Battles in Wilderland
The lands extending from the misty mountains as far as the Running River are known as Wilderland. There are many good reasons for such an ominous name, not only did the region once host a Dragon’s lair, but its greater part is occupied by the forest of Mirkwood, home to giant spiders, Orcs and other dangerous creatures.

Nevertheless, Wilderland has changed significantly in recent years. Smaug, the Dragon of Erebor, bane of the Northern world, has been killed, and the Necromancer has been driven from his fortress in Southern Mirkwood. Many proud folk are reclaiming their lost dominions: to the North rises the Lonely Mountain, a solitary peak that houses an underground stronghold of Dwarves of the line of Durin; on the valley below stands Dale, a city of Northmen newly rebuilt from its ruins, close to the trading town of Esgaroth on the Long Lake; from hidden halls dug under the northern eaves of Mirkwood issue again the hosts of King Thranduil, ruler of the Wood-Elves; near the Ford of Carrock on the river Anduin, the Beornings, a folk of Men following the lead of Beorn the skin-changer, keep their watch; while to the south the settlements of the Woodmen are multiplying along the Vale of the Great River.”

(The One Ring)
INTRODUCTION

My name is Shaun Wymer and this book is my attempt to bring together two my two favourite gaming systems: The Hobbit Strategy Battle Game (by Games Workshop) and “The One Ring” Roleplaying game written by Francesco Nepitello (Cubicle 7).

I have been playing the Lord of the Rings SBG since it was released in 2001. However, I recently discovered “The One Ring” RPG and I instantly feel in love with its awesome setting, “Wilderland”. I instantly had the thought that this would be a great setting to play Strategy battle games in. In 2016 myself and my friend Matthew Evans took Beornings and Woodmen to a doubles tournament (the 7 Stones in Finchley) and we won prizes for best themed army and best painted (our armies were based on existing LOTR armies though so that they were legal). For me this was just the start though, I really wanted to create unique armies for this wonderful setting; 1 year later and this book is the end result (so far anyway).

While I have written many of the new profiles myself, I do not take any credit for the narratives included, many of which are either directly quoted or rewritten from the “The One Ring” rulebook. I cannot recommend the One Ring RPG enough, it is an awesome game and the setting and background material is truly inspiring.

This is a not for profit book, I have written it purely to enhance the SBG experience for myself and hopefully other people that enjoy this great game.

Special thanks go to my good friends Matthew Evans, Anton Cook, William Pointer, Paul Tysoe and my hobby pal in Canada Joshua Harman, who have been extremely helpful with my endless messages and constantly asking them to read new profiles and lend their valued opinions. Extra thanks to Matt and Anton for all the playtesting we have done together.

I hope you enjoy my book.

Shaun
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"Year 2946 of the Third Age

"Five years ago, in the year 2941 of the Third Age in the reckoning of the Elves and the Men of the West, a fierce battle shook the roots of Erebor, the Lonely Mountain. Orcs, Wild Wolves, Men, Dwarves and Elves clashed under a sky darkened by giant bats, their hatred fuelled by ancient quarrels. Many deeds of renown were done that day, and some heroes prevailed while others fell, in the end delivering a crushing victory for the Free Peoples of the North.

A new alliance was born from the aftermath of that battle, now remembered as the Battle of Five Armies. In fact, if it hadn’t been for the threat of Bolg’s invading host, rallying the Free People’s under a single banner, the long years of petty misunderstandings would have flared into open warfare. The spirits of Elves, Men and Dwarves were embittered and made miserable by the growing darkness of Mirkwood and the ever-present menace of the great Dragon of Erebor.

Each community had become suspicious of its neighbours and limited their dealings to meagre trades. When the din of battle subsided, the surviving Free Peoples looked upon each other with an open heart once again.

The Free Folks of the North

Once freed from the threat of the Dragon Smaug, and with two thirds of the Goblin warriors of the North eradicated, the inhabitants of the Northern regions of Wilderland have the opportunity to finally look forward to a prosperous future. But five years after the Dragon’s demise, peace is still a fragile thing over the edge of the Wild, to be cared for and looked after, especially for those who dwell in its darkest corners...."
“Bard the Bowman, of the line of Girion – slayer of the Dragon, shooter of the Black Arrow – has been crowned King of Dale. Five years ago he led those who chose to follow him north, leaving behind the ruins of Lake-town. Warriors and craftsmen from the Long Lake came to rebuild Dale, and farmers from the lands to the south and west tilled the fields. Trees soon started to bear fruit and birds sang again where the desolation of Smaug once extended in ominous silence. Much sought after help arrived from King Dain of Erebor and from King Thranduil of the Woodland Realm. Both rulers remember and honour Bard’s role in their present fortune, and his generosity after the Battle of Five Armies.”

“The number of Bard’s followers has steadily increased as ever more people gather in the valley under the mountain to recognise his valour and rightful kingship. The Bardings, as the inhabitants of Dale are now known, are becoming a powerful folk. They finally feel safe from direct threats and are prosperous and well-armed, with a king whose daring might soon prompt him to unite the scattered settlements found along the River Running into a wider Kingdom of Men.”

(The One Ring)
Bardings Armies

Wilderland is a dangerous place. Bardings are used to fighting in dangerous conditions and standing by their comrades. If your Army only contains Bardings then your Heroes can reroll failed courage test for being broken.

Heroes of the Bardings

Bard, King of Dale (man)

Five years ago, Smaug was killed and Bard, the Bowman, the Dragon Slayer, led men to rebuild the City of Dale. Since then Bard has been crowned King and the city is approaching the glory it attained hundreds of years ago.

Wargear

Sword and Great Bow

Options

- Armour
- Heavy Armour
- Horse
- Elven Cloak

Points value: 135

Special Rules

Rapid Fire: If Bard shoots and hits his target, he may immediately shoot again. Bard may only shoot up to three times per turn using this rule.

Saviour of Lake-Town: King Bard has a 12" standfast! for Bardings. In addition all models in the Bardings army list count Bard as a banner and Bardings within 12" of Bard gain a +1 bonus to their Fight value.

Natural Leader: Bard leads by example and the Bardings are loyal to their legendary and benevolent leader. Bard may lead Warbands of up to 15 models. In addition the range of his "With me!" and "At the Double!" is increased to 9"

Wargear

Sword and Armour

Bain, Son of Bard (man)

Bain is the son of Bard, and the future King of Dale. Although he is still a young man, he is courageous like his father and the people respect him as a leader.

Wargear

Sword and Armour

Options

- Shield
- Bow
- Heavy Armour
- Horse

Points value: 70

Inspirational Courage! Bain may be young but his courage inspires others. If Bain successfully charges a terror causing enemy then all good models within 6" of him receive +1 courage to charge the same enemy that turn.

Wargear

Sword, Bow and Armour

Percy, Captain of Dale (man)

Percy became Bard’s second in command at the Battle of 5 Armies. Although not originally a trained military man, Percy continues to serve Bard as a captain in the new Army of Dale.

Wargear

Sword, Bow and Armour

Special Rules

Archers, this way! Percy, as well as Bardings and Bardings within 6" of him may re-roll 1’s To Hit when making shooting attacks.
Barding Captain (man)  
Points value: 55

Barding Captains are loyal to their King and follow his lead into battle. They fight with honour to defend their home and to protect the helpless.

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Warden of Dale (man)  
Points value: 55

Wardens have sworn to defend all that cannot defend themselves. They are experts at protecting others in battle and carry with them the Great Shields of Dale.

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<th>Move</th>
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Wargear  
Heavy Armour, Spear and Great Shield

Wargear  
Heavy Armour

Options
- Shield……………………….5
- Bow…………………………….5
- Horse……………………………10

Special Rules

- Great Shield: A Great Shield of Dale provides an additional +1 bonus to a Warden’s Defence value against shooting attacks. When using the Shielding rule, the Warden has a Fight value of 5 and wins a drawn combat on a 3+

- Heroic Defence: If there is a friendly model outnumbered by a ratio of three-to-one or more within 6" of a Warden of Dale, the nearby Warden of Dale may call a Heroic Combat without expending a Might point. The Warden can win this fight by shielding and does not have to kill his opponents to move. Other friendly models in this fight do not get to move as well. If the Warden cannot get to his comrade, then he does not move at all.
**Warriors of Dale (Bardings)**

**Barding Warrior (Man)**

Points value: 7

Warriors of Dale are brave and dedicated to the people. The men of Dale carry the symbol of the black arrow in honour of their famous Bowman.

**Wargear**

Sword and Armour

**Options**

- Bow……………………………...1
- Shield…………………………...1
- Spear…………………………...1
- Banner…………………………25
- Warhorn…………………………30

**Move**

F S D A W C

6" 4/4+ 3 4 1 1 3

**Barding Scout (Man)**

Points value: 8

Wilderland is a dangerous land. Trade between the various settlements is risky and caravans are often attacked. Therefore Scouts are essential to plan safe routes and to perform reconnaissance.

**Wargear**

Armour and Bow

**Options**

- Spear…………………………...1
- Horse…………………………...6

**Special Rules**

Woodland Creature (not mounted)

**Scouts** Used to being on their own, Scouts can reroll failed courage tests for being broken. They can also deploy “anywhere” up to 12" from their Warband leader, provided they are adjacent to a piece of scenery.

**Move**

F S D A W C

6" 3/3+ 3 4 1 1 4

**Barding Militia (Man)**

Points value: 3

It is five years since the Battle of Five Armies. Since then the new Army of Dale has grown. However, when needed, the people of Dale will still bear arms and fight for their leader.

**Wargear**

Armour

**Options**

- Spear…………………………...1
- Bow……………………………...1
- Shield…………………………...1

**Special Rule**

Only when needed: Bard will only ever call upon militia as a last resort. Your army cannot contain more Militia than Barding Warriors.
“In the years following the liberation of the Lonely Mountain, Beorn the Skin-changer became a great chief, gathering many men from far and wide under his command, starting with solitary hunters and fighters used to the harsh life of the wild. Now, under Beorn’s leadership, the Beornings are recognised by all to be a valiant and trusty people, sworn to fight the Shadow and its minions (when they are not following Beorn’s footsteps as beekeepers and bakers of honey-cakes!).”

“Nobody knows why Beorn, a lonely hunter of Orcs and Wild Wolves, decided to welcome outsiders to his hall. He did so all of a sudden, after the Battle of Five Armies and the death of Thorin Oakenshield.

Today the Beornings rule a domain comprising the Carrock, the Old Ford and High Pass, and the land around them. They have made it their duty to watch over the passes and river crossings of their land, exacting tolls from all who ask to pass under their escort, and forbidding passage to all sorts of malevolent creatures.”

(The One Ring)
The Beornings

When Beorn broke his isolation he became a leader of men. His legendary ferocity attracted mountain-hunters and fighters without allegiance, warriors who lost their families or who forsook their clans due to their violent tempers, and needful souls drawn to his protective nature.

Army Special Rules:
Loners: Most Beornings are loners. A warband led by a Beorning Hero may only include up to 6 models.
Beorn! If your army consists solely of models from the Beornings army list then all Beornings receive +1 courage when within 12” of Beorn.

Beorning Hero special Rules (1 per Hero max, not available to Marauders)

<table>
<thead>
<tr>
<th>Burly</th>
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<tr>
<td>Backstabber</td>
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<tr>
<td>Expert Rider</td>
<td>5pts</td>
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<tr>
<td>Leader of men. Can lead 12 Warriors in a Warband and has +1 Will (cannot be taken by Hunter or Marauder)</td>
<td>5pts</td>
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<tr>
<td>Master honey cake maker (Immune to poison and +1 Fate Point)</td>
<td>10pts</td>
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<tr>
<td>Mountaineer (Mountain Dweller rule)</td>
<td>5pts</td>
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<tr>
<td>Stealth (counts as wearing Elven Cloak)</td>
<td>10pts</td>
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<tr>
<td>Well-equipped (upgrade to Heavy Armour)</td>
<td>5pts</td>
</tr>
<tr>
<td>Woodland Creature</td>
<td>5pts</td>
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Heroes of the Beornings

Beorn

The full rules and profile for Beorn can be found in the “There and Back Again” book on page 98.

There is one addition to this profile below:

Special Rules
Beorn can lead a Warband of up to 6 Beornings

0-1 Chieftain (Man)

Beorn’s chieftains are his strongest and most courageous followers. They are grizzled and seasoned warriors who lead by example in combat. The chieftain leads when needed and will fight to protect the strip of land they have chosen to live in.

Options
- Spear: 1
- Bow: 5
- 2 handed weapon: 5
- Shield: 5
- Throwing Spear: 5
- Horse: 10

Choose from the Beorning Hero special rules.

Points value: 65

Wargear
Armour

Hardened Veteran (Man)

Warriors are drawn to follow Beorn for many reasons. Hardened veterans are amongst the toughest and most experienced people to follow Beorn. They follow the will of their chieftain and help to protect the mountain passes and the road that leaves the forest to cross the river Anduin.

Options
- Spear: 1
- Bow: 5
- 2 handed weapon: 5
- Shield: 5
- Throwing Spear: 5
- Horse: 10

Choose from the Beorning Hero special rules.

Points value: 50

Wargear
Armour

Marauder (Man)

A Marauder is a younger Warrior who has proven his loyalty and skills and is now considered a trusted member of the Beornings. Marauders are often chosen to lead Beornings into Battle.

Options
- Spear: 1
- Bow: 5
- 2 handed weapon: 5
- Shield: 5
- Throwing Spear: 5

May take the Mountaineer skill for 2 points

Points value: 25

Wargear
Armour
Hunter (Man)

Hunters are tough warriors that excel more with a bow than a sword. Nevertheless, they are brave and command the respect of other Beornings.

**Points value: 40**

- Elf Bow ........................................ 5
- Crossbow................................. 5
- Shield................................. 5
- Throwing Spear.............................. 5

**Special Rules**

**Aim for the Heart:** If the Hunter scores a 5+ To Hit in the Shoot phase then resolve the shot at +1 Strength. If he scores a 6 To Hit, then he also rerolls 1s To Wound.

**Loner:** A warband led by a Hunter may only include up to three warriors.

---

Slayer (Man)

The path of a slayer is a difficult path, what they have been through makes it hard for them to give their trust to anyone.

