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FOREWORD

Whilst the nine Companions of the Ring travel through their own adventure, so too do many other peoples of Middle-earth. The tales told and sung by all will not include their names, but their deeds will never go unforgotten.

This supplemental trilogy, written by willing volunteers of The Last Alliance, details another group of Companions and their own task, set by Gandalf, to warn the peoples of the land east of the Misty Mountains of the coming shadow and the eventual war that it will bring, and combat the darkness in the north that Sauron's power draws in.

Through this supplement you will meet new characters, some as great as the members of the Fellowship of the Ring and some that are among the most unlikely of heroes, as they embark upon a great quest. Within this first tome the company's journey from Bree to Rivendell and north to the ancient fortress of Carn Dûm will be detailed, whilst later on in the trilogy will be included some larger battles as the company are swept up into the War of the Ring - war in the Iron Hills, and the great Siege of Erebor - all accompanied by profiles of the story's characters, scenarios to play out the journey, and tips on modelling and painting the participants in this great story. We, at The Last Alliance, hope that you enjoy playing through the quest of the Companions and wish you the best of luck. May your dice ever show sixes!

Playing the Adventure

There are two recommended ways to play the adventure. The first is to play each scenario as a one-off, using the participants described in the narrative. The second is to play through as part of a campaign where the heroes may fight the next scenario carrying wounds or even die, in which case it may be possible to replace casualties with other heroes.

Should a character die, roll 1 dice per starting number of Fate. The character will recover one Wound for each roll of 4 or more and recovers all his Might, Will and Fate. If a character did not die then he starts the next scenario with full health, Might, Will and Fate.

If a character should die he can be replaced with another. The replacement is found at the end of the scenario.
Part One - Wargs in the Bree-Lands

People travelling outside the gates of the four villages of the Bree-lands had started to disappear. When search parties went out to find them, all they found was a few grisly and clawed remains. After one ill-fated search only one person returned, badly wounded and at deaths door; before he succumbed, he told the Bree-guard, "There were hundreds of wargs, hundreds of them...we had no chance."

The Bree-guard decided the only possible solution to the problem was to hunt down the wargs and destroy them, and so was introduced a rich bounty on the wargs: twenty silver pennies for every pelt brought back to Bree.

But such was the fear surrounding the wargs; few people took up on this offer. Only a few men were brave or money-grabbing enough to: Tolman, a skilled swordsman in search of excitement; Robert Thistlewool, driven by bravery and desire for the safety of the Bree-folk; Fred Pickthorn the Bree-guard, who was accompanied by his son Barney who could not be dissuaded; and a couple of other men, whose motivation for the quest was more material. So they kitted themselves up with supplies and weapons before travelling into the Chetwood, the site of the most recent warg strike, in search of their prey.

They encountered a few small groups of wargs throughout the day, and dispatched them with ease. But just before night fell, the hunters were attacked by a great pack of the beasts who slunk out of the twilight shadows.

Not long after the fighting between the Bree-men and the great wolves began, the Men began to hear the sounds of arrows skimming through the air and thumping into flesh, and, although the darkness prevented the source of the shafts to be seen, the sound heartened them and they fought on harder. As the great chieftain of the wargs was struck down by Tolman's blade, the few remaining beasts fled and, suddenly, a flame was kindled in the trees a few yards away. As it approached, it illuminated the dead bodies of two of the more dubious hunters as well as poor Fred Pickthorn, and the light also fell on the grey-eyed face of he that held the torch aloft.

"I have been separated from a group of Rangers I was with. I carry important news for the one that they call Strider, in Bree. Can you help me get back there?" asked the Ranger. After some thought, the remaining Bree-men agreed and the Dúnadan joined them on their morning's journey back to Bree. Each of them bore many warg-skins on their backs, and, seeing that Barney was naturally distraught at his father's death, Robert spoke quietly to Tolman about taking him into his care.

Shortly after leaving the Chetwood, they felt a strange chill on the noon air. The next second the Ranger hissed at them to get down. As the Men obeyed, diving to the ground, all they could see was a lone rider, clad in black, outlined against the crest of a low ridge. Tolman whispered to the Ranger, "Who is that?"

In a low, emotionless voice the Dúnadan replied, "It is a fell creature of the east, sent here to find something that was lost many ages ago. I must tell Strider of it, for he will know what to do." The dark horseman rode on, disappearing from view, and the Ranger nodded that it was safe to continue their journey. But after that encounter they spoke very little until they were back in Bree, where they received their bounty on the wolf-pelts and a suspicious welcome - no-one was pleased to see another of them Ranger folk.
BARNEY PICKTHORN (Boy of Bree) by Elfwine of the Mark

Still early in years, young Barney Pickthorn, of the township of Bree on the western marches of the Weather Hills, lived life how other children did. Playing in the streets with the others, causing mischief, and the odd cunning caper of stealing apples from the grocers. His life was normal, but he yearned for adventure. He had never seen past the confines of the small township of Bree, except for the orchards where he went scrumping, or the wheat fields playing hide and seek in the tall plantations.

Never content with doing the same old child’s play within Bree, he would always beg and plead to go with his father hunting wargs in the lands around the township. Always he would get knocked back, set down as his father replied with “You’re too young” or “Maybe when you’re older”. He would have to wait until he was able to aim and fire a bow to slay the creatures.

But Barney was never one for rules. Often he would get caught for stealing apples or bread, and as soon as he had heard enough of his father’s wishes for him to stay put, he snuck out of the town when they went for another hunt. It would prove to be very helpful. Even though he was threatened by his father for sneaking out and disobeying him, his case was helped when he spotted a pack of wargs that none of the group could see bar him. From then on, he was allowed to go with his father on hunts, much to the chagrin of his friends stuck within Bree.

