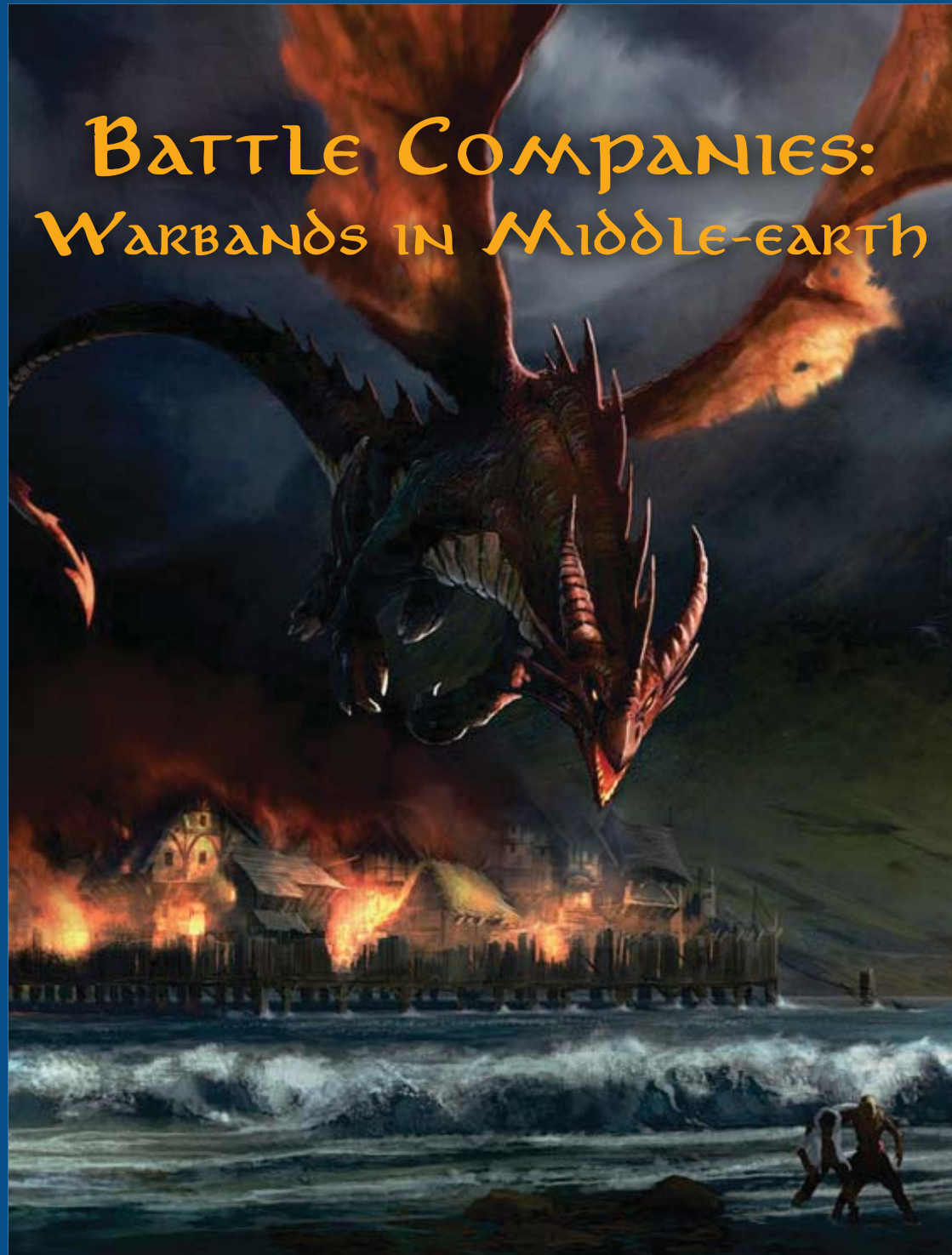


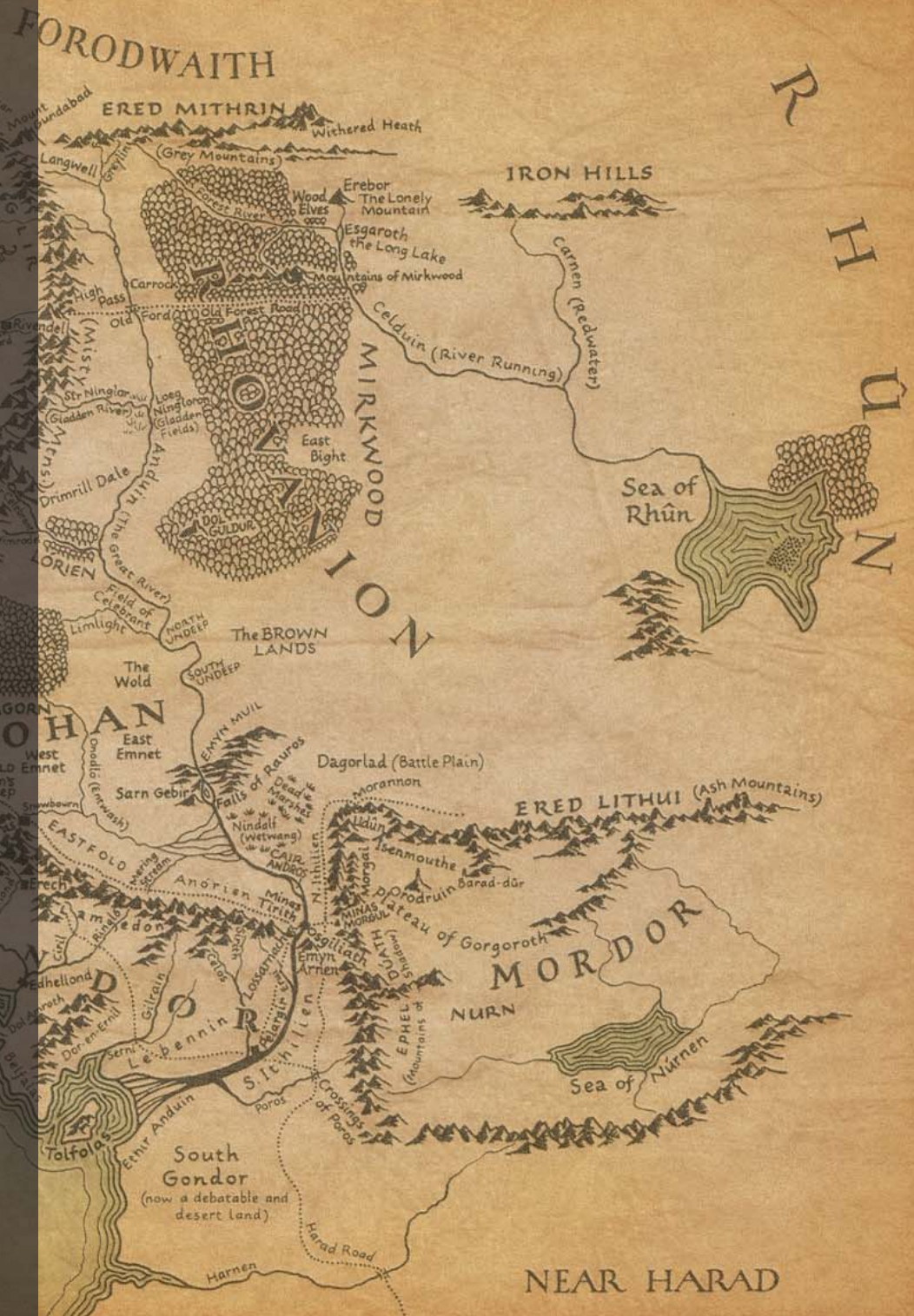
BATTLE COMPANIES: WARBANDS IN MIDDLE-EARTH



INTRODUCTION

A few years ago, Games Workshop introduced an entirely new way of playing their popular wargame, The Lord of the Rings Strategy Battle Game (now re-titled The Hobbit Strategy Battle Game). Published and later updated in the White Dwarf, the Battle Companies rules presented players with the opportunity to build a small warband and then watch that group of warriors grow and improve as fate and the tides of battle allowed. Written as a scenario-driven, skirmish-based game, the SBG rules were perfect for this type of gaming. At one time, rumors of a Battle Companies Expansion were being thrown about. I wrote to Jervis Johnson to inquire about this project and he seemed to indicate that something like this might be in the works. However, months have stretched into years and still there has been no movement on this front. To compound matters, the Battle Companies rules are no longer available for download, making it very difficult for players to obtain a copy and even if they could, the rules have not been updated in quite some time. Therefore, the intent of this book is to create an entirely new and updated version of Battle Companies for players around the globe. The idea is that this will be a living rulebook, open to expansion and revision as needed. I look forward to hearing any feedback you may have on the project.

Respectfully,
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Dedication

This Expansion book is dedicated to all of my fellow Tolkien enthusiasts and tabletop generals. I hope that you find this book useful and that you and your gaming partners have some epic tabletop battles and hard-fought campaigns.