**Points value: 55**

- Additional Hand Weapon........10
- 2 handed weapon ................. 5
- Shield................................. 5
- Throwing Spear.............................. 5

**Special Rules**

**Fearless Revenge:** Before deploying the Slayer choose a race from: Troll, Orc, Goblin, Spirit, Spider, Warg, Dragon.
The Slayer rerolls all failed To Wound rolls against this race.
If an enemy of this race is chargeable then the Slayer has to charge!

---

Beorning Warrior (Man)

Beornings are rugged men with brawny arms and legs. Born free, they pay no tribute nor bow to any crown, keeping at peace the strip of land they have chosen as their own.

**Points value: 8**

**Special Rules**

**Band of Warriors:** Beorning Warbands are a group of Warriors, not an organised military formation. To reflect this, no more than 2 Beornings may have the same equipment combination in a Warband (this includes types of hand weapon as well, e.g you could have 2 Beornings with axe and shield and then 2 with sword and shield).

**Hill Folk:** If their warband Leader is a Mountaineer then Beornings in his Warband must take this skill for 1pt per model.
"When the Dwarves first settled on Erebor, the Lonely Mountain, they dug deep and far, carving a Kingdom of stone and jewels beneath its slopes. Lamps and candles burned ceaselessly to illuminate their busy hands, and their treasure grew along with their fame in the Northern World. One day, the Dragon came on the wings of greed; Smaug the Golden burnt the Kingdom under the Mountain to ashes smashing its pride with a lash of its tail. But Dwarves can hold a grudge that outlasts a Dragon’s life, and at the end of an incredible adventure, Thorin Oakenshield and thirteen fellow conspirators lived to see the death of Smaug. Today, the halls of the Dwarves resound again with the din of hammer and anvil, and their masons craft the roads and buildings of Dale and Erebor with stones of many colours. The Men of Dale, now also called ‘Bardings’ in honour of their lord, the Dragon-slayer, provide the busy Dwarves with everything they need to sustain themselves, in exchange of the fruits of their exceptional stone and metalworking.

Since the killing of the Dragon, the Dwarves have ceased to be a wandering folk of exiles, and have undertaken great labours to restore the Kingdom under the Mountain.

Its wealth and renown are rapidly growing, and seem destined to grow greater than before; new halls are dug, cavernous streets under the earth are adorned with pillars as numerous as trees in a forest, while superior armour and keen swords leave their smith’s workshops in ever great number. More Dwarves arrive every year from distant lands and join King Dain’s underground court.”

(The One Ring)
Dwarves of the Lonely Mountain

“There now Dain son of Nain took up his abode, and he became King under the Mountain, and in time many other Dwarves gathered to his throne in the ancient halls.”

The Dwarves are proud to be back in their ancestral home. If your army consists of models just from the Lonely Mountain then your Dwarf banners have a range of 4’.

Heroes of Erebor

Dáin Ironfoot, King of Erebor

The full rules and profile for Dain Ironfoot can be found in the “There and Back Again” book on page 85. There are 2 changes to this profile below:

Special Rules
Change “Lord of the Iron Hills” to “King of Erebor”. This special rule applies to all models in this list. In addition, if Dáin is in your army, you may choose to include a Royal Piper.

Royal Piper (Dwarf)

King Dáin often goes into battle with his loyal Regimental Bagpipe player. The deafening sounds of the pipes can affect the moods of those on the battlefield

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Wargear
Dwarf Heavy Armour & Bagpipes.

Bagpipes: The Piper is considered unarmed.

Special Rules
The Piper has 4 different tunes that he can play. The tune can be changed at the start of a new turn (before heroic actions are called)

Pipes of Battle: Dwarves within 6” reroll 1s to wound in combat

Song of Endurance: Dwarves within 6” gain a fate roll of 6+

Vengeful Hymn: Aura of Dismay

Marching Hymn: Free Heroic March

The Champions of Erebor

After the Battle of Five Armies the surviving members of Thorin’s Company all settled under the Lonely Mountain. The following Champions of Erebor are available: Balin; Dwalin; Bifur; Bofur; Ori; Nori; Dori; Oin; Gloin.

Bombur the Dwarf is not available, after 5 years of good living under the mountain, he is now far too fat to enter the Battlefield…

There is one change to make to all these profiles below:

Special Rules
Change Sworn Protector “Thorin Oakenshield” to “Dáin Ironfoot”.

Flói Stonehand

While rebuilding Erebor, King Dáin sends for many of his trusted advisors to join him. Flói arrives in Erebor shortly after the Battle of Five Armies to take up the position of Loremaster of the Lonely Mountain.

Flói’s profile can be found in the “Free Peoples” book on page 32.
Thorin’s Guard Captain (Dwarf)  
Points value: 75

King Dain is keen to re-establish many of the old Dwarven military traditions; as such the legendary Grim Hammer Company was re-founded. However, after petition from Balin, King Dain changed their name to Thorin’s Guard, in honour of the fallen King.

**Move** | **F** | **S** | **D** | **A** | **W** | **C** | **M** | **W** | **F**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
5” | 5/4+ | 4 | 7 | 2 | 2 | 5 | 2 | 1 | 1

**Wargear**
Dwarf Armour; 2 handed pick-hammer and throwing weapons

**Special Rules**

**Courage of Durin:** Thorin’s Guard have the Bodyguard rule

---

Captain of the Lonely Mountain (Dwarf)  
Points value: 60

Captains are sturdy veterans of many battles. They are natural leaders to whom their kinsmen readily look to.

**Move** | **F** | **S** | **D** | **A** | **W** | **C** | **M** | **W** | **F**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
5” | 5/4+ | 4 | 7 | 2 | 2 | 5 | 2 | 1 | 1

**Wargear**
Dwarf Armour

**Options**
- Shield…………………………….5
- War Spear ..........................5
- Mattock................................5
- War Goat *..........................10
*See page 99 of “There and Back again”

---

Warriors of the Lonely Mountain

Thorin’s Guard were set up in the tradition of the Grim Hammers. The combination of this tradition, with the most stalwart and strong Dwarves of the Iron Hills, has forged an elite warrior worthy of Thorin’s name.

**Move** | **F** | **S** | **D** | **A** | **W** | **C** | **M** | **W** | **F**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
5” | 4/4+ | 4 | 6 | 1 | 1 | 4 |  |  |  |

**Wargear**
Dwarf Armour, two-handed pick-hammer and Throwing weapons.

**Options**
- Banner.................................25
- Warhorn.............................30

**Special Rules**

**Courage of Durin:** Thorin’s Guard have the Bodyguard special rule

**Pick-hammer:** Can be used to bash or piercing strike

**Warriors of the Lonely Mountain**

Can choose from the following:

- Warriors of Erebor (An Unexpected Journey, Page 183), include: crossbow option for 2pts, mattock 1pt.
- Erebor Goat Rider (There and back again, page 99)
- Erebor Chariot (There and back again, page 100), ignore “Champions of Erebor” option.
- Erebor Ballista (There and back again, page 102)
- Dwarf Rangers (The Free Peoples, page 36), change price of Throwing weapons and Long Bow to 2pts.
“Since the great days of old, when a powerful realm of Northmen stretched far from the Lonely Mountain, there has been a city upon the Long Lake. When Smaug descended on Erebor almost 2 hundred years ago, the town of Esgaroth was miraculously spare whilst Dale was not so fortunate. Lake-town endured under the shadow of the mountain until the night Smaug fell upon it, and it disappeared in a cloud of steam and sparks.”

“Today, a great wooden bridge runs out from the western shore to reach the city of Esgaroth, built anew a few miles to the north of the spot where the bones of Smaug rest undisturbed. The city is larger and more prosperous than before, its quays and streets bustle with activity.

To this day Esgaroth remains a free city, governed by a Master elected from the old and wise. He conducts the affairs of his office from a Great house in the main market place, on behalf of the people of Lake-town and advised by an assembly of councillors.

The Wood Elves have always been welcome in Lake-town, and much sought after help arrived from them when the city was destroyed by Smaug. Elves have never stopped being an everyday sight for the Lake-men, both along the quays and in the houses of the most fashionable and influential merchant families.”

(The One Ring)
Heroes of Esgaroth (Lake-Town)

The Master of Lake-town (Man)

Five years ago, the last Master of Lake-town was killed under the body of Smaug. The new Master of Lake-town is a man of the people, a hero who fought in the Battle of Five Armies. However, whilst his best fighting days are in the past he still has a good military brain and is no fool.

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</table>

Wargear
Heavy Armour and sword

Points value: 50

Special Rules
- **Personal Guard**: The Master has spent his money well. He may include up to six Council Guards in his warband.
- **Veteran Instincts**: If an enemy hero calls a Heroic Move within 6" of the Master, he may immediately call a Heroic Move without spending any Might.
- **I Pay You to Fight!**: If a Lake-town model fails a Courage test within 6" of the Master, the Master may spend a point of Will. If he does this, the model may re-roll dice for the test.

Councillor Jonar (Man)

The Master is advised by an assembly of councillors, most of whom are not fit to enter a battlefield. The most favoured of these is currently a man by the name of Jonar. Like the Master, Jonar fought for Bard in the Battle of Five Armies and this has earned him trust amongst the people of Lake-town.

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</table>

Wargear
Armour and sword

Points value: 40

Special Rules
- **Sound Advice**: If a Lake-town Hero calls a Heroic Action within 6" of Jonar, roll a D6. On the roll of a 4+, no Might is spent.
- **Personal Guard**: Jonar's warband may include up to three Council Guards.

Bowman Leader (Man)

The Bowman’s Guild of the city of Esgaroth is composed of freemen, who in time of war and danger, gather in companies to come and support the city guard. In time of peace they enjoy the company of their peers and testing their archery skill in competition.

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<th>Move</th>
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Wargear
Armour and Bow

Points value: 20

Special Rules
- **Bowman’s Guild**: A warband led by a Bowman Leader may only include Bowmen and Lake-town Militia.
- **Love of Archery**: Members of the Bowman Guild love archery and practice all the time. A Bowman Leader that hasn’t moved gets to call a free Heroic Shoot each turn if there are no enemies within 6".
- **Target Practice**: If a Bowman Leader hasn’t moved, and there are no enemy models within 6’ at the beginning of his Shoot phase, he gets a +1 bonus to any In The Way roll.

Can also choose from the following:

- Lake-town Guard Captain (“There and Back Again”, page 95).
Warriors of Esgaroth (Lake-town)

Council Guard (Man)  Points value: 8

The Council Guard are the best Warriors to be found in Lake-town. They are given the best equipment and are paid very well to protect the Master and other important people.

Move  F  S  D  A  W  C
6"  4/4+ 3 5 1 1 3

Options
- Bow…………………………1
- Shield………………………1
- Spear…………………………1
- Banner………………………25

Special Rules
Body Guard: Bodyguard (The Master or Councillor Jonar).
Elites: Council Guards can only be included in warbands led by the Master or Councillor Jonar.

Bowman (Man)  Points value: 5

Fisherman and traders by day, Bowmen are keen archers who are inspired by the greatest legend of Lake-town, Bard. Bowmen meet regularly in their guild for archery practice and tournaments.

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

Special Rules
Bowman Guild: can only be led by Bowman leader
Target practice: If a Bowman hasn’t moved, and there are no enemy models within 6” at the beginning of his Shoot phase, he gets a +1 bonus to any In The Way roll.

Lake-town Militia (Man)  Points value: 3

When times are desperate, the Master has no concerns giving an order to conscript Militia to help defend Lake-town.

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

Can also choose from the following:
- Lake-town Guard (There and back again, page 104).
- Mirkwood Elves (There and back again, page 103). You may take 1 Mirkwood Elf per 100pts of the Battle (may not take a Banner). The Elves of Mirkwood have a long established friendship and trade with Esgaroth. It is a common sight to see Elves in Lake-town and they have friendships with many of the towns important people and are prepared to help their allies in times of need.
“The Elven King of the Woodland Realm has ruled over his subjects from the times when Mirkwood was called Greenwood the Great. For centuries, travellers and wanderers have heard the eerie sound of the laughter echoing in every corner of the wood. Today, the court of Thranduil is an underground fastness in the northernmost region of Mirkwood, a bastion protected by magic and held in arms against the Shadow that fallen on the forest. It’s denizens are ever-vigilant sentinels, members of a diminishing people that have suffered greatly in many wars.

They have grown suspicious of trespassing foreigners and what they may bring. Now, however, the great victory at the Battle of Five Armies has somewhat eased the relationships between Elves, Dwarves and Men living in the area, and trade has increased after years of seclusion.

The Elves of Northern Mirkwood are members of the Firstborn, the earliest denizens of Middle-earth. Also called Wood-Elves, the followers of Thranduil the Elven King are a reclusive folk. They may be less wise or ambitious than nobler Elves, but they have chosen to live a simpler life.

Their attachment to all things natural lets them rejoice in leading hunts and holding feasts, even under the threat of what lurks in the dark of Mirkwood. It is the love for Middle-earth and their hopes of reclaiming the entire forest from the Shadow that prevents them from abandoning their home and sailing to the uttermost West.”

(The One Ring)
**Elves of Mirkwood**

*In a great hall with pillars hewn out of the living stone sat the Elven King on a chair of carven wood*

Use the Thranduil's halls special rule from “there and back again” page 124

Heroes of Thranduil’s Halls

**Thranduil, King of the Woodland Realm**

The ruler of Mirkwood, Thranduil is a wise but proud king who cares little for those beyond his own borders.

The full rules and profile for Thranduil, King of the Woodland Realm, can be found in the “there and Back Again” book on page 86.

**Heroes of Thranduil’s Halls**

Can choose from the following:

- Tauriel (There and back again, page 87). She returns to Mirkwood after the battle of Five Armies.
- Mirkwood Captain (There and back again, page 88)
- Palace Guard Captain (There and back again, page 88)
- Mirkwood Ranger Captain (There and back again, page 88)
- Mirkwood Stormcaller (Use the rules for a Galadhrim Stormcaller on page 26 of The Free Peoples sourcebook)

Legolas is not available in this list. He has not yet returned to Mirkwood after the Battle of Five Armies.

**Galion, Captain of Mirkwood (Elf)**

Galion was for many years the Butler to King Thranduil. However, after his drunken episode allowed Thorin’s Company to escape, Thranduil put Galion back into his army as a Captain. Now he seeks redemption and wants nothing more than to earn the trust of Thranduil again.