Barney Pickthorn

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Wargear
Barney is not a fighter in any sort of sense, his only battle being in fights with the local bullies, his only shooting practice being throwing stones at foxes in the bushes, at which he has become very good. His only weapons are his fists, counting as a dagger.

Special Rules

Throw Stones. See the main rulebook or SotS under Frodo’s profile for rules.

A Keen Eye. When watching intently of the surroundings, waiting for people to arrive that may look like travellers on adventures; he would watch their path, starting from afar. This keen sight allows one Good model per turn armed with a Bow (of any kind) and within 6”/14cm of Barney, to re-roll ONE failed roll to hit in the shooting phase. To make use of this skill Barney must be able to see the shooter and the target.

Little Legs. Barney, being a young boy, can not run as fast as an adult, and so only moves 5”/12cm per turn.
Tolman of Bree

Points Value: 40

F S D A W C
Tolman 5/4+ 3 5 2* 1 3

Might: 2
Will: 1
Fate: 2

Wargear
Tolman carries his sword (hand weapon), and wears leather armour.

Special Rules

Cowardly: Tolman must pass a courage test to charge any enemy with a fight value that is equal or greater than his own.

Taunt: If Tolman is not in combat at the beginning of the fight phase, he may attempt to taunt any enemy model within 6”/14cm, even if they are in combat. The enemy must pass a courage test, or it will be forced to move into combat with Tolman. The fight phase is then worked out normally.

*Swordplay: To represent Tolman’s swordfighting skills, he may choose to use one of the three special rules in the fight phase.

Flurry: Tolman is a very quick swordsman and can weave his sword strokes into an impenetrable wall of steel. To represent this, Tolman may choose to roll four dice when rolling to see who wins the combat, but, if he does so, may only roll one dice to wound if he wins the combat.

Precise Strike: When fighting tough or an armoured opponent, Tolman is able to strike at weak points in their armour or hide. To represent this, if Tolman wins a fight, he may choose to make a single strike requiring a 4+ to wound, regardless of his target’s Defence. He always passes any ‘in the way’ test.

Trip: Tolman likes his opponents to know they are beat, and on occasion he will use his sword to trip them just to show that they are no match for him. To represent this, if Tolman wins a fight, he may choose to knock down his opponent instead of striking wounds. Roll one dice per strike, if the score is greater than the targets Strength then the model is knocked down. This attack does not affect any model on a base larger than Tolman’s.
ELTHOR (Man) by Viggo89

Elthor's mother was a woman of Bree and his father was one of the Dúnedain Rangers, although his father left his mother at his birth, so never really knew his father.

In his very early years Elthor grew up in a small village on the eastern borders of the North Downs called Caron but when he was aged just 4, a party of orcs attacked without warning in the night. When Elthor awoke he could not find his mother, so hid beneath his bed when a few orcs came into his room and started to ransack his meagre belongings.

A passing company of Rangers without hesitation rushed to aid the villagers whereupon one stepped into Elthor's home and slaughtered all the orcs inside. As the tall Ranger turned to walk out and help the others in the village, he heard a quiet whimper, looked under the bed and saw Elthor. Realising this child was a survivor the Ranger took the child into his arms, to save him from his home which was now nearly all covered in flame. As Elthor and the Ranger came outside he saw his mother lying dead on the floor. The Ranger put him down on the floor and said to him "I am Halbarad of the Dúnedain Rangers, I'm here to help you."

It was not long until the orc assault ended and the surviving villagers thanked the Rangers. Elthor looked around for anybody he knew, but all he could see were severed bodies everywhere. So with his mother dead, and everything he had ever known gone, Elthor asked Halbarad if he could go with him as he had nothing left in the village apart from a burnt home and a corpse. Halbarad accepted Elthor's proposal and said that Elthor could be trained as a Ranger and so to help others in need - and so he was. Elthor spent many years with the Rangers of the North and he became a very good Ranger himself.

After many years Elthor discovered that his father was once a Ranger also and begged leave of Halbarad to journey to see if he could find his father at his last known location, Bree….

Elthor: Points Value: 80

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Wargear
Elthor carries a longbow and sword.
At additional cost Elthor may have the following items:

- **Spear**: 1 pt
- **Horse**: 10 pts

Special Rules
**Expert Shot**: Elthor can shoot twice in the shoot phase.

**Dúnedain Cloak**: The cloak of the Dúnedain is of fine weave which mimics the natural colours of the land. Elthor's cloak has the same effects as an Elven cloak providing its user does not move or shoot.
Hador, Watcher of the Shire (Elf)

by Spiney Norman

The Rangers of the North have had a long association with the elves of Rivendell, having undertaken many missions with the aid of Elrond’s twin sons. Young at only 150 years old, Hador is an elf warrior who lives in Rivendell and often accompanies them. Hador has excellent vision, being able to descry enemy troop movement from miles away.

Hador was raised in Mirkwood and is of Silvan descent. His parents were both taken alive into the dungeons of Dol Goldur, and he never saw them again. Hador now lives to fight the evil of the orc wherever he finds it. He has travelled the Misty Mountains and knows much of Middle-earth well. He is a fair archer, but cannot rival the skill of great archers like Legolas.

Hador is one of many Elven Scouts that Elrond has detailed to watch the Shire and the surrounding area for it lies on the road to The Grey Havens, and that road must be kept clear at all costs, for it is the last refuge of the Eldar, to cross the sea.