This book is not entirely my own work. It is derived from the original rules published by Games Workshop in the “White Dwarf,” and has been expanded and improved with the insight and suggestions of many other gamers around the world. I would like to say thank you to all of my fellow gamers, especially the members of the One Ring website (<http://www.one-ring.co.uk>), who have provided input, assistance, or even just the occasional encouraging word.

Beyond this general acknowledgement, the following people have helped make this project a reality, in no particular order: Cyndra the Grey, Dezartfox, belgiumfire, RyuAzai, highlordell, Captain Andruil, GothmogtheWerewolf, Oldman Willow, simmuskhan, whafrog, Red Corsairs, emperor_thompson, Dwarf Lord of Ered Luin, & numenor. If I’ve left out any contributors, please forgive me, as there were so many who have provided input.

This book is far from finished. In the future, I hope to update it to include all of the releases from the “Desolation of Smaug”, Ruffians, Wargs, Spiders, a hobby section, more scenarios and guidelines for using your Battle Companies in campaigns. However, I reached a point where I felt like we could issue a first edition with an eye towards updating as things go along. As always, any comments/suggestions, or contributions are welcomed.

May the stars shine ever brightly upon your dice!

The Core Rules

Rules For Experience-based Games In Middle-earth

Step One: Gather Your Force

Choose your Allegiance/Race/Faction, whose reference sheet will list the models required for a starting company (e.g. Dol Guldur, Rohan, etc.). You should name each warrior individually, copy their profile details onto a record sheet and then choose three warriors to be your Heroes. One will be referred to as the Lieutenant and the other two Sergeants, although you may come up with a more suitable name depending on your Faction. Add one point each of *Might*, *Will*, and *Fate* to the profile of the Lieutenant. Add a point of *Fate* to the profile of each Sergeant. These models are treated as Heroes from this point forward. A Battle Company may never have more than 15 members unless otherwise noted, and never more than 5 Heroes at any given time.

Step Two: Play A Game

Find an opponent and play a scenario. The company with the lowest Effective Rating (explained below) may choose the scenario and whether they will be the attacker or defender, if applicable. Keep models removed from play as casualties to one

side for later record-keeping. Also, track how many Wounds each Warrior or Hero inflicts on the enemy. If two or more Warriors win a combat and inflict Wounds together, the controlling player may choose which of the models counts the Wound as his own.

Step Three: Injuries

Immediately after the game, roll on the relevant Injury Table for every Hero and Warrior removed as a casualty. These rolls are to be made in front of your opponent. If anyone rolls the *Dead* result, he is removed from the roster and all his equipment is lost. It cannot be given to another member of the Battle Company. Mounts killed during a game do not roll on the Injury Table and are always assumed to survive their wounds. Mounts may only be lost if the rider himself dies.

Warrior Injury Table (D6)

- 1 -- Dead** Remove Warrior from roster.
- 2-3 -- Injured** Warrior must miss the next game.
- 4-6 -- Full Recovery** Warrior suffers no adverse effect.