**Points value: 80**

**Options**
- Horse………………………………10
- Elf Bow………………………………5

**Special Rules**

**Woodland Creature**

**Forgive me my King:** Galion is still in shame and seeks redemption. If he is within 2” of Thranduil he can use his own Fate points to try and prevent wounds on the King.

**Sworn Protector:** Thranduil only

**Wargear**

Heavy Armour and Elven Glaive
Lethuin, Mirkwood Ranger Captain (Elf)  
Points value: 80

Lethuin is one of the most experienced Rangers in Mirkwood and has become an expert spider fighter. Not only has he studied their weaknesses he has also developed various remedies that can neutralize their poison.

**Special Rules**

**Woodland Creature**

**Knife Fighter:** receives an additional attack for each attacker after the first (max +3)

**Spider Hunter:** rolls 1s to wound vs spiders

**Anti venom:** Immune to poisoned attacks

**Wargear**

Armour, Elven Cloak, Elf Bow and 2 daggers

**Move**

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**Feren, the Messenger (Elf)**

Feren is a Mirkwood Commander and also King Thranduil’s favoured messenger. Feren was a key figure during the Battle of Five Armies, commanding “Feren’s Men” with honour and bravery. A skilled fighter and a fine musician, he carries the Horn of Mirkwood, a gift from his King.

**Special Rules**

**Woodland Creature**

**Horn of Mirkwood:** Feren can use the Horn to give orders to other Mirkwood Elves. He may spend a Might point to call a Heroic move, March, or heroic shoot but target this action on any other Elf model within 24” (treat this model as if they were calling the action). Line of sight is not required.

**Wargear**

Armour, Elven Blade and Elf Bow

**Move**

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**Feren**

Armour, Elven Blade and Elf Bow

**Options**

Horse………………………………..…10  
Shield………………………………..…10  
Heavy Armour…………………………5  
Elven Cloak……………………………5

**Wargear**

Armour, Elven Blade and Elf Bow

**Wargear**

Armour, Elven Cloak, Elf Bow and 2 daggers

**Move**

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**Warriors of Thranduil’s Halls**

Can choose from the following:

- Mirkwood Elf (There and back again, page 103)
- Palace Guard (There and back again, page 103)
- Mirkwood Ranger (There and back again, page 103)
- Mirkwood Cavalry (There and back again, page 104)
- Wood Elf Sentinels (The Free People’s book, page 28)
“Almost two thousand years ago, a shadow crept from the South and slowly drew all light from the heart of Greenwood the Great to its farthest eaves. People began calling the forest Mirkwood, and learnt to fear its deepest recesses. In spite of the darkness, many lingered along the forest’s borders, fearless sons of men who defied the menace of the Necromancer in his dreaded abode. These Woodmen have fought the growing darkness for as long as their oldest tellers of tales can remember, and they will continue the fight now that the Shadow has deserted its lair.

The Woodmen of Wilderland are frontiersmen of the North, having a shared heritage with the Bardings. They live in sparse, isolated villages and homesteads surrounded by wooden stockades, built along the borders of the great forest, or in the valleys to the west of the river. Threatened by the shadow of Dol Guldur and what lurks in the depths of Mirkwood, the Woodmen are Hunters and trackers of wild animals, battling Orcs and Spiders in self-defence.

Traditionally, women fight and hunt alongside their men, or even alone if unmarried or widowed, in their struggle to survive in the hostile environment.

The Wizard Radagast, one of the Wise of Middle-earth, has chosen to live amongst the Woodmen since time immemorial, taking residence in Rhosgobel. A master of shapes and a tender of beasts, his teachings have proven invaluable to the hunters and animal-tamers among the Woodmen.”

(The One Ring)
Hero of Rhosgobel

Radagast the Brown (Wizard)

Radagast is a member of the Council of Wizardry who has chosen to live amongst the Woodmen. His concern for birds and beasts has granted him some curious allies.

Radagast’s profile can be found on page 174 of the Hobbit “an unexpected journey” rulebook.

There are also several additions to his profile for Wilderland Battles:

Options
- Horse.................................10
- Sleigh...................................45

Animal Companions

Can choose 1 from the following:
- Sebastian...............................5
- Fox........................................5
- Cat........................................5

New Spell

Nature’s Shield. Range: Self  Casting 3+ (exhaustion). Animals/beasts within 12" gain a Fate roll of 6. If channelled this becomes 5+

New Special Rules

A Gentle Soul: At the end of any turn where one of Radagast’s animal follower’s dies he must take a courage test with a -1 modifier for each animal that has died. If this test is failed Radagast is overcome with grief and counts as Immobilized for the following turn.

Prefers the Company of Animals: If one of Radagast’s animal followers takes a wound within 6” of him he may use one of his own fate points to try and prevent the wound.

Fox (cunning): Every time Radagast spends a point of Might, roll a D6. On a roll of 5+, the Might was free.

Cat (9 lives...): Every time Radagast spends a point of Fate, roll a D6. On a roll of 5+, the Fate was free.

Radagast cannot include Woodmen models in his warband. Instead, choose from the following:

<table>
<thead>
<tr>
<th>Radagast’s Beasts</th>
<th>M</th>
<th>E</th>
<th>S</th>
<th>D</th>
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<th>W</th>
<th>C</th>
<th>Points</th>
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<tr>
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<td>10</td>
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<td>Hawk</td>
<td>12</td>
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<td>1</td>
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<tr>
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<td>1</td>
<td>1</td>
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<tr>
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<td>1</td>
<td>6</td>
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Radagast’s Beasts use his courage value while within 12" of him.

Beasts cannot carry objects. They do not count towards objectives if more than 18” away from Radagast.

- Bear Woodland Creature
- Cougar Woodland creature. The Cougar can reroll climb and jump tests.
- Hawk Unarmed, Fly, Small Target *
- Snake Woodland Creature, small target, poisonous attacks (reroll failed to wound rolls)
- Stag Woodland Creature, receives +1 to Strength when charging
- Wild Boar Woodland Creature, Tusks (lance)
- Wolverine Unarmed, Woodland Creature, small Target.

- Small target, receives a 4+ in the way roll against shooting

In addition, you can also add Giant Eagles to Radagast’s Warband. Rules for Giant Eagles are in the main Hobbit Rulebook on page 183. Giant Eagles do not benefit from any of the special rules above or from Radagast’s rules.
Heroes of the Woodmen

The Woodsmen have learnt how to survive through many centuries of living within Mirkwood. Woodsmen armies have a 50% bow limit.

If your army consists purely of Woodmen and Rhosgobel then you can reroll the dice to choose board sides.

0-1 Clan Leader (Man) Points value: 80

The Woodmen are divided amongst families and greater clans. Some Clan Leaders are born and some are made by great acts. Either way, the strength of the Woodmen is in their unity, they feel an unshakable bond of kinship with each other, and the Clan Leader is the epitome of this.

Options
- Bow ........................................... 5
- Shield ........................................ 5
- Elven Cloak .................................. 10
- Hunting Dog ............................... 5
- Horse ......................................... 10

Special Rules
Woodland Warrior: Woodland creature special rule

Wargear

Armour

Clan Elder (Man) Points value: 55

Clan Elders hold an important position within a Woodman clan. This position could have been obtained by merit, birth or marriage. Clan Elders are always accomplished warriors who are prepared to lead the Woodsmen against the Shadow.

Options
- Bow ........................................... 5
- Shield ........................................ 5
- Spear ......................................... 1
- Hunting Dog ............................... 5
- Horse ......................................... 10

Special Rules
Woodland Warrior: Woodland creature special rule

Wargear

Armour

Hunting Dog

Move | F  | S  | D  | A  | W  | C  | M  | W  | F
-----|----|----|----|----|----|----|----|----|----
8"   | 5/3+| 4  | 3  | 3  | 1  | 1  | 3  | 2  | 1

Wargear
Bite (hand weapon)

Special Rules:
Woodland creature

Master: Hunting Dogs must always finish the good move phase within 18" of their master. If for any reasons this is not possible in the next turn they must move back to within range of their master. They do not count towards model counts or towards Victory conditions.
Lore Master (Man)  
Points value: 85

The Lore-master is a seeker of knowledge and a guardian of wisdom. He wields ancient secrets and lore to confound his foes and aid his friends, protecting them against the dark powers of the Enemy.

**Move**

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**Wargear**

Armour and Staff

**Special Rules**

**Woodland Warrior:** Woodland creature

---

Lore Knowledge:

Choose 1 before deploying the Lore Master:

**Gift of Foresight:** Friendly models within 6" get a 5+ Fate roll

**Mantra of Courage:** All models within 6" automatically pass Courage tests.

**Shield of Nature:** All friendly models within 6" count as wearing Elven Cloaks while obscured by trees, hedges or foliage.

---

Pack Master (Man)

Woodmen used to be skilful tamers of steeds and hunting-dogs, but their life under the Shadow has forced them to mostly abandon the training of horses, and to favour that of hounds. Pack Masters are the ultimate dog handlers and also breed War Dogs that are both ferocious and expert trackers.

**Move**

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**Wargear**

Armour, Hand weapon and whip. 1 War Dog

**Options**

- Bow: 5
- Spear: 1
- War Dog (up to 2 extra): 8

**Special Rules**

**Woodland Warrior:** Woodland creature special rule

**Tracker:** can either deploy after all other units have been placed or enter as reserves from turn 2 on a 3+ from either the east or west board edge (in reconnoitre he can only enter play up to half way from his board edge up the East of West board edge).

**War Dogs:**

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**Woodland Creature:**

**Master:** (see hunting dogs) in addition may use Pack Masters Courage when within 18"
Woodmen Warriors

Woodmen Warriors (Man)  Points value: 7

The Woodsmen of Wilderland are Northmen dwelling in the lands south of the Old Ford as far as the Gladden Fields, between the Misty Mountains and the southwestern eaves of Mirkwood.

Options
- Bow.................................1
- Shield..............................1
- Spear..............................1
- Warhorn.........................25

Special Rules
Woodland Warrior: Woodland creature special rule

Movement

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Wargear

Armour

Woodmen Ranger (Man)  Points value: 9

Rangers are the best of the Woodsmen warriors. They are a keen shot with a bow and spend long days patrolling the borders of a Woodman village to keep it safe.

Options
- Spear..............................1

Special Rules
Woodland Warrior: Woodland creature special rule

Dangerous Times: Becoming a Ranger takes years of experience and training. Only a third of your warriors may be Rangers

Movement

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Wargear

Armour & Bow

Woodsmen defend a bridge across the Great River of Wilderland
The darkest legends of all folks living in the Northwest of Middle-earth speak of an evil power, an age-old enemy whose greatest desire is to cover all the lands in darkness. Ancient beyond reckoning, this Shadow has taken many shapes, always in the attempt to conquer and consume all who opposed it. It suffered many defeats at the hands of valiant kings and the Powers of the world themselves, only to rise again in a new guise.

Almost two-thousand years ago, this Shadow entered Greenwood the Great, the forest of Wilderland. It secretly crept around a naked hill in the south, and built Dol Guldur, the Hill of Sorcery. From there, the darkness spread under the eaves of the forest, slowly turning it into a place of horror and dread. Many animals fled, leaving behind them an eerie silence, while other creatures crept in, as though heeding the call of a dark master. Orcs and giant spiders began to multiply, threatening all who entered or lived near the forest.

The folks who called the old wood their home suffered greatly, and soon forgot the beauty of Greenwood the Great, renaming it Mirkwood. Among them, the Silvan Elves and the Woodmen living along its western borders endured to this day, but not without much strife. The Elves retreated to their fortress underground beyond the mountain range that crosses the forest in the North, while the Woodmen learnt to survive in small groups to escape the Shadow’s notice. They started to refer to the dark presence occupying Dol Guldur as the Necromancer, failing to recognise it as the ancient Enemy.

Some years ago, a council of the Wise resolved to chase away the Shadow in the Forest once and for all. Powerful lords gathered their strength, and the Shadow fled to the East. The forest finally knew a moment of respite, but the darkness of Mirkwood is now centuries old, and it’s hold on the forest’s deepest recesses is still strong. It will take many years for the Free Folks of the North to reclaim and cleanse the wood in its entirety, and only if the Shadow is kept away….

(The One Ring)
“In 2941 the White Council put forth their full strength and drove Sauron from Dol Guldur with the help of the devices that Saruman had developed during his study of the Enemy. But Sauron had been prepared for the assault and he went in secret to the Dark Tower, his great stronghold in Mordor.

Southern Mirkwood was the land of the Necromancer. His dark tower sits upon a hill surrounded by a forest of dark firs. From its gate issue dozens of paths and trails that spread like a web across the region, the roads once used by his many servants, spies and soldiers. Today the vast fortress of Dol Guldur seems empty and silent, but the presence of its former master echoes still in its many dark halls and chambers. His malevolent will weighs upon the region like a curse, and his influence is felt by anyone who tries to approach it, and by those numerous creatures that still lurk in the area waiting…

Sauron’s minions maintain an outpost at Dol Guldur and his various servants and other dark creatures continue to rebuild and grow in strength. Since the Battle of Five Armies these forces had lacked leadership, that was until a dark spirit left the Dungeons of Dol Guldur…”

(The One Ring)
Heroes of Dol Guldur

Can choose from the following:

- Orc Captain (Mordor sourcebook, page 26)
- Mordor Orc Shaman (Mordor sourcebook, page 26)
- Castellan of Dol Guldur (Mordor sourcebook, page 28)
- Fell Warg Chieftain (Battles in Wilderland, page 48)

Warriors of Dol Guldur

Can choose from the following:

- Hunter Orcs (An Unexpected Journey, page 191)
- Orc Warriors (Mordor Sourcebook, page 34)
- Fell Wargs (An Unexpected Journey, page 191)
- Giant Spiders (Moria and Angmar sourcebook, page 28)
- Bat Swarms (Moria and Angmar sourcebook, page 26)
- Bat Colony (Battles in Wilderland, page 45)
- Spectres (Mordor sourcebook, page 36)
“More than two thousand years ago, Isildur was ambushed by Orcs and slain in the Gladden Fields. The One Ring – Isildur’s Bane – slipped from his finger and was lost in the waters of the great river. When the enemy came to Dol Guldur, he sent out his slaves to search the marshes and the river for signs of the Ring. The Dwimmerhorn housed but one of their outposts and watchtowers.

When Gandalf entered Dol Guldur for the first time in the year 2063, the Enemy fled before him, and his servants dispersed. The Dwimmerhorn was abandoned and remained empty for many long years. It was repaired and reoccupied only centuries later when the search for the one Ring resumed.

