

## THE RINGS OF POWER

### The One Ring

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*One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them. In the land of Mordor where the shadows lie.*

Created by Sauron to rule the other “Rings of Power” he let a great part of his former power pass into it, so that he could rule all the other rings. At the end of the second age Sauron was overthrown, he lost the One Ring and was banished, but now he has arisen again, and he greatly desires it back.

At the beginning of the War of the Ring the One Ring is held by Frodo Baggins a Hobbit in the Shire.

### Ring Powers

When worn the “One Ring” will give its wearer the following special abilities:

- Ջ Essence of Evil
- Ջ Invisibility
- Խ Shadow Walk
- Խ Projection
- Ռ Ring Control
- Ռ Spell Casting
- Չ Toughness
- Ն Valour

### Essence of Evil

A figure that holds the ring will feel an overwhelming desire to continually put the ring on. But over time the ring will corrupt the heart of its master and turn it to evil desires of glory and power. These fantasies are but images to help its true master Sauron entrap the ring bearer and slowly bring them under the control of the rings rightful master.

### Invisibility

Any figure other than a Maiar or Ainur will become completely invisible to other figures when the One Ring is worn, except those with the special ability of *Insight*. Whilst invisible the figure does not exert a zone of control and will ignore all other zones of control, except for enemy figures that can see the ring-bearer.

### Ring Control

This special ability allows a Maiar or Ainur to have complete dominating control over the Nine Rings, know detailed information about doings and whereabouts of the Seven Rings. The Three Rings are hidden from the ring bearer, and they cannot be used whilst the One Ring is held by Sauron.

### Valour

A figure who has the special ability of *Iron Will* can with the aid of this ring expend an additional one hero point each bound, without it affecting the present hero points of the figure.

For the other listed special abilities see the main Middle Earth rules.



## THE RINGS OF POWER

### One True Master

Sauron will exert an overwhelming desire to control the ring-bearer when it is worn; a check against the figure's ability value is made in every *extraordinary checks* phase (3b) that the ring is worn. A hero point may be expended to prevent this influence. If unsuccessful, then Sauron has located the ring-bearer and evil gains control of the figure. In the following *extraordinary checks* phase (3b) the figure may attempt a single roll again against its ability value to regain its self-control; this allows the ring-bearer to willingly remove the ring. If successful, then good regains control of the ring-bearer.

The ring cannot be willingly passed on by a ring-bearer, but it may be taken from a dead or unconscious one. It can be put on at any time within the bound sequence, even if the figure is in combat.

A good figure that knows what the ring-bearer is carrying may fall under the influence of the "One Ring". Figures that do not have *Iron Will* ability and are not in combat must check against their ability value in the *extraordinary checks* phase (3b) each time they come within 10cm (4") of the ring-bearer. A hero point may be expended to prevent this influence. If the check fails, then the figure is influenced to attempt to snatch the ring, evil takes control of the figure, which is moved in the *special movement* phase (4e). Once the madness has taken hold the figure will remain influenced for the rest of the battle.

### Snatching the One Ring

Any evil or good figure that has fallen under the ring's influence, may attempt a single snatch of the ring from the ring-bearer, if it is known what is being carried.

When the snatch is made the figure must be in base contact with the ring-bearer. A single attack is made in the *normal combat* phase (6d), if successful the ring-bearer will make a defensive check against its ability value, if the ring-bearer fails then the snatch was successful. If the snatch failed then the ring-bearer may react by putting the ring on whilst in combat, since the intention of the snatching figure is now known. The figure will now attack the ring-bearer in normal combat to take the ring by force, if the ring-bearer extracts itself from combat, the attacking figure will pursue.

A new ring-bearer will attempt to extract itself from combat and so will carry out an escape move in the next *compulsory movement* phase (4a). The figure ignores all zones of control and is also exempt from being attacked when it leaves combat, the figure continues to move normally this move.

A figure that snatches the "One Ring" will instantly become neutral; the new ring-bearer will attempt to exit the battlefield by the shortest route possible to its own baseline; it will not attack unless it is attacked. The figure will use any remaining hero points to hasten its flight from the battlefield.

If the creature Gollum attempts to snatch the ring and is successful it will exit the battlefield by the nearest baseline. If Gollum is unsuccessful, it runs and hides and is removed for the rest of the battle.

A figure that has snatched the ring must check against its ability value in every *extraordinary checks* phase (3b) to see if the figure puts the ring on. A hero point may be expended to prevent this action. If the check fails and the ring is worn, the figure instantly becomes under the control of Sauron and the evil side. No rechecks are allowed for taking the ring off, as Sauron has control of the figure. If the figure reaches its own baseline, it has mastered the "One Ring" and can now use it at will in any future battles.

In attempting to regain the ring or defend against a failed attack, it is the only time that good can attack another good figure. It is left to the discretion of the good side whether they rain in killing blows or concussion hits against the influenced figure. The ring-bearer will see all attacks as aggressive and will return with killing blows. An unconscious figure will have no further part to play in this battle.



## THE RINGS OF POWER

### Nine Rings for Mortal Men

In the year TA1697 of the Second Age, Sauron attacked Eregion and captured the Nine Rings that the Elven-Smiths had made. In the coming years, he distributed these among his greatest allies.

Those who used the Nine Rings became mighty in their day, kings, sorcerers, and warriors of old. They obtained glory and great wealth, yet it turned to their undoing. They had, as it seemed, unending life, yet life became unendurable to them. They could walk, if they would, unseen by all eyes in this world beneath the sun, and they could see things in worlds invisible to mortal men; but too often they beheld only the phantoms and delusions of Sauron. And one by one, sooner or later, according to their native strength and to the good or evil of their wills in the beginning, they fell under the thralldom of the ring that they bore and of the domination of the One which was Sauron's. And they became forever invisible save to him that wore the Ruling Ring, and they entered into the realm of shadows. The Nazgûl were they, the Ringwraiths, the Enemy's most terrible servants; darkness went with them, and they cried with the voices of death.

At the beginning of the War of the Ring the Nine Rings are still held by the Nine Nazgûls of Mordor.

### Ring Powers

When worn each of the nine rings will give its wearer the following special abilities:

- Ɔ Doom
- Ɔ Lordship
- Ɔ Shadow Walk
- Ɔ Servitude
- Ɔ Spell Casting

For the listed special abilities see the main Middle Earth rules.

### Doom of the Rings

The nine rings of power gave eternal life to their wearers, but this unnatural power caused its wearers to become overtime a shadow of their former selves. Until eventually the wearers of the nine rings walked only in the realm of shadows.

The will of the wearers weakened, and Sauron's will become the only will they knew, servants to the Dark Lord.

### Servitude

This rings power can influence the motivation of any mortal being that is with 20cm (8") of the bearer. This special ability allows its bearer to automatically cause all evil figures and formations to make a successful *Forced March* each bound. It also allows a *Heroic Command Retest* for any failed morale tests this bound with a +40% chance of success.

The effect of *Servitude* upon any good figures is to instil the special ability of *Terror* in to them.

This special ability cannot be used if the ring bearer is in combat or is casting a spell.



## THE RINGS OF POWER

### The Seven Rings of the Dwarves

When Sauron attacked Eregion he tortured the chief elven smith Celebrimbor who revealed the location of the seven rings. Sauron took the rings and distributed them between the Seven Dwarven Houses, hoping to ensnare them.

Like all Rings of Power, the Seven Rings enhanced the natural powers of their bearers. The Dwarves who bore the Seven Rings became even more skilled at acquiring and preserving riches. Those who traded in gold amassed more gold, while those who traded in silver or gems or other precious materials increased them in kind. It is said that the Seven Rings were the foundation of the wealth of each of the Dwarf-kings. But Sauron could not dominate the wills of the bearers of these rings, so he sought to retake the seven rings again; three he took by force, but the others were lost, being consumed by Dragons in conquest of the Dwarven lands.

At the beginning of the War of the Ring, Three of the Seven Rings are held by Sauron.

### Ring Powers

When worn each of the seven rings will give its wearer the following special abilities:

- ♣ Crafting
- ♣ Lordship
- ♣ Smite

For the other listed special abilities see the main Middle Earth rules.

### Crafting: Wealth of the Rings

The seven dwarven rings also allow the ring-bearer to detect precious metals and minerals that are naturally located below ground; the bearer can tell if a spot for excavation is likely to yield an above average crop. Raw precious materials can be fabricated into finished items of excellence, whilst existing finished items can be crafted anew to produce a much richer finish.



## THE RINGS OF POWER

### The Three Rings of the Elves

Celebrimbor the chief elven smith crafted these rings alone in TA1590 of the Second Age; they were untouched by Sauron but were made with his craft. So, when Sauron declared himself with the One Ring, the elves took off the three and hid them from him.

The Three Rings of the Elves are the most powerful of the Rings of Power apart from the One Ring they are Narya, Nenya, and Vilya. Their power is in understanding, making, preserving and healing. They are not weapons, though they can be used to defend against Sauron and his servants. The Three do not make their wearers invisible, like the One Ring.

At the beginning of the War of the Ring Narya the Ring of Fire is held by Gandalf the Grey, Nenya the Ring of Water is in the keeping of Galadriel and Vilya the Ring of Air is upon the finger of Elrond, Sauron suspects but he does not know.

### Ring Powers

The Three Rings give powers according to their wielder, these powers are elven in nature and relate to the abilities of understanding, making, preserving and healing. With these powers, the ring-bearers can maintain and improve the natural surroundings of their lands, although this does take many years, not a task to be taken lightly. Each ring however as the following abilities to help defend against the servants of Sauron.

When worn all three rings bestow the same special abilities of *Ósanwe*, *Valour* and *Spell Casting*.

*Ósanwe* allows all three ring bearers to telepathically communicate between each other. For the special ability of *Valour* see the One Ring.

### Narya: The Ring of Fire

Narya will also bestow the following special ability upon its wearer:

♪ Secret Fire

The special ability of *Secret Fire* gives the bearer complete protection from any normal or magical fire, including breathe weapon attacks from creatures.

### Nenya: The Ring of Water

Nenya will also bestow the following special ability upon its wearer:

♪ Soul Searching

The special ability of *Soul Searching* allows the bearer to read the hearts of those that are met and know them for good or for evil. Any good or evil figures within 20cm (8") of the ring bear will suffer the effects of *Courage* or *Despair* respectfully if this ring power is used.

### Vilya: The Ring of Air

Vilya will also bestow the following special ability upon its wearer:

♪ Wise Council

The special ability of *Wise Council* allows the bearer to aid people with good and wise council. Any friendly Company that is within 30cm (12") and has just failed its morale test will immediately take a *Heroic Command Retest*. Or it allows any friendly Company that is still suffering from an adverse morale result after taking a recovery test to immediately take another *Recovery Test* if this ring power is used.



## THE PALANTÍRI OF NÚMENOR

Crafted by the Ñoldor in Eldamar in the Undying Lands, Fëanor himself may have had a hand in the crafting of these wondrous globes when he spent time in Aman during the Elder Days in the Time of Trees. Seven Palantíri were gifted by the Elves to Amandil the leader of those that remained faithful. The Númenóreans kept them as heirlooms until the Fall of Númenor during the Second Age. Elendil rescued the stones and brought them to Middle Earth and set them in well-guarded towers throughout the Realms in Exile.

The stones were placed across long distances in order to communicate with one another and protect the Realms. The stones were housed in The North of the Realms in Annúminas the Tower of Amón Sul, Weathertop and Elostirion in the Tower Hills and in The South of the Realms in Osgiliath, Orthanc in Isengard, Minas Ithil and Minas Anor. There is a Master stone which still resides in Tol Eressëa in the Tower of Avallónë.

### Palantíri – The Seven Seeing Stones

The palantíri are used to communicate with each other, a person with strong will could use a palantir to speak with another person and to see images of things that were occurring within the realms of Gondor and Anor. Only two palantíri could communicate at one time, a third would find them blank, except for the Osgiliath stone; this was the master stone and could survey all seven stones at once. One by one the stones were lost or captured and at the time of the War of the Ring only four remained.

**Conditions:** The Minas Ithil stone is held by Sauron in Barad-bur, the Orthanc stone is held by Saruman in the Tower of Orthanc, the Minas Anor stone is held by Denethor in Minas Tirith and the fourth is the Elostirion stone held by Círdan in the Tower Hills.

### Using the Palantíri

Palantíri can only be used when there is a light source at the location that is being searched. The light source could be the sun, moon or starlight, but palantíri do not work in darkness. To use a palantir a full bound must be spent stationary scrying the orb and a character must have the following special abilities:

- ♣ Iron Will
- ♣ Lordship

Make a successful roll against the characters *Ability Value* and one power of the palantir can be used. To use another power, make another successful ability check.

### Palantíri Powers

♣	Scouting	A character can use a palantir after all deployment as taken place, this will cause the opposing army to be automatically Out Scouted by 6 scouting points
♣	Initiative	A character will automatically receive initiative for his army in the following bound, no initiative roll is required
♣	Reserves	A character will automatically know the size of any off-battlefield reserves that are due to arrive and the point at which they will enter the battlefield
♣	Commune	A character can telepathically communicate with another character that also has a palantir, <i>Spells</i> and <i>Heroic Actions</i> can be freely expended through the palantíri
♣	Battle of Wills	A character can attempt to control the mind of an opposing character who also has a palantir. Using the characters <i>Ability Value</i> make a successful roll, this represents an effective mind attack. The opposing player will save against its own <i>Ability Value</i> , success indicates no effect, but failure indicates that the character suffers from the effects of <i>Despair</i> for the remainder of the battle.

A failed roll indicates that Sauron, if still in possession of the Stone of Minas Ithil, has locked the scrying character into a cerebral battle of wills. Sauron automatically makes a single *Battle of Wills* attack against the character that failed to use a palantir. If Sauron doesn't possess the Ithil Stone, then there is no effect for a failed roll.

## CHARACTERS OF MORDOR

### Sauron: The Dark Lord

<b>Ability Value:</b>	95	<b>Abilities:</b>	♣	Gallant
<b>Hero Points:</b>	10		♠	Insight
<b>Spell Points:</b>	10		♠	Iron Will
<b>Attacks:</b>	1		♠	Lordship
<b>Movement Rate:</b>	20cm (8")		♠	Overwhelming Terror 30cm (12")
<b>Bloodline:</b>	Maia		♠	Smite

Sauron came into existence before the creation of the world, in the beginning he was not evil and was one of the Maia, spirits that helped and served the powers known as the Valar. Sauron learnt much from his master who was Aule; he was a smith and a master of crafts and works of skill. But Sauron craved order and wanted to arrange things according to his will, so leaving Aule he went to serve Melkor, who afterwards became Morgoth, The Dark Enemy. Sauron became his most powerful minion and performed many evil deeds in his service in the First Age of Middle Earth.

At the end of the First Age, the Valar waged the War of Wrath against Morgoth and utterly defeated him. In the Second Age Sauron went to Eregion, where Celebrimbor and the elven-smiths dwelled. Deceiving them he taught many new skills of craftsmanship, and with these Celebrimbor the head smith began forging the Rings of Power. Sauron then forged for himself the One Ring to rule the others. He had to put much of his own strength and will into this ring so that it could master the other Rings of Power. The One Ring allowed him to perceive and control the thoughts of those who bore the lesser Rings. When Sauron put on the One Ring, the elves were aware of him. They realized they had been deceived and they took off their Rings. Celebrimbor had made these alone, and thus they were untouched by Sauron, but they were still subject to the One Ring, so the elves hid them from him.

Eventually after many years and battles an army of men led by Elendil and an army of elves led by Gil-galad united against Sauron in the War of the Last Alliance. Sauron fought with Elendil and Gil-galad on the slopes of Mount Doom and he killed both, but Isildur, Elendil's heir cut the One Ring from Sauron's hand with the broken shard of his father's sword Narsil and Sauron's spirit fled from his body. But Isildur was soon killed and lost the ring in the Galdden Fields.

In the Third Age Sauron rose again, summoning all that was evil to him in his fastness in Dol Guldur, but he fled in secret again to Mordor when the White Council attacked and drove the evil out. Learning that the One Ring had been found again, Sauron sent the Nazgûl in search of it and once again started to wage war on Gondor, the people of Isildur.

Sauron resides in Barad-dûr within Mordor and commands his armies and servants from there. Although Sauron as not yet again taken physical form, his power in respect to his former self is weak. He requires the One Ring to unite himself with his former power and so become the Sauron of old.

Sauron will only come forth if he receives the One Ring or Barad-dûr is besieged.

The power of Sauron is so overwhelming that the area of effect of his *Terror* special ability is 30cm (12") instead of the normal 10cm (4").

### The Black Mace

It is not stated what weapon Sauron favours or used in his battle against Gil-galad and Isildur, so in this instance we will use the mighty black mace that is commonly depicted with Sauron. This powerful weapon bestows the following special abilities to Sauron when he attacks in combat.

♣	Exceptional Hit 20
♠	Impact
♠	Sweep
♠	Swiftess

The *Exceptional Hit 20* indicates that any attack rolls from the sword of between 01 and 20 will automatically cause an instant kill on its opponent unless a hero point is expended to make a heroic wound recovery roll.



## CHARACTERS OF MORDOR

### Nazgûl: The Nine Ringwraiths

<b>Ability Value:</b>	Varies	<b>Abilities:</b>	Ɔ	Black Breath
<b>Hero Points:</b>	Varies		Ɔ	Gallant
<b>Spell Points:</b>	Varies		Ɔ	Iron Will
<b>Attacks:</b>	1		Ɔ	Terror
<b>Movement Rate:</b>	17cm (7")			
<b>Bloodline:</b>	Númenórean			

In the Second Age of Middle Earth Sauron gave nine magical Rings of Power to mortal men, three were great lords of the Númenórean race, the other six were his Generals and Lieutenants who were great lords in their own right. The lords made for themselves and their master mighty kingdoms of great renowned. The rings gave each wearer spell casting abilities and longevity beyond that of mortal man, but over time the rings eroded their wills and they became obedient to Sauron, they turned into terrible shapeless wraiths called Nazgûls. But when Sauron fell at the end of the Second Age, so did his lords, but after a respite they arose again with him.

The Nine Ringwraiths in descending order of importance from Mûrazôr the Witch King of Angmar and Lord of the Nazgûl are:

Rank	Name	Ability Value	Hero Points	Spell Points	Additional Special Abilities	Ring Influence
1	Mûrazôr	88	8	7	Smite, Sweep	30%
2	Khuamûl	85	7	3	Smite	20%
3	Dwar	82	7			20%
4	Ji Indûr	79	6			15%
5	Aknôrahil	76	6			15%
6	Hoarmûrath	73	5			10%
7	Adunaphel	70	5			10%
8	Ren	67	4			5%
9	Ulvatha	64	4			5%

### The Nine Rings of Power

Each Nazgûl also wears a Ring of Power which gives its wearer the following special abilities:

Ɔ	Lordship
Ɔ	Shadow Walk
Ɔ	Spell Casting

### The Black Breath

The evil ethereal essence of each Nazgûl will cause a figure that is in base contact with it to fall into *Despair* for the rest of the battle, unless the figure saves against its ability value in the extraordinary checks phase (3b) this ability is known as the "Black Breath". A hero point may be expended to prevent the effect of Black Breath.

A figure must make a save against the Black Breath for each Nazgûl that it initiates combat with.

### Morgul-blade

Each Ringwraith carries one Morgul-blade as a secondary weapon. When used the blade will break on a successful attack, becoming unusable. The shards slowly work inwards and will turn the victim into a lesser wraith under the control of a Nazgûl. Each bound roll an ability check or become a lesser wraith, applying Athelas will stop this effect.



## CHARACTERS OF MORDOR

### Nazgûl: The Nine Ringwraiths

In the *extraordinary checks* phase (3b) Nazgûls will influence the bearer of the “One Ring” to wear it, when they are within 20cm (8”) of the ring-bearer. The percentage change of influencing the bearer is listed for each Nazgûl; the chance is accumulative with other Nazgûls that are also within 20cm (8”).

Fellowship figures that are within 10cm (4”) of the ring-bearer will each reduce the check by -5%, except Sam Gamgee who reduces the check by -10%. A hero point may also be expended to prevent this influence.

A figure that is influenced will wear the ring and will still move freely; the figure may attempt a single roll against its ability value to regain self-control in the following *extraordinary checks* phase (3b). If successful, the ring-bearer can willingly remove the ring.

All uncontested Nazgûl will move directly to the ring-bearer if the “One Ring” is worn whilst the Nazgûls are present on the battlefield, this move is executed in the *compulsory movement* phase (4a).

The Nazgûl are most perilous at night or in darkness when they become dark shadows that are only vaguely apparent to mortal sight. At these times, the Nazgûl will receive the same benefits as a figure that is shielded through 360° and they still may attack each bound. Burning brands will inflict normal damage on these shadowy Nazgûl and they will not receive the benefit of shielding from such attacks.

Ring-bearers who wear a Ring of Power and figures with the *Projection* special ability are able to project themselves onto the Nazgûls plane of existence and so inflict greater damage on them, treat all such attacks as *Smite* attacks.

Only blades of ancient elven origin can kill a Nazgûl these deliver a *Smite* attack on a successful hit, other blades and burning brands will banish them for the rest of the battle.

### The Black Riders

The Nazgûl can be mounted on the large black horses of Mordor which have been specially bred and trained for the Nazgûls to ride. A black rider will move at the mounted speed of 30cm (12”) a bound. The mounts are classed as normal horses so they can't be targeted separately.