Hero Injury Table (2D6)

2 -- Dead

3 -- Lost In Battle The Hero lies wounded on the battlefield. As soon as possible play a scenario with the Hero as the objective. He may not act or be attacked during the game. If his side wins, treat this result as a *Full Recovery*. If not, then he is *Dead*.

4 -- Arm Wound May not carry a shield, two-handed weapon or second weapon anymore. A second *Arm Wound* forces your Hero to retire.

5 -- Leg Wound Hero suffers a -1" Movement penalty while on foot. A second *Leg Wound* forces your Hero to retire.

6-7 -- Full Recovery Hero suffers no ill effect.

8 -- It's Just A Scratch Hero must miss the next game or roll again. The second result will stand.

9 -- Flesh Wound Hero must miss the next game.

10 -- Old Battle Wound Before each game, roll a D6 for each *Old Battle Wound*. On a 1, the Hero's injury prevents him from taking part in the battle. A Hero may have more than one *Old Battle Wound*.

11 -- The Wounds of a Hero The Hero's patrons are impressed with his performance. The Hero makes a *Full Recovery* and the Battle Company receives +D6 Gold.

12 -- Protected by the Valar/Dark Powers The Hero makes a *Full Recovery* and is healed of one previously received injury (*Arm or Leg Wound, Old Battle Wound*) or permanently gains one point of *Fate*.

Step Four: Calculate Experience

A Hero gains one point of Experience for 1) Participating in a battle, 2) if his Battle Company wins the battle, and 3) each time he wounds an enemy model, even if it is recovered by *Fate*. Every time a Hero gains five Experience points, the controlling player may roll once on the Hero Advancement Table for for him. If you roll a result for your Hero that you cannot use, you may choose any other result from the same table.

Hero Advancement Table (D6)

1 -- Fight/Shoot The Hero's *Fight* or *Shoot* characteristic is improved by 1 to a maximum of 6/3+.

2 -- Strength/Defense The Hero's *Strength* or *Defense* is increased. Each may be improved once.

3 -- Courage The Hero's *Courage* characteristic is increased by 1 to a maximum of 6.

4 -- Attack/Wound The Hero's *Attack* or *Wound* characteristic is increased by 1 to a maximum of 3.

5 -- Special Rule Roll again on either the Fighting, Shooting or Leadership Special Rule Tables. Alternatively, The Hero may choose to select the Special Rule that applies to his Battle Company instead.

6 -- Might/Will Point. The Hero gains either a *Might* or *Will* Point to a maximum of 3.

Fighting Special Table (D6)

- 1 -- **Blade Master** The Hero may re-roll one of his die per turn to determine who wins his fight.
- 2 -- **Deadly Strength** The Hero may wield a two-handed weapon without the -1 penalty to his dice.
- 3 -- **Parry** The Hero may force his opponent to re-roll a single die to determine who wins the fight.
- 4 -- **Furious Charge** The Hero receives a +1 Attack bonus when he charges into combat on foot.
- 5 -- **Heroic Presence** The Hero may fight a Heroic Combat without expending *Might* to do so.
- 6 -- **Might/Will Point** The Hero gains either a *Might* or *Will*

Shooting Special Rules Table (D6)

- 1 -- **Cunning Shot** The Hero may re-roll either one failed *In The Way* or *To Wound* roll each turn.
- 2 -- **Expert Shot** The Hero is allowed to shoot twice in each Shoot Phase.
- 3 -- **Rapid Fire** The Hero may call a *Heroic Shoot* without expending a point of *Might* to do so.
- 4 -- **Deadeye** If the Hero rolls a natural 6 on his *To Hit* roll, he does not need to take an *In The Way* test or roll *To Wound*. His target is automatically wounded.
- 5 -- **Seasoned Archer** The Hero can move at full speed and still shoot, although he will need a 6 to hit.
- 6 -- **Might/Will Point** The Hero gains either a *Might* or *Will* Point to a maximum of 3.