When the White Council attacked Dol Guldur and the Necromancer was again forced to retreat, a minion of the Enemy, the spirit known as the Gibbet King fled to the Dwimmerhorn and now dwells there.

The Gibbet King commands more than two hundred Orcs, and can demand service from the Orcs of the Misty Mountains when necessary. Evil men who lived in Dol Guldur and worship the darkness have followed the spirit into exile. Other horrors sleep beneath the Dwimmerhorn, awaiting their true master’s call…”

(The One Ring, Tales from Wilderland)
Heroes of the Dwimmerhorn

The Gibbet King (Spirit)

Called the Gibbet King by his servants, he is an evil spirit whose true name is lost and forgotten. He is a wraith-creature, felt by mortals only as a passing shadow, a whisper on the wind. He served for centuries as the torturer and jailer of the Necromancer of Dol Guldur.

When the Necromancer left his fortress, the Gibbet King fled to the Dwimmerhorn. As a shapeless spectre of hate and malice, the Gibbet King has learnt to use sorcery to take possession of dead bodies and thus interact with the physical world.

(Tales from Wilderland)

| Special Rules |
| Host Body: The Gibbet King needs a host body to command followers and affect the natural world. The Gibbet King cannot charge and does not fight in combat, losing automatically. Each attacker automatically hits although the Gibbet King never counts as trapped. If the host body is destroyed the Gibbet King is banished. |

| Carried to Battle: When shooting at Gibbet King roll d6: 1-2 hit horse, 3-4 hit the cart, 5-6 hit the Gibbet King. When both horses are killed the Cart can be pushed as a heavy object and shots are randomised 50/50. If the cart is destroyed then the Gibbet King is immobilized and the horses bolt. If the Cart is knocked over or hurled, it becomes a piece of impassable terrain. |

| Undead Warriors: These are controlled by the Gibbet King to protect him. These warriors can never voluntarily move more than 3” from the Gibbet King. If the Gibbet King is banished remove these warriors. The Gibbet King can still take a Warband of 12 models |

| Undead Warriors (6) |
| 6” | 3/4+ | 3 | 5 | 1 | 1 | 4 |

| Wargear |
| The Gibbet King is carried onto the Battlefield on a cart drawn by two black horses. |

| Magical Powers |
| Drain Courage | 12” | 2+ |
| Aura of Dismay | Self | 3+ |
| Aura of Command | Self | 3+ |
| Sap Will | 12” | 4+ |
| Transfix | 6” | 4+ |
| Compel | 6” | 5+ |

Points value: 160
Ghor the Despoiler (Orc)

Ghor was bred in the mountains of Shadow, the western fence of Mordor. He came north to serve the Necromancer in his woodland fastness.

Ghor enjoys hunting Woodmen for their flesh.

Now Bolg is dead, it shall be Ghor, son of Ghash, who rules the North.

(The One Ring)

**Points value: 105**

**Special Rules**

*Burly: Ancient enemies*

**Brute Strength:** Ghor is so strong that he fights with a 2handed axe in each hand (extra attack included in profile). However, this often leaves him off balance. If you roll more 1s than 6s when rolling in combat he is reduced to F4.

**Savage Assault:** Whenever Ghor charges he must use the piercing strike attack.

**Captain of the Dwimmhorn:** Ghor became Captain by throwing the previous captain from the top of the walls. Ghor may kill an Orc warrior in base contact to gain a 12” standfast for that turn.

**Move**

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**Wargear**

Armour and two large Axes

---

Great Orc (Orc)

Great Orcs are savage and strong. Ghor does not tolerate weakness in Orcs and great Orcs are very much in the likeness of their ruthless leader. They are cruel and evil, twisted from their association with the Gibbet King.

**Points value: 60**

**Special Rules**

*Ancient enemies*

**I am Strongest!** If a great Orc kills an enemy hero in combat he gains a point of Might.

**Options**

- Shield
- 2 handed weapon
- Fell Warg

---

Dark Orc Shaman (Orc)

A Dark Orc Shaman has learnt much from the Gibbet King and excels in dark arts and witch craft. He feasts off the fear of his enemies and loves torturing captives.

They are also strong and ferocious when forced to fight.

**Points value: 70**

**Special Rules**

*Ancient enemies*

**Black Wargs:** Fell Wargs taken in the Shamans Warband can be upgraded to Strength 5 for +2 pts per model.

**Magical Powers**

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<th>Range</th>
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**Fear (exhaustion):** when cast all enemy models within 6” are at -1 courage (can stack).

Channelled: increase range to 12”}

---

Can also choose from the following:

Hunter Orc Captains (An unexpected Journey, page 186)
Orc Brutes (Orc) Points value: 8

Orc Brutes are strong and fierce. Ghor will not suffer weakness from any of his followers. Orc Brutes are amongst some of the most savage Orcs that hunt in Wilderland.

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Wargear
Armour and axes

Options
- Shield ...................................... 1
- 2 handed axe ................................ 1
- Throwing Axes ............................ 1

Special Rules
Ancient enemies
We fight like Ghor! Keen to impress their leader, Orc Brutes must always piercing strike when they are in a one on one fight.

Shadow Cultist (Man) Points value: 11

Members of this cult have become consumed by the Shadow, they worship the Dark arts and have sworn to serve the Gibbet King until they die...

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Wargear
Armour

Special Rules
Fanatics! While within 12" of either a Dark Orc Shaman or the Gibbet King, Cultists receive +1 strength, +1 attack, and a fate roll of 6+.

Snaga Tracker (Orc) Points value: 7

A smaller-breed of Orc, gifted with wide, snuffling nostrils, able to catch the scent of enemies from a distance, even after a prolonged period of time has passed.

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Wargear
Orc Bow, Armour

Special Rules
Ancient enemies
Tracker: Snaga Orcs are used to tracking on their own; they double their courage when testing for being broken.

Warriors of the Dwimmerhorn

Can choose from the following:
- Gundabad Berserker (There and Back again, page 116)
- Hunter Orcs (An Unexpected Journey, page 191)
- Fell Wargs (An Unexpected Journey, page 191)
- Hill Troll (use the Cave Troll profile from the Moria and Angmar book, page 29)
“In 2941 Thorin Oakenshield, Gandalf, several Dwarves, and Bilbo Baggins entered the Misty Mountains. While in the mountains the Great Goblin was killed and the party escaped. Furious, the Orcs gathered at Mount Gundabad under the command of Bolg to seek revenge. Hearing of the death of Smaug they marched on the Lonely Mountain. However, the Orcs lost the Battle of Five Armies and three parts of their numbers. Whilst the Gundabad army has been broken, there are still enough warriors left to be a threat….”

What was left of the Orc forces after the Battle of Five Armies made their way back to Gundabad, leaderless and their morale crushed. Nevertheless, even with their numbers severely reduced they still pose a threat to the new found stability within Wilderland…”

(The One Ring)
The Army of Gundabad still hurts from its crushing defeat and its new leaders are determined to restore the might of Gundabad. If your army is made up of just models from the Gundabad list then your heroes receive +1 courage when they have to make tests for being broken.

Heroes of Gundabad

0-1 Gundabad Orc General (Orc)  Points value: 85

A Gundabad General is a strong and ferocious Orc who has earned the right to lead other Orcs. Despite their crushing defeat at the Battle of Five Armies there are still enough Orcs left to command to be a threat.

Options
- Shield ...........................................5
- 2 Handed weapon ......................5
- Fell Warg...............................10
- Lance.................................5

Special Rules
- Ancient Enemies

Gundabad armies can also choose from the following Heroes:

- Gundabad Orc Captain (There and Back again, page 108)
- Goblin Mercenary Captain (There and Back again, page 109)
- Gundabad Blackshield Captain (Moria sourcebook, page 18)
- Gundabad Blackshield Shaman (Moria sourcebook, page 19)

Warriors of Gundabad

Can choose from the following:

- Gundabad Berserker (There and Back Again, page 116)
- War Bat (There and Back Again, page 116)
- Gundabad Troll (There and Back Again, page 117)
- Troll Brute (There and Back Again, page 117)
- Gundabad Ogre (There and Back Again, page 118)
- Goblin Mercenary (There and Back Again, page 119)
- Gundabad Orc Warrior (There and Back Again, page 119, has option to take a Fell Warg for 8pts)
- Gundabad Blackshield Drummers (Moria sourcebook, page 26)
- Gundabad Blackshields (Moria sourcebook, page 27)
The Misty Mountains is a great mountain ridge that constitutes a border between Eriador and Rhovanion. This ridge runs from near Isengard in the south to the north-western Carn Dûm in Angmar and beyond, a distance of about 1,300 km. This natural border had very few passes through; the High Pass and the Redhorn Pass are well known. One of the most renowned locations of the Misty Mountains is Goblin-town, near which Bilbo Baggins, Gandalf, and Thorin and Company spent a stormy night in a small cave, being on their Quest of Erebor. The Misty Mountains is the main contributor to many large rivers, Bruinen and Mitheithel (Hoarwell) are two of the rivers flowing westwards, and Nimrodel is one of many rivers flowing eastwards.

There are many foul creatures that inhabit the Misty Mountains, both above and below. Vast hordes of Goblins are to be found in such places as Moria and still in Goblin town. However, Goblins do not travel well in day light and the distance from the Misty Mountains to Mirkwood means that these creatures do not pose a real threat.

However, the Orcs and Goblins of the Misty Mountains are still aware of the rewards that await them by attacking Woodmen settlements and many merchant caravans. When they attack they attack swiftly, raiding parties of Orcs riding Wargs and Goblins atop large Wolves – these attacks are often without warning and are brutal beyond measure…
Raiders from the Misty Mountains attack swiftly, taking their enemy unaware. They strike hard and take what they can as quickly as they can. Only the best riders amongst the Orcs and Goblins are chosen to ride their ferocious beasts.

When choosing an army at least half of your models must be mounted.

If your army is made of just models from the Raiders of the Misty Mountains then all your mounted models are skilled Riders and can reroll the dice for Jump, swim and thrown rider tests. In addition your army has a 50% bow limit.

## Raiders from the Misty Mountains, Heroes

### 0-1 Raid Leader (Orc)  
Points value: 50

The Raid leader is not necessarily the strongest Orc, but certainly the most skilled rider and most cunning.

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**Options**
- Warg: .................. 10
- Shield: .................. 5
- Orc Bow: .................. 5

**Special Rules**
- **Expert Rider**

**Wargear**
- Armour

Raiders can also choose from the following Heroes:
- Orc Captain (The Fallen Realms, page 20).
- Orc Shaman (Mordor, page 26)
- Moria Goblin Captain (Moria sourcebook, page 18), may ride a Wolf for 8 points
- Moria Goblin Shaman (Moria sourcebook, page 18) may ride a Wolf for 8 points
- Wild Warg Chieftain (Moria and Angmar, page 18)

### Misty Mountain Wolf

*Uses a 32mm base*

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Misty Mountain Raider Warriors

Can choose from the following:

- Orc Warg Rider (The Fallen Realms, page 23), may also take a Warhorn for +30 points
- Orc Warrior (The Fallen Realms, page 25)
- Orc Trackers (Mordor, page 34)
- Moria Goblins (Moria and Angmar, page 25), may ride a Wolf for +5 points
- Bat Swarms (Moria and Angmar, page 26)
- Warg Marauders (Moria and Angmar, page 27)
- Wild Wargs (Moria and Angmar, page 28)
"The Heart of Mirkwood and Northern Mirkwood are still plagued by spiders.

The heart of Mirkwood is trackless and unconquered by the light, it is the rotten core of the forest. Many creatures have made their lair in this region, the darkest part of the forest, and most spiders seem to emerge from its remote corners. Nothing that goes on two legs is welcome here, and not even the boldest of Orcs dares to enter.

Northern Mirkwood borders with the Woodland Realm, where the Forest River cuts the northernmost portion of Mirkwood nearly in half. Despite its proximity to the realm of Thranduil, this area is very dark, and dense cobwebs stretch from tree to tree; the clear sign of the presence of spiders.

The Spiders of Mirkwood are foul things that belong to a very ancient race, almost as ancient as Darkness itself. Evil, intelligent creatures in spider-form, they weave hideous webs whose black threads hang across the trees of Mirkwood, waiting for any living being to be helplessly trapped in them. The dense cobwebs seem to snare light itself, plunging their surroundings into perpetual night and earning the forest its name.

Spiders have plagued the Woodmen and the Elves with furtive assaults and ceaseless warfare for centuries. Unlike Orcs though, they are not direct servants of the Shadow, but their own machinations often find them in league with it."

(The One Ring)
Spiders of Mirkwood

Spider Queens and Great Spiders may lead Warbands of Spiders of Mirkwood.

Spider Warriors can also be taken in a Warband without a hero as long as there are at least 2 Spiders per warband (not including Spiderlings).

The Spiders of Mirkwood are never found far from the Forest. As such, in any points based game that you play you should always ensure that there are at least 3 areas of Woodland Terrain (such as Citadel Woods) on the board. Let the evil player place 2 of these, they should not be within 6” of each other.

**Special Rules**

*8 legged nimbleness:* Spiders can move through other spider models as long as there is enough space (and they have enough movement) for them to be placed passed the other model (cannot pass through a spider in combat). In addition, Spiders do not trap other Spiders, make way if possible, if not just separate models.

*Safety in the trees:* If a spider is within 3” of a tree or an area of Woodland it receives +1 courage when testing for being broken.

*Longer legs!* A spider is able to provide a supporting attack to another spider that is on a smaller base. For example, a Giant spider can support a Broodling; an Attercop spider can support a Giant Spider.

### Spiders of Mirkwood Heroes

#### Amaurobius, the Spider Queen

*Amaurobius is the largest and most deadly of the Spider Queens of Mirkwood. Her lair is deep in the heart of Mirkwood and her dominion stretches far and wide. Even the Elves do not dare to venture through her lands…*

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**Points Value 150**

**Special Rules**

*Terror*

*Movement:* Ignores difficult terrain and obstacles except for water features. Must take jump test for chasms and other open spaces

*Venom:* must reroll all failed to wound rolls

*Pounce:* When charging counts as Monstrous cavalry

*Progeny:* see the Spider Queen rules on page 24 of the Moria and Angmar book.