Points Value: 30

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Wargear
Hador carries a finely crafted Elven Blade and an Elven bow, he also wears Light Armour and an Elven Cloak.

Special Rules
Elven sight - The keen eyesight of Hador often alerts his accompanied forces to the presence of enemies, giving them the initiative in battle. Hador may use his might point to alter priority rolls in the same way as other dice rolls.
Robert Thistlewool

A young man from the town of Combe, Robert never felt his place was in the quiet streets of his home taking up the business of his father. Instead he would spend the long dark nights in the local tavern, listening to the wondrous tales that the travellers brought from their many adventures in the great world and allowing his mind to swim with dreams and fancies of one day joining his heroes on one of their many adventures.

As it turned out adventure came to him instead when his father, Richard, was felled on the lonely paths to Bree by a foul servant of the Darkness. With wrath in his heart and a fire blazing in his eyes he took up the tools of his father and forged himself a blade of lethal cunning, and wrought into it was all the grief and rage that was itself wrought inside him. Saying farewell to his mother and three siblings he set off into the wilds with vengeance on his mind.

After many days trek he found his quarry lurking in the shadowy streets of Staddle and under the dark faces of the houses of men and hobbits he felled the dark creature, some being of malice conjured for an almost forgotten war. However by now the flame of adventure had been lit in his breast and he found himself unable to return to the drudgery of home, instead choosing the lonely life of a traveller. Years have passed since that dark night and Robert has been witness to many things both fair and awful. But now a new challenge brings itself to him, and his feet find their stride once more.

Robert Thistlewool

Points Value: 50

Wargear

Robert wears light armour and carries a long sword, which means he can elect to use it either one-handed or two-handed during each fight phase.

At additional cost Robert may have the following items:

- Bow 5 pts
- Horse 10 pts

Special Rules

Flame of Youth: Though in appearance he seems aged in the eyes of men, in his heart a youthful fire still burns that makes Robert subject both to deeds of bravery and folly. Whenever there is an evil model within charging distance and not already in a fight, take a Courage test. If Robert fails the test then he must attempt (Terror test may stop him) to charge the nearest enemy model.
SCENARIO ONE - WARG HUNT by hithero

Sheep, cattle and even people have been going missing – not just missing, but taken and devoured by vicious warg packs. Because of the increase in the number of attacks, a bounty of twenty silver pennies is offered for each warg pelt brought back to Bree. A party of locals vagabonds and heroes, each with their own reasons, have assembled to rid the area of the warg menace but have they bitten off more than they can chew when they come across the warg den....

Participants
On the Good side there are Robert Thistlewool, Tolman of Bree, Barney Pickthorn, Elthor, Fred Pickthorn (use Warrior of Rohan with bow) and 3 Men of Bree (use Ruffians with bows)

On the Evil side there are 1 Warg Chieftain and 18 Wargs.

Layout
The game is played on a 48”x 48”/112cm table which is covered in as much scenery as possible, especially woods, trees and bushes.

In the centre of the table is the wargs’ den.

Starting Positions
The Evil player places 5 warg sentries around the table no closer than 12”/28cm to each other or the den. Place 1 warg guard touching the entrance to the den, which is considered to be within 6”/14cm of those inside.

The Good player then places all of his models, except Elthor, along any one table edge.

Objectives
The Good force is trying to take warg pelts and will win if they can kill 8 wargs and Barney survives the encounter.

The Evil side can win if they prevent this and kill 4 Good models.

Any other result is a draw.

SPECIAL RULES

Sentries. Sentries move during the Evil players move phase, but the player with priority rolls a dice for each warg sentry one at a time until the alert is sounded:

1  The warg is distracted; he cannot move or detect other models.
2-5 The warg may be moved by the player with priority the score rolled in inches.
6  The Evil player can move the warg up to 6”/14cm
**Detection.** The warg sentries and guard will sound the alert at the end of a turn when either:

1. A warg is hit but not killed.
2. A Good model is within 6”/14cm of a warg.
3. A Good model is within 12”/28cm of a warg with no intervening cover.
4. A warg is killed within 6”/14cm of another which is also not killed.
5. The guard warg is slain.

Once the Good side has been detected the sentries and guard revert to normal movement, also, at the end of the Evil players move 1D6 wargs (up to the maximum) will exit the den following the normal rules for reinforcements. They may charge as they rush from the den.

**Elthor.** The Ranger does not start on the table but may arrive during the battle. From Turn 4 onwards, roll a dice in the priority phase. If the score is 4+ Elthor will arrive anywhere along the table edge opposite the hunting party’s starting edge. He may move and shoot but cannot charge on the turn he arrives.

**Campaign Recruits.** A Ranger of the North
SCENARIO TWO - NIGHT ATTACK  
by Bilbo Baggy-bum

After a day of hard travel, the Companions set up camp for the night – and this is when the wargs attack. Not aware of them to begin with, this surprise attack catches the Companions off guard. This fight could end up being the Companions’ last!

Participants
On the Good side there are Robert Thistlewool, Tolman of Bree, Barney Pickthorn and Elthor.

On the Evil side there are 2 Warg Chieftains and 16 Wargs.

Layout
The game is played on a 48”/112cm x 48”/112cm table which is covered in as much scenery as possible, especially woods, trees and bushes. In the centre of the table is the Companions makeshift camp.

Starting Positions
The Good player places his models within 3”/8cm of the centre of the table around their campfires as they are awakened by the howling of the wargs. A warg chieftain and 6 wargs are then placed touching any of the table edges and have priority. The other wargs will arrive later in the game.

Objectives
The Good force must survive the night and rout the wargs; this is achieved by reducing the Evil force to 25% or to kill both warg Chieftains.
The Evil force needs to kill all the heroes. Any other result is a draw.