Leadership Special Rules Table (D6)

- 1 -- **Favor of the Court** When you roll on the Reinforcements Table, you may re-roll one die for each Hero with this ability in the Battle Company at the end of the game.
- 2 -- **Courageous** The Hero may re-roll any failed *Courage* tests.
- 3 -- **Master of Battle** If the Hero is within 6" of an enemy Hero calling a heroic action, he may immediately call an action of the same type without expending a point of *Might*. He may not call a *Heroic Move* or *Shoot* if he has already been engaged in combat.
- 4 -- **Headless Determination** Each time the Hero is wounded, roll a D6. He may ignore it on a 6, just as if he had passed a *Fate* roll. If he cannot ignore the Wound, he may then choose to use any *Fate* points.
- 5 -- **Rally To Me** The Hero's *Stand Fast!* range is doubled.
- 6 -- **Might/Will Point** The Hero gains 1 *Might* or *Will* point to a maximum of 3.

A Warrior may gain a point of Experience in the following manner: 1) participating in a battle, and 2) each time he wounds an enemy model, even if it is recovered by *Fate*. Every time a Warrior gains five Experience Points, the controlling player may roll once on the

Warrior Advancement Table for him. Promotions are not mandatory and can be turned down if the player chooses.

No member of a Battle Company can have more than 105 Experience Points. He has become as good as he can be!

Warrior Advancement Table (D6)

1-3 -- No effect

4-5 -- Promoted The Warrior is promoted if he is eligible. If not, treat as *No Effect*.

6 -- A Hero In The Making. From now on, the Warrior is treated as a Hero and adds a point of *Fate* to his profile. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from this point forward.

Step Five: Gold

Battle Companies receive two Gold for playing a scenario. Additionally, Battle Companies receive the following: +1 Gold for a Draw, or +2 Gold for a win. Gold may be used in three ways. First, you may use three Gold to make a roll on the Reinforcements Table. Second, you may use Gold to adjust the roll you made on the Reinforcements Table, much like using a point of *Might*. Finally, you may purchase additional equipment for your Heroes and Warriors. Gold may be spent immediately or stored up for later use. All members of a Battle Company must be WYSIWYG (What You See Is What You Get) regarding weapons, and may only select wargear that is normally available to that

troop type, unless otherwise noted. Heroes are not bound by this restriction, and may select any equipment available to their race.

Step Six: Calculate the Battle Company Rating

To calculate the rating of your Battle Company, you must work out the value of your Heroes and Warriors in points. The total is your Battle Company Rating. For Warriors, simply work out their value using their profile in the rule books. For a Hero, begin the same way, but add the cost of his advancements and wargear. The following is a quick guide:

Basic Cost -- Take the basic cost of the Warrior Type as which the Hero began.

Might, Will & Fate -- For each point of *Might*, *Will* or *Fate*, add 5 points.

Advances to Fight, Strength, Defense, and Courage -- For each addition to the Hero's *Fight* (count only the *Fight* value, not the *Shoot* score), *Strength*, *Defense*, and *Courage*, add 5 points.

Advances to Wounds & Attacks -- For each addition to the Hero's *Wounds* and *Attacks*, add 10 points.

Skills/Magic Powers -- For each *Skill/Magical Power* the Hero has gained, add 10 points.

Wargear -- The cost of the Hero's war gear is determined by the number of *Wounds* and *Attacks* the Hero has. If the Hero's *Attacks* + *Wounds* is 3 or greater use the second listed cost on the Wargear Cost Table.

Add the cost of all the wargear that the Hero is equipped with to the cost of the Hero's characteristics and special rules, and you have the total value of your Hero. Wargear that is no longer desired may be discarded at any time, but may not be given to any other member of the Battle Company.

Wargear Cost Table

Free/Free -- Hand Weapons

1/5 -- Spear, Pike, Two-handed Weapon, Lance, Bow, Shield, Elven Blade, Armor

2/5 -- Throwing Weapon, Crossbow, Longbow, Elf Bow, Heavy Armor

6/10 -- Warg/Horse

9/15 -- Armored Horse

(Use second value if the Hero's *Attacks + Wounds* is equal to or greater than 3. This list is not all-inclusive, but should serve as a guide as to what equipment should cost.)

Once you have calculated the total Battle Company Rating, deduct the value of any members of the Company who will not be able to participate in the next game due to injuries, or other special rules. This number is the Company's Effective Rating.