### The Fellbeast

The hideous Fellbeasts of Mordor that Sauron bred for the Nazgûl to ride are classed as an intelligent mount, they have the following special abilities:

- ꞑ Flight
- ꞑ Steed
- ꞑ Stench
- ꞑ Toughness

The Fellbeast only has a 10cm (4”) movement rate whilst walking but is fast in *Flight* and moves at 60cm (24”) per movement phase. The *Steed* special ability allows the Nazgûl to fire missiles and cast spells whilst mounted.

The Fellbeast doesn't have a normal attack since it is a mount, but the ability value of the mounted Nazgûl can be split; see *Mounted Combat* in the main rules.

The first success wound against a mounted Nazgûl will kill its Fellbeast, no heroic saves allowed by the Nazgûl, although the *Toughness* of the Fellbeast will allow it a second wound recovery roll.

### Stench

The Fellbeast emits a stench that causes nausea to all that fight it in combat, the effect of this stench is to cause a figure that is in base contact with it to fall into *Despair*. A single attempt is allowed to save against the effects of the stench when the combat is initiated, a hero point may be expended to negate the effect of the stench.

The *Stench* special ability also causes all horses within 30cm (12”) of a landed Fellbeast to rear and flee for one full normal move in the special movement phase (4e) of the same bound. The ability value of the rider must be successfully rolled to negate this effect or a hero point can be expended to automatically negate it. If the ability check roll fails with a score of 96% or above the mount rears and crashes down on to the rider automatically inflicting a wound on the figure.

## CHARACTERS OF MORDOR

### Balrog: Durin's Bane

**Ability Value:** 90

**Hero Points:** 9

**Spell Points:** 7

**Attacks:** 2 (sword/whip)

**Movement Rate:** 20cm (8")

**Bloodline:** Maiar

**Abilities:**

Ʒ Fiery Breath

Ʒ Gallant

Ʒ Iron Will

Ʒ Impact

Ʒ Smite

Ʒ Terror 20cm (8")

Ʒ Toughness

Balrogs are Maiar who have been seduced by Melkor and turned into powerful demons. It is known that at least one Balrog escaped the downfall of Melkor to reside deep in the mines of Moria. There it slumbered for over five thousand years before it was woken by dwarves. The Balrog slew King Durin VI in TA1980 and so was named "Durin's Bane". It drove out all the dwarves but allowed the orcs to return to Moria ready for its master's renewal.

A Balrog is the most terrible of all Sauron's servants; it appears as a large muscular bipedal creature with shadowy wings that cast a terror of darkness about itself. It can breathe forth a fiery breath, just like dragons do and it is also immune to all fire-based attacks that are targeted against it. A Balrog is a very intelligent creature and one not to be underestimated likely, it has the ability to cast powerful archaic magic from all three spell disciplines mind, power and nature spells.

A Balrog cannot fly although it has shadowy wings these cannot sustain it in flight, it is told how during the Fall of Gondolin the Balrogs rode upon the backs of Dragons to reach the hidden city.

Durin's Bane is armed with a mighty flaming sword and a whip, these items are listed below:

### Flaming Sword

The flaming sword of the Balrog allows it to gain the following additional special abilities:

Ʒ Exceptional Hit 15

Ʒ Sweep

Ʒ Swift

The *Exceptional Hit 15* indicates that any attack rolls from the sword of between 01 and 15 will automatically cause an instant kill on its opponent unless a hero point is expended to make a heroic wound recovery roll.

### Flaming Whip

The flaming whip of the Balrog allows it to gain the following additional special abilities:

Ʒ Snare

Ʒ Smite

The flaming whip can be used by the Balrog to snare if opponent before it attacks it. Roll the Balrogs normal ability value to attack with the whip, a target that doesn't successfully make a wound recovery roll will be snared instead of being killed. A snared figure can't move and will suffer the same effects as a figure that is *Prone*. The flaming whip will also inflict an automatic hit for each successive close combat phase that the figure is snared, make a wound recovery roll to negate the automatic hit, or use a heroic action.

A figure can make an attempt to break the whips snare in the extraordinary checks phase (3b). A successful roll against the snared figures ability value indicates that it is free of the whip's effects.

The whip is a ranged weapon that can be used in combat against a target that is 10cm (4") away. If the attack is successful, the Balrog will pull its snared opponent into base contact with itself so that a combat attack can be made with its flaming sword.

## CHARACTERS OF MORDOR

### Shelob: The Great

<b>Ability Value:</b>	78	<b>Abilities:</b>	Ʒ	Agility
<b>Hero Points:</b>	6		ʃ	Ambush
<b>Spell Points:</b>	0		ḥ	Evade
<b>Attacks:</b>	2		ḥ	Gallant
<b>Movement Rate:</b>	20cm (8")		ṁ	Poison
<b>Bloodline:</b>	Ungoliant		ṁ	Stench
			ʒ	Terror
			Ḷ	Toughness
			λ	Webs

Shelob was “the last child of Ungoliant to trouble the unhappy world”; an ancient monster in arachnid form and her lair is called “Cirith Ungol” the pass of the spider.

“But still she was there, who was there before Sauron, and before the first stone of Barad-dûr, and she served non-but herself, drinking the blood of the elves and men, bloated and grown fat with endless brooding on her feasts, weaving webs of shadow; for all living things were her food, and her vomit darkness”.

Shelob remains fully independent of the influence of Sauron and resides in her lair in the Ephel Dúath Mountains. This pleases Sauron since she guards the high pass, and nobody can get through her lair alive. Shelob can sting with her tail and bite with her mandibles in the normal combat phase, her poison can paralyse or kill its victim. A figure that is paralysed will be unconscious for the remainder of the encounter.

### Stench

Shelob emits a stench that causes nausea to all that fight her in a confined place, the effect of this stench is to cause a figure that is in base contact with it to fall into *Despair*. A single attempt is allowed to save against the effects of the stench when the combat is initiated, a hero point may be expended to negate the effect of the stench.

The stench causes all horses within 30cm (12") of Shelob to rear and flee for one full normal move in the special movement phase (4e) of the same bound. The ability value of the rider must be successfully rolled to negate this effect, or a hero point can be expended to automatically negate it. If the ability check roll fails with a score of 96% or above the mount rears and crashes down on to the rider automatically inflicting a wound on the figure.

### Webs

Shelob can spin and cast webs to act as snares and traps. In an encounter, these can be positioned to obstruct the enemy, it is suggested that an agreed number are allowed and positioned on the initial deployment. Shelob can move across or through her webs at her full normal movement speed.

The webs are as thick as ropes and are extremely strong, they have a normal wound recovery save of 80 and a 40 wound recovery save against a *Smite* attack. Once a web has been successfully breached it can be passed by or through at a normal movement speed for an opponent.

Webs take a good deal of time to construct so these cannot be constructed whilst a battle is taking place, although Shelob can spend a full bound and bind an opponent that has been poisoned with her paralysation sting.



## CHARACTERS OF MORDOR

### Gothmog: Lieutenant of Minas Morgul

**Ability Value:** 80

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 17cm (7")

**Bloodline:** Númenórean

**Abilities:** *p* Gallant  
*pp* Iron Will  
*b* Leadership  
*bb* Smite

Gothmog is the second in command of the forces of Mordor and is only out ranked by the Lord of the Nazgûl himself. He commanded the forces that came from the Morgul Vale and attacked Gondar upon the Pelennor Fields. He assumed overall command when the Witch King was slain by Merry and Éowyn, and he is assumed to have died before the battles end.

Although little is known of this character it is more than likely that he was a Black Númenórean not unlike the Mouth of Sauron below. Whatever his race Gothmog is a powerful opponent and is not to be taken lightly.

Gothmog can be mounted upon a black steed of Mordor, this increases his movement rate to 30cm (12") instead of the 20cm (8") listed above.

Although Gothmog's title is Lieutenant of Minas Morgul he is classified as a heroic commander for the purpose of an encounter.

### Mouth of Sauron: Lieutenant of the Tower of Barad-dûr

**Ability Value:** 75

**Hero Points:** 6

**Spell Points:** 7

**Attacks:** 1

**Movement Rate:** 17cm (7")

**Bloodline:** Númenórean

**Abilities:** *p* Gallant  
*pp* Iron Will  
*b* Leadership

At its head there rode a tall and evil shape, mounted upon a black horse... The rider was robed all in black, and black was his lofty helm; yet this was no Ringwraith, but a living man. The Lieutenant of the Tower of Barad-dûr he was, and his name is remembered in no tale; for he himself had forgotten it, and he said: "I am the Mouth of Sauron".

The Mouth of Sauron is a Black Númenórean who has served Sauron since the Tower of Barad-dûr rose again some 68 years ago. Little is known of him, even he has forgotten his own name, but great in the art of sorcery is he, taught by Sauron himself?

The Mouth of Sauron can be mounted upon a black steed of Mordor, this increases his movement rate to 30cm (12") instead of the 20cm (8") listed above.

Although the Mouth of Sauron's title is Lieutenant of the Tower of Barad-dûr he is classified as a heroic commander for the purpose of an encounter.

## CHARACTERS OF MORDOR

### Grishnákh: Captain of Barad-dûr

<b>Ability Value:</b>	45	<b>Abilities:</b>	Ɔ	Command
<b>Hero Points:</b>	4		Ɔ	Evade
<b>Spell Points:</b>	0		Ɔ	Stealth
<b>Attacks:</b>	2			
<b>Movement Rate:</b>	12cm (5")			
<b>Bloodline:</b>	Orc			

Grishnákh was present at the torture of Gollum in Barad-dûr and so knew of the One Ring and the hobbit that carried it. He led a contingent of Orcs to aid/observe Saruman and had specific orders from the Nazgûl to search for the One Ring. He carried the captured Hobbits to Fangorn but was killed by a Rider of Rohan before he could reach the safety of the wood.

Treat Grishnákh as a Veteran Captain with the additional special abilities of *Evade* and *Stealth*. Identify him with a purple captain's ring around his base and a red ability value of 45.

### Shagrat: Captain of Cirith Ungol

<b>Ability Value:</b>	48	<b>Abilities:</b>	Ɔ	Command
<b>Hero Points:</b>	4		Ɔ	Sweep
<b>Spell Points:</b>	0			
<b>Attacks:</b>	2			
<b>Movement Rate:</b>	17cm (7")			
<b>Bloodline:</b>	Orc			

A black Uruk-hai of Mordor and captain of the Tower of Cirith Ungol. Shagrat victoriously fought the Mordor orc Gorbag for Frodo's mithril shirt after he was captured and then preceded with it to Barad-dûr.

A mighty black Uruk of Mordor treat Shagrat as a Veteran Captain with the additional special abilities of *Sweep*. Identify him with a purple captain's ring around his base and a red ability value of 48.

### Gorbag: Captain of Minus Morgul

<b>Ability Value:</b>	42	<b>Abilities:</b>	Ɔ	Command
<b>Hero Points:</b>	4		Ɔ	Iron Will
<b>Spell Points:</b>	0			
<b>Attacks:</b>	2			
<b>Movement Rate:</b>	12cm (5")			
<b>Bloodline:</b>	Orc			

A vicious orc of Mordor and captain of the Minus Morgul. Gorbag fought the Uruk-hai Shagrat for Frodo's mithril shirt after he was captured but lost in the battle.

Treat the orc Gorbag as a Veteran Captain with the additional special abilities of *Iron Will*. Identify him with a purple captain's ring around his base and a red ability value of 42.

## CHARACTERS OF MORDOR

### Gollum: Sméagol

**Ability Value:** 35

**Hero Points:** 4






**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Hobbit

**Abilities:**

	Agility
	Evade
	Influence
	Snatch
	Stealth

This creature that is named Gollum was once a Stoor named Sméagol, he murdered his kin Déagol when the "One Ring" was found. The ring gave Sméagol longevity, he is now nearly six hundred years old, but it consumed his mind and soon he retreated from the world of light, fleeing to the roots of the Misty Mountains. Gollum eventually lost his ring and Bilbo the hobbit by a remarkable chance found it. Gollum is now hunting for his Presence and the hobbit that stole it from him!

Gollum can only appear if the "One Ring" is present on the battlefield. He is exempt from all attacks whilst the "One Ring" is present and is not held by him. Gollum has the special abilities of *Stealth*, *Evade* and *Agility*, these allow him to worm his way around figures with his 15cm (6") movement rate.

### Influence

The Forces of Mordor start in control of Gollum and will move him in the special movement phase (4e). If Gollum ends his move within 10cm (4") of the ring-bearer, then he will attempt to influence the bearer in the next extraordinary checks phase (3b). Gollum makes an ability check and if successful the following will happen:

If evil have initiative then they will move the ring-bearer in the special movement phase (4e), instead of the normal movement phase (4c).

If evil do not have initiative then they can cause the ring-bearer to stop for a full movement phase, no movement is possible by the ring-bearer.

The ring-bearer may use a hero point to negate the effect of this influence.

If the Influence ability check roll fails, but not including being negated by a hero point, the Forces of Good will now have control of Gollum. They are free to move Gollum in the special movement phase (4e), but if he ends his move outside of 10cm (4") of the ring-bearer, then the control passes back to the Forces of Mordor. In every subsequent extraordinary checks phase (3b) the ring-bearer must execute an ability check to see if control of Gollum remains or passes back to the Forces of Mordor.

Gollum is a flighty character that will continuously shift allegiance.

### Snatch

Once in the battle Gollum can attempt to snatch the ring from its bearer see *Snatching the "One Ring"* – page 2. The Forces of Mordor must have control of him, to attempt to snatch the One Ring. A snatch can be initiated at any time the controlling side feels is right.

If Nazgûls are within 30cm (12") of the ring-bearer, then Gollum will automatically become agitated and must roll against the accumulated Nazgûl Ring Influence in the next extraordinary checks phase (3b). A failure indicates that Gollum attempts to snatch the ring for himself before the Nazgûls can get it, even if the Forces of Good have control of him.

## CHARACTERS OF ISENGARD

### Saruman: The White

<b>Ability Value:</b>	65	<b>Abilities:</b>	୨	Evade
<b>Hero Points:</b>	7		୨୩	Gallant
<b>Spell Points:</b>	9		୮	Insight
<b>Attacks:</b>	1		୮୩	Iron Will
<b>Movement Rate:</b>	20cm (8")		୩୩	Leadership
<b>Bloodline:</b>	Maia		୩	Voice of Saruman

Saruman was the leader of the Istari, five wizards that were sent to Middle Earth by the Valar to challenge Sauron. Saruman initially travelled to the east, but on his return, he became the head of the White Council and settled in Isengard the strong hold of Gondar. After years of watching and waiting he guessed that the One Ring might be found in the river Anduin near to Dol Guldur, so he helped the White Council drive out Sauron to help facilitate his search. But the ring had already been found by Gollum years earlier and so was never found by Saruman.

Saruman's lust for power brought him into contact with Sauron through the Palantiri of Orthanc and so he was ensnared. Wanting commanding power for himself and guessing where the One Ring might be found he prepared an army to rival that of Sauron.

Saruman is a formidable opponent with large armies at his disposal. His strength is not in his combat abilities but in his magic abilities. A fountain of true knowledge and among the wisest in Middle Earth Saruman has many resources to call upon; these include the Tower of Orthanc and The Palantiri of Orthanc. Saruman also holds one of the five wizard rods.

### Rod of the Five Wizards

Saruman came to Middle Earth with one of the Rods of the Five Wizards. These rods were no doubt given to the five wizards by the Valar before they departed to Middle Earth, and they are a vessel for an ancient power that the Istari can command. A rod of the Five Wizards will allow the following special abilities:

- ୨ Lordship
- ୨୩ Might
- ୮ Spell Casting

#### Might

This special ability allows all spells that are cast by the wizard to double their normal area of effect. Therefore, a normal spell that covers a 20cm (8") area of effect will now cover a 40cm (16") area of effect. The exception to this is spells that cover the whole battlefield will still cover the same area.

### Palantir of Orthanc

Saruman holds the Palantir of Orthanc, one of the four remaining Palantiri of Númenor. The visions within the palantir lead to the ultimate corruption of Saruman and the domination of him by Sauron. Believing that the only way to win the War of the Ring was to side with the Dark Lord, so that he could remain in Orthanc and rule the lands about.

The powers of the palantir are listed previously under *The Palantiri of Númenor*.

After the downfall of Orthanc, the palantir was lost by Saruman when Grima Wormtongue cast the orb at Gandalf and missed, only for it to be retrieved by the Hobbit Peregrin Took, there lies another story.

For the Voice of Saruman, see *Saruman: Sharkey* page 16.





## CHARACTERS OF ISENGARD

### Saruman: Sharkey

**Ability Value:** 45

**Hero Points:** 4

**Spell Points:** 3

**Attacks:** 1

**Movement Rate:** 20cm (8")

**Bloodline:** Maiar

**Abilities:**

<i>p</i>	Insight
<i>ps</i>	Iron Will
<i>b</i>	Leadership
<i>bs</i>	Voice of Saruman

Saruman was imprisoned in the Tower of Orthanc after his defeat by Gandalf and the forces of Rohan. Gandalf cast him from the council and broke his staff of power reducing him to a shadow of his former self. Over time Saruman persuaded the Ents that were ordered to guard him to let him go on his way, this they did, and he escaped heading towards the Shire. There he secretly governed the Shire and started a destructive process of modernisation.

Sharkey is wise and cunning, skilled in persuading those about him to do his bidding, has Gandalf solemnly declared "beware; he still has the power of his voice".

### Voice of Saruman

Saruman can with his voice attempt to persuade and confuse anybody that is within 10cm (4") of himself. He rolls against his own ability check for every figure that is within range in the next extraordinary checks phase (3b). Success indicates that a figure falls under the influence of Saruman's voice. Characters that have the special ability of Iron Will can immediately make their own ability check to negate the effects of his voice. A Hero Point can be used to automatically negate the effects of his voice.

Figures that fall under the influence of the Voice of Saruman will automatic suffer from the spell effects of Confusion and Despair. They will also see Saruman as an ally and friend, helping him if he is attacked, these characters will fall under the control of Saruman.

In each subsequent extraordinary checks phase (3b) a figure can again attempt to negate the effects of his voice.

Magically, the Power Spell *Stay and Rally* can be cast on figures that have fallen under the influence of the Voice of Saruman with a 40% chance of negating its effects. A successful roll must be made for each figure.



## CHARACTERS OF ISENGARD

### Uglúk: Captain of Isengard

<b>Ability Value:</b>	50	<b>Abilities:</b>	Ɔ	Drover (75)
<b>Hero Points:</b>	4		Ɔ	Command
<b>Spell Points:</b>	0		Ɔ	Iron Will
<b>Attacks:</b>	2		Ɔ	Smite
<b>Movement Rate:</b>	17cm (7")			
<b>Bloodline:</b>	Orc			

Uglúk was the captain of the Uruk-hai company that encountered the Fellowship at Amon Hen; he captured the hobbits Merry and Pippin and slew Boromir. He drove his Uruk-hai and Mordor orcs north towards Fangorn at a tremendous pace but was caught at the eaves of Fangorn and slaughtered by the Riders of Rohan.

A large and strong Uruk-hai of Isengard, treat Uglúk as a Veteran Captain with the additional special abilities of *Iron Will*, *Smite* and *Drover*. The Drover special ability allows him to attempt a *Force March* in the special movement phase (4e) with a 75% chance of success. Identify him with a purple captain's ring around his base and a red ability value of 50.

### Lugdush: Lieutenant of Isengard

<b>Ability Value:</b>	45	<b>Abilities:</b>	Ɔ	Command
<b>Hero Points:</b>	3		Ɔ	Iron Will
<b>Spell Points:</b>	0		Ɔ	Sweep
<b>Attacks:</b>	2			
<b>Movement Rate:</b>	17cm (7")			
<b>Bloodline:</b>	Orc			

Lugdush was an Uruk-hai who was second in command to Uglúk he was a trusted subordinate. He fought and died by the eaves of Fangorn when the Uruk-hai band he was with were attacked by the Riders of Rohan.

A large Uruk-hai of Isengard, treat Lugdush as a Veteran Lieutenant with the additional special abilities of *Iron Will* and *Sweep*. Identify him with a blue lieutenant's ring around his base and a red ability value of 45.



## CHARACTERS OF ISENGARD

### Mauhúr: Lieutenant of Isengard

**Ability Value:** 40

**Hero Points:** 3

**Spell Points:** 0

**Attacks:** 2

**Movement Rate:** 17cm (7")

**Bloodline:** Orc

**Abilities:** *ƿ* Command

*ƿ* Iron Will

Mauhúr came to the aid of Uglúk when they were attacked by the Riders of Rohan close to the eaves of Fangorn.

Treat the Uruk-hai Mauhúr as a Veteran Lieutenant with the additional special abilities of *Iron Will*. Identify him with a blue lieutenant's ring around his base and a red ability value of 40.

### Grima: Wormtongue

**Ability Value:** 50

**Hero Points:** 0

**Spell Points:** 0

**Attacks:** 0

**Movement Rate:** 15cm (6")

**Bloodline:** Human

**Abilities:** *ƿ* Stealth

*ƿ* Whisper

This man of Rohan, who fell under the influence of Saruman, became councillor to King Théoden and spy to Saruman the White. He gives crooked council and has ensnared the king with his evil leech-craft hence the name given to him by the people of Rohan "Wormtongue".

