

grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6". The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12".

Spiteful -- This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a sneak attack at S2 against one enemy that had been in base contact with him.

Monstrous Bulk (*Fell Wargs Only*) -- The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

A note about Goblin Town Battle Companies

Because of the swarming nature of goblins and their allies, the maximum number of warriors/creatures in a Misty Mountains Battle Company is 25 rather than the usual 15.

A note about Wargs and Spiders

Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their *Stand Fast!* rolls or benefit from their heroic actions. Fell Wargs may receive two increases to their *Strength* instead of one.

Chapter 7

SCENARIOS

The history of Middle-earth is filled with myriad battles, large and small. The following scenarios present several options to play with your Battle Company but feel free to modify them to fit the theme of your Battle Company or the taste of your gaming group. If you would like to contribute scenarios for the next update, please feel free to send them to battlecompanies@jonathanrbaker.com



CONTEST OF CHAMPIONS



A Battle Company's fortunes will rise and fall based on the skill and leadership of its commanders. As two Battle Companies prepare to charge into battle, a bellowed challenge lets the company members know that this fight will be decided by the heroic efforts of their leaders. Whichever side wins, the battle will be one for the bards to remember!

Layout -- A 48" x 48" board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

Starting Positions -- The player with the lowest Effective Company Rating chooses a table edge and his opponent sets up on the table edge opposite from him. Both players set up within 12" of his board edge with the player with the highest Effective Company Rating going first.

Objective -- Each player nominates one of his Heroes to serve as the company "Champion" for the duration of the game. Each wound caused by the "Champion" scores one point for his Company, and any wounds on an enemy Hero score two points

(even if saved by *Fate*). If your Champion is slain, deduct 2 points, and select another Hero to serve as your Champion to continue the game. At the end of the turn that one Company has been reduced to 50% of its starting number of models, roll a D6 and if it is a 6, the game suddenly ends. If the game continues, roll a D6 at the end of the next turn, and if a 5+ is rolled the game ends (then 4+, 3+, etc.). Total up each Battle Company's points to determine the winner.

Victory -- Your Champion scored the most points.

Defeat -- Your Champion did not score the most points.

Draw -- Both Champions scored an equal number of points.

Multi-Player Variant -- This game can easily be played with 3 or 4 players. Simply deploy your Battle Companies within 12" of a table corner rather than an edge. The player with the lowest Effective Company Rating may choose his corner first, then the next lowest, etc. The player with the highest Effective Company Rating will deploy his models first, then the next highest, etc. Players will still begin rolling for the end of the game when one Company has been reduced to 50% of its starting number. It is possible that two Companies could Draw, while the third gets a Defeat.

FOG of War

Two patrolling companies chance upon each other and quickly rush to drive the other from these lands. However, a thick, unnatural fog has enveloped both companies, and the commanders must find a way to ensure victory over their opponent without the ability to clearly see the field of battle or even the full disposition of the enemy's force. Who will emerge victorious, and who will be left to retreat into the grey mist?

Layout -- A 48" x 48" board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

Starting Positions -- The player with the lowest Effective Company Rating should select a side and deploys his company in a zone 12-24" from his board edge, and the opponent sets up within 12-24" of the opposite edge. To represent the blind, rushed deployment of the companies that have chanced upon each other, both players will deploy their companies in their deployment zones simultaneously. They have exactly 60 seconds to do so. Models may be shifted within the deployment zone until the time is up. Any models not deployed at the end of

the allotted time are assumed to have lost their way in the fog and do not participate in the game.

Objective -- The game ends at the end of a turn where one Company has been reduced to 25% of its starting number. Models who flee the battlefield count against this number, but are not considered casualties.

Victory -- You have reduced the enemy to 25% of their starting numbers.

Defeat -- Your company has been reduced to 25% of its starting numbers, but your opponent's has not.

Draw -- Both companies are reduced to 25% of their starting numbers on the same turn.

Special Rules

Reduced Visibility -- Visibility is reduced to 12" for the duration of the game. Warriors may not target or shoot any enemy further than 12" away from them. Furthermore, any model that does not have a friendly model in range and line of sight suffers a -1 *Courage* penalty. This penalty does not apply to Spirits as their perception is not limited to physical sight.