*Mother’s Love:* The Spider Queen counts as a banner to Spiderling swarms. In addition, all Spiders of Mirkwood Warriors are at +1 courage when within 12” of their Queen.

You can also choose to use the Spider Queen profile found on page 24 of the Moria and Angmar book. However, you can only ever have 1 Spider Queen in your army though.

#### Great Spider (Giant spider, monster)

*Great Spiders are gigantic in size, but their soft, flexible bodies enable them to hide in surprisingly narrow passages.*

*They are always a terrifying sight, often being bigger than horses!*

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Spiders of Mirkwood, Warriors

Attercops (Spider)  Points value: 20

Many-eyed and many-legged, Attercops are giant spiders reaching up to the size of boars. They are crafty predators who attack unwary victims, first tying them up with their spider thread and then poisoning them.

**Movement:** Spiders can climb on any surface, regardless of angle. Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, which they have to jump.

**Spider Webs:** Can shoot webs as throwing weapon with range 8. If hit, the model is paralysed (as per the spell). Fate can be rolled to avoid this.

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**Special Rules**

**Terror; Venom (reroll 1s)**

Huntsman Spiders (Spider)  Points value: 25

Huntsman spiders are quick and nimble, striking fast out of the shadows to kill their prey. These spiders change colours so they can blend into their, then they pounce on their unsuspecting prey...

**Special Rules**

**Movement (see above); Venom (reroll 1s)**

**Camouflage:** Huntsman Spiders count as wearing an Elven cloak

**Instinctive Hunter:** A Huntsman spider does not need LOS to charge

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Can choose from the following:

- Giant Spiders (Moria and Angmar, page 28)
- Venomback Spiders (Moria and Angmar, page 19)

Spiderling Swarms (Spider)  Points value: 4

Spiderling swarms are the latest offspring of the Spider Queen. Whilst they are small and weak they have quickly learnt to stick together for their own safety. Their mother will fight to the bitter end to protect her children.

**Special Rules**

**Movement (see above)**

**Tiny:** Spiderlings are tiny. They never cause an in the way roll for targets behind them.

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</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>2/6+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>
"In the Elder Days, the Dark Lord counted among his servants a number of mysterious bat-like creatures, sometimes said to possess the power to change shape. A race of Vampire-bats endures to this day: when roused, they fly in huge swarms, heralding the coming of an Orc-host by forming a dark cloud above its ranks.

But a darker menace lurks along the heights of the Mountains of Mirkwood and in forgotten pits under Dol Guldur, a brooding presence that accompanied the Shadow when it first descended up Greenwood the Great….."

(The One Ring)

“A vampire shape with pinions vast
screeching leaped from the ground, and passed,
it’s dark blood dripping on the trees”

—J.R.R. Tolkien
The Vampires of Mirkwood are an army of the night; either they are fighting after sunset or swarms of bats block out the sun casting darkness over the Battlefield.

Eerie Darkness: If your army is made of purely of models from the Vampire list then the Battle is considered to be fought in an unnatural and eerie darkness. Any shooting attacks over range 12” are resolved at -1 shoot score. Furthermore, horses and other animals are totally spooked by their surroundings. Animals and cavalry models are at -1 courage when attempting to charge a terror causing enemy.

Models from this Army hate the light. Any model from the Vampires of Mirkwood list that is within the area effect of a blinding light spell (or similar effect) is at -1 Courage.

Vampires of Mirkwood, Heroes

0-1 Vampire (Monster, Spirit)

Vampires are perhaps former Maia patrons of normal bats, but corrupted by Morgoth and transformed into demons appearing as large man-sized bats with “the faces of hideous Men or Women”

<table>
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<tr>
<th>Move</th>
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<th>M</th>
<th>W</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>12”</td>
<td>6/4+</td>
<td>7</td>
<td>6</td>
<td>*</td>
<td>4</td>
<td>*</td>
<td>3</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

Special Rules
Resistant to Magic; Terror; Fly

Imortal Hunger: At the end of a turn in which you slay a model regain 1 wound

Strength of Body, strength of Will: Attacks and Courage equal remaining wounds

Magical Powers
Transfix 12” 3+

Secret Shadows (Spirit)

These Vampires belong to an astute and patient breed, always aware of the will of their Master and ready to do his bidding. Ages ago they were able to disguise their foul appearance and appear as beautiful women. Moreover, they take the form of great misshapen bats.

<table>
<thead>
<tr>
<th>Move</th>
<th>F</th>
<th>S</th>
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<tbody>
<tr>
<td>12”</td>
<td>5/4+</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Rules
Resistant to Magic; Terror; Fly

Lurk in the Shadows: counts as wearing an Elven Cloak

Hypnotic Gaze: May attempt to transfix a model in base contact during your move phase (even if already in combat). This ability receives a free point of will and is cast on a 5+

Fangs: Ignore the defence bonus of armour and shields used by an opponent if they are transfixed by a hypnotic gaze

Vampire armies can also choose from the following Heroes:
The Vampires have lured many weak minded races underground where they are dominated and serve as thralls to the Master

- Goblin Town Captains (An unexpected Journey, page 189)
## Warriors of the Vampires

### Great Bats (Bat)

Points value: 45

...the great bats...fastened vampire-like on the stricken.

This evil large bats have a taste for blood. These foul creatures of the night are dangerous and deadly foes.

<table>
<thead>
<tr>
<th>Move</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>2/5+</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

**Special Rules**

**Fly**

**Hypnotic Swarm**: Enemies in combat with great Bats halve their Fight score (round down).

**Blood Lust**: After a great bat killed an enemy roll a dice, on a 4+ the model regains a wound.

### Bat Colony (Bat)

Points value: 15

These Bats are vile, gore-hungry creatures, driven by a malign and predatory intelligence. They swoop on their prey as a suffocating dark cloud of teeth and claws.

<table>
<thead>
<tr>
<th>Move</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>1/5+</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Special Rules**

**Fly**

**Sonar defence**: A bat colony is incredibly hard to land a significant blow against; they are fast and nimble with a sophisticated sonar defence. Any hits against them (melee or missile) have to pass a 4+ in the way roll.

**Small and Nimble**: Bat Colonies are immune to monster power attacks and can never be trapped. They cannot be knocked to the ground, immobilised or moved against their will. Also, they cannot carry objects.

### Giant Rat (Beast)

Points value: 3

In the dark depths many a foul beast is drawn. A giant rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

<table>
<thead>
<tr>
<th>Move</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<th>C</th>
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</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>1/6+</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**

Giant rats count as being unarmed

**Special Rules**

**Poisoned attacks**: reroll 1s to wound

**Small**: Giant rats receive a 5+ in the way roll vs shooting attacks

**Trapped!**: Whenever a rat starts a combat in a trapped position is gains +1 strength and can reroll its attack dice

**Just a rat!**: Rats can’t carry objects. In any scenario where you count models you need 2 rats to count as 1

### Vampire armies can also choose from the following Warriors:

The Vampires have lured many weak minded races underground where they are dominated and serve as thralls to the Master

- Goblin Town Warriors (An unexpected Journey, page 190)
- War Bat (There and Back Again, page 116)
- Dweller in the Dark (Moria and Angmar book, page 28)
- Giant Spider (Moria and Angmar book, page 28)
By the time of Bilbo’s adventures, Wolves and Wargs and Werewolves could be encountered at night in the eastern vales close to the misty mountains, where they prowl in search of prey. The Wargs and Orcs of the Mountains often help one another in their raids against the Woodmen, gathering food for the Wolves and slaves to work for the Orcs.

“How the wind howls,” he cried. “It is howling with wolf-voices. The Wargs have come west of the Mountains!”

(The One Ring)

“It is suspected by the most learned among the Wise that the cruellest packs of Wargs might be led by the foulest of creatures; trusted servants of the Dark Lord returned from the Ancient World to serve him once again. Devouring spirits trapped in wolf-form, they hate the very soil they walk upon, and desire only to defile and ruin in an attempt to quench the dreadful hunger that consumes their mortal bodies…..”

(The One Ring)
Warg packs are fast and attack without warning. They are vicious and display a wicked cunning with malicious intent.

**Wolves of Mirkwood: Special Rules**

*After your first warband, other Warg/Wolf units do not need heroes to lead them so long as they have a minimum of either 6 Fell Wargs or 8 Wolves.*

**Packs:** Fell Wargs and Wolves cannot be in the same Warbands. Fell Warg Chieftains can lead Fell Wargs; a Wolf Pack leader can lead Wolves. Only the Werewolf may take a mix of Wargs and Wolves in his warband.

**Feral Support:** Fell Wargs may support other Fell Wargs, Wolves may support other wolves. However, this is more like a frenzied lunge as the supporting model tries to get past the model in front of it. Follow the usual rules for supporting with 2 exceptions. The supporting model gets -1 to their duel score. In addition, the supporting model can be targeted with attacks if they lose the fight. No Hero can receive a Feral Support.

*If your army is made of just models from the Wolves of Mirkwood you receive a +1 bonus to any reserve rolls you make for your Warbands. Furthermore, after all units have been placed you may reposition one of your Warbands (following normal scenario rules for set up).*

**Wolves of Mirkwood, Heroes**

**Werewolf (Beast, Monster)**

The Werewolf of Mirkwood is a monstrous wolf-like creature. Greater than any Wolf or Warg, its body has been twisted by the terrible power that has possessed it for uncounted centuries. This dreadful beast has made its lair under the mountains of the Wild Wood, a complex of caves it leaves only to temporarily satisfy its thirst.

**Move** | F | S | D | A | W | C | M | W | F
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
8" | 7/4+ | 6 | 6 | 3 | 3 | 5 | 2 | 2 | 0

**Wargear**

Razor Sharp Claws

**Special Rules**

- Terror, Magic Resistance
- Woodland creature

- **Frenzied!** The Werewolf must always charge an enemy if possible.

- **Savage Attacks:** the Werewolf must rend every time it attacks. However, it is allowed to rend against multiple targets.

- **Regenerate:** whenever the Werewolf starts a turn with less than max wounds roll d6, on a 4+ it regenerates a wound.

- **Monstrous Howl:** once per game you may declare this as you move the Werewolf. All Wolves of Mirkwood models on the board receive +2 courage; in addition all enemy models within 18" of the Werewolf are at -1 courage for the rest of the turn.

**The White Warg (Warg, Beast)**

Use the White Warg Profile from the “There and Back Again” book, page 106. Replace the “Deadly Union” Rule with the “Ancient enemies” Rule. The White Warg can lead units from the Wolves of Mirkwood army list. In addition the White Warg has the “Pack Lord” special rule.
Fell Warg Chieftain (Warg, Beast)  
Points value: 80

Greater in stature, cruelty and cunning than ordinary Wargs, a Warg Chieftain is called upon by its lesser kin to deal with serious threats. A Warg leader is never encountered alone, but always surrounded by a pack of Wild Wolves.

<table>
<thead>
<tr>
<th>Move</th>
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<th>F</th>
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<tbody>
<tr>
<td>10&quot;</td>
<td>5/5+</td>
<td>6</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
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</tbody>
</table>

Wargear  
Claws and bite  

Special Rules  
Fell Sight: A Fell Warg does not need Line of Sight to its enemy to charge it.  
Pack Lord: Only Wargs and Wolves may use a Fell Warg Chieftain’s Stand Fast! Rule or benefit from its heroic actions.

Wolf Pack Leader (Wolf, Beast)  
Points value: 35

The Wolf Pack Leader is the strongest and most ferocious Wolf in the pack. The pack leader is quick and deadly assassin that strikes swiftly under the moon.

<table>
<thead>
<tr>
<th>Move</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<th>C</th>
<th>M</th>
<th>W</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
<td>4/5+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear  
Claws and bite  

Special Rules  
Pack Leader: Only Wolves (not Wargs) may use a Wolf Pack Leaders Stand Fast! Rule or benefit from its heroic actions.

Wolves of Mirkwood, Warriors

Wolves (Wolf, Beast)  
Points value: 6

Whilst not as ferocious or as evil as Wargs, Wolves hunting in a pack are still a formidable foe and something to be truly scared of facing.

<table>
<thead>
<tr>
<th>Move</th>
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<tbody>
<tr>
<td>8&quot;</td>
<td>3/-</td>
<td>3</td>
<td>3</td>
<td>1</td>
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</tr>
</tbody>
</table>

Can also choose from the following:

- Fell Warg (An Unexpected Journey, page 191)
Battles In Wilderland: new rules

Small Targets

Battles in Wilderland introduces many new units that are very small and are therefore harder to hit.

A small target that is in front of another model does not cause an in the way roll.

Battles In Wilderland: Base Sizes

There are many new units introduced in “Battles in Wildeland” and many of these use different base sizes.