Grima Wormtongue has the following special ability of *Whisper*:

### Whisper

Grima will only appear on the battlefield if the forces of Rohan and Saruman are present. Grima has a movement rate of 15cm (6") and is moved by the force of Saruman in the special movement phase (4e). If he ends his move in base contact with any figures of Rohan, an ability check will be made in the next extraordinary checks phase (3b). If successful Grima will hold all figures stationary in conversation for the present movement round, but he himself can then move again in the special movement phase (4e) of this round.

A figure may expend a hero point to negate the influence of this *Whisper* special ability.

If Grima ends his move in base contact with King Théoden, then all the figures of Rohan will automatically be in *Despair* for the duration that Grima remains in contact, no ability check required. An ability check can be made to stop the king from moving each bound. The presence of Gandalf will negate the *Despair* if he can end his move in base contact with the king.

Whilst in base contact with the king, Grima will also receive control of all of the King's Royal Guards; these will also be moved by the Saruman force in the special movement phase (4e).

Grima cannot attack or be attacked by any good figure, but his special abilities will falter altogether if King Théoden or Saruman are killed. Gandalf can attempt to cure King Théoden of the leech-craft if he casts a successful *Control* spell on the king. Once Grima's powers are lost he will be removed from the battle.

## CHARACTERS OF THE FELLOWSHIP

### Gandalf: The Grey

<b>Ability Value:</b>	70	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	8		ᵽᵽ	Gallant
<b>Spell Points:</b>	7		ᵸ	Iron Will
<b>Attacks:</b>	1		ᵸᵸ	Leadership
<b>Movement Rate:</b>	20cm (8")		ᵽᵽ	Projection
<b>Bloodline:</b>	Maia			

Gandalf thought to be the wisest of the Maia and known to the Valar as Olórin was sent to Middle Earth by Manwë himself. Gandalf the Grey was the last of the five Istari to arrive at the Mithlond, their task was to give council to the good peoples of Middle Earth in their fight against Sauron, and Manwë had forbid them to use force to dominate the people. On arrival Gandalf was met by Círdan the Shipwright who gave him Narya the Ring of Fire, one of the three elven rings of power.

Gandalf the Grey has for many years tirelessly devoted his life to counselling the good peoples of Middle Earth. But at the last he has come into the knowledge and whereabouts of the One Ring of Power. His final task is to destroy the One Ring and overthrow Sauron the Dark Lord of Mordor.

Gandalf also carries with himself one of the Rods of the Five Wizards see Gandalf the White for its special abilities.

To aid him in this task one of the three eleven rings Narya the Ring of Fire was given to him, the special abilities of this ring are listed below:

### Narya: The Ring of Fire

Narya will bestow the following special abilities to upon its bearer:

ᵽ	Ósanwe
ᵽᵽ	Secret Fire
ᵸ	Spell Casting
ᵸᵸ	Valour

The special ability of *Secret Fire* gives the bearer complete protection from any normal or magical fire, including breathe weapon attacks from creatures. For *Valour* see the One Ring.

### Glamdring: Foe Hammer

A mighty powerful two-handed elven sword that was once worn and wielded by Turgon the elven King of Gondolin. Some five thousand years later it was found in a Trolls horde by Gandalf and the Dwarves of Thorin Oakenshield. The sword bestows the following special abilities to its wielder.

ᵽ	Foe Hammer
ᵽᵽ	Smite
ᵸ	Sweep
ᵸᵸ	Swiftess

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

#### Foe Hammer

Forged for the Goblin and Orc wars this weapon will inflict an *Exceptional Hit 20* on any goblin or orc figure.

The *Exceptional Hit 20* indicates that any attack rolls from the sword of between 01 and 20 will automatically cause an instant kill on its goblin or orc opponent unless a hero point is expended to make a heroic wound recovery roll.

## CHARACTERS OF THE FELLOWSHIP

### Gandalf: The White

<b>Ability Value:</b>	80	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	10		ᵽᵽ	Evade
<b>Spell Points:</b>	9		ᵸ	Gallant
<b>Attacks:</b>	1		ᵸᵸ	Iron Will
<b>Movement Rate:</b>	20cm (8")		ᵽᵽ	Leadership
<b>Bloodline:</b>	Maia		ᵽ	Projection

Gandalf the Grey died after defeating the Balrog Durin's Dane on the mountain slopes of Zirakzigal. Gandalf's soul travelled through time but was sent back by the Valar significantly more powerful than before, Gandalf's body was carried to Lothlorian by Gwaihir the eagle and there he found rest and healing and was re-clothed in white by the Lady Galadriel.

Gandalf the White carries and wields Narya one of the three elven rings, Glamdring an ancient blade of renown and a Rod of the Five Wizards. For some of these item special abilities see Gandalf the Grey.

Gandalf also befriended Shadowfax see below:

### Shadowfax: Chieftain of the Mearas

Shadowfax was given to Gandalf by King Théoden of Rohan for his aid in releasing him from Grima Wormtongue's leechcraft. This great horse can understand the language of men and allows Gandalf to freely ride him, but without the aid of saddle or bridle. Shadowfax is an intelligent mount that will come to the call of Gandalf.

Shadowfax moves like the wind and has the special *Steed* ability allowing it to move 45cm (18") per movement phase and it can cause other horses that are within 30cm (12") of itself to make an automatic *Forced March* move in the special movement phase (4e).

Shadowfax's ride is so smooth that it bestows the special training skill of *Horsemanship* to its rider.

### Rod of the Five Wizards

Gandalf came to Middle Earth with one of the Rods of the Five Wizards. These rods were no doubt given to the five wizards by the Valar before they departed to Middle Earth, and they are a vessel for an ancient power that the Istari can command. A rod of the Five Wizards will allow the following special abilities:

ᵽ	Lordship
ᵽᵽ	Might
ᵸ	Spell Casting

#### Might

This special ability allows all spells that are cast by the wizard to double their normal area of effect. Therefore, a normal spell that covers a 20cm (8") area of effect will now cover a 40cm (16") area of effect. The exception to this is spells that cover the whole battlefield will still cover the same area.



## CHARACTERS OF THE FELLOWSHIP

### Aragorn: Strider

<b>Ability Value:</b>	80	<b>Abilities:</b>	♣	Ambush
<b>Hero Points:</b>	8		♠	Gallant
<b>Spell Points:</b>	0		♠	Athelas
<b>Attacks:</b>	1		♠	Insight
<b>Movement Rate:</b>	17cm (7")		♠	Iron Will
<b>Bloodline:</b>	Númenórean		♠	Leadership

Aragorn son of Arathorn and descendant of Elendil and heir of Isildur the last King of Gondar. He is lean, dark and tall, with shaggy dark hair "flecked with grey", grey eyes, and a stern pale face. He is Aragorn Chieftain of the Dúnedain of Arnor:

*"All that is gold does not glitter, not all those who wander are lost, the old that is strong does not wither, deep roots are not reached by the frost, from the ashes a fire shall be woken, a light from the shadows shall spring, renewed shall be blade that was broken, the crownless again shall be King".*

Aragorn also has the special training skills of *Horsemanship*, *Scout* and *Woodcraft*. He is an accomplished tracker and can clearly follow a fresh trail to its quarry.

### Athelas

A plant brought by the Númenóreans from the west, it has long leaves and as powerful healing properties when it is used by the king of the line of Elendil. The plant is also known as Kingsfoil in the common tongue.

This special ability allows Aragorn to apply the plant Athelas to a critical wound and restore the figure back to life. The Athelas must be applied within three bounds of the figure receiving a critical wound and Aragorn must make a successful ability check to succeed or the figure dies. The leaf may also be applied to a wound caused by a Morgul-blade; this will negate the blades effect of wraith change.

A leaf of Athelas can also be crushed and the fragrance and virtue of the aroma will restore all the hero and spell points to a single figure. The same sweet-scented virtue of Athelas can negate the effects of the "Black Breath" but at the same time it will not restore any lost hero or spell points.

### Andúril: Flame of the West

Once the "One Ring" reaches Rivendell, Aragorn can reforge the shards of his sword Narsil and can obtain Andúril "Flame of the West". This sword gives its wielder the following additional special abilities:

♣	Exceptional Hit 10
♠	Smite
♠	Sweep
♠	Swiftess
♠	Vorpal Blade

Narsil was originally forged during the First Age of Middle Earth by the Dwarven weaponsmith Telchar of Nogrod. The sword's name refers to the Sun and Moon, when the blade was reforged and called Andúril it is described as follows: "on its blade was traced a device of seven stars set between the crescent Moon and the rayed Sun, and about them was written many runes... Very bright was that sword when it was made whole again; the light of the sun shone redly in it, and the light of the moon shone cold, and its edge was hard and keen"

#### Exceptional Hit 10

The *Exceptional Hit 10* indicates that any attack rolls from the sword of between 01 and 10 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.

#### Vorpal Blade

If Aragorn uses a hero point to make a heroic attack against an opponent with Andúril, then an *Exceptional Hit* is automatically scored. This causes an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.

## CHARACTERS OF THE FELLOWSHIP

### Aragorn: Elessar the Elfstone

<b>Ability Value:</b>	85	<b>Abilities:</b>	Ɔ	Ambush
<b>Hero Points:</b>	9		Ɔ	Gallant
<b>Spell Points:</b>	0		Ɔ	Athelas
<b>Attacks:</b>	1		Ɔ	Insight
<b>Movement Rate:</b>	17cm (7")		Ɔ	Iron Will
<b>Bloodline:</b>	Númenórean		Ɔ	Lordship

There was in Gondolin a jewel-smith named Enderhil, and he was the greatest of that craft among the Ñoldor after the death of Fëanor it came into his heart to make a jewel within which the clear light of the sun should be imprisoned, but the jewel should be green as leaves. And he made this thing, and even the Ñoldor marveled at it. For it is said that those who looked through this stone saw things that were withered or burned healed again or as they were in the grace of their youth, and that the hands of one who held it brought to all that they touched healing from hurt.

Aragorn received from Galadriel in Lothlorian this jewel pendent that was passed down to her.

*"This stone I gave to Celebrian my daughter, and she to hers; and now it comes to you as a token of hope. In this hour take the name that was foretold for you, Elessar, the Elfstone of the house of Elendil".*

Aragorn also has the special training skills of *Horsemanship*, *Scout* and *Woodcraft*. He is an accomplished tracker and can clearly follow a fresh trail to its quarry. Aragorn also has the special abilities of *Athelas* and his sword *Andúril*, see Aragorn: *Strider* and as Elfstone he may have the following additional items.

### The Elfstone Brooch

The jewel is set in an eagle shaped mithril brooch and bestows the special ability of *Lordship*.

### The Sheath of Galadriel

Galadriel gave Aragorn a sheath that had been made to fit his sword. It was overlaid with a tracery of flowers and leaves wrought of silver and gold, and on it were set in elven runes formed of many gems the name Andúril and the lineage of the sword. "The blade that is drawn from this sheath shall not be stained or broken even in defeat" she said. Aragorn threw back his cloak. The elven-sheath glittered as he grasped it, and the bright blade of Andúril shone like a sudden flame as he swept it out.

Once in a battle Aragorn can draw his sword to automatically *Rally* all companies that have an adverse morale.

### Elven Cloak of Lothlórien

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The cloaks are created from a light, but warm silken stuff that the Galadhrim weave. There fasten about the neck with a green leaf brooch veined with silver. These fair garments have the ability to adjust their hue to leaf and branch, water or stone, as described "It was hard to say of what colour they were: grey with the hue of twilight under the trees they seemed to be; and yet if they were moved, or set in another light, they were green as shadowed leaves, or brown as fallow fields by night, dusk-silver as water under the stars."

### Rightful Heir

Aragorn can use any Palantíri and due to the true lineage of his Númenórean bloodline his *Ability Value* for this is 95 instead of his current value.



## CHARACTERS OF THE FELLOWSHIP

### Aragorn: High King Elessar Telcontar

<b>Ability Value:</b>	90	<b>Abilities:</b>	Ɔ	Ambush
<b>Hero Points:</b>	10		Ɔ	Gallant
<b>Spell Points:</b>	0		Ɔ	Athelas
<b>Attacks:</b>	1		Ɔ	Insight
<b>Movement Rate:</b>	17cm (7")		Ɔ	Iron Will
<b>Bloodline:</b>	Númenórean		Ɔ	Kingship

After Sauron was defeated Aragorn was crowned High King Elessar of the house Telcontar on the 1<sup>st</sup> of May and became the twenty sixth King of Arnor and the thirty fifth King of Gondar. Shortly afterwards he married Arwen Undómiel, Elrond's daughter, he rebuilt his Kingdom and lead campaigns against the Haradrim and Easterlings.

Aragorn also has the special training skills of *Horsemanship*, *Scout* and *Woodcraft*. He is an accomplished tracker and can clearly follow a fresh trail to its quarry. Aragorn also has the special abilities of *Athelas* and his sword *Andúril* with the *Sheath of Galadriel*, see Aragorn: *Strider* and Aragorn: *Elfstone*.

### The Star of Elendil

The Star of Elendil is an elvish crystal that is worn around the head with the aid of a band of mithril. When the kingdoms of Arnor and Gondor were split, it was worn by the King in Arnor instead of the crown.

The Star gives the special ability of *Lordship* to any elven forces of Middle Earth.

### Sceptre of Annúminas

The sceptre is the chief emblem of royal authority in the Kingdom of Arnor. Elendil brought his father's sceptre to Middle Earth and it dwelt in the city of Annúminas, hence its name. After the downfall of the realms of Arnor the sceptre was sent to Rivendell to be kept safe in the house of Elrond. The sceptre was brought by Elrond for the Coronation of Aragorn.

The Sceptre gives the special ability of *Kingship* to the forces of Arnor.

### Crown of Gondar

The crown is the chief emblem of royal authority in the Kingdom of Gondor. In the early years of the third age when the kingdoms of Arnor and Gondor were split, it was worn by the King in Gondor. Then it was kept safe by the Stewards of Gondor ready for when the King returned.

The Crown gives the special ability of *Kingship* to any forces of Gondor.

### Kingship

This special ability allows the King to expand his area of influence to 50cm (20") like *Command* a figure that has the special ability can with the aid of a heroic action inspire all friendly figures within this radius to perform the same heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and must remain within the area of command.



## CHARACTERS OF THE FELLOWSHIP

### Boromir: High Warden of the White Tower

<b>Ability Value:</b>	82	<b>Abilities:</b>	p	Gallant
<b>Hero Points:</b>	7		ps	Impact
<b>Spell Points:</b>	0		b	Leadership
<b>Attacks:</b>	1		bs	Sweep
<b>Movement Rate:</b>	17cm (7")			
<b>Bloodline:</b>	Númenórean			

Boromir is the eldest son of Lord Denethor Steward of Gondor and Captain General to Army of Gondor. A man of great power and physical strength who lead the Army of Gondar to victory on numerous occasions before he departed upon his quest to find the answer to his dream:

*"Seek for the Sword that was broken, In Imladris it dwells; There shall be counsels taken, Stronger than Morgul-spells. There shall be shown a token, That Doom is near at hand, For Isildur's Bane shall waken, And the Halfling forth shall stand."*

Boromir has the special training skill of *Horsemanship*. Boromir can initiate the special ability of an *Impact* charge against an enemy figure of humanoid size that he contacts. He can utilise his great strength to bowl over his enemies when he presses forward in combat.

If Boromir successfully continues with his impact and is due to make an impact attack in the last combat phase (6g). Then he may immediately call a FREE heroic action of *Combat Press* in the combat reclamation move (6e) for all Gondorian figures that are within his command distance of 20cm (8"). Although he will have to expend a hero point if he requires these figures to carry out a heroic combat in phase (6f).

### The Great Horn of Gondor

The horn borne by the heirs of the Stewards of Gondor, legend told that if the Great Horn was sounded in time of need within the ancient boundaries of Gondor, it would not go unheeded. The Great Horn was made from the horn of a wild ox of Rhun. The ox was slain by steward Vorondil around the year TA1980. It is bound and tipped with silver and carved with ancient runes. It was hung on a baldric, which is a long belt or strap worn across the chest from one shoulder. The voice of the horn is loud, clear and deep.

All figures within 30cm (12") will be affected when this horn is blown by Boromir. To Gondorian figures the horn bestows *Courage*; but to enemy figures it imparts *Confusion* and *Despair*. The effects last for the length of time the horn is blown, 3 bounds maximum. The sound of the horn is only effective once in any given battle. Whilst blowing the horn no further normal actions can be undertaken, but Boromir may defend against any attacks or use heroic actions whilst blowing the horn.

All enemy figures are allowed one saving throw against the effects of the horn, if unsuccessful the figures will be confused as the spell *Confusion*, otherwise the figures can act normally but will suffer from the effects of *Despair*.

When the Horn of Gondor is blown it will also cause all Gondorian units to immediately Rally on the spot if they are suffering from any adverse morale result. This special ability of the horn affects the whole battlefield.

### Elven Cloak of Lothlórien

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The cloaks are created from a light, but warm silken stuff that the Galadhrim weave. They fasten about the neck with a green leaf brooch veined with silver. These fair garments have the ability to adjust their hue to leaf and branch, water or stone, as described "It was hard to say of what colour they were: grey with the hue of twilight under the trees they seemed to be; and yet if they were moved, or set in another light, they were green as shadowed leaves, or brown as fallow fields by night, dusk-silver as water under the stars."

## CHARACTERS OF THE FELLOWSHIP

### Legolas: Prince of Mirkwood

**Ability Value:** 70

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 2

**Movement Rate:** 22cm (9")

**Bloodline:** Sindar

**Abilities:** *p* Agility  
*ps* Gallant  
*b* Iron Will

Legolas the son of the Elvenking Thranduil of Mirkwood was sent by his father to Rivendell with an important message for Elrond. There he represented the elves in the Great Council and was chosen by Elrond to be one of the Nine Walkers that were sent to destroy the One Ring.

Legolas is fast and agile he favours a bow, but he can use a sword when needed. He has the special training skills of *Archery* and *Woodcraft*.

### The Great Bow of the Galadhrim

The bow is a parting gift to Legolas from the Lady Galadriel when the Fellowship departed from Lothlórien. This is a powerful bow such as the Galadhrim use it is long and stout and strung with fine elven hair. A quiver of slender arrows accompanied the gift.

The elven bow being light and fast bestows the special ability of *Swiftness* upon the figure that is using it. This special ability allows Legolas to fire three times in a normal or heroic missile fire phase at a range of 70cm (28").

The bow also bestows the special ability of *Smite* if a successfully hit is scored against a target within 30cm (12").

An aimed shot is allowed, this reduces the rate of fire to one single shot in a normal or heroic missile fire phase, but this bestows the special ability of *Smite* if a successfully hit is scored against a target within 70cm (28").

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Gimli: Son of Glóin

**Ability Value:** 72

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Dwarven

**Abilities:** *p* Gallant  
*ps* Impact  
*b* Iron Will  
*bs* Sweep

Gimli is the son of Glóin of the dwarves of Durin's Folk; he arrived at Rivendell and was bid to attend the Great Council. He freely volunteered to accompany the ring bearer on the quest to destroy the One Ring. Gimli is a noble and wise experienced warrior who favours an axe for his weapon of choice.

Gimli can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses foreword in combat.

### Dwarven Mail

Gimli is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Peregrin Took: Pippin

**Ability Value:** 45

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 12cm (5")

**Bloodline:** Halfling

**Abilities:** *p* Agility  
*p* Evade  
*b* Gallant

Peregrin son of Paladin schemed to accompany Frodo Baggins on his quest to destroy the One Ring. The youngest of the four hobbits that set out from Hobbiton, he is known as Pippin and is quick witted and bravehearted but can be foolish at times.

Pippin and his cousin Merry were steadfast companions to Frodo Baggins the ring bearer.

### Blades of Westenesse

When the hobbits escaped from the Barrows each was each given a finely crafted blade from the ancient Kingdom of Arnor. The weapon was crafted by the smithies of Westenesse for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Peregrin Took: Knight of Gondar

<b>Ability Value:</b>	60	<b>Abilities:</b>	ᵿ	Agility
<b>Hero Points:</b>	6		ᵿᵿ	Command
<b>Spell Points:</b>	0		ᵿ	Evade
<b>Attacks:</b>	1		ᵿᵿ	Gallant
<b>Movement Rate:</b>	12cm (5")		ᵿᵿ	Iron Will
<b>Bloodline:</b>	Halfling			

After being captured by Sarumans Uruk-hai and then escaping, Pippin entered Fangorn and encountered the great Ent Treebeard. Pippin was given an entdraft to drink and this increased his size and strength. On re-joining the remaining members of the broken Fellowship Pippin was taken to Gondor by Gandalf for his crime of looking into the Seeing Stone of Orthanc. In Minas Tirith Pippin pledged his allegiance to Gondor in payment for the fall of Boromir.

Pippin was bestowed a high position in the elite Citadel Guards and was at the steward Denethor's beck and call. Treated by the people of Minas Tirith as a Halfling Prince, Pippin had free reign of the city when he was not on duty. Pippin was given a special helm and mail for his position within the guard.

### Blades of Westenesse

When the hobbits escaped from the Barrows each was each given a finely crafted blade from the ancient Kingdom of Arnor. The weapon was crafted by the smithies of Westenesse for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Meriadoc Brandybuck: Merry

**Ability Value:** 50

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 12cm (5")

**Bloodline:** Halfling

**Abilities:** *p* Agility  
*p* Evade  
*b* Gallant  
*b* Iron Will

Meriadoc son of Saradoc was one of Frodo Baggins closest friends; he was an exceptional hobbit who was intelligent and very perceptive. He knew about the magic of the One Ring many years before it set out from the Shire with Frodo. Known to his friends as Merry he was behind the conspiracy of finding out about the doings of Frodo and was therefore prepared when Frodo at last decided to leave the Shire upon his quest to destroy the One Ring.