Fear! Fire! Foes!

A Battle Company commander has received orders that a certain village is to be destroyed for providing refuge and supplies to enemy forces. As the company descends upon the village, they discover that the village is not as poorly defended as they had thought. Will they be able to overcome the enemy company and destroy the village, or will they be driven away in defeat? As they advance upon the village, a sentry cries out in the night and but is quickly silenced...

Layout -- A 48" x 48" board with a small village or encampment with D3+ 4 buildings in the center of the board and as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

Starting Positions -- The player with the lowest Effective Company Rating may decide if he wants to be the Attacker or Defender for this scenario. The Defender deploys first in the center of the village, whilst the the Attacker deploys within 6" of any table edge. The Attacker has priority on the first turn.

Objectives -- The Attacker wins the game if he is able to burn 50% or more of the village's structures to the ground before being forced to flee the battlefield. The Defender wins if he is able to drive off the Attacker before he completes his objective.

Special Rules -- Any Attacker may attempt to set a building on fire by spending one turn in base contact with the building, without being engaged in a fight, and rolling a 4+ (models with Burning Brands or Torches add +1 to this roll). If he is successful, place one flame token on the structure, and it is considered alight. If a building has any flame tokens on it, place one additional flame token on the building before rolling for Priority on the next turn. A building is considered destroyed when it has 5 flame tokens on it. Defenders may attempt to douse the flames by spending a turn in base contact with the structure, without being engaged in a fight, and rolling a 4+. If he is successful, remove one flame token from the building.



Rescue

As the swirl of battle comes to an end, the company realizes that one of their number has been taken captive. Not willing to abandon one of their own, the group sets out to recover their comrade and exact revenge for their fallen friends. The enemy will regret ever crossing swords with such a formidable foe!

Layout -- A 48" x 48" board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion. Finally, place a marker to represent the prize (fallen Hero, prisoner, captured Company Standard, etc.) in the exact center of the table.

Starting Positions -- The Defender places one of his Heroes and up to half of his Warriors in the center of the table around the prize marker. The other half of his company does not begin the game on the board, but will become available later. The Attacker then deploys one of his Heroes and up to half of his Warriors within 12" of the Southern table edge. Like the Defender, the other half of his company will become available later in the game.

Objective -- The Defender is determined to keep their hard-won prize while the Attacker will stop at nothing to recover it. The

prize must remain stationary and the Company with the most models within 3" of the prize is considered to control it. If neither side has more models within 3", the prize is contested. The game is over at the end of any turn where one Company has been reduced to 25% of its starting numbers and the prize is not contested.

Special Rules

Delayed Reinforcements -- Occurring in the aftermath of a previous battle, both companies begin the game with their forces dispersed and unready for another engagement. Models that do not begin the game deployed on the table may become available as the game progresses. At the end Turn 1 and each following turn, roll a die for each model that has not yet arrived at the battle and consult the chart below. Newly arrived models may move or shoot as normal, but may not charge enemy models on the turn they arrive.

1-2 -- Delayed. Model may not enter play this turn.

3-4 -- The model moves onto the board from the controlling player's table edge.

5-6 -- The model may enter from the controlling player's table edge, or either of the side table edge.

Ambush

A group of enemy soldiers has been seen moving along an important trade route. A young commander and his warriors are tasked with guarding the road and preventing the enemy from penetrating any further into his Lord's lands. Will the interlopers be able to break through, or will the young commander prove worthy of his task?

Layout -- A 48" x 48" board with a road running from the Southwest corner of the board to the Northeast corner and as much terrain as possible. This scenario, in particular, requires a lot of cover for the Defender to conceal his Battle Company. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

Starting Positions -- The Defender may deploy his models in cover on either side of the road, at least 18" from the Southwest corner. The Attacker's Company is not deployed at the beginning of the game, but will move onto the board along the road in the Southwest corner.

Objectives -- The Attacker must move 33% his Battle Company off the road in the Northeast corner of the board. The Defender wins if he prevents the Attacker from doing so.

Special Rules -- All Defenders are considered to be equipped with Concealing Cloaks (see additional equipment rules) at the outset of the battle, even if they are not normally equipped with such.