<table>
<thead>
<tr>
<th>Model</th>
<th>Base Size</th>
<th>Suggested model to use</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Force of Good</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Barding Models</td>
<td>25mm</td>
<td>Warriors of Dale. I have also used parts from the Frostgrave soldier set and also some Bretonnian peasant archers for Militia</td>
</tr>
<tr>
<td>Beorning Models</td>
<td>25mm</td>
<td>The Frostgrave Barbarian set is awesome for the Beornings. You could also convert Dunlendings</td>
</tr>
<tr>
<td>Dwarves of the Lonely Mountains</td>
<td>25mm</td>
<td>I have mainly used Warriors of Erebor and other Dwarf models from the Games Workshop and Forgeworld ranges. There are various miniature companies that also make good Dwarf models.</td>
</tr>
<tr>
<td>Laketown / Esgaroth</td>
<td>25mm</td>
<td>Games workshop Laketown Guard and militia are obviously perfect and you could easily use the Master and Alfrid to represent their replacements. For the new units I would suggest either GW conversions or Frostgrave models.</td>
</tr>
<tr>
<td>Elves of Mirkwood</td>
<td>25mm</td>
<td>All the models used are from the Games Workshop range. For the new Heroes I would suggest converting Mirkwood Elves or Captains.</td>
</tr>
<tr>
<td>Rhosgobel: Bear / Stag</td>
<td>40mm</td>
<td>Various companies produce Bear models, I found a few alternatives using ebay</td>
</tr>
<tr>
<td>Rhosgobel: Other creatures</td>
<td>25mm</td>
<td>Ral Partha Animals</td>
</tr>
<tr>
<td>The Woodmen</td>
<td>25mm</td>
<td>Initially most of the Heroes were based on Games Workshop Armor Heroes and various ranger models from the middle earth range. The Woodmen Warriors are a mix of Frostgrave kits and various historical models</td>
</tr>
</tbody>
</table>
# Armies of the Shadow

<table>
<thead>
<tr>
<th>Model</th>
<th>Base Size</th>
<th>Suggested model to use</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dol Guldur</td>
<td>Various</td>
<td>All models in this army are produced by Games Workshop</td>
</tr>
<tr>
<td>The DwimmerHorn: The Gibbet</td>
<td>120x95mm</td>
<td>This model was built from various kits. The Cart is by 4ground, the horses are old style GW models. The Gibbet is made from wire. The undead Warriors are from the Frostgrave Cultist box</td>
</tr>
<tr>
<td>Dark Orc Shaman</td>
<td>25mm</td>
<td>I used a Frostgrave Orc Shaman model</td>
</tr>
<tr>
<td>The DwimmerHorn: Black Wargs</td>
<td>40mm</td>
<td>Fenrisian Wolves work really well alongside other Wargs</td>
</tr>
<tr>
<td>Ghor, Great Orcs, Orc Brutes</td>
<td>25mm</td>
<td>I made conversions based on Games Workshop Middle earth Orcs</td>
</tr>
<tr>
<td>Snaga Orcs</td>
<td>25mm</td>
<td>Orc trackers</td>
</tr>
<tr>
<td>Shadow Cultists</td>
<td>25mm</td>
<td>These are from the Frostgrave Cultist box</td>
</tr>
<tr>
<td>Mount Gundabad</td>
<td>Various</td>
<td>These models are all currently available from Games Workshop. For the Orc General you could use the old or new Bolg model</td>
</tr>
<tr>
<td>Misty Mountains: Wolf</td>
<td>32mm</td>
<td>I wanted a smaller base for this cavalry model, the old Warhammer Wolf rider wolves look good alongside wargs and fit nicely onto the 32mm base</td>
</tr>
<tr>
<td>Spiders of Mirkwood: The Spider Queen</td>
<td>70mm</td>
<td>I wanted to make my Spider Queen bigger than the GW one. After searching on ebay I finally decided to use the Star Wars miniature Knobby White Spider</td>
</tr>
<tr>
<td>Great Spider</td>
<td>60mm</td>
<td>I used the Shelob model</td>
</tr>
<tr>
<td>Attercops</td>
<td>60mm</td>
<td>These are based on a model produced for the Primevil range. However, a Games Workshop Mirkwood Spider would work fine (if you can afford to buy lots of them)</td>
</tr>
<tr>
<td>Giant Spiders, Venomback</td>
<td>40mm</td>
<td>Giant spiders are from the GW middle earth range. Venombacks are from Reaper miniatures. Huntsmen Spiders are the Spider from the Warhammer Goblin spider rider models</td>
</tr>
<tr>
<td>Spiders, Huntsmen Spiders</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spiderlings</td>
<td>25mm</td>
<td>Reaper miniatures spider Swarm</td>
</tr>
<tr>
<td>Vampires: The Vampire</td>
<td>60mm</td>
<td>I use the Ghuluvar model from Games Workshop</td>
</tr>
<tr>
<td>Vampires: Secret Shadows</td>
<td>25mm</td>
<td>I used Mantic Abyssal Dwarf Gargoyle models, although Warhammer Dark Elf Harpies could work</td>
</tr>
<tr>
<td>Vampires: Bat Colonies</td>
<td>40mm</td>
<td>Reaper miniatures bat swarm</td>
</tr>
<tr>
<td>Giant Rats</td>
<td>20mm</td>
<td>There are various giant rat models, most of mine come from various Warhammer Skaven kits</td>
</tr>
<tr>
<td>Wolves of Mirkwood: Werewolf</td>
<td>40mm</td>
<td>Reaper miniatures werewolf</td>
</tr>
<tr>
<td>Feral Warg Chieftain</td>
<td>40mm</td>
<td>Fenrisian Wolves</td>
</tr>
</tbody>
</table>
Battles In Wilderland

Whilst Wilderland is obviously dominated by the forest of Mirkwood it is wrong to assume that all Battles will be fought in Woodland. Wilderland is also home to Mountains, Swamps, and great rivers. There are various settlements, old and new, big and small. There are also countless old ruins that hide inside the Forest, and many that are not so hidden anymore such as Dol Guldur.

Battles in Mirkwood: boards and Scenery

The main SBG rulebook suggests that boards should be covered in between 33-50% terrain, this is a lot but it is also a good thing! I’ve been to too many tournaments where the boards have had 10% scenery coverage and the game just turns into a pitched battle of large units of troops moving into each other… NO!!! SBG is a very dynamic game with brilliant rules for climbing and jumping, defending raised obstacles. Many players moan that too much scenery is a penalty to certain troops – well yes it is, but tough luck! A board with hardly any scenery on it is not only an insult to the wonderful imagery of Tolkien and to the landscapes of New Zealand, but it is also a penalty to models that have rules such as "mountain dweller" and "woodland creature" costed into their profiles.
Board Suggestions

Roll a d6 to choose a board to follow if you can’t agree on a themed board for your game

1 - Mirkwood Forest

The now obsolete “Desolation of Smaug” rulebook had a great page for how to set up Battles in Mirkwood. I have used these rules many times and they are great fun!

At the very least, Battles within Mirkwood, on an 48x48” board, should have 5-6 Woodland areas (Citadel woods size) and then a very generous scattering of single trees, bushes, rocks. Some raised areas would also work well inside Mirkwood and maybe a river as well.

2 – Swampland Battles

Battles on Marshland tend to be a test of endurance for soldiers, with the soft underground footing sapping the strength out of their legs. These types of board will generally be dominated by lots of small areas of shallow water terrain. There might also be the occasional small hill, some trees and maybe some rocks. You could consider using an optional rule to reduce all units movement by 20% to represent the boggy land.

3 – Mountain Battles

On the Wilderland map the main mountainous areas are the Misty Mountain and the Mirkwood Mountains. For such battles the encounter is most likely to take place alongside the mountain rather than up it. Therefore for such Battles I would suggest lots of different height of terrain, maybe have a steep rise from 1 side of the board to the other. There should also be plenty of rocky areas (both climbable and impassable) and if inside Mirkwood there are bound to be plenty of trees.

4 – Fighting within Settlements

There are numerous old abandoned villages or ancient ruins to be found within Mirkwood or in Wilderland. These types of Battle can look stunning when set up with some quality scenery. Again, if it’s an ancient ruin then the Forest may have reclaimed large parts of it so consider covering an area in trees and bushes. Raised areas are also a good idea.

5 – Road or River

There are many roads and rivers that run through Wilderland. Set up either a road (1-3) or a river (4-6) running through the middle of the board (1-2 north to south, 3-4 east to west, 5-6 corner to corner). Don’t make a river too wide otherwise it can dominate too much. I like my rivers to vary in width from 6’ at the widest to narrower sections of about 2-3” that can even be jumped. Also add 2-3 ways to cross the river, a bridge or a fallend tree, maybe place some flat stones on the river as an area of difficult terrain to cross. Then, either side of your road or river, fill the rest of the board with suitable terrain from options 1-4 above.

6 – Mixed board

Where the forest meets the mountain, where a swap ends next to an old abandoned village. Roll twice above until you get 2 different results from options 1-4 and do half of the board for each option.
Wilderland Campaign: an Ancient Evil Awakens…

It has been 5 years since the Battle of Five Armies but Mirkwood is a dangerous place. It is not uncommon for travellers and goods caravans to be attacked when travelling through the Forest. However, over the last few weeks these attacks have become more frequent and more deadly, almost as if they are being coordinated. Furthermore, nearly all of these attacks are against goods heading into Woodmen territory. Fear begins to set in and after a while many merchants and traders will not travel to the Woodmen settlements for fear of being attacked. With winter approaching this is not good for the Woodmen. The Woodmen decide to seek the council of Radagast.

A small group of Woodmen led by the Clan Leader travel to Rhosgobel to seek the Wizard's Council. However, no sooner do they arrive then they are attacked by wave after wave of giant spiders. Radagast and the Woodmen only manage to survive thanks to the timely intervention of the Eagles. This was no chance attack; this was a well-planned and well timed attack, looking to remove both Radagast and the Woodmen leader in one strike. Radagast decides to accompany the Woodmen back to Woodmen Town.

The attacks continue over the next few weeks and then worse happens; an illness breaks out in the Northern most Woodman settlement which proceeds to spread south through the other villages; fish are found dead in the river and the animals refuse to drink from the water. Radagast is convinced that something has contaminated the river at its source, his attempts to purify the water have failed. He seeks the help of Beorn and together they travel to the source of the river high in the Mirkwood Mountains. Here they discover a gruesome sight, hundreds of corpses rotting in the river. As they examine a cave entrance near the river they are attacked by swarms of Vampire Bats and other servants of an ancient evil. The pair barely manage to escape with their lives. The enemy had not expected that Radagast and Beorn would escape from its Mountain Trap, now it had revealed itself, an ancient evil has awoken, a Vampire…. 

As soon as he was able Radagast sent messengers out to his important allies to convene a secret meeting at Beorn’s Cottage. Knowing that Radagast would not take such an action unless it was truly necessary, his allies responded in haste by sending important representatives and the Council of Mirkwood was convened: Feren, Commander of the Woodland Realm; Haldir and Rumil of Lothlorien; Elladan and Elrohir representing Rivendell; Radagast and Beorn. It was decided at this Council that the evil could not be allowed to establish a stronger foothold in the world, therefore they would seek out the creature and destroy it.

Whilst the enemy knew that this would be the next move it had failed to consider how quick they would act. The Council of Mirkwood launched a surprise attack on the Mountain Cave and came desperately close to killing the Vampire. However, its survival instincts served it well and it managed to escape. The Council had come so close but ultimately failed. This was their one chance to kill the Vampire on their own terms.
With winter fast approaching the survival of the Woodmen is now in doubt. Trade supplies have not been reaching them due to constant attacks and their main source of fresh water is polluted. In retaliation for the attack on its lair the Vampire commands his servants to intensify their attempt to wipe out the Woodmen; using forces from the Misty Mountains, several night raids are launched on Woodmen villages that target their stores and severely diminish their winter supplies. With no other option the Woodmen send out pleas to their allies asking for aid and support.

King Dain responds to the plea for help from the Woodmen. He arranges for several large wagons of supplies to be sent immediately and for a small regiment of Dwarves to accompany it.

However, the enemy has prepared for this obvious and desperate plea from the Woodmen. A large force of Orcs and Trolls from Mount Gundabad has been waiting near the Mirkwood Mountains for a chance to get revenge on the Dwarves. However, the Orcs are not interested in just destroying the supplies as ordered, they simply want to kill all of the Dwarves…

King Bard, also promises support and asks his son, Bain, to personally take charge of providing support for their close allies. As they travel through the great forest they are followed by the sound of Wolves howling; a fearsome Werewolf and his pack launch an attack against the Bardings under the full moon…

To the North King Thranduil is more reluctant to send more supplies as he has already lost many Elves due to the constant attacks on trade caravans. However, after much deliberation, he still sends a small force to try and help protect the Woodmen. To try and get to the Woodmen quicker they decide to cut through the heart of Mirkwood, confident that they can avoid the attention of the Spider Queen…

When the plea for help arrives from the Woodmen Beorn is quick to act. He assembles many of his strongest Beornings to travel to aid the Woodmen. As they travel beside the great River of Wilderland, their march is halted as they are confronted by an Orc Warhost, led by Ghor the Despoiler. The Strength of the Beornings must test itself against the strength of the brutish Orcs. As they engage in battle a flanking force of Wolf Riders attacks the Beornings and all appears lost…

In an attempt to cleanse Mirkwood of the Woodmen, the Vampire launches a massive assault on the Woodmen town. Will the allies of the Woodmen reach them in time….
SCENARIO 1: AMBUSH IN MIRKWOOD

A Barding goods convoy has hit a trap on the road through Mirkwood. As the spiders close in on their prey, will the woodmen arrive in time to save their allies…

Layout

In the centre of the board is a wagon.

6 Citadel Woods placed round the centre so that the nearest point of each wood is at least 18” from centre of board.

Place other trees around the board including some rocks, maybe a ruin.

Place 2 trees on the barding deployment perimeter.

Starting Positions

The Bardings are set up first. They can set up within 6” of the centre of the board. The Bardings are also given 2 barricades (about 5inches long) and 8 barrels/crates to place on the perimeter of their deployment zone.

Next deploy 3 spider models (not including Heroes) wholly within each of the 6 woodland areas. The rest of the spider Warriors arrive at the end of the evil move phase in Turn 1, roll d6 for each Spider: 1=North, 2=East, 3=South, 4=West, 5-6 evil player chooses.

The Woodmen arrive later from reserve.

Woodmen to the rescue

The Woodmen have heard the help signal from the Bardings and are closing in to aid their allies.

From turn 2 roll a d6 for each Woodmen warband at the end of the good move phase. On a 5+ they enter from a random board edge (1=North, 2=East, 3=South, 4=West, 5-6 good player chooses). This score increases by 1 each turn (Turn 3 = 4+, Turn 5 = 3+, Turn 6 = 2+), they will automatically arrive on Turn 7 if not already on.

Spider Infested woods (Reinforcements)

From turn 3 you can start rolling for Spider reinforcements.

- Roll a d6 for each hero, on a 4+ they enter play in a random area of woodland (they must enter play by Turn 6).

- Roll a d6 for each spider Warrior that has been removed as a casualty. On a 5+ they re-enter play. Roll d6, 1-3 they enter from random board edge (1=North, 2=East, 3=South, 4=West, 5-6 evil player chooses), 4-6 from a random woodland area.

Spider reinforcements continue until the spider queen is killed.

Reinforcements follow the rules for reserves.

Defend the wagon

The contents of the wagon are very important and the Bardings are determined to defend them. All Bardings within 6” of the centre of the board count as being within range of a banner.

Break Points

Work out break points separately for the two good armies. Barding Warriors within 6” of the Wagon do not have to take courage tests for being broken.

The Spider force is broken once both the Spider Queen and the great spider have been killed.

Objectives

Both sides are trying to control the cart in the middle. At the end of the game each model within 5” of the centre of the board scores 1 VP.