Merry and his cousin Pippin were steadfast companions to Frodo Baggins the ring bearer.

### Blades of Westenesse

When the hobbits escaped from the Barrows each was each given a finely crafted blade from the ancient Kingdom of Arnor. The weapon was crafted by the smithies of Westenesse for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Meriadoc Brandybuck: Knight of the Riddermark

<b>Ability Value:</b>	65	<b>Abilities:</b>	♩	Agility
<b>Hero Points:</b>	7		♪	Evade
<b>Spell Points:</b>	0		♫	Gallant
<b>Attacks:</b>	1		♬	Iron Will
<b>Movement Rate:</b>	12cm (5")		♭	Valiant
<b>Bloodline:</b>	Halfling			

After being captured by Sarumans Uruk-hai and then escaping, Merry entered Fangorn and encountered the great Ent Treebeard. Merry was given an entdraft to drink and this increased his size and strength. On re-joining the remaining members of the broken Fellowship Merry was told to stay with King Théoden and he became his Swordthain, later he became a Knight of the Riddermark after helping Éowyn in slaying the Lord of the Nazgûl.

Merry was given the honouree position of Swordthain to King Théoden but was asked to stay and reside with the Lady Éowyn for his safety. Unbeknown to the King the Lady Éowyn rode to battle in the guise of Dernhelm and Merry rode with her. Great deeds were done at the battle of Pelennor Fields, where Merry broke the spell of the Witch King with his Blade of Westenese and the Lady Éowyn slew him. For this deed, he was granted a knighthood.

### Blades of Westenese

When the hobbits escaped from the Barrows each was each given a finely crafted blade from the ancient Kingdom of Arnor. The weapon was crafted by the smithies of Westenese for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### Valiant

Merry receives this special ability after slaying the Lord of the Nazgûl and being brought back from near death. Aragorn declared when Merry was healed that "His grief he will not forget; but it will not darken his heart, it will teach him wisdom". Valiant allows him to expend one additional hero point each bound, without it affecting the present hero points of the figure.

### Elven Cloak of Lothlórien

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## CHARACTERS OF THE FELLOWSHIP

### Sam-wise Gamgee: The Stout Hearted

**Ability Value:** 35

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 12cm (5")

**Bloodline:** Halfling

**Abilities:** *p* Agility  
*p* Gallant  
*b* Iron Will  
*b* Stout Hearted

Sam Gamgee the son of Hamfast was the gardener and best friend to Frodo Baggins. One morning Sam overheard Frodo speaking to Gandalf the Grey about the One Ring and the quest that Frodo should undertake to destroy it. Gandalf caught Sam listening and as punishment was made to go on the quest with Frodo, Sam thought it was his duty to go and look after Frodo his master.

Sam stayed with Frodo throughout the quest and kept him safe.

### Blades of Westenesse

When the hobbits escaped from the Barrows each was each given a finely crafted blade from the ancient Kingdom of Arnor. The weapon was crafted by the smithies of Westenesse for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### Elven Cloak of Lothlórien

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### Elven Rope of Lothlórien

Sam took a length of elven rope that was stored in the boats that they left Lothlórien in and kept it in his backpack. This rope will allow a figure to climb down any sheer surface in one full bound. Calling to the rope causes it to untie and to fall to the ground to be stored for use again. The rope will allow an instant second ability check for any other manoeuvres that are undertaken and are initially failed.

### Stout Hearted

If Frodo is attacked and Sam is with him, then Sam will automatically count has *Stout Hearted*. This special ability gives Sam the same benefits has the *Courage* spell and also the special ability of *Swiftness*.

Therefore, Sam will have an ability value of 70 and two attacks per combat phase when he is *Stout Hearted*.



## CHARACTERS OF THE FELLOWSHIP

### Frodo Baggins: The Ring Bearer

**Ability Value:** 60

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 12cm (5")

**Bloodline:** Halfling

**Abilities:** *p* Agility  
*p* Evade  
*b* Gallant  
*b* Iron Will

Frodo Baggins is the adopted heir of Bilbo Baggins who was the hobbit that found the One Ring whilst on his quest to slay the Red Dragon Smaug. Bilbo left the One Ring in the care of Frodo seventeen years prior when he left on his last journey. Gandalf the Grey grew suspicious about the magic ring that Frodo now possessed and undertook a long quest to find out about this ring. Finally, Gandalf realised that the ring was indeed the lost One Ring of his enemy Sauron.

Frodo's sole purpose is to safeguard the One Ring and destroy it in the Fires of Doom. Frodo also carries the One Ring see *The Rings of Power* and a *Blade of Westenesse* given to him by Tom Bombadil.

### Sting the Elven Blade

A dagger that accompanied the swords of Orcrist and Glamdring, these blades were all made by the elves of Gondolin in the First Age of Middle Earth. Sting was found by Bilbo Baggins in the Troll Hoard of Tom, Bert and William in the year 2941 TA. Bilbo first used this sword to kill the Great Spiders in Mirkwood who captured him and his Dwarven friends. It was then that he named the sword Sting. Frodo was given the sword Sting by Bilbo when they once again met at Rivendell because his blade was broken at the Ford of Bruinen by the spell cast by of the Lord of the Nazgûl.

The sword bestows the following special abilities to its wielder.

*p* Smite  
*p* Sweep  
*b* Swiftess

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

### Shirt of Mithril

This small corselet was made for a young elf prince in the second age, it is made of rings of mithril, a rare precious metal sometimes called true silver that is beautiful yet harder than steel. The shirt is studded with white gems and is girt with a belt of pearl and crystal. It feels light to the wearer but is strong enough to turn any blade. Frodo was given this Mithril shirt by Bilbo when they once again met at Rivendell, any wound recovery checks that Frodo undertakes will be done with an improved ability value of **90** whilst he is wearing the Mithril shirt.

### Elven Cloak of Lothlórien

Given to all the Fellowship when they visited Lothlórien, the elven cloak with its dull hue will change with the light and its surrounding, making its wearer nearly invisible when stationary. The elven cloak gives the special ability of *Stealth* and the special training skill of *Camouflage* to its wearer when they execute a normal move from stationary.

### Phial of Galadriel

Given has a parting gift by Galadriel to Frodo, this phial contains the captured light of Eärendil's star, the same light that is preserved in the Silmaril. The phial inspires its possessor to chant to Eärendil "aiya Eärendil elenion ancilima!" which translates to "hail Eärendil, brightest of stars!". The star-glass casts a dazzling bright radiance that extends from the phial; it will cause all evil figures to divert and shield their gaze within 30cm (12") and so it reduces their ability value by -20 for the remainder of this bound. The phial will also stop creatures projecting themselves from the realm of shadows for a bound and therefore such creatures can't move or attack this bound. The phial will also illuminate darkness for 30cm (12"), but the above effects only last for the bound that the vial was initially revealed.

## CHARACTERS OF RIVENDELL

### Elrond: Lord of Rivendell

<b>Ability Value:</b>	82	<b>Abilities:</b>	Ɔ	Agility
<b>Hero Points:</b>	8		Ɔ	Gallant
<b>Spell Points:</b>	5		Ɔ	Healing Hands
<b>Attacks:</b>	1		Ɔ	Iron Will
<b>Movement Rate:</b>	20cm (8")		Ɔ	Lordship
<b>Bloodline:</b>	Half-elven		Ɔ	Projection

Elrond was born in the First Age of Middle Earth and was a twin. At the end of the First Age both were given a choice to be counted among Men or Elves. His brother Elros chose to be a mortal man and became the First High King of Númenór, whilst Elrond chose immortality and lived as an Elf.

Elrond was the herald to Gil-galad during the Last Alliance of Elves and Men at the end of the Second Age. After Sauron's defeat Elrond urged Isildur to destroy the ring by casting it into the inferno of Mount Doom, but Isildur refused claiming it as his own, a Weregild for the damage that the war had done to his family.

He returned to Imladris (Rivendell) the last stronghold west of the Misty Mountains, he wed Celebrian and they had three children Elladan, Elrohir and Arwen Undómiel. Elrond was a member of the White Council and he advised and gave aid to those who needed it.

Elrond is the master of the Last Homely House in Rivendell, and he will only fight if Rivendell itself is attacked by the forces of Sauron. He is accounted among the wisest of being in Middle Earth. He controls the waters around Rivendell and can call a Great Flood of the Loud Water, this will sweep everything away that is in the river.

### Vilya: The Ring of Air

Vilya will also bestow the following special ability upon its wearer:

Ɔ	Ósanwe
Ɔ	Wise Council
Ɔ	Spell Casting
Ɔ	Valour

The special ability of *Wise Council* allows the bearer to aid people with good and wise council. Any friendly Company that is within 30cm (12") and has just failed its morale test will immediately take a *Heroic Command Retest*. Or it allows any friendly Company that is still suffering from an adverse morale result after taking a recovery test to immediately take another *Recovery Test* if this ring power is used. For *Valour* see the One Ring.

### Healing Hands

Elrond is a skilled healer and can heal a character that is suffering from the effects of The Black Breath. Move the character into base contact with Elrond and in the next Extraordinary Checks phase 3b, Elrond must make a successful ability check to cure the character (only one attempt is allowed per character).

If a character is suffering the effects of a wound caused by a Morgul-blade, then Elrond can attempt to heal it. Elrond must make a successful ability check to cure the character.

### Miruvor

The cordial of Imladris is warm and fragrant when swallowed. It provides a new strength of heart and lifts any heavy drowsiness from the limbs, reviving and giving fresh hope and vigour. The drink will restore four hero and spells points to a character that quaffs it. It will also negate the effects of terror by bestowing the Gallant special ability to the recipient for the remainder of the battle. Finally, it negates the effects of poison.

Elrond can grant this gift to anybody that passes through Rivendell.

## CHARACTERS OF RIVENDELL

### Elladan and Elrohir

<b>Ability Value:</b>	77	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	6		ᵽᵽ	Evade
<b>Spell Points:</b>	0		ᵸ	Gallant
<b>Attacks:</b>	1		ᵸᵸ	Iron Will
<b>Movement Rate:</b>	20cm (8")		ᵽᵽ	Swiftness
<b>Bloodline:</b>	Half-elven		ᵽ	Vengeance

Elladan and Elrohir the twin sons of Elrond of Rivendell, they are very much alike, and it is hard to distinguish between them. They always travel together and in the War of the Ring they travelled with the Grey Company and fought at the side of Aragorn at the battle of Pelennor Fields. Both characters are mighty warriors who rescued their captured mother Celebrian from Orcs in centuries past and have since held a special grudge against all Orcs.

Celebrian was healed and departed Middle Earth the year after Elladan and Elrohir brought her back to their father Elrond at Rivendell. Since then the twins have helped the Rangers of the North in their constant struggle against the evil remnants of Arnor.

Like the Grey Company they have the special training skills of *Camouflage*, *Horsemanship* and *Woodcraft*.

### Vengeance

Elladan and Elrohir will readily seek out Orc-kin in any battle; Orc-kin are Goblins, Orcs, Uruk-hai or Half Orcs, attacking them over larger more opposing opponents. When they make base contact in close combat, Elladan and/or Elrohir will go into a controlled Frenzy that allows them to attack in each of the Impact Combat phases (6b and 6g). Unlike the *Frenzy* special ability, they do not receive the *Shielded* ability, although they can make a 5cm reclamation move after each kill if no other Orc-kin figure remains in base contact.

### Arwen Undómiel: Evenstar

<b>Ability Value:</b>	67	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	5		ᵽᵽ	Evade
<b>Spell Points:</b>	0		ᵸ	Gallant
<b>Attacks:</b>	1		ᵸᵸ	Iron Will
<b>Movement Rate:</b>	20 cm (8")			
<b>Bloodline:</b>	Half-elven			

The daughter and youngest child of Elrond and Celebrian, she resides in Rivendell with her father. Aragorn meet Arwen in his twentieth year, and he fell in love with her at first sight, for he mistook her for Lúthien the Fair, the fairest maiden ever to walk the earth. Thirty year later the two were reunited again in Lórien were Arwen reciprocated Aragorn's love and they plighted their troth to each other.

Arwen never fought in the War of the Ring, but she spent many years with her grandmother The Lady Galadriel in Loth Lórien, where she would have received special training skills of *Camouflage* and *Woodcraft*.



## CHARACTERS OF RIVENDELL

### Erestor: Chief Counsellor of Rivendell

**Ability Value:** 72

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 20cm (8")

**Bloodline:** Half-elven

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Swiftiness

Erestor is kinsman to Elrond, a child of Lúthien. He was considered for one of the nine walkers, but Pippin took his role. At the Great Council, he asked if Tom Bombadil could be called upon to take the ring.

Erestor was one of the three councillors to Elrond's own household.

### Lindir: Elf-lord of Rivendell

**Ability Value:** 68

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 22cm (9")

**Bloodline:** Sindar

**Abilities:** *p* Agility  
*ps* Evade  
*b* Gallant

Lindir was present at Bilbo's reciting of the Song of Eärendil; Lindir stated that he could not tell the difference between which parts Aragorn or Bilbo had wrote, because all mortals are alike.

Lindir is an Elf-lord within Elrond's own household, Steward of Imladris.



## CHARACTERS OF RIVENDELL

### Glorfindel: of Rivendell

<b>Ability Value:</b>	88	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	9		ᵽᵽ	Gallant
<b>Spell Points:</b>	3		ᵸ	Iron Will
<b>Attacks:</b>	2		ᵸᵸ	Impact
<b>Movement Rate:</b>	25cm (10")		ᵽᵽ	Light of the Ñoldor
<b>Bloodline:</b>	Ñoldor		ᵽ	Lordship
			ᵽ	Projection
			ᵸ	Swiftess

Glorfindel was the major reason why the Witch-king of Angmar (The Lord of the Nazgûl) fled at the Battle of Fornost a thousand years before the War of the Ring. Glorfindel was one of the first born of Middle Earth, a noble and powerful Ñoldor elf, whose hands brought healing. He resided in Rivendell with Elrond and his household after being sent back by the Valar significantly more powerful than before and akin to a Maiar in power.

*"Suddenly into view below came a white horse, gleaming in the shadows, running swiftly. In the dusk, its headstall flickered and flashed, as if it were studded with gems like living stars. The rider's cloak streamed behind him, and his hood was thrown back; his golden hair flowed shimmering in the wind of his speed.... it appeared that white light was shining through the form and raiment of the rider, as if though through a thin veil."*

Glorfindel came to the aid of Frodo when he was on the road to Rivendell. With the aid of Aragorn, he attacked the Dark Riders (Nazgûl) at the Ford of Bruinen that crossed the Loud Water and threw them into the river, whence they were swept away in the great flood that Elrond sent.

### Elven Forged Blade of Glorfindel

A blade forged in the smithies of Gondolin by the Ñoldor elves in the First Age of Middle Earth.

The sword bestows the following special abilities to its wielder.

ᵽ	Smite
ᵽᵽ	Sweep
ᵸ	Swiftess

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

### Light of the Ñoldor

The Light of the Ñoldor is an invisible inner light that radiates out of a first-born Elf, it causes overwhelming *Terror* to evil beings within 10cm (4"). The power of the light also negates the effects of The Black Breath and a Morgul-blade. Move the character into base contact and in the next *Extraordinary Checks* phase (3b) the character is cured, if a successful ability check is made.

### Asfaloth: Elven Steed

This great horse can understand the language of elves and allows Glorfindel to freely ride him, but without the aid of saddle or bridle. Asfaloth is an intelligent mount that will come to the call of Glorfindel; it will willingly carry a friendly figure if Glorfindel instructs it to do so.

Asfaloth moves swiftly and has the special ability of *Steed* which allows it to move 45cm (18"). Asfaloth's ride is smooth and it bestows the special training skill of *Horsemanship* to its rider.



## CHARACTERS OF RIVENDELL

### Gildor Inglorion: of the House of Finrod

<b>Ability Value:</b>	76	<b>Abilities:</b>	Ɔ	Agility
<b>Hero Points:</b>	7		Ɔ	Gallant
<b>Spell Points:</b>	0		Ɔ	Iron Will
<b>Attacks:</b>	1		Ɔ	Leadership
<b>Movement Rate:</b>	25cm (10")		Ɔ	Light of the Ñoldor
<b>Bloodline:</b>	Ñoldor		Ɔ	Projection

Gildor and his company of elves encountered Frodo Baggins in the Shire on September 24<sup>th</sup> 3018. Frodo greeted Gildor by saying "*Elen síla lumen omentielvo*" (A star shines upon the hour of our meeting). Gildor recognised Frodo for he knew Bilbo Baggins his uncle and he was so impressed with his knowledge of ancient tongue that he named Frodo Elf-friend. He invited Frodo, Sam and Pippin to spend the night with them, since he perceived that they were in great danger upon the road that they travelled.

Gildor advised Frodo to leave quickly and to take with him friends that he could trust and to flee from the Nazgûl. He promised to send out word and so it was that Aragorn and Elrond heard of Frodo's flight.

The following day Gildor and his company continued on their way. He had told Frodo that they were tarrying in Middle Earth before heading for the Grey Havens to pass over the sea to The Undying Lands. Where Gildor and his company wandered and what deeds they accomplished is not known but on September 22<sup>nd</sup> 3021 Gildor and Frodo met once again at the very same spot in the Woody End. Together they travelled to the Grey Havens to depart across the Sundering Sea.

Gildor and his company have the special training skills of *Scout* and *Woodcraft*.

### Elven Forged Blade of Gildor

A blade forged in the smithies of Gondolin by the Ñoldor elves in the First Age of Middle Earth.

The sword bestows the following special abilities to its wielder.

Ɔ	Smite
Ɔ	Sweep
Ɔ	Swiftess

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

### Light of the Ñoldor

The Light of the Ñoldor is an invisible inner light that radiates out of a first-born Elf, it causes overwhelming *Terror* to evil beings within 10cm (4"). The power of the light also negates the effects of The Black Breath and a Morgul-blade. Move the character into base contact and in the next *Extraordinary Checks* phase (3b) the character is cured, if a successful ability check is made.

### The Company of Twelve

Gildor was accompanied by a number of elves in his wanderings; they must have been few in number to break camp in the Woody End of the Shire, so for the purpose of the game twelve elves accompany Gildor in his travels. Their base ability value should be 49 with the normal random dice roll/s, but a maximum value of 70 should be observed.

It is safe to assume that the company of elves were from Elrond's household and it may be that Elrond himself had sent Gildor to undertake some secret task? It may have been to secure passage from the Grey Havens or to undertake some other important mission.



## CHARACTERS OF ARNOR

### Halbarad: Ranger of the North

<b>Ability Value:</b>	72	<b>Abilities:</b>	Ɩ	Agility
<b>Hero Points:</b>	6		ƶ	Gallant
<b>Spell Points:</b>	0		ᵇ	Iron Will
<b>Attacks:</b>	2		ᵇᵇ	Leadership
<b>Movement Rate:</b>	17cm (7")		ᵐᵐ	Sweep
<b>Bloodline:</b>	Númenórean			

The leader of the Grey Company and second in command of the Dúnedain the Rangers of the North. Halbarad, who was informed by the Lady Galadriel after the Fellowship left Lothlórien, brought the Grey Company to aid Aragorn in the War of the Ring. Halbarad was given the banner made by Arwen; the Standard of Elendil to give to Aragorn, but Aragorn made Halbarad his standard bearer and told him to keep it safe.

Halbarad brought 29 Dúnedain the Rangers of the North with him and the two sons of Elrond, Elladan and Elrohir.

### The Grey Company

The twenty-nine figures of the Grey Company are all *Veteran* warriors of great standing, continually fighting evil and the influence of Sauron in the North. Their base ability value should be 49 with the normal random dice roll/s, but a maximum value of 70 should be observed. Remember to write the value on the figures base with a RED pen.

The Grey Company have the special training skills of *Archery*, *Camouflage*, *Horsemanship* and *Woodcraft*. Each figure carries a Blade of Westenesse, the blade is the heirloom of their families and it shows their true and rightful heritage. Blades are past from father to son, so only the veteran warriors will have them.

### Blades of Westenesse

A weapon crafted by the smithies from the ancient Kingdom of Arnor. These blades of Westenesse were produced for wars against Sauron and the blades are described as red in colour with flowing characters of Númenór inscribed on them. They will not rust, so long as they are kept in their sheaths and are wrought with spells for the doom of Mordor.

The blades can strike freely against any creature that walks in the Realm of Shadow. The blade delivers a *Smite* attack against such creatures, and hits will cause a mortal wound on the creature instead of banishing it.

### The Standard of Elendil

Wrought in secret and long was its making by the Lady Arwen in Rivendell. When unfurled it was black and no device could be seen upon it, for it was hidden in darkness. But when sunlight broke upon it, there flowered a White Tree, and that was for Gondor; but Seven Stars were about it, and a high crown above it, the signs of Elendil that no lord has borne for years beyond count. And the stars flamed in the sunlight, for they were wrought of gems by Arwen daughter of Elrond; and the crown was bright in the morning, for it was wrought of mithril and gold.

The standard when declared in battle will automatically cause a *Heroic Commander Retest*, for any companies that are suffering from an adverse morale test or have just failed a morale test this bound. Declaring the standard can be done at any point during the encounter, but only once. Immediately make new *Recovery Checks* and *Morale Tests* for all affected companies.