SPECIAL RULES

Reinforcements. From turn 2, after the Evil player has moved, roll for each Evil model not yet deployed. On a 1 or 2 the warg does not arrive this turn, on a 3 or 4 the Good player places the warg touching any table edge, on a 5 or 6 the Evil player places the warg touching any table edge. Once deployed, the wargs can move as normal, but may not charge that turn.

Fire. Any Good model starting its move in contact with the fire may grab a burning branch to fend off the wargs. Any Good model with a burning branch is counted as Terrifying to all wargs. Also, should a warg lose a fight then it retreats D6”/2D6cm if not slain.
The camp fire counts as an impassable object.

Campaign Recruits. A Ranger of the North.
Part Two - Message for the Elven lord

Although the warg-hunters had returned with less loss than anticipated, Elthor the Ranger was not at ease. Strider, who he had expected to be in Bree, was noticeably absent, as were any Dúnedain except himself, and the presence of the black riders in the area hung over him like a dark cloud.

At last he determined to set out to Rivendell, to see what the counsel of Elrond would be. He also hoped to encounter Strider there, or indeed any of his kinsmen. So, after much thought, he went to visit in turn Robert Thistlewool (who was caring for young Barney Pickthorn) and Tolman the of Bree and requested their company on his journey to the Valley of Elrond.

Fortunately for Elthor, the two Bree-men had found a taste for adventure within themselves, and both accepted. Barney too was so enthusiastic, appearing happy for the first time since his father's death at the prospect of going, that Elthor advised Thistlewool to bring him along. And so it came to pass that, on the morn of the next day, a party consisting of Robert Thistlewool, Barney Pickthorn, Tolman of Bree, and Elthor Dúnadan set out from Bree's east-gate. The Ranger (knowing Barliman Butterbur all too well) had left a message with Bob, the serving-hobbit at the Prancing Pony, that if he were to see any Rangers he would tell them that Elthor had been here and had left eastwards. He backed the message up with a silver penny for the Halfling messenger.

Before travelling eastwards towards Rivendell, Elthor directed the party northwards, refusing to answer the questions of the others as to why he was not heading directly along the road. The reasoning became clear when the group entered a small hollow some way to the north of Bree, where they met up with a strange and wild-looking man, who named himself Foradan of Eriador. Elthor, in whispers, explained to the Bree-folk, "Few men know the wilds to the east better than Foradan. He will act as a guide."

On the third day out from Bree, the four heard hoof beats on the road behind them. A fear passed over all three of them as the same thought crossed their minds: a black rider in pursuit? But, as the three men turned with swords drawn, their fears were proved wrong. A golden-haired elf, dressed in a weather-beaten cloak and mounted upon a proud grey horse, rode up. "You are Elthor Dúnadan?" he asked the Ranger from the saddle, and when the man nodded a look of relief passed over his face and he swung himself from the saddle. Holding his horse by its muzzle, he said, "I am Hador of Imladris. I have grave news for you."

"Tell me as we walk," responded the Ranger. "We must get to Rivendell and tell Master Elrond that there are black riders in the area."

The eyes of the elf widened as the group continued their march. "That is the news I bear. I and my sentinels near Sarn Ford spied them riding up the Greenway a few days ago, and I set out in pursuit. Finding no trace of them at Bree, I was approached by a Halfling in the Prancing Pony. "A smile came to Hador's face, and he recalled, "I was disguised as a Ranger as I am always when in Bree, to avoid trouble, and so I was mightily surprised when the Halfling approached me - they are usually timid of Rangers in Bree, even the Men. I was told by the Halfling (in rather a singsong manner) that 'a Ranger, name of Elthor, was here a couple of days ago and left eastwards'. So I rode out following as soon as I had finished my ale."

Elthor nodded. "Then join us on our way to Imladris. That is what the elves call Rivendell," he explained to Tolman, Robert, and Barney, who all seemed slightly at a loss. Then, turning his head to the grey steed of the elf, he smiled. "One horse cannot carry six riders, but it can carry their packs. Lighten your loads, my friends, and we will arrive quicker."
The Companion

The journey along the road went swiftly after that, and it was only another week before the travellers reached the Last Bridge over the River Hoarwell, and entered the dangerous country of the Lone Lands, where the road ran along the edge of the brooding Trollshaws woods.

Now the travellers started to run into trouble. There were several attacks by the orcs of the forest, and sometimes they had trolls. These larger beasts, although more dangerous than the goblins, were quickly discouraged by a few arrows from Hador's bow, but the orcs were more persistent, and although the Companions drove them off, they were not unscathed.

But the denouement was still to come. Three days after crossing the Last Bridge, the five Companions journeyed along the road. Suddenly, noises of battles started to filter through the trees to the north. Drawing their weapons and rushing into the woods to help, they burst into a clearing wherein a small group of travellers was being attacked by several orcs and a foul beast the like of which not even Hador had seen before.

The Companions rushed to the aid of the beleaguered travellers, and managed to ward off the evil creature and slay several of the orcs. As the servants of darkness fled, the leader of the travellers, an old bearded man with a grey robe and a blue hat, who leant upon a gnarled staff, greeted the Companions and named himself as Gandalf the Grey. Elthor expressed surprise and delight, and when the old man added, "Mithrandir," Hador did also. They were happier still when the other travellers came forward; the names of Elladan and Elrohir were known to both of the two. The Bree-folk remained baffled by all of these strange names, but did not fail to be cheered by the meeting of the two parties.