Once either both good forces or the evil force is broken the game could suddenly end, at the end of each turn when a force is broken roll d6, on a 1 the game ends. When both forces are broken this increases to 1-3.
SCENARIO 2: THE SIEGE OF RHOSGOBEL

Rhosgobel is the home of Radagast the Brown. Radagast is a Wizard, one of the Istari, and a friend to the Woodmen. He is close ally of the Woodmen and his presence is greatly beneficial to them. If an enemy wanted to attack the Woodmen, removing Radagast would improve their chances…

Set up a 48” x 48” board. Radagast’s Cottage is set up so his front door is 18” from the centre of the North board edge. Radagast’s cottage is roughly 6” square. In the South East and South west corners are a Barn and a Stable. The distance from these to his front door is 24”.

Scattered around the rest of the board are trees and areas of Woodland.

Good Forces
Radagast the Brown, with Sebastian, Bobcat and Fox
A Clan Leader with 6 Woodmen with shields and 3 Rangers.

Reinforcements: 3 Giant Eagles, 2 bears, 3 snakes, 2 Hawks, 2 Cougars, 3 Wild Boards, 3 stags, 3 Wolverines, 4 Wild Dogs (use Hunting dog profile from Woodmen army)

Evil Forces
650pts of forces from the Spiders of Mirkwood army list (cannot take Heroes or Spiderlings)

Starting Positions
Place Radagast and the Woodsmen wholly within 3” of the front door.

The evil player then picks 8 spider models and places them no closer than 16” from the front door, each Spider should be at least 6” from another spider.

Radagast’s home
This is Radagast’s home, his sanctuary. Radagast starts the game with the channelled version of “Nature’s shield” already cast (do not reduce his might or will). The abilities of the Bobcat and Fox also work on a 4+

The Barn & Stable
In the barn is Radagast’s sleigh. In the stable is a horse for Radagast and the Clan Leader. If Radagast starts a turn in base contact with the barn then he may mount his sleigh, the sleigh should be placed under the foot print of the barn (move it back if necessary). Likewise, if Radagast or the clan leader start a turn in base contact with the stable they may mount a horse, again place them under the foot print of the stable. They may charge on the turn they mount up.

Spiders everywhere!
At the end of each evil phase, the evil player should roll d3 and bring on that many Spider models.

Nature’s Friend
Cut out 25 small pieces of paper and on each write the name of one of Radagast’s followers and put them in a cup (keep the 3 Eagles aside for now). At the end of the good move phase in turn 2 roll d5 and bring this many followers onto the board. At the start of Turn 5 you may add the 3 Eagles to the cup.

Reinforcements
Good and evil reinforcements enter play as reserves from a random board edge. Roll on this table: 1–North 2–East 3–South 4–West 5–6 controlling player chooses. The controlling player places these models.

Break Points
The forces of good are fighting for their lives; they do not take break tests for being broken.

Objectives
The evil player wins if he can kill Radagast. The good player wins if Radagast survives.

Once the Spider force is reduced to 25% of its starting numbers they give up and scurry away….
SCENARIO 3: A MOUNTAIN TRAP

Radagast and Beorn have followed the river into the mountains to try and discover the source of the contamination. As they climb higher a foul smell of death and decay makes them feel nauseous. As they make their way over a ridge they are met with a truly disturbing site: in the mouth of the river are hundreds of rotting corpses, men, animals, goblins, strewn in the river. The fresher corpses are covered in putrid green boils with blistered skin, a plague has been unleashed in Mirkwood...

Next to the river is a large cave entrance. As they examine the cave entrance then is a deafening sounds as thousands of bats burst from openings in the mountain, within moments the sky has turned dark, day has become night.

Radagast turns to Beorn, “I think this might be a trap?”

Beorn, grimly stares back at Radagast, “I will never be trapped!”

Layout

Set up a 48x48” board

The North board edge is a mountain, in the centre of this is a cave entrance. Next to the cave are loads of dead bodies, 6” radius from centre of board edge (most of these are in the river).

3 Citadel Woods placed within 20-26” of the Cave entrance, the other 3 should be 30-36” away, all should be at least 6” from each other. Place other trees around the board including some rocks, maybe some ruins. The area of Mirkwood is dense and unforgiving. The river is shallow water.

Starting Positions

Good Forces (no cavalry may be taken)

Radagast (no companions)

Beorn and 350pts of Beornings

Evil Forces

2 Secret Shadows, 2 Goblin Thrall Captains, 24 Goblin Thralls,
2 Great Bats, 2 War Bats, 7 Bat colonies,
10 Giant Rats
2 Feral Warg Chieftains, 12 Fell Wargs

I will never be trapped!

Beorn may start the game in Bear form.

Rats
From turn 2 the rats eating the plagued bodies turn to attack. Roll d6 and move on this many Giant Rats from the Cave entrance each turn. Dead rats can be brought back.

Bats everywhere
From turn 3 the Bats start attacking from the mountain. Roll d3 and move on this many Great Bats, Warbats or bat Colonies from the north board edge (they pour out of caves in the mountain). Models that die can come back later.

The trap is sprung
From Turn 4 the remaining evil models enter as reserves (excluding the Bats and Rats who deploy as above). Roll a d6 and move on that many models (a hero counts as 3). Models (roll for each model) come on from 1-2 West board edge, 3-4 South, 5-6 East. The evil players deploys these models but they cannot enter from within 12” of a board corner. Models that are killed are returned to the reserves pool (except heroes).

The evil force cannot be broken in this game.

Objectives

The good side is desperately trying to escape the dense forest around them and make it to their horses. The evil strategy is to kill the good force while they are restricted within the dense forest.

The good player wins if both Radagast and Beorn manage to escape from the south board edge. If only 1 of them escapes it is a draw, if both die the evil player wins.

The game ends when one of these victory conditions is met.
SCENARIO 4: THE SHADOW HUNT

The Council of Mirkwood acts quickly and catches the enemy unprepared. The Sun is high in the Sky and the minions of the Shadow lay in their slumber.

**Layout**

48x72" board. The first 24x48 is woodland with woodland areas, trees, and a river running to the mountain.

The entrance to the cave is 18" wide. There are also 2 smaller cave entrances 12" from the north and south board edges (these are only accessible to flying creatures).

The 48x48 cave section is covered with rocky features and several large pieces of impassable terrain.

There is a large chasm 12" in from the East edge about 5" radius). There are two 6" wide tunnels in the north and south cavern walls.

**Good Forces**

Radagast the Brown (with Sebastian, Cat and Fox)
Beorn and 200pts of Beornings
Feren (heavy armour and shield) plus 200pts of Thranduil’s Halls
Haldir (Elven Cloak, Armour and Bow) and Rumil (Elven Cloak) plus 150pts of Lothlorien
Elladan and Elrohir (both in heavy armour with elven cloaks and bows) plus 150pts of Rivendell
(the heroes can lead warbands if they chose to)
(no models may be mounted)

**Evil Forces**

The Vampire plus 1000pts of Warbands from the Vampires of Mirkwood army list.
200pts of Warbands from the Spiders of Mirkwood (cannot take a Spider Queen)
200pts of Warbands from the Wolves of Mirkwood (cannot take the Werewolf)

**Starting Positions**

The Forces of good are placed within 6" of the Western Board Edge

No evil forces start on the board

**The Cave entrance**

The cave entrance is wide but not that high. Models that can fly may attempt to fly over models that are in the cave entrance. For each unengaged model passed over roll a d6, if the score is less than that models Fight score then they hit the flying model once at their base strength. Treat the cave entrance as 3" deep, any models whose base is partially under this may attempt to strike a flying model if they are unengaged.

**An Unnatural Darkness in the Cave**

Torches barely pierce the darkness of the cave. The good force is limited to vision of 9" within the cave.
Awake my Minions!
At the end of the evil movement phase in Turn 2 start rolling for evil models. Roll 2d6 and select that many models (heroes count as 2). These enter play from either the north or south tunnels in the Cave (evil players choice). Any model with the “fly” special rule may choose to enter play from the smaller cave entrances in the mountain wall.

The Vampire
From turn 9 you may start rolling for the Vampire to arrive on a 4+. The Vampire enters play from the large chasm. The Vampire can charge on the Turn it arrives.

High Noon
The good force has timed their attack to perfection. Any models from the Vampires of Mirkwood force that are outside the Cave have a -1 penalty to their duel rolls and are at -1 courage.

Spider and Wolves (Reinforcements)
From turn 12 you can start rolling for Spider and wolf reinforcements at the end of evil phase. Each warband enters play as reserves on a d6 roll of 4+ from either 1-2 Northern board edge, 3-4 Western Board edge, or 5-6 Southern board edge. The evil player places these models.

We must strike quickly...
These are dangerous lands, filled with numerous enemies. If the good force has not killed the Vampire by Turn 20 then the tide starts to turn. Bat Colonies have now taken to the skies and blocked out the harshness of the Sun, from now on ignore the “High Noon” roll.

In addition further reinforcements start to arrive to protect the Vampire. You may bring back on d3 Spiders and d3 Wolves during each evil move phase (from a random board edge outside of the cave) and also d6 Vampire Warriors (from the caves entrances).

Break Points
Normal break points for the Good force (treat as one large force).

The evil force is desperate to protect their Master. They do not take tests for being broken.

Objectives
The good force has one objective, to destroy the Vampire. If the Vampire escapes the board then the Counsel of Mirkwood has failed and the good player cannot win the game.
If the Vampire escapes then the tide turns, now the forces of good must escape! The evil player wins if the Vampire escapes and if he can kill Beorn and Radagast.
SCENARIO 5: BURN THE VILLAGE!

Screams and Howls pierce the silent night. As the Woodmen quickly rise from their slumber they step outside to an orange glow that is lifting the darkness of night, the screams are accompanied by the smell of burning....

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**Good Forces**
- Night watch: 10 rangers (5 with spear), 10 Woodmen with bows (5 also with spears)
- 10 peasants and 5 woodmen with shields (use the Barding militia profile for peasants but they are unarmed and have no armour)
- 500pts of Woodmen Reinforcements

**Evil Forces**
- 500pts of forces from the Misty Mountain Raiders army list.
- 250pts from the Wolves of Mirkwood Army list (cannot take the Werewolf).

**Starting Positions**
The hour is late and the Woodmen Village is not properly defended; this is due to the illness that has decimated the village, exacerbated by the depleted food reserves and the fear that is setting in.

The defending player places the Night Watch touching the perimeter of the village

**Rapid attack!**
All the evil forces enter play on turn 1. Roll for each Warband, on a 1-3 they enter from the West board edge, on a 4-6 from the North board edge. The evil player places these models.

**Hedge Perimeter**
The hedges that surround the perimeter are thick, full of brambles and are not easy to jump. A model will fail its jump test on a 1-2. On the roll of 1 it suffers a str1 hit from the spiteful brambles! The hedges provide a 4+ in the way.

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Woodmen defenders
From turn 2 roll a d6 for each house at the end of the good move phase. On a 3+ you may move out through the door 2 peasants (unarmed) and 1 woodman (armed with shield). Models only come out of a house once.

From turn 4 onwards roll a d6 for your remaining Warbands. They enter play on a 5+ from either 1-3 East board edge or 4-6 south board edge (18° from the South East corner). This increases to 4+ in next turn and then 3+ in subsequent turns.

From turn 6 onwards you may bring on from reserves d3 peasants and d3 woodmen as reinforcements (using models already killed only). These come on 1 at a time from either the east or south board edge (as above).

The Gates
These are small wooden fortifications. The gates have D9 and 2 Wounds (they cannot be jumped).

Defend your Home!
Woodmen do not take tests for being broken.

Objectives
Rape and Pillage!
This is a well-co-ordinated attack which reveals a larger plan. The aim of the attackers is not pointless destruction and murder, but is to hit the village hard and to simply burn down the Warehouses. With winter approaching these food stores are invaluable to the Woodmen.

Torches
All the attacking force (except the models from the Wolves of Mirkwood list) are considered to be carrying a torch or flaming arrows (if carrying a bow and on foot). A torch is one use only (place a small counter on each model and remove after they have used their torch), flaming arrows are unlimited for game purposes.
If a model is in base contact with a building in the Fight phase (and not in Combat) he can automatically add a blaze counter to a building by giving up his torch token.
When shooting an arrow at a building you only need LOS to the thatched roof. If the shot hits it will only get a blaze counter on a 5+.

Set Ablaze
At the start of each combat phase each building takes a str 7 hit for each “set ablaze” counter on it.

Putting out the fires
Peasants that end their move in base contact with either a well or water trough can collect a bucket of water (counts as small object). A model carrying a bucket of water that moves into base contact with a burning building can throw their water at the building, this will remove a “set ablaze” counter on a d6 roll of 5+.

Destroying the buildings
Each house has D8 and 5 Wounds.
Each Warehouse has D8 and 8 Wounds.

Each House either still standing or destroyed is worth 1 VP
Each Warehouse either still standing or destroyed is worth 3 VP

Victory Points
Once the evil side is broken the game could suddenly end, at the end of each turn when the evil force is broken roll d6, on a 1-2 the game ends.
SCENARIO 6: IN THE SHADOW OF THE MIRKWOOD MOUNTAINS

After a long cold day on the road the Dwarves set up camp for the night in the Shadow of the Mirkwood mountains. No sooner is the camp set up then the attack comes! Hordes of Orcs and Trolls come charging out of the forests on either side of the road. However, their hunger for revenge has seen them break rank too soon and as a result their numerical advantage could be lost with their disordered charge.

Also, unknown to the Orcs, no army can move through Mirkwood without the Elves noticing…

Lay out

Set up a 48" x 60" board. The road runs across the centre of the board. The Dwarf camp is set up in a 24x12 area in the middle of the board. The good player may place 2 wagons in their deployment zone, and 10 pieces of scenery such as crates, barrels.

Mirkwood Forest is either side of the road, place trees and woodland area to fill up to 12" onto the north and South board sides

Good Forces

600pts of forces taken from the “Dwarves of the Lonely Mountain” army list

400pts of Mirkwood Elves (Mirkwood Rangers only)

Evil Forces

A Gundabad General plus 800pts of forces taken from the Mount Gundabad army list.

The evil side has priority in Turn 1 of this scenario

Deployment

The good player deploys all his forces within his deployment zone as Warbands (deploy within 6" of the leader).

The North and South evil deployment zones and split into 3 12x20” zones. The evil player picks a Warband and rolls d6 to see how early the warband and broken rank. On a 1–2 they are in reserve and will enter play in Turn 2; 3–4 they are placed within 2" of the board edge, 5–6 they are placed within 2" of the edge of the deployment zone nearest the Dwarves. Next roll a d6 to see which deployment zone they start in. Then move onto the next Warband.