The standard will then act as an *Army Standard* but with an increased area of effect of 30cm (12") range and will give the spell ability of *Courage* to all that are within its area of effect.

Aragorn can if he is base contact with the standard bearer use a hero point to cause a *Heroic Commander Retest*, for any companies that are suffering from an adverse morale test or have just failed a morale test this bound.

## CHARACTERS OF GONDOR

### Denethor II: Steward of Gondor

**Ability Value:** 64

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 17cm (7")

**Bloodline:** Númenórean

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Lordship

Denethor succeeded his father Ecthelion II as the twenty sixth Steward of Gondor in TA2984. He had two sons Boromir and Faramir, but unfortunately his wife Finduilas of Dol Amroth died leaving Denethor bitter. At the top of the White Tower there is a secret chamber in which lies one of the Seven Palantiri of Gondor. In his grief for his lost wife Denethor was guided by Sauron through the seeing stone to witness events and images that brought despair to his heart. This would eventually cause him to take his own life on the Pyre of Denethor in the Hollows of Minas Tirith.

Although he was looked on as a King, Denethor was only the ruling steward in the name of the king. He resided in the high chambers of Minas Tirith and had absolute rule over all of Gondor. At the time of the War of the Ring Denethor was weakening and at the age of 89 was entering his twilight years.

Denethor will not march forward to fight in the battles for Gondor, instead he sits and thinks, expending his own sons to do his bidding. He may fight if Minas Tirith is attacked, but Sauron will automatically use the Palantir of Minas Ithil to make a single *Battle of Wills* attack against Denethor. If successful Denethor will automatically seek the tombs of his fathers in the Hollows and sacrifice himself on the Pyre of Denethor. Failure indicates that the despair of Denethor has passed and he will fight.

### Palantir of Minas Arnor

Denethor holds the Palantir of Arnor in a secret chamber in the White Tower of Minas Tirith, one of the four remaining Palantiri of Númenor. Although Denethor is not under the power of Sauron, through the Arnor Stone Denethor has witnessed the greatness of Sauron's Army, unknowingly guided by Sauron's mind.

The powers of the palantir are listed previously under *The Palantiri of Númenor*.

Denethor clutched the Palantir of Arnor to his breast in his Funeral Pyre and it is said that unless a person possesses a strong mind and will then only the withering hands of Denethor can be seen in this Palantir. Any character that attempts to use it after this event will incur a **-50** modifier to their *Ability Check* for a successful check.

### Stewardship of Gondor

The Stewards watched over the throne until it could be reclaimed by a true King of **Gondor**, an heir of Elendil. The reigning Steward has absolute power in Gondor until the King returns.

This special ability allows the Steward to expand his area of influence to 40cm (16") like *Command* a figure that has the special ability can with the aid of a heroic action inspire all friendly figures within this radius to perform the same heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and must remain within the area of command.



## CHARACTERS OF GONDOR

### Faramir: Captain of the Rangers of Ithilien

<b>Ability Value:</b>	77	<b>Abilities:</b>	ᵽ	Air of Númenór
<b>Hero Points:</b>	7		ᵽᵽ	Ambush
<b>Spell Points:</b>	0		ᵽ	Gallant
<b>Attacks:</b>	1		ᵽᵽ	Insight
<b>Movement Rate:</b>	17cm (7")		ᵽᵽ	Iron Will
<b>Bloodline:</b>	Númenórean		ᵽ	Leadership

Second Son to the Steward of Gondor and younger brother of Boromir. Leader of the Rangers of Ithilien and a skilled and capable warrior. Faramir valiantly defended Gondor from the enemy, but he did not enjoy fighting for war's sake.

*"Here was one with an air of high nobility such as Aragorn at times revealed, less high perhaps, yet also less incalculable and remote: one of the Kings of Men born into a later time but touched with the wisdom and sadness of the Elder Race. He knew now why Beregon spoke his name with love. He was a captain that men would follow, that he would follow, even under the shadow of the black wings."*

*Peregrin Took's First Impression on Faramir*

Faramir has the special training skills of *Camouflage*, *Horsemanship*, *Scout* and *Woodcraft*. He is an accomplished tracker and can clearly follow a fresh trail to its quarry.

Faramir encountered Frodo Baggins and Sam Gamgee, recognising them to be the Halflings his dream spoke of: "Seek for the Sword that was broken: In Imladris it dwells; There shall be councils taken, Stronger than Morgul-spells. There shall be shown a token that doom is near at hand, For Isildur's Bane shall waken: And the Halfling forth shall stand"

### Air of Númenór

A strange air of nobility surrounds Faramir, for by some chance the bloodline of Westenesse ran nearly true in him.

This special ability allows Faramir to expand his area of influence to 30cm (12") like *Command* a figure that has the special ability can with the aid of a heroic action inspire all friendly figures within this radius to perform the same heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and must remain within the area of command.

Only the Rangers of Ithilien are affected by the Air of Númenór.

### Captain of Gondor

Beloved by his fellow men, Faramir is a fair and wise captain, men follow him unquestioningly. Faramir can influence ONE Gondorian unit within 30cm (12") to retest its failed morale in the *Heroic Commander Retest* phase (7c) each bound. This is a FREE action that doesn't cost Faramir a hero point.

### Prince of Ithilien

After the Coronation of Aragorn, the High King Elessar Telcontar, Faramir was bestowed the Princedom of Ithilien and the Stewardship of Gondor. Replace the special ability of *Leadership* with *Lordship* and see *Stewardship of Gondor* as for Denethor II his father. Faramir was to dwell in the hills of Emyn Arnen within sight of the city. He had the White Guard and the Ranger of Ithilien to aid him in defending the eastern borders of Gondor.



## CHARACTERS OF GONDOR

### Imrahil the Fair: Prince of Dol Amroth

**Ability Value:** 80

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 17cm (7")

**Bloodline:** Númenórean

**Abilities:** *p* Gallant  
*pp* Iron Will  
*b* Lordship  
*bb* Stay and Rally

Prince Imrahil was the twenty second Prince of Dol Amroth and Brother In-law to Denethor II Steward of Gondor. The true Númenórean bloodline ran in the princes of Dol Amroth for his hair was fair and his features keen. A direct descendent of Imrazôr the Númenórean and the Elven Lady Mithrellas.

Prince Imrahil rode to the aid of Gondor with his Swan Knights and seven hundred men-at-arms. He fought valiantly in battle and due to the untimely demise of Denethor and the poisoning of Faramir he was asked to take control of Minas Tirith until Faramir could regain his strength.

When mounted he can initiate the special ability of an *Impact* charge against an enemy figure. If he successfully continues with his impact and is due to make an impact attack in the last combat phase (6g). Then he may immediately call a FREE heroic action of *Combat Press* in the combat reclamation move (6e) for all Swan Knight figures that are within his command distance of 30cm (12"). Although he will have to expend a hero point if he requires these figures to carry out a heroic combat in phase (6f).

### Stay and Rally

Like the spell *Stay and Rally* Prince Imrahil can in the *Heroic Commanders Retest Phase* (7c) cause one company of Dol Amroth to retest its morale, if it is suffering from an adverse morale result. An additional 20% chance is added to the retest roll for *Stay and Rally*. A successful roll indicates that the company will immediately rally.

### Angbor the Fearless: Lord of Lamedon

**Ability Value:** 68

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*pp* Impact  
*b* Iron Will  
*b* Leadership

The Lord Angbor of Lamedon stood alone to face Aragorn even though the Army of the Dead had marched with him and his own force had fled. Aragorn instructed Angbor to gather his folk and follow him to Pelargir where "the Heir of Isildur will have need of you". Aragorn named him the fearless when he sat in council in Minas Tirith, before the march to the Morannon.

Angbor came to the aid of Minas Tirith with four thousand horse and men, he arrived shortly before Aragorn would depart with his Army and Captains for the Black Gate.



## CHARACTERS OF GONDOR

### Hirluin of the Green Hills: Lord of Pinnath Gelin

**Ability Value:** 64

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Agility  
*ps* Gallant  
*b* Leadership  
*bs* Swiftiness

Hirluin is Lord of Pinnath Gelin in Lebennin and he came to Minas Tirith with three hundred gallant green-clad and well-armed men who carried banners of yellow stars. Tall and proud he was in the sight of his men and he wore a helm of great steel matched only by that of the Fountain Guard in the Citadel of Gondor. Hirluin fell on the field of Pelennor with Forlong after slaying many orcs and both were buried and lamented in the Mounds of Mundburg outside the city gates of Minas Tirith.

Hirluin is a gallant proud warrior and has a Númenórean presence about him. His strikes are swift and sure for he is an accomplished soldier.

### Forlong the Fat: Lord of Lossarnach

**Ability Value:** 57

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Leadership

Forlong Lord of Lossarnach was famed for his enormous girth, hence the name "Forlong the Fat". He was of old age when he brought two hundred spears to the battle of Minas Tirith, in which he was unhorsed and killed on the battlefield of Pelennor Fields.

Forlong is a capable warrior who is in his twilight years, but he still came to Minas Tirith to keep his oath to Denethor and Gondor.



## CHARACTERS OF GONDOR

### Duinhir: Lord of Blackroot Vale

**Ability Value:** 62

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Iron Will  
*p* Leadership

Duinhir was the Lord and leader of men from the uplands of Morthond, the Great Blackroot Vale. He marched to the aid of Minas Tirith with his two sons and five hundred bowmen. Pippin and Beregon's son Bergil watched them march through the White City.

Duinhir survived the battle of Minas Tirith, but little else is known of him after these events, only that both his sons were killed out on the field of Pelennor.

### Derufin and Duilin: Sons of Duinhir

**Ability Value:** 54

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Command

Derufin and Duilin were leaders of men and on the battlefield of Pelennor they led their bowmen to fire upon the eyes of the great mûmakil. Both brothers were trampled to death.

Both brothers have the special skill of *Archery*.

Treat each brother as a Lieutenant of Gondor, Identify them with a blue lieutenant's ring around each base and a black ability value of 54.





## CHARACTERS OF GONDOR

### Golasgil: Lord of Anfolas

**Ability Value:** 60

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Iron Will  
*ps* Command

Golasgil Lord of Anfolas came to the Minas Tirith with his scantily equipped hunters, herdsman and villagers but they were quickly overrun in battle of Pelennor Fields. It is presumed that Golasgil survived the battle since his name is not listed in the Song of the Mounds of Mundburg.

Golasgil will have the special training skill of *Scout*.

### Dervorin: Captain of Ringlo Vale

**Ability Value:** 57

**Hero Points:** 3

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Iron Will  
*ps* Command

Not much is known about Dervorin, his father the Lord of Ringlo Vale in southern Gondor sent him to Minas Tirith with three hundred men. Unlike the other Lords of Gondor Dervorin walked with his men and didn't ride on horseback.

Treat Dervorin has a named Veteran Captain of Gondor, Identify them with a purple captain's ring around his base and a red ability value of 57.



## CHARACTERS OF GONDOR

### Húrin the Tall: Warden of the Keys

**Ability Value:** 70

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Leadership

Húrin was a Lord of the city of Minas Tirith and Captain of the armies of Gondor. He had the title of "Warden of the Keys" and served for a while as Steward when Faramir was in the Houses of Healing and Imrahil had ridden with Aragorn to the Black Gate of Mordor. Nothing is known of him after Aragorn was crowned but it is presumed that he remained Warden of the Keys.

Húrin a great Captain of Gondor rode out on to the Pelennor Field with Prince Imrahil, Hirluin and Forlong. They had many men and went to the aid of the Rohirrim.

### Beregond: Citadel Guard

**Ability Value:** 53

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Iron Will

Beregond was a Citadel Guard that was assigned to instruct Pippin on his duties. Beregond was fond of Faramir and came to Pippin's call when Denethor II took his son to the Hollows to his funeral pyre. Beregond saved Faramir but in doing so he killed two guards to save him, he stayed at Faramir's side and guarded him.

When Aragorn became King, he banished Beregond from Minas Tirith for deserting his post and killing the other guards. He was assigned to Faramir and became the Captain of the White Guard.

Beregond is a character who also has the special training skill of *Bodyguard*.

### Captain of the White Guard

Beregond also receives the special ability of *Command* when he becomes the Captain.

Inspired by his unquestioningly loyalty for Faramir, Beregond can influence a single White Guard unit within 30cm (12") to retest its failed morale in the *Heroic Commander Retest* phase (7c) each bound. This is a FREE action that doesn't cost a hero point.



## CHARACTERS OF GONDOR

### Ingold: Lieutenant of the Northern Gate

**Ability Value:** 56

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Command

Ingold led the soldiers that guarded the northern gate of Rammas Echor as it was being repaired just before the siege of Gondor. He permitted Gandalf and Pippin through the gate. But days later an army of Orcs attacked, and the position was lost, Ingold retreated with his men back to Minas Tirith.

Treat Ingold as a Lieutenant of Gondor, Identify him with a blue lieutenant's ring around his base and a black ability value of 56.

### Anborn: Ranger of Ithilien

**Ability Value:** 48

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Command

Anborn was Faramir's second in command, his deputy. It was he who had first seen a strange creature scurry up a tree and hiss at him when Frodo was first encountered in Ithilien. Again, Anborn came across the same creature in the Forbidden Pool, it was Gollum.

Anborn has the special training skills of *Scout* and *Woodcraft*.

Treat Anborn as a Veteran Lieutenant of Gondor, Identify him with a blue lieutenant's ring around his base and a red ability value of 48.



## CHARACTERS OF GONDOR

### Damrod: Ranger of Ithilien

**Ability Value:** 45

**Abilities:** *p* Gallant

**Hero Points:** 1

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

Damrod and Mablung were two of Faramir's most trusted men. It was they who first encountered Frodo and Sam in Ithilien. They fought in all the battle in Gondor.

Damrod has the special training skills of *Bodyguard*, *Scout* and *Woodcraft*.

Treat Damrod as a Veteran Ranger of Ithilien, identify his base with a red ability value of 45.

### Mablung: Ranger of Ithilien

**Ability Value:** 43

**Abilities:** *p* Gallant

**Hero Points:** 1

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

Damrod and Mablung were two of Faramir's most trusted men. It was they who first encountered Frodo and Sam in Ithilien. They fought in all the battle in Gondor.

Mablung has the special training skills of *Bodyguard*, *Scout* and *Woodcraft*.

Treat Mablung as a Veteran Ranger of Ithilien, identify his base with a red ability value of 43.



## CHARACTERS OF ROHAN

### Théoden: King of Rohan

**Ability Value:** 50

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*p* Lordship

Théoden had become old and tired after forty years on the throne, his chief adviser Grima Wormtongue has been increasingly misleading him. In the past year Théoden has let his rule slip out of his hands and Grima had gained more and more control, secretly he was in the employ of Saruman the White. Gandalf the White came to his aid and released Théoden from the poison of Grima's leechcraft.

Renewed he immediately summoned this nephew Éomer whom had been imprisoned at Grima's command for disobeying the King's orders, although they were Grima's own. Under Gandalf's council he rode with his garrison to the aid of Helm's Deep. After great victory, he mustered the Rohirrim for the ride to help Denethor in Gondor. He fell in battle to the Lord of the Nazgûl, but after slaying the "The Black Serpent".

*"Arise, arise, Riders of Théoden! Fell deeds awake, fire and slaughter! spear shall be shaken, shield be splintered, a sword-day, a red day, ere the sun rises! Ride now, ride now! Ride to Gondor!"*

Although past his prime, Théoden rallied his strength to make one last ride to aid Denethor and come with the mustard Rohirrim to keep his oath to the steward of Gondor. He set his spear and charged the "Captain of the Host of Mordor" the "Black Serpent", but unbeknown to Théoden this was just one of many in the whole host. From above The Lord of the Nazgûl on his Fellbeast descended on Théoden to his doom.

Théoden wields an ancient sword Herugrim and rides his white horse Snowmane.

### Herugrim: Sword of Rohan

Théoden possessed an ancient blade that may have been passed down from Eorl himself, it was a long sword in a scabbard clasped with gold and set with green gems.

This sword gives its wielder the following additional special abilities:

*p* Smite  
*p* Sweep  
*h* Swiftess

### Snowmane: Horse of the Mearas

King Théoden is the steward to a heard of horses that have a direct lineage to Felaróf the race of long-lived horses of the Mearas, their Chieftain is Shadowfax Gandalf's steed. Théoden rides Snowmane one of their heard, it is wise and understands the language of men.

Snowmane will only allow Théoden to mount and ride, it moves swiftly and has the special ability of *Steed* which allows it to move 45cm (18"). Snowmane's ride is light and smooth, bestowing the special training skill of *Horsemanship* to its rider.



## CHARACTERS OF ROHAN

### Théodred: Prince of Rohan

**Ability Value:** 60

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Leadership

Prince Théodred was the Second Marshal of Rohan and commanded Western Rohan. He was killed in the Battle of the Fords of Isen where his body was defended by his Captain Grimbald Marshal of the West Mark. The death of Théodred, Théoden's only son helped send him into despair and made Grima's task much easier.

Théodred was a noble warrior, a great leader and beloved by his men. He was Théoden's only son, who was like a true brother to Éomer and Éowyn. Théodred rode to battle on his horse, a *Steed* of Rohan which allows it to move 45cm (18"). The ride is light and smooth, bestowing the special training skill of *Horsemanship* to its rider.

### Éowyn: White Lady of Rohan

**Ability Value:** 48

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Agility  
*ps* Command  
*b* Gallant  
*bs* Iron Will  
*ms* Prophecy of Glorfindel

Like Éomer her brother Éowyn was adopted by Théoden and became his beloved daughter. Strong willed was she but powerless to stop the leechcraft of Grima. Suggested by Háma the Doorwarden to be the leader off Théoden's people when they rode to battle at Helms Deep, Éowyn clad herself with sword, shield and armour. But a second time she wouldn't be left behind, and so she disguised herself as Dernhelm a warrior of Rohan. Under the cover of the advancing cloud of darkness that issued from Mordor she and Merry together rode to battle in Gondor.

When the Lord of the Nazgûl fell upon Théoden, it was Éowyn and Merry who alone stood their ground whilst all others around them fled. The Witch-King boasted "No living man may hinder me" and in response Éowyn removed her helm, exposing her long blond hair, and she declared

*"No living man am I! You look upon a woman! Éowyn I am, Éomund's daughter. Begone if you be not deathless! For living or dark undead, I will smite you, if you touch him!"*

Éowyn rode to battle on her horse Windfol a *Steed* of Rohan which allows it to move 45cm (18"). Windfol's ride is light and smooth, bestowing the special training skill of *Horsemanship* to its rider.

### Prophecy of Glorfindel

True to her word Éowyn landed the killing blow that banished the Witch-King for ever. So, came true the prophecy of Glorfindel from a thousand years afore in which he declared "Do not pursue him! He will not return to this land. Far off yet is his doom, and not be the hand of man will he fall".

Éowyn has the special ability of *Smite* when attacking any of the Nazgûl or their steeds.

## CHARACTERS OF ROHAN

### Éomer: Lord of Rohan

**Ability Value:** 68

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*p* Iron Will  
*b* Leadership

King Théoden adopted Éomer his nephew has his own when both his parents passed away, his father Éomund was slain by orcs and his mother Theodwyn, Théoden's sister passed away in her grief. Éomer is the Third Marshal of the Riddermark and commanded the Eastern Rohan. Although ignoring the councils of Grima to leave the orcs alone, Éomer led his éored and hunted down the marauding orcs of Isengard. Encountering Aragorn and his followers on the uplands of Rohan, Éomer let them go to seek the Hobbits that had been taken by orcs of Isengard. Grima imprisoned him because of his, but when Aragorn return with Gandalf, Éomer was set free.

Éomer was named heir by Théoden before they rode forth and when he fell, Éomer became King in waiting and was crowned after the War of the Ring with many Lords of the West in attendance.

Éomer performed many great deeds in the battles that followed, Gimli saved him when he was surprised by orcs at the Gate of Helms Deep, after that they became great friends. Éomer bore the ancient sword Gúthwinë a well-balanced and sharp sword. Éomer rode the horse Firefoot into battle.

### Gúthwinë: Sword of Rohan

This sword gives its wielder the following additional special abilities:

*p* Smite  
*p* Sweep  
*b* Swiftess

### Firefoot: Horse of the Mearas

Firefoot is one of the heard of Mearas, it is wise and understands the language of men.

It has the special ability of *Steed* which allows it to move 45cm (18"). Firefoot's ride is light and smooth, bestowing the special training skill of *Horsemanship* to its rider.





## CHARACTERS OF ROHAN

### Erkenbrand: Lord of Westfold Vale

<b>Ability Value:</b>	58	<b>Abilities:</b>	♩	Black Horn
<b>Hero Points:</b>	3		♩	Gallant
<b>Spell Points:</b>	0		♩	Iron Will
<b>Attacks:</b>	1		♩	Leadership
<b>Movement Rate:</b>	15cm (6")		♩	Sweep
<b>Bloodline:</b>	Men			

Erkenbrand was a retired veteran of Rohan, he came out of retirement after Théodred was killed and commanded the forces of the Westfold Vale. Gandalf helped muster his forces and together they rode to help Théoden at Helms Deep. After the War of the Ring he became Marshal of the West Mark.