They were cheered still more when Gandalf proposed that the six of them join his own company to complete the journey to Rivendell, and it was done so without any more encounters with Orc or beast.
James ‘Rusty’ Banks grew up in Bree with his mother and father. He wandered into the wilds of Eriador (except the dangerous places he was told about by his father who told him numerous tales about these places, especially the Barrow-downs!) with lots of his friends having fun. Although he and his friends loved Bree they found it boring, and they had an unusual hatred for hobbits and the folk in Bree. His father knew about him travelling around and had no problem with it, though he insisted he carry a sword. In time, when he grew into his teens, he gained strength and even a bit of experience with his blade. His dislike for the people in Bree grew and he and his friends began threatening men and children with his sword. Word spread of James and his friends’ actions, until his father heard of them.

His father raised his voice and ordered him to give him the sword.

James drew the sword and screamed, ‘No! I’m leaving!’ He stormed out to gather all of his friends. He rounded up several of his gang and said, ‘I’m off! I’m sick of these people and this place! Who’s with me?’

There was a cheer and everyone followed with blade, whip and bow! He was given the nickname Rusty by his followers. ‘Rusty’ had heard of numerous parties of orcs in the forests next to the Trollshaws. So they made their way down the East Road towards the forest.

Here in the dark forest they made their camp and recruited other villains to their cause. Their cause? Nothing but vicious banditry.

Rusty Banks

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Wargear

Rusty carries a sword, whip and bow.

Special Rules

Loyalty. His followers have complete trust and faith in Rusty. Rusty has a ‘Stand fast’ of 12’’/28cm.
FORADAN (Man)
Foradan originated from the lake town of Esgaroth. As a child living in Lake Town, he loved to explore the surrounding countryside. On one occasion, a party of goblins from Dol Guldur found him and, though he fought valiantly, a sixteen-year-old boy is no match for a dozen orcs. He was bound and taken towards the Tower of Dol Guldur but, before they reached the tower, the orkish force was ambushed by an even more horrific evil. A group of giant spiders fell upon them, and as the orcs fought for their lives Foradan slipped away into the darkness.

Eventually he found his way out of the forest and started towards the Misty Mountains. He was found later that week by a patrol from Rivendell, and taken back there for protection. He learned many things during his stay at Rivendell, for the elves delighted to share their knowledge with him. About this time, orc activity around Dol Guldur made travel back to Lake Town too perilous and Elrond requested that Foradan stay this side of the Misty Mountains. Foradan decided to move to the village of Bree to be with his own kind, but after one particularly vicious brawl in the Prancing Pony he ended up fleeing out of the town gates pursued by several angry (and very drunk) men.

He fled to the depths of the Old Forest on the borders of the Shire. His presence became known to Tom Bombadil, but Tom endured him out of pity. With the knowledge of the elves of Rivendell in his mind, Foradan is now a master of woodland lore, knowing which plants may be eaten and which may not, moving around the forest without touching the ground with his vine rope, and melting unseen into the woodland. He will usually run from a fight rather than stand his ground, but is a savage fighter when cornered.

Foradan

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Might: 1
Will: 0
Fate: 3

Wargear
An assortment of throwing knives (stolen from various locations, such as the kitchen of the Prancing Pony) and a hunting knife (counts as hand weapon), forest cloak (counts as an elven cloak if in woods or partially concealed by vegetation) and a climbing rope.

Climbing rope - Allows Foradan to climb any surface, Foradan passes all climb tests automatically as if he had rolled a 6.

Throwing Knives - Foradan has access to many small throwing knives which he can throw in quick succession. Foradan can throw two knives a turn if he does not charge. Throwing knives count as a throwing weapon.

Special Rules
Live to Fight Another Day. Foradan is adept at running from dangerous situations. If Foradan loses a fight and not trapped, then before the opponent rolls to wound the controlling player may roll a D6; if the result is a 4+ then Foradan may disengage from the combat and run away D6”/2D6cm.

If Foradan succeeds in running away his opponent may not strike him. Foradan may not use this ability if he is trapped, paralysed, transfixed or affected by any similar magic spell which restricts movement.
SCENARIO THREE – THE TROLLSHAWS

Description
Darkness was falling as the companions trekked along the lonely road towards Rivendell. They had found themselves wandering among trees and large rocks cast by the wayside, and the deep shadows cast by the setting sun made all of them wary. Suddenly, out of nowhere, a rock was hurled and landed at Elthor’s feet. Picking it up, he saw parchment tied to it and, straining his eyes in the fading light, he read it out to the others who crowded behind him.

'My men have you in their sights. Cast down your arms and surrender, or perish.' Fear swept through the companions and, drawing their blades, they prepared for the oncoming assault. From behind a rock a loud curse was heard, followed by a whip-crack, and from the shadows a host of crudely armed men came bearing down on the company.

Participants
The good side has Robert Thistlewool, Tolman, Barney Pickthorn, Foradan, Elthor, and Hador. The evil side has James 'Rusty' Banks, 15 ruffians with hand weapons, and 9 ruffians with bows.

Layout
This scenario is played on a 48”/112cm x 48”/112cm board, running down the centre is a meandering path and scattered around the board are large rocks, trees and various undergrowth.

Starting positions
Two Good models are placed on the road 18”/45cm from the eastern table edge. The rest of the Good models are placed on the road no further than 18”/45cm from the western table edge.

The evil side must be deployed no more than 12” from either the north or south table edges and behind cover.

Roll for priority

Objectives
This scenario lasts 10 turns.
The Good side must escape off the east table edge with at least 4 Companions.
The Evil side must kill 4 Companions and have the only models left on the table at the end of the game to loot their bodies.