Do not roll for the Warband with the enemy General in, this warband arrives as reserves in Turn 2.
Military organization

The Dwarves may have been caught slightly off guard but they are determined and resolute.

After all the Evil Warbands have been rolled for and deployed the Good player is allowed to reposition 1 of his Warbands.

In addition the Dwarves are focussed on protecting their kin and the camp. No Dwarf Warrior can move more than 6” away from their deployment zone.

Disordered charge

All enemy Warbands that start on the board must make a full move towards the nearest Dwarf models they can see. However, a hero may call a special heroic action to try and restrain the vengeful Gundabads. If this is called then the hero and all models within 6” are able to take a normal move phase.

Ancient enemies with a recent past

The Battle of 5 Armies was only 5 years ago. At this Battle the army of Gundabad suffered one of the worst defeats in the history of Middle Earth. The memory of that defeat burns deep within them. For the first 5 Turns of this game any model with the “Ancient enemies” special rules rerolls failed to wound rolls of 1 and 2.

The Elves of Mirkwood

The Rangers have been tracking the Gundabads for several days and now their intention is revealed. After observing the Orcs engage the Dwarves it soon becomes clear that the Dwarves are outnumbered and need aid. The Rangers enter play at the end of the good move phase in Turn 6, they may move on from any point of any board edge.

Break points

Treat the Elves and Dwarves as separate armies in terms of break points.

The Gundabads are frenzied and have no break point in this scenario.

Objectives

The Gundabads are only interested in crushing their ancient enemy. The Gundabad player wins if he can reduce the Dwarf force to 25% of its starting number.

Once the Gundabad force is reduced to 25% of their starting numbers their morale is crushed and they flee the board ending the game.
SCENARIO 7: THE HOWLS UNDER THE MOON

Bain leads a force of Bardings to try and provide support for their close allies, the Woodmen. As they travel through the great forest they are followed by the sound of Wolves howling. Bain decides to set up camp with their backs against a cliff face so that they cannot get surrounded, however, this also means they have nowhere to run. Under the height of the full moon, the Bardings manage to drive off wave after wave of attacks. However, hopes of the approaching dawn fade quickly as they hear a monstrous howl that chills their very souls; the fearsome Werewolf has arrived to launch a final blistering assault.

Lay out

Set up a 48" x 48" board. The board should be covered in rocky areas, woodland areas and scattered trees.

The top left hand corner of the board represents where Bain has set up camp (against the cliff face) and this area should be kept relatively empty save for a few trees.

Bain's deployment area is 18" from the left hand corner. In the corner is an area of raised terrain about 8" out from the corner (about 2" height). Do not place any scenery between 18-24" from the left hand corner.

Good Forces
Bain (on foot with Heavy Armour and Shield) and Percy plus 400pts of Warbands from the Bardings Army list

Evil Forces
The Werewolf and 500pts of Warbands from the Wolves of Mirkwood army list

Set up

Set up the Bardings within their camp. You may deploy with the Bardings a Wagon, 2 barricades (roughly 5" each) and 8 barrels or crates. These should be placed on the edge of the deployment zone.

The Wolves do not start on the board.

The evil player has priority in Turn 1 of this scenario.

The Dark of Night
All shooting attacks at models more than 12" away from the Camp are resolved at -1 Shoot score.

Valiant defence
The Bardings have defended their camp heroically but they are exhausted. All good models are at -1 Courage.

Heroic Leader
Bain may be young but he has led his men like a stalwart general of a 100 Battles tonight. Bain counts as a Banner in this battle. In addition, Bain may also use his Will points to call heroic actions as he digs into his deepest reserves for the strength to see the night through.

The final Assault
At the end of the first evil move phase the evil models start to enter play. Each Warband enters play on a d6 roll of 3+. Roll a d6 for each Warband and bring them on from the appropriate deployment zone (Zone 1-2 and 5-6 are 24" wide and run from the West and North corners respectively, Zone 3-4 is 12" long and wide from the corner).

When you remove a Wolves of Mirkwood Warrior (not heroes) put it to one side. Whenever you have a group of 3 models (3 wolves or 3 Wargs) they may re-enter play in the next turn as above.

Work out the werewolf break point based on their starting numbers. Once broken the Wolves must take courage tests. However, if they fail do not remove them from the board, instead move them d6" away from the Bardings Camp (if possible).

Objectives
The evil force wins if it can reduce the Bardings to 25% of their starting numbers.

The Bardings are simply trying to hold out until the sun starts to rise, at which point the Wolves will flee. From Turn 10 onwards roll d6, on a 6 the Sun has risen high enough above the trees to make the Wolves panic and flee. From Turn 12 this d6 roll increases to a 5+ and from Turn 15+ it is a 4+. The game must end by the end of turn 20.
SCENARIO 8: THROUGH THE LANDS OF THE SPIDER QUEEN
To try and get to the Woodmen quicker the force of Thranduil decide to cut through the heart of Mirkwood, confident that they can avoid the attention of the Spider Queen…

Set up a 72" x 48" board. A 12" wide clearing runs from the North board edge to the South. The dense heart of Mirkwood Forest is either side of this clearing. The players should alternate placing 6 areas of Citadel Woods, these should be 6" away from the path and the north and south board edges and at least 12" away from another woodland area. Then place lots of trees to really fill up to the rest of the board.

Good Forces
Feren (on foot with Heavy Armour and Elven Cloak) and Lethuin. Plus 550pts of Warbands from the Elves of Mirkwood list (Feren and Lethuin may lead Warbands)

Evil Forces
“Amaurobius, The Spider Queen” and 550pts of Warriors from the Spiders of Mirkwood

Set up
Place the Elves within 6” of the Northern board edge
Do not place the Spiders on the board

Short cuts lead to long delays
In trying to save times getting to the Woodmen the Elves have travelled too close to the Spider Queen’s Lair. Now they are desperately trying to save their lives and escape from her evil clutches. The Elves have been chased now for many hours and even they are growing weary from the endless assault. Roll a d6 anytime a good hero calls a heroic Move or a Heroic March, on the roll of 1-2 this heroic action fails (roll can be modified by will) and the might point is lost.

Spiders everywhere!
At the end of each evil move phase roll 1d3+1. This is the number of evil models that enter play this turn. Roll a d6 for each model

- 1-4 they enter via a board edge (1- evil player chooses, 2- North, 3 East, 4- South, 5- West, 6- Good player chooses. The player with priority chooses the point they enter from on that board edge).
- 5-6 they emerge from a Woodland area. Roll d6 and place wholly within a woodland area.

Models that arriving from a woodland area may charge on the turn they arrive.
Place dead spiders to one side. Once you have deployed all the initial models then in the next turn you may start bringing on the dead models as reserves.

The evil side has no break point in this game. However, if the Spider Queen is killed they are considered broken from the start of the next turn. If a model fails a courage test for being broken do not remove it, instead move it d6” towards the nearest woodland area.

The Spider Queen arrives…
From Turn 4 start rolling for the Spider Queen, she arrives on a 5+ and enters play from the Northern board edge (placed by evil player). This increases to 4+ in the next turn and then finally 3+ until she arrives.

Objectives
The good force is simply trying to survive and escape. The evil player wins if it can reduce the Elves to 25% of their starting number. The good player wins if they can get at least half their models off the board.
SCENARIO 9: A TEST OF STRENGTH

After receiving a desperate message that the Woodmen are under attack, the Beornings prepare for war and travel at haste to aid their allies. However, as they travel beside the great River of Wilderland, their march is halted as they are confronted by an Orc War host, led by Ghor the Despoiler. The Strength of the Beornings must test itself against the strength of the brutish Orcs.

Layout

Set up a 48x48" board. The board is covered in areas of marshland, with scattered dead trees and a few small rocks.

Treat the areas of Marshland as shallow water

Good Forces
Beorn and 600pts of Warbands from the Beornings army list

Evil Forces
Ghor the Despoiler and 600pts of forces from the Dwimmerhorn army list (cannot contain the Gibbet King)
200pts of Warbands from the Misty Mountain Raiders Army book

Starting Positions
The 2 armies have been goading each other and inching closer and closer for quite a while. Roll a dice, the highest score chooses a half of the board and places a unit between 16–20" on from their board edge. The other player then does the same, and so on…

Priority
Players should roll for priority in Turn 1 of this scenario

Frenzied!
Ghor has been whipping his army up into a frenzy for quite some time now. All models from the Dwimmerhorn list count as being in range of a banner if they are within 6" of Ghor!

Ghor the Despoiler!
Ghor is determined to make his name in this Battle. To seek any extra strength he has taken several potions brewed by a Dark Shaman. Ghor receives a Fury save of 5+ during this battle and counts as being fearless.

Misty Mountain Raiders
Unknown to Ghor, the enemy has arranged for allies to arrive to make sure of the Victory. From Turn 5 onwards roll for the Misty Mountain reinforcements. On a 5+ they arrive, this increases by 1 each turn (so 4+ in turn 6 etc.). The Warriors of the Dwimmerhorn are not impressed by this intrusion into their fight. The 2 evil forces will not benefit from each other’s Heroic actions, banners, war horns, spear support or any other buff.

Break Points
Both forces are inspired by their leaders and will fight by their side till the end. However, should either Beorn or Ghor die then their respective force is considered broken, this is the only way to be broken in this battle. The Misty Mountain raiders are considered a separate force and have their own 50% break point.

Objectives
This is a fight of strength and endurance. The winner is the first player to reduce the opposing army to 25% of its starting numbers (treat the evil force as one army for this purpose).
SCENARIO 10: THE BATTLE OF WOODMEN TOWN

In an attempt to cleanse Mirkwood of the Woodmen, the Vampire launches a massive assault on the Woodmen town. Will the allies of the Woodmen reach them in time…..

This is a very large Battle and it would probably work better if you can get extra players to take control of each army

Set up

Set up a board 48x96

Woodmen town is set up in an area 24x48”. It is surrounded by Wooden walls (ramparts) that are about 3–4” high and should be ideally split into sections about 12” wide. In the middle of the South Wall is a gatehouse section, the gate is about 4” wide.

Around the outside of the East, West and South board edges is a 8” wide band of trees and woodland areas. Place some scattered trees and rocks in the area between Woodmen town and the Forest.

Good Forces

600pts of Woodmen
Beorn and 250pts of Beorning Warbands
400pts of the Dwarves of the Lonely Mountain

Evil Forces

700pts of armies from the Vampires of Mirkwood list (do not include the Vampire in this list)
Ghor the Despoiler and 500pts of Armies from the Dwimmerhorn list
300pts of Armies from the Misty Mountain Raiders Army.

Evil archers may be upgraded to carry burning arrows at +1pt per model. These follow the rules for “set ablaze” in Scenario 5

You may take a ladder for every 6 warriors in these armies (only count humanoids for this purpose)

Deployment

Deploy half of the Woodmen models, half of Beorning and half of the Barding models anywhere inside the Town or on the Ramparts.

The evil player then deploys all ¼ of his models within 8” of the west board edge, ¼ within 8” of the Eastern board edge, and the remaining ½ of his models within 8” of the Southern board edge. After this the good player place his remaining models as above.

Woodmen Town defences

Each area of the Walls and the Gatehouse has D8 and 6 Wounds. The Gate itself is D9 and has 3 wounds
The fires burn bright
The Woodmen have placed numerous torches on their walls and these burning lights scare the bats. Any flying creature from the Vampires lists must treat models on the ramparts as causing Terror.

This is our home!
The Woodmen cannot be broken in this Battle, if they run their families will die! In addition, when Woodmen warriors die place them to one side. From Turn 3 onwards roll a d6 for each dead Woodmen, on a 5+ bring them back on as reserves from within 6” of the centre of the Northern board edge.

Good reserves
Rhosgobel arrives!
Radagast (with Sebastion, cat and fox) on Sleigh and 2 Giant Eagles
From Turn 4 start rolling for this warband, on a 3+ they enter the Battle from a random board edge (1-2 West, 3-4 South, 5-6 East), the good player chooses the point on which they enter.

The Elves of Mirkwood
Feren (on foot with Heavy Armour and Elven Cloak) and Lethuin. Plus 300pts of Warbands from the Elves of Mirkwood list (Feren and Lethuin may lead Warbands).
From turn 5 start rolling for the Elves of Mirkwood. On a 3+ the entire army enters the Battle from any points on the Western Board edge.

Bain and the Bardings
Bain (on foot with Heavy Armour and Shield) plus 300pts of Warbands from the Bardings Army list
From Turn 8 start rolling for the Bardings. On a 3+ the entire army enters the Battle from any points on the Eastern Board edge.

Evil reserves
The Spiders of Mirkwood
500pts of Spiders of Mirkwood (cannot take the Spider Queen)
After the Mirkwood Elves have arrived you can start rolling for the Spiders in the subsequent Turn. Each Warband arrives on a 4+ increasing to 3+ in the following turns. The Spiders are deployed from any point on the Western Board edge.

The Wolves of Mirkwood
The Werewolf and 400pts of Warbands from the Wolves of Mirkwood list.
After the Bardings have arrived you can start rolling for the Wolves in the subsequent Turn. Each Warband arrives on a 4+ increasing to 5+ in the following turns.

The Vampire
The Vampire and 300pts of Warbands from the Vampires of Mirkwood Army list.
Eventually the Vampire must enter the battle to try and turn the tide. From Turn 10 the Vampire and his entire force will enter play on a 3+ from any point on the West, East or Southern board edges.

Break Points
Each good and evil army has their own separate break points (keep track of these separately)

Objectives
This is the Vampires best chance to destroy the Woodmen. The evil player wins the game if the Woodmen force is destroyed.
Count up how many Woodmen Warriors models there are at the start of the game. The evil player needs to kill this many Woodmen Warriors (can include reinforcements), all their heroes and also needs to kill Radagast.

The good player wins if they can break each enemy force and kill the Vampire.
Woodmen desperately try to defend their village against the savage attack of the Orcs and Wolves.

Radagast and Beorn try to escape the Mountain Trap of the Vampire...
The Elves of Mirkwood try to escape from the lair of the Spider Queen

The Bardings try to defend their goods and hold off the savage attack of the Wolves of Mirkwood
The One Ring Roleplaying Game

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