*There suddenly upon the ridge appeared a rider, clad in white, shining in the rising sun. Over the low hills the horns were sounding. Behind him, hastening down the long slopes, were a thousand men on foot; their swords were in their hands. Amid them strode a man tall and strong. His shield was red. As he came to the valley's brink, he set to his lips a great black horn and blew a ringing blast. "Erkenbrand!" the riders shouted. "Erkenbrand!"*

Erkenbrand was a natural leader of men and guarded the approaches from the Gap of Isengard. Treat him as a Captain of Rohan, Identify them with a purple captain's ring around his base and a black ability value of 58.

### The Black Horn

The Black Horn of Erkenbrand can be blown once in a battle. It will bestow the mind spell ability of *Courage* to all Rohirrim figures within 30cm (12") for the remainder of the bound.

### Dúnhere: Lord of Harrowdale

<b>Ability Value:</b>	52	<b>Abilities:</b>	♩	Gallant
<b>Hero Points:</b>	3		♩	Leadership
<b>Spell Points:</b>	0		♩	Muster of Rohan
<b>Attacks:</b>	1			
<b>Movement Rate:</b>	15cm (6")			
<b>Bloodline:</b>	Men			

Dúnhere is Lord of Harrowdale in the White Mountains and nephew to Erkenbrand. He didn't fight in the battle of the Hornburg, instead he was tasked with mustering the outriders of Rohan. So, it was that when Théoden arrived at Dunharrow the muster was well under way, and so it was that a great force rode to Gondar to aid them in their need.

Dúnhere is a Captain of Rohan, Identify them with a purple captain's ring around his base and a black ability value of 52.

### Muster of Rohan

Once in a battle Dúnhere can blow his horn and call a Muster of Rohan in the *Morale Phase*. This allows any Rohirrim Company that is on the battlefield and has just failed its morale test to immediately take a *Heroic Command Retest*. Or it allows any Rohirrim Company that is still suffering from an adverse morale result after taking a recovery test to immediately take another *Recovery Test*.

## CHARACTERS OF ROHAN

### Gamling: Captain of Helms Deep

**Ability Value:** 47

**Hero Points:** 3

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*pp* Iron Will  
*b* Leadership

Gamling the Old was the Captain of Helms Deep and defended the Helms Dike with a thousand men. When the orcs broke through the culvert into Helms Deep, Gamling asked Gimli to help block up the opening. "We must stop this rat-hole. Dwarves are said to be cunning folk with stone. Lend us your aid master!". Gamling is presumed to have died at the Battle of Pelennor Fields.

Gamling is a *Veteran* Captain of Rohan, Identify them with a purple captain's ring around his base and a red ability value of 52.

### Éothain: Lieutenant of Éomer's Éored

**Ability Value:** 42

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*pp* Command

Éothain was Éomer's Lieutenant, second in command in hundred strong éored that Éomer commanded. When the éored encountered Aragorn, Legolas and Gimli who were hunting the orcs that had captured Merry and Pippin. Éothain disbelieved that Halflings existed and said that they were "no more than characters in old children's stories" and was against aiding these strangers.

Éothain is a *Veteran* Lieutenant of Rohan, Identify them with a blue captain's ring around his base and a red ability value of 42.



## CHARACTERS OF ROHAN

### Grimbold: Marshal of West Mark

**Ability Value:** 45

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*p* Iron Will  
*b* Command

Grimbold distinguished himself when fighting at the Battle of the Fords of Isen when Théodred fell, he held the orcs off standing over the body of their fallen leader. Again, he showed his courage when at the Second Battle of the Ford of Isen he commanded a force that held off a much larger orc force for an extended time and then executed a well-planned retreat with minimal losses.

Grimbold is a Lieutenant of Rohan, Identify them with a blue lieutenant's ring around his base and a black ability value of 45.

### Elfhelm: Marshal of East Mark

**Ability Value:** 33

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Command

Elfhelm fought at the Battle of the Fords of Isen when Théodred fell. He commanded a company of Rohirrim at the Battle of Pelennor Field, the company contained Éowyn and Merry. It is possible that Elfhelm knew that Éowyn was riding under the guise of Dernhelm in his company. After the battle, he was left in charge of three thousand Rohirrim at Minas Tirith, whilst the Company of the West commanded by Éomer rode to the Black Gate with Aragorn and Gandalf.

Elfhelm is a Lieutenant of Rohan, Identify them with a blue lieutenant's ring around his base and a black ability value of 33.



## CHARACTERS OF ROHAN

### Háma: Captain of the Royal Guard

**Ability Value:** 52

**Hero Points:** 3

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*pp* Iron Will  
*b* Command

Háma is the Captain of the Royal Guard and Doorwarden to the Golden Hall of Meduseld. He bade the companions to Gandalf to leave their weapons at the doors but allowed Gandalf to retain his staff. Háma died at the Battle of Helms Deep.

Háma has the special training skills of *Bodyguard* and *Horsemanship*. Treat him as a Captain of Rohan, Identify them with a purple captain's ring around his base and a black ability value of 52.

### Guthláf: Royal Standard Bearer

**Ability Value:** 44

**Hero Points:** 0

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Army Standard  
*pp* Gallant  
*b* Rally! Rohan Rally!

Guthláf is the Royal Standard Bearer to Théoden, he rides with the Royal Guard and carries the *Army Standard* of Rohan. He fought but was slain at the Battle of Pelennor Fields and he clung to the standard even after death. When Guthláf fell the standard was taken from him and given to Éomer.

Guthláf has the special training skill of *Bodyguard* and *Horsemanship*.

### Rally! Rohan Rally!

Once in a battle Guthláf can cause a *Heroic Commander Retest*, for any companies that are within 30cm (12") and are still suffering from an adverse morale test or have just failed a morale test this bound. Immediately make new *Recovery Checks* and *Morale Tests* for all affected companies.

See the main rules for the normal effects of the *Army Standard*.



## CHARACTERS OF ROHAN

### Déorwine: Chief of the King's Riders

**Ability Value:** 38

**Abilities:** *p* Gallant

**Hero Points:** 1

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

Háma is the Captain of the Royal Guard and Doorwarden to the Golden Hall of Meduseld. He bade the companions to Gandalf to leave their weapons at the doors, but he allowed Gandalf to retain his staff. Háma died at the Battle of Helms Deep.

Déorwine has the special training skills of *Bodyguard* and *Horsemanship*. Treat Déorwine as a Veteran, identify his base with a red commander's ring around his base and a red ability value of 38. He is the Company commander of the Kings Mounted Royal Guard.

### Gléowine: Chief Minstrel to the King

**Ability Value:** 32

**Abilities:** *p* Agile

**Hero Points:** 0

*pp* Minstrel Inspiration

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

Gléowine is the chief minstrel to King Théoden he composed many songs, but after Théoden's fall, he composed one last song, and then never again did he write a song.  
*"Out of doubt, out of dark, to the day's rising he rode singing in the sun, sword unsheathing. Hope he rekindled, and in hope ended; over death, over dreed, over doom lifted out of loss, out of life, unto long glory."*

Gléowine has the special training skills of *Horsemanship*.

### Minstrel Inspiration

If Gléowine is with 20cm (8") of any standard bearer, then add a morale modifier of **+20** for Company Musician instead of the normal **+10** to any morale checks that are made by a company.



## CHARACTERS OF LOTHLÓRIEN

### Galadriel: Lady of Lothlórien

<b>Ability Value:</b>	84	<b>Abilities:</b>	ᵽ	Agility
<b>Hero Points:</b>	9		ᵽᵽ	Gallant
<b>Spell Points:</b>	7		ᵸ	Light of the Ñoldor
<b>Attacks:</b>	1		ᵸᵸ	Lordship
<b>Movement Rate:</b>	25cm (10")		ᵽᵽ	Projection
<b>Bloodline:</b>	Ñoldor		ᵽ	Stealth
			ᵽ	Swiftiness

Galadriel dwells in the Golden Wood of Lothlórien with her husband Lord Celeborn. She was the youngest daughter of Finarfin, prince of the Ñoldor and of Eärwen, whose cousin was Lúthien the fair. Her elder brothers were Finrod, Angrod and Aegnor, Galadriel was also a niece of Fëanor, one of the most important elves of the First Age.

She is one of the greatest of the Eldar in Middle Earth and surpasses nearly all others in beauty, knowledge, and power. She is also the bearer of Nenya one of the Three Elven Rings of Power. Galadriel is slow to anger, but mighty when aroused, she wisely uses other people has her pawns. But she gives knowledge and aid freely to those who she can trust.

Galadriel was born before the First Age had even begun.

### Nenya: The Ring of Water

Nenya the ring of water, the ring of adamant will also bestow the following special ability upon its wearer:

ᵽ	Ósanwe
ᵽᵽ	Soul Searching
ᵸ	Spell Casting
ᵸᵸ	Valour

The special ability of *Soul Searching* allows the bearer to read the hearts of those that are met and know them for good or for evil. Any good or evil figures within 20cm (8") of the ring bear will suffer the effects of *Courage* or *Despair* respectfully if this ring power is used. For *Valour* see the One Ring.

### Light of the Ñoldor

The Light of the Ñoldor is an invisible inner light that radiates out of a first-born Elf, it causes overwhelming *Terror* to evil beings within 10cm (4"). The power of the light also negates the effects of The Black Breath and a Morgul-blade. Move the character into base contact and in the next *Extraordinary Checks* phase (3b) the character is cured, if a successful ability check made.

Galadriel may by touching a character heal them of their weariness, she can restore hero and spell points to character but at the cost of reducing her own hero and spell points by the same number.

### Galadriel's Mirror

Galadriel's Mirror is a silver basin of water that has captured the light of Eärendil's Star, the light of the Two Trees as preserved within the Silmaril. When Galadriel uses her mirror, she can see things that have happened in the past, and possibly what may happen in the future. In this way, she can aid characters with gifts that they may need later, or she may arrange for help in later events that have not yet come to pass. Once in a battle, Galadriel if present, may immediately reposition D6 units and characters, having seen the future through her mirror. If Celeborn is with Galadriel then this ability can be used twice within a battle, due to Celeborn's *Wise Council*.

## CHARACTERS OF LOTHLÓRIEN

### Celeborn: Lord of Lothlórien

<b>Ability Value:</b>	78	<b>Abilities:</b>	ᵿ	Agility
<b>Hero Points:</b>	7		ᵿ	Gallant
<b>Spell Points:</b>	5		ᵿ	Lordship
<b>Attacks:</b>	1		ᵿ	Projection
<b>Movement Rate:</b>	22cm (9")		ᵿ	Stealth
<b>Bloodline:</b>	Sindar		ᵿ	Sweep
			ᵿ	Swiftness
			ᵿ	Wise Council

Celeborn was a Prince of Doriath and a kinsman of Thingol, the King of Doriath. Galadriel came to Doriath with her brothers early in the First Age (FA52) and she fell in love with Celeborn and they were married. Celeborn has a deep distrust of Dwarves, since in the first age they declared war on Doriath over the Silmaril that they had fashioned into a neckless for Thingol. The dwarves killed Thingol and stole the neckless, it was eventually recovered by Beren after main heroic deeds.

Towards the end of the Second Age (SA1697) Sauron attacked Eregion and Celeborn led a sortie to meet Sauron's vanguard, he drove the forces back, enough to join forces with Elrond and the elves from Lindon. Unfortunately, Sauron's forces were much greater and Eregion fell, but eventually Sauron was driven back to Mordor (SA1701). After this Celeborn with Galadriel moved around Middle Earth until they eventually settled in Lothlórien and became the Lord and Lady of the Golden Wood.

Celeborn an Elven Lord of the First Age is powerful and wise. Although he has fought valiantly against the forces of evil, Celeborn is better known for his counselling abilities and now sits with The Lady Galadriel as the Lord of the Golden Wood, Lothlorien. He is renowned for his wise council and advice which he gives sparingly to those who needs it.

For has Gildor said to Frodo *"Elves seldom give unguarded advice, for the advice is a dangerous gift, even from the wise to the wise, and all courses may run ill"*.

### Wise Council

The special ability of *Wise Council* allows Celeborn to aid the Free People of Middle Earth with good and wise council. ONE friendly Company that is within 30cm (12") and has just failed its morale test may immediately take a *Heroic Command Retest*. Or it allows ONE friendly Company that is still suffering from an adverse morale result after taking a recovery test to immediately take another *Recovery Test*.

Any friendly Elven Companies that are within 30cm (12") may immediately retest any failed morale or recovery tests.

This special ability also allows Celeborn to advice Galadriel about her visions from her mirror. In this way working together on the battlefield they can double the effects of *Galadriel's Mirror*.

### Lembas

Made by the Elves of Lothlorien, these very thin cakes are baked a light brown on the outside, and inside are the colour of cream. They have a vitality when eaten this is more strengthening than any food made by man. The cakes are known as Waybread and are wrapped in leaf and keep fresh for many days if unbroken. Eating Lembas restores three hero points.

Lembas can be given if a character has passed through Lothlorien.





## CHARACTERS OF LOTHLÓRIEN

### Haldir: Marchwarden of Lothlórien

**Ability Value:** 48

**Hero Points:** 3

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 20cm (8")

**Bloodline:** Silvan

**Abilities:** *p* Agility  
*p* Command

Haldir is the leader of a small group of Marchwardens of Lothlórien, these include his brothers Rúmil and Orophin. They guard the borders of Lothlórien against intruders from the outside. It was Haldir that first encountered the Fellowship as they entered the Golden Wood.

Haldir is one of the Marchwardens of Lothlórien, treat him as a Veteran with the additional special training skills of *Archery*, *Camouflage* and *Scout*. Identify him with a red ability value of 48.

He is armed with one of the bows of the Galadhrim that bestow the special ability of *Swiftness* upon its user when the bow is fired. Haldir also carries a long knife that is used as a close combat weapon.

### Rúmil and Orophin: Marchwardens of Lothlórien

**Ability Value:** 43

**Hero Points:** 1

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 20cm (8")

**Bloodline:** Silvan

**Abilities:** *p* Agility

Rúmil and Orophin are part of a small group of Marchwardens of Lothlórien, they guard the borders against intruders from the outside.

They have the special training skills of *Archery*, *Camouflage* and *Scout*.

They are both armed with one of the bows of the Galadhrim that bestow the special ability of *Swiftness* upon its user when the bow is fired. Like Haldir they also carry a long knife that is used as a close combat weapon.



## CHARACTERS OF ONODRIM

### Treebeard: Fangorn

**Ability Value:** 80

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 2

**Movement Rate:** 25cm (10")

**Bloodline:** Onodrim

**Abilities:**

Ɔ	Gallant
Ɔ	Impact
Ɔ	Leadership
Ɔ	Root and Stone
Ɔ	Smite
Ɔ	Stomp
Ɔ	Toughness*

Yavanna, Queen of the Earth, was one of the Aratar and is responsible for creating the Onodrim, after she learned of Aulë's children, the dwarves, knowing that they would want to fell trees. Treebeard is the oldest of the surviving Ents, a shepherd of the trees. He remembers walking in the great forest when Middle Earth was young and watching the Elves teaching the trees to speak. He roamed freely until the loss of the Entwines, at which times after much searching the remaining Ents isolated themselves in this part of the forest which was to become Fangorn.

Ancient in appearance and one of the three remaining first-born Ents, Treebeard can only be encountered in and around the Fangorn region of Middle Earth. Although neutral in nature and slow to deliberate, once a decision has been made, he is fast to act.

*"I am not altogether on anybody's side, because nobody is altogether on my side, if you understand me: nobody cares for the woods like I do, not even the Elves nowadays."* JRR Tolkien – *The Two Towers*.

If a threat to Fangorn can be established or if Gandalf, Merry or Pippin are present then Treebeard can be activated in an encounter. Treebeard will attack twice with one *Smite* and one *Stomp*, both attacks can be forfeit for the *Root and Stone* ability.

\*The *Toughness* special ability as no effect if the successful attack was fire based, see quote below.

### Root and Stone

Ents are powerful very beings that can use their hands to break-apart objects.

*"We are stronger than Trolls. We are made of the bones of the earth. We can split stone like the roots of trees, only quicker, far quicker, if our minds are roused! If we are not hewn down, or destroyed by fire or blast of sorcery, we could split Isengard into splitters and crack its walls into rubble."* JRR Tolkien - *The Two Towers*.

Therefore, the *Root and Stone* ability allows an Ent to forego all normal attacks and make a singular attack each bound against an object that he is in contact with. An object can be a door, wall or even a piece of siege equipment. A non-magical object will automatically suffer a *Smite* attack against it, this includes all types of walls.

### Ent Draught

A drink from the waters of the mountain springs of Methedras, the draught contains special properties and gives an overwhelming feeling of power that courses through the limbs. It is stored by the Ents in large stone jars and comes in two distinct forms.

The first drink refreshes the recipient, causing all weariness to be washed away and restores all the characters hero and spell points. This drink can only be used once in a battle.

The second drink nourishes the recipient, causing them to permanently gain 10 ability points, to a maximum ability value of 80. Each drink can only be used once by a character.

### Entmoot

Treebeard can summon all the Ents to a meeting, the Entmoot. This is where all the Ents of Fangorn, around fifty in number, come together for council.

## CHARACTERS OF ONODRIM

### Skinbark: Fladrif

**Ability Value:** 74

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 2

**Movement Rate:** 25cm (10")

**Bloodline:** Onodrim

**Abilities:** *p* Gallant

*p* Impact

*b* Root and Stone

*b* Smite

*m* Stomp

*m* Toughness\*

One of the three remaining first-born Ents of Middle Earth, Skinbark was driven out of his western woods by the orcs of Saruman. He was wounded and retreated to the mountain slopes of the eastern wood of Fangorn to live among the birches that he favoured.

Skinbark was recounted by Treebeard in the names that were called to the Entmoot for the Last March of the Ents against Isengard. Skinbark will attack twice with one *Smite* and one *Stomp*, both attacks can be forfeit for the *Root and Stone* ability.

\*The *Toughness* special ability as no effect if the successful attack was fire based, and for the *Root and Stone* special ability see *Treebeard*.

### Leaflock: Finglas

**Ability Value:** 69

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 2

**Movement Rate:** 25cm (10")

**Bloodline:** Onodrim

**Abilities:** *p* Gallant

*p* Impact

*b* Root and Stone

*b* Smite

*m* Stomp

*m* Toughness\*

One of the three remaining first-born Ents of Middle Earth, Leaflock by the third age of Middle Earth had become sleepy and treeish. He stood and dozed during the summer months in a meadow and awakened in the wintertime.

Leaflock was also recounted by Treebeard in the names that were called to the Entmoot for the Last March of the Ents against Isengard. Leaflock will attack twice with one *Smite* and one *Stomp*, both attacks can be forfeit for the *Root and Stone* ability.

\*The *Toughness* ability as no effect if the successful attack was fire based, and for the *Root and Stone* special ability see *Treebeard*.



## CHARACTERS OF ONODRIM

### Quickbeam: Bregalad

**Ability Value:** 65

**Hero Points:** 4

**Spell Points:** 0


**Attacks:** 2


**Movement Rate:** 25cm (10")

**Bloodline:** Onodrim

**Abilities:**  Impact

 Root and Stone

 Smite

 Stomp

 Toughness\*

Quickbeam is a younger Ent, one of Skinbark's people, his home was on the mountain slopes west of Isengard until the orcs cut-down his forest. He now resides in his ent-house near Derndingle in the area of Fangorn forest. He is quick to choose, hence his name.

Quickbeam guarded the rowan groves of his forest until the orcs came, and indeed resembles the likeness of a rowan tree himself. Quickbeam will attack twice with one *Smite* and one *Stomp*, both attacks can be forfeit for the *Root and Stone* ability.

\*The *Toughness* ability as no effect if the successful attack was fire based, and for the *Root and Stone* special ability see *Treebeard*.

### Beechbone

**Ability Value:** 62

**Hero Points:** 3


**Spell Points:** 0


**Attacks:** 2


**Movement Rate:** 25cm (10")

**Bloodline:** Onodrim

**Abilities:**  Impact

 Root and Stone

 Smite

 Stomp

 Toughness\*

Beechwood is also a younger Ent; little is known of him except that he fought in the destruction of Isengard in which he was caught in a jet of fire that was vented from below and he burned to death.

Beechbone will attack twice with one *Smite* and one *Stomp*, both attacks can be forfeit for the *Root and Stone* ability.

\*The *Toughness* ability as no effect if the successful attack was fire based, and for the *Root and Stone* special ability see *Treebeard*.



## CHARACTERS OF Mirkwood

### Thranduil: King of Northern Mirkwood

**Ability Value:** 72

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 20cm (8")

**Bloodline:** Sindar

**Abilities:**

♭	Agility
♭♭	Gallant
♭	Iron Will
♭♭	Lordship

Born in the second Age of Middle Earth, Thranduil travelled east with his father Oropher and he eventually founded Greenwood the Great. After his father was slain in the Battle of Dagorlad SA3434, Thranduil reigned over the wood. In the Third Age, darkness crept into the wood and it became known as Mirkwood.

Thranduil is the lord of a diminished kingdom, being ever pressed from the south by the evils of Sauron. After the desolation of Smaug and the Battle of the Five Armies, an alliance was struck with the Dwarves and the Men of Dale.

Thranduil is an accomplished fighter, having fought with his father in the Battle of Dagorlad. It is supposed that the King would have an Elven Blade that dates back at least to the Second Age. He also has acquired the company skills of *camouflage* and *woodcraft* if he is attached to an Elven company.

### Elven Forged Blade of Thranduil

The sword bestows the following special abilities to its wielder.