Any other result is a draw.
SPECIAL RULES

Ambush. Each of the Evil models may shoot, if possible, before the start of the first turn. Roll for priority.

Darkness. Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, dwarves, trolls, orcs and Moria goblins can only see other models up to 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge or shoot at targets outside this distance.

Trollshaws. At the end of move phase the player with priority rolls a D6. On a 4+ a Cave troll will emerge on a board edge of the player’s choice. The troll may not charge this turn but may shoot if there is a model within 12"/28cm. The trolls are controlled by the player with priority as if it was one of their own models.

Campaign Recruits. A Ranger of the North or Elf Captain.
The Companions - Evil in Eriador

MORTHHAURING (Vampire) by Drashkurz

In the days before the Sun and the Moon when Melkor the Vala held great power in Middle-earth, many great Maiar-spirits, of the very kin of the Valar, flocked to him, and he corrupted others with lies and treachery. Among these the legendary Balrogs are most celebrated; but other spirits there were, weaker and yet more subtle in their ways, and among them were the vampires.

Morthauring is of this foul ilk, and even after the downfall of Melkor he lived on in the darkness of Utumno, the great pit that was Melkor's first fortress. But the growing power of Sauron in Mordor has drawn him, in his curiosity, southwards and into more civilized lands, and, gathering a band of orcs into his terrified service, he has come finally to Eriador and the forest of the Trollshaws.

This is a place where light does not fall. Beneath the full sun of a cloudless day, this would be a shadow, cast from nowhere. In the gloom of night, this would be a hole of pure darkness, from which no glimmer could escape. However urgently the eye might seek form in this deep shadow, one’s gaze catches but a hint of detail, then slides away, lost in the interplay of black upon black.

Disturbingly, however, there is a form here, and disturbingly- it is animate. It may be discerned less by direct observation and more by a trick of perception, just as one might glimpse things lost in the night only out of the corner of one’s eye. The sweep of a dark wing, the malevolent glitter of a dull, iron claw, the baleful glare of twin ember-like eyes; all of these can be seen, from time to time, within the writhing darkness.

Morthauring

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Morthauring

**Points Value: 180**

**Wargear**

Morthauring has claws of iron (hand weapon) and a cloak of darkness that can befuddle his enemy's blows.

**Special Rules**

**Voice of Command.** See the rulebook for details.

**Harbinger of Evil.** Any Good model within 6”/14cm of Morthauring suffers a -1 Courage.

**Terror.** Morthauring is an ancient Maia of the elder darkness, and so foul is his aura of shadow and evil that he causes fear among his enemies. An enemy wishing to charge Morthauring must test its courage as described in the Courage rules.

**Air and Ground.** Vampires fly naturally but can walk on the ground as well - Morthauring's move is 10”/24cm when flying or 6”/14cm if walking. He cannot swim.

**Magical Powers**

**Darkness.** Dice score to use: 2+. This power enables Morthauring to surround himself in a shroud of impenetrable darkness. This covers a circular area of 6”/14cm radius from the edge of Morthauring's base. Once cast, the darkness remains in place for the rest of the game, following Morthauring around, so long as he has at least 1 point of Will remaining. Any ranged attack against a model in darkness needs a 6 to hit. Any model wishing to cast magic at or charge any model covered by the darkness must first roll 4+ on a dice to do so. If the model fails then it can only take actions against models not cloaked by the darkness. If the Darkness overlaps with a light spell (such as those cast by Gandalf), both players roll a D6 roll to see which power overcomes the other - the higher dice score wins. Might cannot affect this roll, but Will can. Use Will to affect the dice rolls in the same way as Might does in a fight. The losers spell is dispelled; both spells are dispelled if the final scores were equal.
SCENARIO FOUR – SURPRISE ENCOUNTER

As the Companions reach the brow of a low hill they espy ahead three travellers being assailed from all sides by a band or orcs and something larger and more sinister. The Companions don’t wait and launch into a counter attack to aid the unknown travellers.

Participants
Good - The Companions Robert Thistlewool, Tolman, Barney Pickthorn, Foradan, Elthor, and Hador. Also, on foot, are Gandalf the Grey, Elladan and Elrohir.
Evil – Morthauring, Uruk-hai Captain, 6 Uruk-hai with swords, 6 Uruk-hai with two-handed weapons, 1 Warg Rider Captain, 6 Warg Riders with any weapons, 1 orc captain and 8 orcs with bows.

Layout
The 48”/112cm x 48”/112cm table has a 4”/10cm wide road running through the centre west to east that passes through the river Bruinen, which is 4”/10cm wide running north to south down the eastern edge; the river is impassable apart from the 4”/10cm wide ford. The rest of the table has a few low hills and a smattering of trees.

Deployment
The Companions are placed within 6”/14cm of the road up to 3”/8cm in from the western edge. Gandalf, Elladan and Elrohir are placed on the road 18” from the eastern table edge. Morthauring is overseeing the battle and stands up to 6”/14cm in from anywhere along the northern edge. The rest of the Evil forces can be deployed anywhere on the table no closer than 9”/18cm to any Good model.

Objectives
The Good player wins if he can kill Morthauring or exit the eastern edge with half of its models. The Evil player wins by thwarting the Good players objectives.

Campaign Recruits. An Elf Captain.

The Care of Elrond. Due to the healing skill of Elrond and his elf maidens, all surviving Companions will be healed to their full health. All Companions start the next scenario with their Wounds at full strength.
The party crossed the narrow bridge and came to the Last Homely House at night, and, having been greeted by Elrond and his counsellors, retired immediately to bed. The Companions slept soundly for the first time in weeks.