Before you play a game, compare the Effective Ratings of the two Companies. For every full 15 points of difference, the Company with the lower rating may have one re-roll that can be used at any point during the game, but not in the after-game sequence. The smaller Company may also choose the scenario and whether they

will be the attacker or defender (if applicable). At the end of the game, the smaller Company receives one additional Gold for every full 15 points of difference in pre-game ratings.

Step Seven: Reinforcements

No Battle Company may receive bow-armed reinforcements or purchase bows with Gold if 33% or more of its members (including Heroes) already have bows of any sort. If you roll for a reinforcement that has a bow in this situation, treat the result as *Choose One Of The Above*. Models that are promoted are an exception to this rule and will exchange their weapons and equipment in the usual way. Models may be removed from a roster at any time (to make room for reinforcements or Heroes), and are considered to have joined another unit or retired. They may never rejoin the Battle Company for any reason.

ADDITIONAL Rules



Courage In Small Battles

Battle Companies games use an alternative to the normal Courage rules as presented in the Hobbit rules manual.

Retreating

Whenever a model fails a test for his force being broken, instead of being removed from play, the model retreats instead. A retreating model immediately moves its maximum distance directly away from the nearest enemy model. If no enemies are visible, the model moves towards the nearest table edge. The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move around obstacles, terrain, or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from. Sometimes, a direct move away from the nearest enemy will take a model closer to other enemies as it runs in blind panic. A model may not move closer than 1" to an enemy as it retreats -- it will always move around enemies in its path and cannot charge them. If a model cannot retreat the required distance because its path is blocked by other models, impassable terrain, or for whatever reason, then the model

retreats as far as it can. The model in this case is still considered to have expended its full movement distance, so it is unable to shoot a bow that turn, for example. However, it can still use any magical powers it has, so long as it can normally use them while it is moving.

Models That Have Retreated

Once a model has retreated, it suffers no further penalty. It is possible for a model to suffer a series of retreats, one after the other -- in which case, it may find itself fleeing from the battle altogether -- but each failed Courage test only ever results in one retreat move. Models that have retreated may not shoot or use magical powers, however they may fight as normal if they are charged.

Fleeing the Battle

If a retreating model's move is enough to reach the table edge, it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so, the retreating model moves closer to the nearest enemy. The warrior flees the battle and the model is removed from the game.

Forfeiting The Game

There are times when even the bravest of captains recognize that they are outnumbered and outclassed. Sometimes this is due to injuries which have dwindled a Battle Company's fighting force, while other times the Battle Company has merely found itself engaged with a far superior force. In either case, the Battle Company cannot simply turn tail and retreat or else they will be chased down and slaughtered from behind. A controlling player may not forfeit a match until half of his available models (rounding down) have succumbed to injuries or a minimum of 10 turns have been played. This represents the commander making an orderly withdrawal of his troops, ensuring their survival to fight on some other day.



Using Battle Companies in Larger Games

There may be times when you wish to use one or more of your Battle Companies in a larger Points Match. Your company's Effective Company Rating is the points total for your Battle Company. If you decide to play in this way, simply divide your company into warbands and deploy them according to the scenario deployment rules. You should still track injuries, wounds caused and experience in the normal way. In this way, your Battle Company can grow and become part of larger campaigns.

Optional Rule: Raw Recruits

If you are using Battle Companies as part of an Escalation League, or are beginning a new army, your gaming group may choose to use this rule to encourage players to paint and base their miniatures. Any miniatures that are not painted with at least three colors and based in a consistent manner are considered to be raw recruits, and as such receive a -1 penalty to their Fight & Courage values.

Optional Rule: Sworn Protector

After a Warrior has gained 30 Experience points, he gains the *Sworn Protector* special rule as detailed in the main rules manual. Should the Warrior later be promoted to a Hero, he will lose this special rule. Any model that has this special rule should add 1 point to its point value when determining the Battle Company Rating.