♭	Smite
♭♭	Sweep
♭	Swiftiness

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").



## CHARACTERS OF DALE

### King Brand: Of Dale

**Ability Value:** 56

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Iron Will  
*ps* Leadership

Brand is the grandson of Bard the Bowman and is King of Dale. He died fighting the Easterlings that attacked Dale in TA3007. He had maintained good relations with Dwarves and Dain Ironfoot stood defending his fallen body and was also slain.

Advised to leave Dale, he stayed to defend it against the onslaught from the East. Armed with bow and sword he sought to defend his people, much like his grandfather had.

### The Bow of Bard

The Great Bow of Bard is a fearsome weapon that bestows *Swiftness* upon the figure that is drawing it. The bow has a range of 70cm (28") and if fire within 30cm (12") will cause a *Smite* attack upon its target.

An aimed shot is allowed, this reduces the rate of fire to one single shot in a normal or heroic missile fire phase, but this bestows the special ability of *Smite* if a successfully hit is scored against a target within 70cm (28").

### The Black Arrow

The arrow that slayed Smaug, the faithful black arrow that that never failed and was always recovered. If used this single arrow as the special ability of *Exceptional 20* and *Smite*. It can be recovered when the battle is won.

### Bard II: Of Dale

**Ability Value:** 62

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

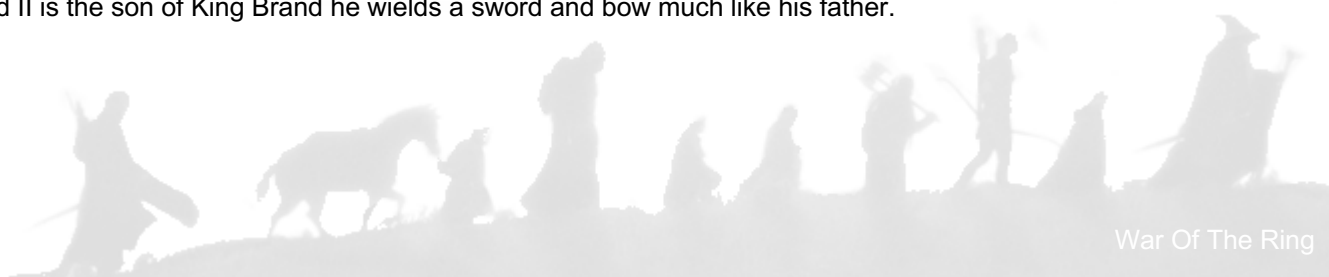
**Movement Rate:** 15cm (6")

**Bloodline:** Men

**Abilities:** *p* Gallant  
*ps* Leadership

Bard II succeeded to the throne when his father Brand was slain. He rallied his men and defeated the Easterlings that had attacked Dale, gaining revenge for his father's death.

Bard II is the son of King Brand he wields a sword and bow much like his father.



## CHARACTERS OF EREBOR

### Dáin II: Ironfoot

**Ability Value:** 78

**Hero Points:** 8

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Gallant  
*ps* Impact  
*b* Iron Will  
*bs* Kingship

Dáin slew Azog and avenged his father's death at the Battle of Azanulbizar. Refusing to enter Moria he returned to rule the dwarves of the Iron Hills as their Lord. Dáin came to the aid of his cousin Thorin Oakenshield at the Battle of the Five Armies. After Thorin's death he became King under the Mountain and ruled both the Lonely Mountain and the Iron Hills. Dáin died defending the body of Brand of Dale TA3019.

Although old for a dwarf, King Dáin II was strong and his prowess in battle was nearly unmatched. Being a mountain dwarf, he has the natural company skill of *Mountaineer*.

Dáin can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Dáin is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Great Dwarven Battle Axe

Dáin wields a mighty two-handed Mithril Great Battle Axe that is adorned with magical runes and a blade with a red hue. It gives its wielder the following additional special abilities:

- p* Exceptional Hit 10
- ps* Smite
- b* Sweep
- bs* Swiftess

#### Exceptional Hit 10

The *Exceptional Hit 10* indicates that any attack rolls from the axe of between 01 and 10 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.

Being a double handed weapon, it also inflicts a -10 penalty to a wound recovery check.

### Kingship

This special ability allows the King to expand his area of influence to 50cm (20") like *Command* a figure that has the special ability can with the aid of a heroic action inspire all friendly figures within this radius to perform the same heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and must remain within the area of command.





## CHARACTERS OF EREBOR

### Thorin III: Stonehelm

**Ability Value:** 72

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Gallant  
*ps* Impact  
*b* Iron Will  
*bs* Leadership

Son of the great Dáin II, King under the Mountain and Prince to the dwarves of the Iron Hills. A great leader and loved by his people Thorin command great respect.

Prince Thorin III is in his prime, strong and battle ready. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Thorin is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Battle Axe

Thorin wields a dwarven Mithril battle axe that as the following additional special abilities:

*p* Smite  
*ps* Sweep



## CHARACTERS OF EREBOR

### Dwalin: Companion of Thorin Oakenshield

**Ability Value:** 65

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Impact

Dwalin is the brother to Balin and son to Fundin. He fought at the Battle of Azanulbizar and the Battle of Five Armies. After Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Dwalin with his blue beard is still strong and is active at the time of the War of the Ring. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Dwalin is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Battle Axe

Dwalin wields a dwarven Mithril battle axe that is carves with runes of magic and as the following additional special abilities:

*p* Exceptional Hit 5  
*ps* Smite  
*b* Swiftess

### Exceptional Hit 5

The *Exceptional Hit 5* indicates that any attack rolls from the axe of between 01 and 05 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.



## CHARACTERS OF EREBOR

### Dori: Companion of Thorin Oakenshield

**Ability Value:** 69

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Impact

Dori is the brother to Nori and Ori who travelled with Thorin Oakenshield on his Quest for Erebor. He fought at the Battle of Five Armies and after Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Dori was noted by Thorin to be the strongest dwarf in his company and he is still active at the time of the War of the Ring. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Dori is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Crafted Sword

Dori wields a dwarven crafted sword that as the following additional special abilities:

*p* Exceptional Hit 5  
*ps* Swiftess

#### Exceptional Hit 5

The *Exceptional Hit 5* indicates that any attack rolls from the axe of between 01 and 05 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.



## CHARACTERS OF EREBOR

### Nori: Companion of Thorin Oakenshield

**Ability Value:** 67

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Iron Will

*pp* Impact

Nori is the brother to Dori and Ori who travelled with Thorin Oakenshield on his Quest for Erebor. He fought at the Battle of Five Armies and after Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Nori is still strong and active at the time of the War of the Ring. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Nori is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Crafted Sword

Nori wields a dwarven crafted sword that as the following additional special abilities:

*p* Sweep

*pp* Swiftess



## CHARACTERS OF EREBOR

### Glóin: Companion of Thorin Oakenshield

**Ability Value:** 68

**Hero Points:** 7

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Longbeards

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Impact

Glóin son of Gróin and father to Gimli. He travelled with Thorin Oakenshield on his Quest for Erebor and fought at the Battle of Azanulbizar and the Battle of Five Armies. After Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Glóin had red hair and he is still active at the time of the War of the Ring. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Glóin is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Battle Axe

Glóin wields a dwarven battle axe that as the following additional special abilities:

*p* Exceptional Hit 5  
*ps* Smite

#### Exceptional Hit 5

The *Exceptional Hit 5* indicates that any attack rolls from the axe of between 01 and 05 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.



## CHARACTERS OF EREBOR

### Bifur: Companion of Thorin Oakenshield

**Ability Value:** 64

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Khazad-dûm

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Impact

Bifur is of the line of dwarves that mined Khazad-dûm before the Balrog was awakened. He travelled with Thorin Oakenshield on his Quest for Erebor and fought at the Battle of Five Armies. After Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Bifur is cousin to Bofur and Bombur and he is still active at the time of the War of the Ring. Being a mountain dwarf, he has the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Bifur is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Battle Axe

Glóin wields a dwarven battle axe that has the following additional special abilities:

*p* Exceptional Hit 5  
*ps* Sweep

#### Exceptional Hit 5

The *Exceptional Hit 5* indicates that any attack rolls from the axe of between 01 and 05 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.



## CHARACTERS OF EREBOR

### Bofur: Companion of Thorin Oakenshield

**Ability Value:** 62

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6")

**Bloodline:** Rhudaur

**Abilities:** *p* Iron Will

*ps* Impact

Bofur is cousin to Bifur and Bombur and came from the Blue Mountains. He travelled with Thorin Oakenshield on his Quest for Erebor and fought at the Battle of Five Armies. After Thorin fell, he choice to stay and live under the rule of Dáin II Ironfoot.

Bofur was still active at the time of the War of the Ring. Being a mountain dwarf, he as the natural company skill of *Mountaineer*.

He can also initiate the special ability of an *Impact* charge against an enemy figure of humanoid size or smaller that he contacts. He can utilise his short build and stout legs to bowl over his enemies when he presses forward in combat.

### Dwarven Mail

Bofur is equipped with a full-length mail surcoat made from the finest dwarven steel. The coat is lighter in weight than a normal surcoat which allows for an improved movement rate. The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Dwarven Battle Axe

Bofur wields a dwarven battle axe that as the following additional special abilities:

*p* Sweep



## CHARACTERS OF THE SHIRE

### Maggot: Farmer

**Ability Value:** 36

**Hero Points:** 2

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 12cm (5")

**Bloodline:** Halfling

**Abilities:** *p* Gallant  
*ps* Iron Will

From one of the old hobbit families of The Shire, Farmer Maggot was a known acquaintance of Tom Bombadil. He is a humble Hobbit that gives sound advice and helped Frodo escape the Black Riders, by offering to take them on their way with the use of his little wagon.

Farmer Maggot lives at Bamfurlong in the Marsh region of the Eastfarthing. Many farmhands worked the farm with his two sons and three daughters; he also had three ferocious dogs called Grip, Fang and Wolf.

### Grip, Fang and Wolf

The three dogs should have a base ability value of 29 with the normal random dice roll/s, but a maximum value of 50 should be observed. Once the dogs make a successful attack, they will lock on to their opponent and in the following bounds will automatically cause a wound. Farmer Maggot can command the dogs to release their quarry.

### Tooklanders

Tooklanders are mainly of Fallohide descendant, they are the most adventurous of all the hobbits living on the border regions of The Shire. They name among their descendants the legendary hero Bullroarer Took. Their base ability value should be 14 with the normal random dice roll/s, but a maximum value of 40 should be observed.

### Bucklanders

Bucklanders are partly of Stoor descendant, they like water and boats. They dwell in the settlement of Bucklebury around Brandy Hill, with ancestors of the main family living in Brandy Hall. They live across the river and next to the Old Forest which shire folk find very odd indeed. Bucklanders are good hunters and are adept at using a bow. Their base ability value should be 9 with the normal random dice roll/s, but a maximum value of 40 should be observed.

### Shire Folk

Hobbits are generally slow to anger but if aroused they can hold their own in a fight. Their base ability value should be 4 with the normal random dice roll/s, but a maximum value of 30 should be observed.





## CHARACTERS OF WILDERLAND

### Radagast: The Brown

<b>Ability Value:</b>	59	<b>Abilities:</b>	ƿ	Call Eagles
<b>Hero Points:</b>	5		ƿ	Evade
<b>Spell Points:</b>	5		ḥ	Gallant
<b>Attacks:</b>	1		ḥ	Iron Will
<b>Movement Rate:</b>	20cm (8")		ṃ	Obscure
<b>Bloodline:</b>	Maia			

Radagast or Aiwendil was one of the Istari, five wizards that were sent to Middle Earth by the Valar to challenge Sauron. Closeted in the shadow of the western eaves of Mirkwood he became very wise in all things concerning herbs and beasts. Having the ability to speak many tongues of birds and is a master of shapes and changes of hue, he has many friends in the animal world.

Although Radagast was not a widely travelled wizard, he was tasked with protecting the flora and fauna of Middle Earth in the event that Sauron was victorious. Very little is known about Radagast, except for the betrayal of Saruman and the part he unwittingly played in it against Gandalf. Known for being more of a news gather than a warrior, Radagast is still a powerful Maia and can hold his own in a fight.

### Call Eagles

Having the ability to speak many tongues of birds, Radagast can *Call Eagles* once in a battle. This special ability is not instant, and the arrival of any eagles is dependent on a D6 dice roll. The result shows the number of bounds before any eagles will arrive. Radagast can reduce this time period by one bound by expending a single spell point, multiple spell points can be used to reduce the arrival time down to zero.

In the bound that the eagles are due to arrive, a D6 dice is rolled in the *Extraordinary Checks Phase* (3b) of the bound sequence. Refer to the chart below, this shows how many eagles arrive in the *Compulsory Movement Phase* (4a).

1	No Eagles Available	3	2 Giant Eagles	5	Landroval: Wind-wing
2	1 Giant Eagle	4	Meneldor: Sky-king	6	Gwaihir: Windlord

### Obscure

Like the spell, this special ability allows Radagast to blend his garments into the colour and hue of his surrounding, becoming virtually invisible if outside of 10cm (4') of an enemy observer. Radagast can move at his normal speed and remain obscured so long as he remains more than 10cm (4") away from any enemy. A character that has the special abilities of *Insight* or *Projection* can see Radagast normally.

### Rod of the Five Wizards

Radagast came to Middle Earth with one of the Rods of the Five Wizards. These rods were no doubt given to the five wizards by the Valar before they departed to Middle Earth, and they are a vessel for an ancient power that the Istari can command. A rod of the Five Wizards will allow the following special abilities:

ƿ	Lordship
ƿ	Might
ḥ	Spell Casting

### Might

This special ability allows all spells that are cast by the wizard to double their normal area of effect. Therefore, a normal spell that covers a 20cm (8") area of effect will now cover a 40cm (16") area of effect. The exception to this is spells that cover the whole battlefield will still cover the same area.

## CHARACTERS OF WILDERLAND

### Gwaihir: Windlord

**Ability Value:** 76

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 80cm (32")

**Bloodline:** Thorondor

**Abilities:**

Ɔ	Aerial Scout
Ɔ	Evade
Ɔ	Gallant
Ɔ	Flight
Ɔ	Iron Will
Ɔ	Sweeping Dive
Ɔ	Stead

Gwaihir is the leader of the Giant Eagles of the Misty Mountains and swiftest of all eagles. Gwaihir bore Gandalf away from Orthanc when he was trapped by Saruman. He also brought news to Gandalf and again bore him to Lothlorian when he had defeated the Balrog on the slopes of the Misty Mountains. Gwaihir fought in the final battle of Morannon and bore Gandalf to Mount Doom to search for Frodo and Sam after Sauron had fallen.

Gwaihir is considered to be a direct descendent of the great Thorondor Lord of the Eagles in the First Age. He can commune in the common tongue and is willing to aid good characters in their battles.

#### Aerial Scout

The sight of an eagle is extraordinary, so whenever Gwaihir is aloft the force of good will automatically gain one extra initiative dice that is rolled. The highest dice is selected for the good side's final initiative roll.

#### Sweeping Dive

Gwaihir can declare a sweeping dive attack against a figure, count this attack as an aerial *Impact* charge. If all three impact combats (6b), (6d) and (6g) are not successfully stopped then Gwaihir can move the remainder of his move in the last *Reclamation Move* (6h). Gwaihir must land in base contact with a figure if his attack is stopped.

#### Stead

If Gwaihir is carrying a figure on its back, then its movement rate will automatically be reduced to 60cm (24").

## CHARACTERS OF WILDERLAND

### Landroval: Wide-wing

**Ability Value:** 71

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 70cm (28")

**Bloodline:** Thorondor

**Abilities:**

ᑭ	Evade
ᑭᑭ	Gallant
ᑭ	Flight
ᑭᑭ	Sweeping Dive
ᑭᑭ	Stead

Landroval carried Frodo away from Mount Doom after Sauron fell.

### Sweeping Dive

Landroval can declare a sweeping dive attack against a figure, count this attack as an aerial *Impact* charge. If all three impact combats (6b), (6d) and (6g) are not successfully stopped then he can move the remainder of his move in the last *Reclamation Move* (6h). Landroval must land in base contact with a figure if his attack is stopped.

### Stead

If Landroval is carrying a figure on its back, then its movement rate will automatically be reduced to 50cm (20").

### Meneldor: Sky-king

**Ability Value:** 67

**Hero Points:** 4

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 70cm (28")

**Bloodline:** Thorondor

**Abilities:**

ᑭ	Evade
ᑭᑭ	Gallant
ᑭ	Flight
ᑭᑭ	Sweeping Dive
ᑭᑭ	Stead

Meneldor carried Sam away from Mount Doom after Sauron fell.

### Sweeping Dive

Meneldor can declare a sweeping dive attack against a figure, count this attack as an aerial *Impact* charge. If all three impact combats (6b), (6d) and (6g) are not successfully stopped then he can move the remainder of his move in the last *Reclamation Move* (6h). Meneldor must land in base contact with a figure if his attack is stopped.

### Stead

If Meneldor is carrying a figure on its back, then its movement rate will automatically be reduced to 50cm (20").

## CHARACTERS OF WILDERLAND

### Grimbeorn: The Old

**Ability Value:** 67

**Hero Points:** 6

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 15cm (6')

**Bloodline:** Skin Changer

**Abilities:** *p* Frenzy - Orcs

*pp* Gallant

*b* Leadership

*bb* Shape Shifter

*mb* Sweep

Grimbeorn is the son on Beorn and chieftain of the Beornings. Living in Wilderland in the Vales of Anduin he keeps the High Pass and the Ford of Carrock open, free from orcs or wolves. It is said that his tolls are high, and he is not overly fond of Dwarves. Like his father Grimbeorn can skin change into the form of a great bear.

Grimbeorn in human form is armed with a two-handed axe which he can sweep with when in combat. He can shape shift himself into the form of a bear in any *Extraordinary Checks Phase* (3b).

### Shape Shifter

Grimbeorn like his father can skin change into the form of a great bear. When in this form Grimbeorn will replace his special abilities with the following:

**Attacks:** 2

**Movement Rate:** 25cm (10')

*p* Agility

*pp* Gallant

*b* Impact

*bb* Smite

*mb* Sweep

*n* Terrifying Roar

*g* Toughness

### Terrifying Roar

Grimbeorn can emit a terrifying roar before charging to close combat. Any figures that are to the front of him and are within his charge reach must immediately pass a *Terror* special ability check or flee a full move straight backwards in the *Special Movement Phase* (4e).

Due to Grimbeorn's extended movement rate whilst in bear form, he still may be able to contact the fleeing figures in their rear with his charge move.



## CHARACTERS OF THE WHITE MOUNTAINS

### Ghân-buri-Ghân: Chief of the Drúedain

**Ability Value:** 58

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 18cm (7')

**Bloodline:** Drúedain

**Abilities:**

ᵽ	Agility
ᵽᵽ	Ambush
ᵽ	Evade
ᵽᵽ	Leadership
ᵽᵽ	Poison - Dart
ᵽ	Secret Passage

Ghân-buri-Ghân resides in the Drúedain Forest and the foothills of the White Mountains. He guided King Théoden and his riders through the secret pass of Stonewain Valley to avoid orcs that were blocking the road to Minas Tirith. In exchange the King granted Ghân-buri-Ghân peace with Rohan.

Ghân-buri-Ghân is armed with a thrusting spear and poison darts, he wears no armour. Treat the poison darts as a normal dart to hit, with a second roll for the poison, see *Poison* special ability. Passage through Drúedain Forest is only allowed if Ghân-buri-Ghân grants permission.

### Secret Passage

Ghân-buri-Ghân can accompany a company of figures with an ancillary unit of six figures through any impassable piece of terrain that is placed upon the battlefield. Movement is restricted to half speed whilst moving through the terrain feature.

### Drúedain

The Drúedain are a tribal people who have lived within the forest for many years. Their fight is skirmish order and can't form a close order formation. Their woodcraft gives them a great advantage within their forest, and they are rarely encountered elsewhere. The Drúedain have acquired the company skills of *camouflage* and *woodcraft*.



## CHARACTERS OF THE GREY HAVENS

### Círdan: The Shipwright

<b>Ability Value:</b>	82	<b>Abilities:</b>	ƿ	Agility
<b>Hero Points:</b>	7		ƿ	Gallant
<b>Spell Points:</b>	0		ḥ	Iron Will
<b>Attacks:</b>	1		ḥ	Lordship
<b>Movement Rate:</b>	22cm (9')		ṁ	Projection
<b>Bloodline:</b>	Sindar		ṁ	Stealth
			Ƴ	Smite

Círdan formally known as Nowë is the oldest of elves that still reside in Middle Earth. He is Lord of the Havens and the greatest of boat builders. He is a most trusted elf, having known many noble elves including Elwë and Olwë his kin, Turgon, Finrod and Celebrimbor the creator of the three elven rings of power. Círdan joined the last alliance of elves and men and fought as the lieutenant of Gil-galad. With Elrond he counselled Elendil to cast the one ring in to Orodruin, but he refused. When the five wizards arrived at the haven, Círdan was wise and far sighted to give Narya, his greatest possession and one of the most secret and sought-after reassures in the world to Gandalf.

Círdan wields an elven blade forged in Doriath in the smithies of his kinfolk.

### Elven Forged Blade of Círdan

A blade forged in the smithies of Doriath by the Ñoldor elves in the First Age of Middle Earth.

The sword bestows the following special abilities to its wielder.