The dawn came, and after a light morning meal, the Companions were visited by an elf who said that Gandalf the Grey wished to speak to them in the Hall of Fire, if they were unoccupied.

As the Companions indeed had nothing to do at that time, they went to the hall. Within, they found several folk who stood out from the elves who occasionally passed as much as they did themselves: a tall man from beyond the mountains, a Beorning named Aneron; and a swarthy man from Rhûn who was treated with great distrust by the great Beorning - he was named Kalatri. Sitting by the group were two who looked more at ease in the valley of the elves, being two among the Firstborn themselves: an elf-lord who greeted the Companions from the Bree-lands quietly, naming himself as Sorandilun, and an elf-maiden whom Sorandilun introduced as Urúviel of the wood.

As Sorandilun introduced the others, Gandalf entered the hall and strode over to the assembled company. He seated himself, and looked around at them. "Well met," smiled the wizard. "I wish to talk to you of a matter of greatest import, which is not a happy tale. But it must be told, so here it is.

"The three peaks of Gundabad, in the far north, are the roof to a great fortress of goblins," he began, looking at the assembled company with piercing eyes. "Although the Rangers of Eriador and the northernmost settlements of the Beornings keep the attacks of the creatures in check, the most recent strikes have threatened breaking through. As well as coming in greater numbers than ever before, the goblins are unusually united and driven in their attacks, and their battle tactics - as far as orcs have tactics - have greatly improved in the near past. The Rangers still hold the orcs from overrunning all of Eriador, but their lines are stretched.

"What has been eluding me is the reason for this sudden increase in the numbers and prowess of the goblins. Why are they suddenly eager and ferocious? Sometimes they even brave the light of day to attack the brave Dúnedain."

The wizard gazed around at the collection of the Free Peoples that sat before him. "We must assemble a party of brave warriors to face the evil of the north and find the root of this great strength that has suddenly come to the orcs of Gundabad. Then we must destroy it. A company must be composed to go to Gundabad, and I propose that you are it, my friends. If any of you fear the darkness of Sauron, then I will not compel you to go. But this evil must be stemmed."

The wizard viewed the company again in silence. After almost a minute, Robert Thistlewool stood and said solemnly, "I am not afraid. I shall journey to Gundabad," Tolman nodded at his friend's bravery, and added, "And I shall accompany him." Elthor followed with the pledge, with Hador shortly behind him, and the two said together, "We shall also."

The others there, from Foradan (although hesitantly) to Aneron to Urúviel, nodded and pledged their companionship. When they had spoken, Gandalf nodded. "That is good," the wizard said. "Then the company shall leave for the north in two days time, when preparations have been made and weary spirits rested. Barney, this quest is too dangerous for one so young. You will stay with me a while, until we can get you safely back to Bree. The lord Sorandilun, due to his wisdom and experience, I will appoint as the
company's leader. Time is valuable on this quest, as the power of the dark mountain grows by the day.

Kalatri is a descendent of Bor, one of the Easterlings who remained loyal to the elves during the Battle of Unnumbered Tears. He is the son of two Easterlings living in Rivendell, hiding from Uthava, the current king of Rhun who is the descendent of Ulfang. Since Urúviel has come to stay at Imladris, Kalatri has fallen deeply in love with her. He will do anything to ensure her protection from harm without hesitation, even if it means risking his very own life.

Kalatri (Easterling)  

**Wargear**  
Kalatri carries an Easterling Halberd and wears heavy armour. For additional cost he may have the following wargear.

- **Shield**  
  5 pts

- **Horse**  
  10 pts

**Special Rules**  
**Descendant of Bor.** Kalatri is a descendant of Bor who remained loyal to the Elves during the Battle of Unnumbered Tears. Even though Kalatri is an Easterling he is treated as a good model. He also has a particular rivalry against the Easterlings who follow Uthava. If he is within 6"/14cm of an Easterling and is able to charge him he must do so.

**Love For Urúviel.** Kalatri's love for Urúviel is so great that he must protect her at all costs. As long as she is alive he counts as her bodyguard and passes all courage tests that he is required to make. In addition, if Urúviel is slain refer to Elladan and Elrohir's rule for Unbreakable Bond.

But be not afraid, and the darkness will not overcome you."
Urúviel (Elf)

*by Geo Galad*

Born beneath the Trees of Lorien, Urúviel spent most of her days in the Golden Wood, talking with the flora and fauna and learning the ways of the natural world. Often she would go to the White Lady’s courts when the wizard Radagast was around, so that they could share in their love for nature, and over time she learned how to manipulate nature so that she could help heal the wounded.

With the Age of Elves coming to an end, Urúviel began her journey to the Undying Lands. While the company of Elves were travelling though the Trollshaws, they were ambushed by a horde of orcs. All but Urúviel were slain and she hid in the foliage at the side of the road. Urúviel slowly made her way back toward the Valley of Imladris where she now dwells.

**Urúviel**

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**Wargear**

Urúviel carries an Elven Blade and wears an Elven Cloak. She can be given additional equipment at the following extra cost.

- *Elven Spear* 5 pts
- *Horse* 10 pts

**Special Rules**

*Elven Spear.* When wielded with two hands the model can defend with it, counting as shielding.

**MAGICAL POWERS**

*Renew.* Range 6”/14cm. Dice score to use 4+. See the new rulebook for details.

*Nature’s Wrath.* Range 6”/14cm radius. Dice score to use 4+. See the new rulebook for details.

