out for Rivendell, the Last Homely House east of the sea and west of the mountains. Bilbo’s appraisal of the journey ahead may have been a touch optimistic, and the once-easier passages to the Elven haven seem longer and more difficult than they did some 60-odd years prior, but Bilbo simply put this down to age. Though he is still hale of body and hearty of spirit, there are more perils on the roads ahead than Bilbo is aware of.*





### LAYOUT

The board represents the wilderness between the Shire and Rivendell. It should be covered with plenty of trees, hedges, bushes and other suitable vegetation. There should also be a few hills on the board.

### STARTING POSITIONS

The Good player deploys Bilbo within 12" of the centre of the western board edge. They then deploy the Elves anywhere on the board but not within 12" of Bilbo. The Evil player then deploys the Orcs anywhere on the board, but not within 12" of Bilbo or 6" of an **Elf**. The remaining models are kept aside for later in the game.

### OBJECTIVES

Bilbo must reach the safety of Rivendell before the Orcs can catch up with him. The Good player wins if Bilbo can move off of the board via the eastern board edge. The Evil player wins if Bilbo is slain.

### SPECIAL RULES

**Wanderers in the Wild** – *The Rangers are ever on patrol along the borders of the Shire, and will protect the old Hobbit if they can.*

From the second turn onwards, at the end of each Good Move phase the Good player rolls a D6. On a 2+, one of the Rangers of the North may enter the board. Once all of the Rangers have entered play, the next model to arrive is Aragorn. To determine where the model enters play, roll a further D6. On a 1-2, the model enters play from any point on the northern board edge. On a 3-4, the model enters play from the southern board edge. On a 5, the model enters play from the eastern board edge. On a 6, the model enters play from the western board edge. Models enter the board via the rules for Reinforcements.

**Paroling Wargs** – *The servants of the Dark Lord have begun to venture further west, including into the lands near the Shire.*

From the second turn onwards, at the end of each Evil Move phase the Evil player rolls a D6. On a 2+, one of the Warg Riders may enter the board in the same way as the Rangers as described above.

### PARTICIPANTS

**Good:** Bilbo Baggins with Mithril Coat and Sting; Aragorn – Strider with bow; 3 Rangers of the North; 3 Wood Elf Warriors; 3 Wood Elf Warrior with Wood Elf spear; 3 Wood Elf Warriors with Elf bow.

**Evil:** 4 Warg Riders with shield; 4 Warg Riders with shield & throwing spears; 4 Warg Riders with Orc bow; 4 Orc Warriors with shield; 4 Orc Warriors with spear; 2 Orc Warriors with two-handed weapon; 2 Orc Warriors with Orc bow.





*"We set out to save the Shire Sam. And it has been saved."*

*- Frodo Baggins, The Lord of the Rings: The Return of the King*



# The Shire

ten leagues

garnwich  
 hfield  
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 hobbiton  
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 waymeet  
 Lockholes view  
 oak valley walk



greenfields

ring

oatsarton

Brandywine Hike

Dwaling

Yvine River



Scary

Girdley Island

Quarry

Brockenborings

Isudge Ford

Bridgefields

Bridgeford track

Soud fire Mine Loop

Whitfurrows

The Yale

Fragmorton

The Golden Perch Stock

East

Shortcut to Woodhall

Woodhall to Stock

Woodhall

Stockbrook

South

hill country

Woodhall

the Mäkish Mushroom Country

Woody End

Rushy

Shirebourne track

Shirebourne River

Thistlebrook

Willowbottom

Deephallow

Häysend

Bottom

South

stand

Wind