ƿ	Exceptional Hit 10
ƿ	Sweep
ḥ	Swiftness

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

#### Exceptional Hit 10

The *Exceptional Hit 10* indicates that any attack rolls from the sword of between 01 and 10 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.

### Foresight

Being able to discern the needs of characters is a gift to Círdan, he has the foresight to be able to help others when needed. Foresight gives Círdan the ability to **freely** expend one *Hero Point* each bound to aid other figures not including himself. This may be used for movement, missile, combat or even a heroic morale retest.

### Palantir: Elostirion Stone

In the 1975TA Círdan and his elves help the *Dúnedain* in their victorious battle at Fornost. After which, Círdan took control of the abandoned *Elostirion Stone* and kept it safe and hidden, it is one of the four remaining *Palantíri of Númenor*.

The powers of the palantir are listed previously under *The Palantíri of Númenor*.



## CHARACTERS OF THE GREY HAVENS

### Galdor: Of The Havens

**Ability Value:** 66

**Hero Points:** 5

**Spell Points:** 0

**Attacks:** 1

**Movement Rate:** 22cm (9')

**Bloodline:** Sindar

**Abilities:** *p* Gallant  
*ps* Iron Will  
*b* Command

Círdan sent Galdor to Rivendell as an ambassador for the Great Council, in which he was highly revered by Gandalf and the other elves. Little else is known of Galdor, but to have gained such trust he must have been a companion of Círdan for a long time.

Galdor is an accomplished rider and he has the *Horsemanship* special training company skill.

### Elven Forged Blade

A blade forged in the smithies of Doriath by the Ñoldor elves in the First Age of Middle Earth.

The sword bestows the following special abilities to its wielder.

*p* Exceptional Hit 5

Like all elven swords it glows with a blue warning light when evil orcs are near, within 60cm (24").

#### Exceptional Hit 5

The *Exceptional Hit 5* indicates that any attack rolls from the sword of between 01 and 05 will automatically cause an instant kill on its opponent, unless a hero point is expended to make a heroic wound recovery roll.

### Voice of Reason

Being a wise ambassador Galdor can cause a company to retest an adverse morale result in the *Heroic Commander Retest Phase* (7c) of the bound sequence, if he is attached to it.



## INDEX OF CHARACTERS OF MIDDLE EARTH

Character	Page	Character	Page
Sauron: The Dark Lord	7	Sam-wise Gamgee: The Stout Hearted	31
Nazgûl: The Nine Ringwraiths	8	Frodo Baggins: The Ring Bearer	32
Balrog: Durin's Bane	9-10	Elrond: Lord of Rivendell	33
Shelob: The Great	11	Elladan and Elrohir	34
Gothmog: Lieutenant of Minas Morgul	12	Arwen Undómiel: Evenstar	34
Mouth of Sauron: Lieutenant of the Tower of Barad-dûr	12	Erestor: Chief Counsellor of Rivendell	35
Grishnákh: Captain of Barad-dûr	13	Lindir: Elf-lord of Rivendell	35
Shagrat: Captain of Cirith Ungol	13	Glorfindel: of Rivendell	36
Gorbag: Captain of Minus Morgul	13	Gildor Inglorion: of the House of Finrod	37
Gollum: Sméagol	14	Halbarad: Ranger of the North	38
Saruman: The White	15	Denethor II: Steward of Gondor	39
Saruman: Sharkey	16	Faramir: Captain of the Rangers of Ithilien	40
Uglúk: Captain of Isengard	17	Imrahil the Fair: Prince of Dol Amroth	41
Lugdush: Lieutenant of Isengard	17	Angbor the Fearless: Lord of Lamedon	41
Mauhúr: Lieutenant of Isengard	18	Hirluin of the Green Hills: Lord of Pinnath Gelin	42
Grima: Wormtongue	18	Forlong the Fat: Lord of Lossarnach	42
Gandalf: The Grey	19	Duinhir: Lord of Blackroot Vale	43
Gandalf: The White	20	Derufin and Duilin: Sons of Duinhir	43
Aragorn: Strider	21	Golasgil: Lord of Anfolas	44
Aragorn: Elessar the Elfstone	22	Dervorin: Captain of Ringlo Vale	44
Aragorn: High King Elessar Telcontar	23	Húrin the Tall: Warden of the Keys	45
Boromir: High Warden of the White Tower	24	Beregond: Citadel Guard	45
Legolas: Prince of Mirkwood	25	Ingold: Lieutenant of the Northern Gate	46
Gimli: Son of Glóin	26	Anborn: Ranger of Ithilien	46
Peregrin Took: Pippin	27	Damrod: Ranger of Ithilien	47
Peregrin Took: Knight of Gondar	28	Mablung: Ranger of Ithilien	47
Meriadoc Brandybuck: Merry	29	Théoden: King of Rohan	48
Meriadoc Brandybuck: Knight of the Riddermark	30	Théodred: Prince of Rohan	49



## INDEX OF CHARACTERS OF MIDDLE EARTH

Character	Page	Character	Page
Éowyn: White Lady of Rohan	49	Glóin: Companion to Thorin Oakenshield	69
Éomer: Lord of Rohan	50	Bifur: Companion to Thorin Oakenshield	70
Erkenbrand: Lord of Westfold Vale	51	Bofur: Companion to Thorin Oakenshield	71
Dúnhere: Lord of Harrowdale	51	Maggot: Farmer	72
Gamling: Captain of Helms Deep	52	Radagast: The Brown	73
Éothain: Lieutenant of Éomer's Éored	52	Gwaihir: Windlord	74
Grimbold: Marshal of West Mark	53	Landroval: Wind-wing	75
Elfhelm: Marshal of East Mark	53	Meneldor: Sky-king	75
Háma: Captain of the Royal Guard	54	Grimbeorn: The Old	76
Guthláf: Royal Standard Bearer	54	Ghân-buri-Ghân: Chief of the Drúedain	77
Déorwine: Chief of the King's Riders	55	Círdan: The Shipwright	78
Galadriel: Lady of Lothlórien	56	Galdor: Of The Havens	79
Celeborn: Lord of Lothlórien	57		
Haldir: Marchwarden of Lothlórien	58		
Rúmil/Orophin: Marchwardens of Lothlórien	58		
Treebeard: Fangorn	59		
Skinbark: Fladrif	60		
Leaflock: Finglas	60		
Quickbeam: Bregalad	61		
Beechbone	61		
Thranduil: King of Northern Mirkwood	62		
King Brand: Of Dale	63		
Bard II: Of Dale	63		
Dáin II: Ironfoot	64		
Thorin III: Stonehelm	65		
Dwalin: Companion to Thorin Oakenshield	66		
Dori: Companion to Thorin Oakenshield	67		
Nori: Companion to Thorin Oakenshield	68		

## INDEX OF SPECIAL ITEMS OF MIDDLE EARTH

Item Description	Page	Item Description	Page
The One Ring	1-2	Vilya: The Ring of Air	33
Nine Rings for Mortal Men	3	Miruvor	33
The Seven Rings of the Dwarves	4	Elven Forged Blade of Glorfindel	36
The Three Rings of the Elves	5	Asfaloth: Elven Steed	36
The Palantíri of Númenor	6	Elven Forged Blade of Gildor	37
The Black Mace	7	The Standard of Elendil	38
Morgul-blade	8	Palantir of Minas Arnor	39
Rod of the Five Wizards	15/20/73	Herugrim: Sword of Rohan	48
Palantir of Orthanc	15	Snowmane: Horse of the Mearas	48
Narya: The Ring of Fire	19	Gúthwinë: Sword of Rohan	50
Glamdring: Foe Hammer	19	Firefoot: Horse of the Mearas	50
Shadowfax: Chieftain of the Mearas	20	The Black Horn	51
Athelas	21	Nenya: The Ring of Water	56
Andúril: Flame of the West	21	Galadriel's Mirror	56
The Elfstone Brooch	22	Lembas	57
The Sheath of Galadriel	22	Ent Draught	59
Elven Cloak of Lothlórien	22/24-31	Eleven Forged Blade of Thranduil	62
The Star of Elendil	23	The Bow of Bard	63
Sceptre of Annúminas	23	The Black Arrow	63
Crown of Gondar	23	Great Dwarven Battle Axe	64
The Great Horn of Gondar	24	Dwarven Battle Axe	65-66/69-71
The Great Bow of the Galadhrim	25	Dwarven Crafted Sword	67-68
Dwarven Mail	26/64-68	Poison - Dart	77
Blades of Westenesse	27-32/38	Eleven Forged Blade of Círdan	78
Elven Rope of Lothlórien	31	Palantir: Elostirion Stone	78
Sting the Elven Blade	32	Elven Forged Blade	79
Shirt of Mithril	32	Blasting Fire	87
Phial of Galadriel	32	Grond: The Wolfs Head	87

## INDEX OF SPECIAL ABILITIES OF MIDDLE EARTH

Special Ability	Page	Special Ability	Page
Essence of Evil	1	Healing Hands	33
Invisibility	1	Vengeance	34
Ring Control	1	Light of the Ñoldor	36/37
Doom	3	Air of Númenór	40
Servitude	3	Stay and Rally	41
Crafting	4	Prophecy of Glorfindel	49
Ósanwe	5/19/33/56	Muster of Rohan	51
Secret Fire	5	Rally! Rohan Rally!	54
Soul Searching	5/56	Minstrel Inspiration	55
Wise Council	5/33/57	Root and Stone	59-61
Scouting	6	Call eagles	73
Initiative	6	Obscure	73
Reserves	6	Aerial Scout	74
Commune	6	Sweeping Dive	74
Battle of Wills	6	Shape Shifter	76
Black Breath	8	Terrifying Roar	76
Stench	9/11	Secret Passage	77
Snare	10	Foresight	78
Webs	11	Voice of Reason	79
Influence	14		
Snatch	14		
Might	15		
Voice of Saruman	16		
Whisper	18		
Foe Hammer	19		
Vorpall Blade	21		
Rightful Heir	22		
Kingship	23/64		
Valiant	30		
Stout Hearted	31		

## APPENDIX A – SPECIAL TRAINING SKILLS OF THE FORCES OF MIDDLE EARTH

Forces of Middle Earth	Base Value	Special Training Skills, Abilities and Equipment	Faction
Black Uruks of Mordor	29	Well Drilled	Mordor
Uruk-hai Berserkers	39	Frenzy and Toughness	Isengard
Uruk-hai Siege Crew (A)	19	Assault and Well Drilled	Isengard
Shaman/Seers (I)	29	0-3 Hero Points (D4-1) and 1-3 Spell Points (D3)	Evil/Good
Riders of Eastfold	19	Horsemanship	Rohan
Riders of Westfold	24	Horsemanship	Rohan
Riders of Westfold Vale (A)	29	Horsemanship and Scout	Rohan
Mounted Royal Guard	34	Bodyguard and Horsemanship	Rohan
Rangers of Ithilien	19	Camouflage, Scout and Woodcraft	Gondor
Fountain Guard (A)	34	Veteran and Bodyguard	Gondor
Citadel Guard	29	Veteran	Gondor
Gondor Scout Riders (A)	24	Horsemanship and Scout	Gondor
Tower Knights of Gondor (A)	29	Veteran and Horsemanship	Gondor
Knights of Lebennin	19	Well Drilled	Gondor
Knights of Dol Amroth	34	Body Shield	Gondor
Swan Knights of Dol Amroth	39	Well Drilled, Horsemanship and Body Shield	Gondor
The Grey Company (A)	49	Veteran, Archery, Camouflage, Horsemanship and Woodcraft	Númenórean
Household Elves of Rivendell	34	Veteran and Well Drilled	Rivendell
Household Elves of Mirkwood	19	Archery and Woodcraft	Mirkwood
March Wardens of Lothlórien (A)	29	Archery, Camouflage, Scout and Woodcraft	Lothlórien
Longbeard Guard	34	Bodyguard and Dwarven Mail	Iron Hills
Ents (A)	59	Camouflage, Woodcraft	Onodrim
Drúedain	14	Camouflage, Woodcraft	Drúedain
Sheriffs (A) #	9	Command	Shire

(A): Ancillary Unit - these units operate independently and only have 3 to 6 figures in their unit, they don't require a morale test and will always fight to the last man. (I): Individual figure.

The Knights of Dol Amroth foot and the mounted Swan Knights are very skilled with their shields, count them as *Body Shields*.

# There are 12 Sheriffs in total – 3 per Farthing of the Shire.



## APPENDIX A – SPECIAL TRAINING SKILLS OF THE FORCES OF MIDDLE EARTH

### Archery

A company or ancillary squad that has the archery skill can move at up to half its normal movement rate and fire a missile weapon without any penalty being applied to a figures ability value.

### Assault

An ancillary squad that has the assault skill can assail a defended position, moving at the full normal movement rate with ladders or siege equipment. Figures continually count as being shielded due to their specially prepared armour.

### Bodyguard

A company or ancillary squad that has the bodyguard skill will continually count as being shielded the figures may attack normally whilst counting as being shielded.

### Body Shield

A figure that is carrying a large body shield will increase its wound recovery chance by +10 for each check that the figure undertakes.

### Camouflage

A company or ancillary squad that has the camouflage skill can conceal themselves in a terrain feature, wood, rocks etc and remain undetected until they attack an enemy, move or an enemy figure moves within 10cm of their position and makes a successful ability check in the extraordinary checks phase (3b).

### Command

A figure that has the special ability of command can with the aid of a heroic action inspire all friendly figures within a 10cm radius to perform the same heroic action. This action can be any of the listed heroic actions, but all figures must perform the same action and must remain within the area of command.

### Dwarven Mail

A full-length mail surcoat made from the finest dwarven steel, the coat is lighter in weight than a normal surcoat which allows for an improved movement rate (15cm/6"). The dwarven mail also bestows its wearer with an improved wound recovery check of +10.

### Frenzy

A figure that is within 20cm of an enemy will become frenzied and will move in the compulsory movement phase (4a); the frenzied figure will close the remaining ground to its nearest opponent. Each bound the figure will gain two extra attacks in the impact combat phases (6b and 6g). The figure will increase its stamina, which will give it the same effect as a figure with *Toughness*. The figure may make a reclamation move of 5cm after each phase of combat if it kills all its opponents. Spells will only have a 10% chance of affecting a frenzied figure.

### Horsemanship

A company or ancillary squad that has the horsemanship skill can ride a mount at its full normal movement rate and still fire a missile weapon from the mounts back without any penalty being applied to a figures ability value.

### Scout

An ancillary squad that has the scout skill can help determine how units are deployed at the start of the battle see, *Initial Setup and Scouting*. A figure with the scouting skill can evade in the special movement phase (4e) if it rolls its ability value when it is initially contacted by an enemy figure, see the *Evade* special ability. Scouts are lightly armed so suffer a -5 penalty on their base ability values.

### Toughness

An extremely large creature or one with exceptionally thick skin will continually count as being shielded, this allows the figure to re-roll any failed wound recovery rolls. The figure will attack normally whilst shielded.

### Veteran

An individual figure that has experienced years of combat action can be classified has a **Veteran Figure**. The figure will receive the benefit of two attacks per missile and/or combat phase and will have a single hero point to expend (denote this by writing its ability value on its base in RED permanent ink).

### Well Drilled

A company that is well drilled will automatically receive a bonus +10 modifier to any morale checks that the company must undertake.

### Woodcraft

A company or ancillary squad that has the woodcraft skill can move at its full normal movement rate through a wooded terrain feature, but a company formation will still become unformed whilst it is within the restriction. The figures also gain the benefit of being shielded whilst in the wooded terrain, the figures can attack normally.

## APPENDIX B – SIEGE WARFARE

The War of the Ring contains numerous siege battles against the fortified places of Middle Earth. These rules are designed to help play such encounters and are in addition to the siege weapons within the main ruleset.

### Structures

The following defensive structures are included in the construction of castles, keeps and walled cities. The **smite** attack of a siege weapon will have **no effect** on these structures. The strength of a structure denotes the required saving roll for a structure that receives a successful hit; a failed roll indicates that the a 10cm/4" section is destroyed.

Structure	Strength
Postern Gate	70
Inner Gate	75
Inner Gate – Reinforced	80
Main Gate – Other	85
Main Gate – Helms Deep	90
Main Gate – Mordor Built	93
Main Gate – Númenórean Built	96
Palisade – Wooden	66
Wall – Stone	70
Gatehouse	74
Keep	78
Drum Tower	82
Inner Walk Wall	86
Curtain Wall - Other	90
Curtain Wall – Helms Deep	94
Curtain Wall – Mordor Built	96
Curtain Wall – Númenórean Built	98
Orthanc and Barad-dûr <i>the two towers</i>	99

Curtain Walls strengths include the main Barbican and Bastions that are located within its structure.

Númenórean built include Minas Tirith and Minas Morgul (*Minas Ithil*).

### Siege Towers - 80

These wheeled behemoth constructions have multiple levels that allow warriors to scale walls from its insides. They are covered in fire retardant hides, that protects against small missiles and flaming arrows. Siege towers are slow and cumbersome to move, 5cm/4" per movement phase with no special or heroic movements allowed. A siege tower is pushed into place and for simplicity it is suggested that a minimum of 12 humanoid sized figures are required, or three trolls.

Once a siege tower makes contact with the base of the wall a drawbridge is lowered, and figures may freely move across it.

### Damaging Siege Towers

Flaming arrows may be used, but the tower receives the **shielded** special rule for having fire retardant hides. A failed save indicates that the fire is taken. On the second and subsequent bounds the flames will spread through one more level of the tower; if they are not extinguished. Four or more figures must fight the fire on each level that is ablaze and a single roll of 40 or less must be successfully rolled to extinguish each. If the roll fails, then all the figures on a blazing level will automatically receive a wound from the flames.

Normal weapons have no effect on the siege tower, but siege weapons will damage the tower normally.

The siege tower is destroyed if all the levels are ablaze or if it fails its strength roll of 80 or less against a successful hit from a siege weapon.

## APPENDIX B – SIEGE WARFARE

### Ladders - 40

This is the simplest and fastest way to scale a wall, a minimum of four figures are required to carry a ladder at half their normal speed; any figures with the **assault** company skill can move at their normal speed. When the front figure is within 5cm/2" of the base of a wall, a ladder can be deployed at the start of a movement phase and the figures carrying it can immediately ascend to the top. If the wall is clear, one figure is allowed on to the wall walkway, otherwise the top figure is locked in combat and must fight its way onto the wall walkway.

#### Pushing a Ladder Over

A figure that is locked in combat with the figure on the top of a ladder can attempt to push over the ladder instead of attacking the figure. Make a normal attack against the ladder, on a successful hit a strength save of 40 or less is required to stop the ladder from being pushed over. If it falls backwards to the ground all figures on the ladder will receive an automatic hit against them, normal wound recovery rolls allowed.

A ladder that is unmanned can automatically be pushed over, but the figure forgoes its normal attack in doing so.

### Blasting Fire - 90

Saruman the white wizard has successfully engineered black powder. It is carried in an iron caldron and can be ignited but a carrying figure who makes a successful attack against it. Once ignited it blasts fire and shrapnel in a 10cm/4" radius, anybody caught in the blasting fire will take a 90 attack against them.

If the caldron is placed at the base of a structure the effect is amplified and the structure will receive a **smite** attack against it. Anybody caught within the 10cm/4" blast radius also receives a **smite** attack.

Two Uruk-hai warriors can carry the caldron 10cm/4" per movement action, but two Uruk-hai Siege Crew who have trained with these can carry it 15cm/6".

### Battering Rams – base 39

These siege weapons are wielded by a minimum of four figures against doors and gates. Battering rams have a base score that have a random factor, see main rules *Ability Value of Figures*. The four figures can carry the ram at a speed of 10cm/4" per movement action.

#### Grond: The Wolfs Head - 76

This unique battering ram, the mightiest of Mordor was brought forth to destroy the main gates of Minas Tirith. In the book it is drawn by great beasts, but Tolkien is unclear what these are so for the purpose of the game a minimum of six trolls must be used to pull it and two mountain trolls to wield it. Grond is surrounded in dark magic and if the Lord of the Nazgûl is present to trigger this, then Grond has the **smite** special ability.

*"Great engines crawled across the field; and in the midst was a huge ram, great as a forest-tree a hundred feet in length, swinging on mighty chains. Long had it been forging in the dark smithies of Mordor, and its hideous head, founded of black steel, was shaped in the likeness of a ravening wolf; on it spells of ruin lay. Grond they named it, in memory of the Hammer of the Underworld of old. Great beasts drew it, orcs surrounded it, and behind walked mountain-trolls to wield it."*

The Battle of Pelennor Fields

### Housings - 60

These mobile wooden frames resemble a shed on wheels, used to protect figures from missile fire. Battering rams may be chained from the inside of them, and like siege towers they have fire retardant hides on their outside that bestows the **shielded** special rule against flaming arrows. Unlike siege towers, housings can move faster 10cm/4" if pushed from the inside or rear by a minimum of eight figures or two trolls.

Normal weapons have no effect on the siege tower, but siege weapons will damage the tower normally.

### Mantlet - 40

A protective freestanding sloping wooden frame that protects against arrows and allows an archer to fire back. The mantlet is just tall and wide enough to protect two humanoid size figures. The two figures can push the mantlet at half their normal movement speed.

Figures that are behind the mantlet can be targeted, but they will receive the special ability of **shielded** and will use the defensive strength of the mantle for their wound recovery roll and the retest for being shielded; if their own ability value is greater than use this. A figure with a shield whom shields will gain another reroll for this.