ADDITIONAL EQUIPMENT

Additional Equipment

In addition to the Equipment lists for each Faction, there are several pieces of additional equipment that are available to any Battle Company. Some equipment would not be carried by certain members of the company (for instance, Wargs carrying banners, etc.) so use common sense when assigning wargear. The following lists both their cost in Gold as well as the amount of points that they add to your Battle Company Rating.

Company Standard -- 10 Gold (30 Points) -- Warriors Only

A Company Standard confers +1 *Fight* for all members of the Battle Company within 12" as long as the original bearer is alive. If the bearer is slain, place a marker on the table to mark where the standard fell. Anyone may pick up the fallen standard and carry it off the table (treated like a light burden). If the standard is recovered by the owning Company, the standard is returned to the warrior who dropped it after the battle, or if he should die from his wounds, be passed to another warrior. If it is taken by the enemy, the warrior who captured the standard gains +2 Experience, and a battle should be fought using the standard as

the objective. If the standard is not recovered during this second game, then the standard is destroyed.

In addition, a Battle Company that possesses a Company Standard gains +1 Gold for each victory. However, if a Company with a Standard is defeated, it's opponent receives a +1 Gold bonus.

Horn/Drum/Instrument -- 5 Gold (20 points) -- Warriors Only

A musical instrument confers +1 *Courage* for all members of the Battle Company within 12" as long as the bearer is alive.

Climbing Ropes & Grapnels -- 1 Gold (1 point)

Even gardeners from the Shire make sure to take along some rope on their travels. A warrior with a rope and grapnel may add +1 to any *Climb* test they are required to make. Additionally, the model may leave his rope behind, and any model scaling the obstacle in the same place also receives the bonus. A warrior is assumed to have recovered his gear at the end of each game.

Concealing Cloak -- 2 Gold (2 points)

Warriors have long recognized the advantage of surprise in

battle. A model that is equipped with a concealing cloak may remain in hiding, as long as he is deployed within an area of cover, and receives the benefit of wearing an Elven cloak. As soon as the model moves, shoots, or performs overt action, the effects of the cloak are lost for the remainder of the game.

Map -- 5 Gold (20 points) -- Heroes Only

Accurate maps are extremely difficult to obtain, and are a great boon to a military commander. After both companies have deployed, but before the game begins, a Hero equipped with a map may re-deploy D6 Warriors using the normal setup rules for the scenario. If both companies have a map, neither side gains this advantage.

Blade/Arrow Poison -- 2 Gold (2 points) -- Evil Only

Evil creatures have been known to foul their own blades or even apply more virulent poisons to their weapons in an effort to cause more damage. A model with Blade Poison must re-roll any failed *To Wound* rolls of 1. This must be purchased separately for hand-to-hand and ranged weapons.

Scourge -- 1 Gold (1 points) -- Evil Only

Whips are often used to motivate Sauron's less willing chattels or push them to greater speed. A scourge is a throwing weapon with a *Strength* of 2 and a range of 2". A model with a scourge may also use the Whirl special attack.

Burning Brands & Torches -- 1 Gold (1 point)

Warriors often carry tinderboxes and torch-making materials to be used in low-light situations and for certain mission objectives. A model with a burning brand or torch illuminates an area 6" around the bearer may set buildings (or other objects) alight. If a model chooses to fight with torch in hand, he must forgo the use of a shield or fight with a -1 penalty on his rolls to win the fight. Any model defeated by an enemy with a torch must retreat D6" rather than the usual 1".

Hunting Dog -- 3 Gold (5 points) -- Good Heroes Only

Many Heroes have trained companion animals that accompany them on their campaigns. A hunting dog is considered part of the Hero's wargear, does not count against the Battle Company's roster limit, and cannot gain experience or be promoted. However, it must roll on the Warrior Injury Table as normal. Heroes may only have one Hunting Dog. Hunting Dogs use the following profile:

Move	F/S+	S	D	A	W	C	M/W/F
8"	3/-	3	3	1	1	2	----

Local Scout -- 5 Gold (10 points)

Knowledge of the local terrain can be the difference between victory and defeat. Local scouts count as a Warrior that cannot earn Experience or be promoted although he rolls on the Warrior