*Strengthen Will.* Range 6”/14cm. Dice score to use 5+. See the new rulebook for details.
**ANERON (Beorning)**

Aneron, a Northman Chieftain of the Beornings, was born in a small Beorning village on the eastern boarders of the Anduin Valley. One evening when the Men of the Clan had gone to meet with the Lord of the Beornings, Beorn, a great host of Easterlings came up through the woods from the south. They attacked the village with a furious tenacity, burning most of the homes and ruining the crops. Those women and children that weren’t lost to the fires where taken in great wains back to the east and there, in the prisons of Rhûn, they were kept. Aneron’s mother had perished in the fires but he had managed to escape, only to find his way into the hands of the Easterling attackers. He was kept in a cell by himself and spent the rest of his childhood and teenage years labouring for his Easterling lords. By the time he had reached adulthood he had grown into a great man, a giant to the Easterlings.

As the years passed he began to tire of the bad treatment of himself and his people. One day, as the eastern sun beat down upon the Beorning slaves, Aneron was witness to a brutal act of hate upon one of the slave women. The woman was old, as would have been his own mother by now. She was unable to carry the heavy building stones by herself anymore and so she was pleading with the slave drivers to let her son help her. They refused and threatened to whip her when she did not continue with the work. Her son looked on helplessly. A few of the other women ran over to help her to her feet. She tried to carry the next stone from the wain but stumbled and dropped it. Her son rushed over to help her, but before he could get to his mother the guards were restraining him.

Aneron watched on as the woman’s son knocked back the guard with amazing strength. He went to his mother’s aid, lifted her up and checked on her. Aneron cried out to the man as the Easterling guards jumped him from behind and restrained the man, and took him into the cell block. The woman cried as the shouts from inside got louder, then something strange happened which Aneron and the other young men did not expect: there was a loud, bestial roar, and some deathly cries. A light ignited in the old woman’s tearful grey eyes; she closed them and there was silence. Some of the guards returned to take the mother, but she would not move. She knelt before her tormentors proudly, as if replenished with life. They raised an axe to her. Aneron ran over, shouting, “No!”, but they had taken the woman’s life before he could reach them.

He stared at the corpse, and then at the murderers. “Get back to work, Northman,” one of them said. Instead, Aneron swung the pick he had been using and felled the guard. A roaring cheer rose from the rest of the slaves but, before much more could happen, the courtyard that they were working in was overrun by guards. Havoc broke out within the prison courtyard. The guards struggled with Aneron as he too found a great strength inside him. He knocked them back and as they began to circle him, he found himself hunching over and his instincts heightening. He had begun to growl and his long black hair was now beginning to cover his whole body. He saw the fear in the guards’ eyes. He looked down at his hands; to his surprise, instead of his worn old hands, he had huge black paws and sharp claws like a bear. He let out a bellowing roar and lunged at the guards before a red mist filled his eyes.

The sun beat down upon Aneron’s sleeping face. He remembered little of the evening before. He looked around and a few of the other men lay upon the sandy dunes close to him, their clothes tattered and their faces bloodied.

“So, it was not a dream,” he thought to himself. “The legends are true - we really can change our shape.” He looked across the desert wastes to a city not too far away. Smoke rose from the buildings and he could see a great mass moving towards him: figures in gold and red carrying great axes and halberds. The Easterlings were coming for them. He woke the others up and they quickly began to make their way west with the grand host at their heels. After many weeks of running and hiding, the small group of rebels came upon grassy glades, and on the far side they could see the borders of the great Mirkwood. After finding their way through the dense forests they managed to come across the villages of Beornings. They were welcomed back into the Beorning society, and joined Beorn’s son, Grimbeorn, in protecting the Anduin Valley and the ford of the Carrock. Aneron was made a Chieftain by Grimbeorn and led the Beornings into many battles before being sent to Rivendell with tidings for Elrond.

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**Wargear**

Aneron carries a woodman’s axe. Because of his awesome strength and skill he may wield the axe one or two-handed weapon (to be declared before each fight).

**Magical Powers**

**Shape Changer.** Aneron has the ability to change shape into a huge bear. This can be cast as a spell by Aneron, but only on himself. It will cost 1 point of Will and on a 2+ Aneron will have successfully taken the form of a bear. Due to his transformation Aneron's stats will change as shown above. Aneron will remain in bear-form for the rest of the game. If Aneron takes a wound in human form it will be subtracted from his bear-form also.
Special Rules

Bear. When in the form of a bear, Aneron can’t fight with an axe. Instead he must fight tooth and claw; this means he doesn’t have a –1 penalty for being unarmed.

Aneron’s Heroic actions and Stand fast rolls only affect Aneron and other Beorning’s whilst he is in Bear Form.

Rage. The heat of battle gets the Beorning’s into a berserker-like state, and they are some of the most fearsome and hardy warriors in Arda. Once Aneron has charged or been charged by an enemy, he counts as under the effect of Fury. If he gets wounded Aneron may roll a die and ignores the wound on the result of a 6. He also passes any Courage tests he has to take and cannot succumb to any ‘mind’ attacks such as Sleep or Transfix.

This rule will be in effect for the rest of the game.
Sorandilun was the son of an elven smith who dwelt in Lindon. On a trade expedition he accompanied his family, who were on their way to trade with the dwarves; his column was ambushed by orcs, and he saw his mother and father brutally murdered by orcs in front of his eyes. Sorandilun fled the massacre, taking with him the only other survivor of the attack, a small Elven child named Rinon. They were found by the elves of Gil-galad, and the High Elf boy and Rinon were taken into the custody of their house, where they were educated and grew.

Though he was unable to see the High King of the Noldor often, whenever he did Gil-galad made sure to speak with him, as he was very fond of the boy, and Gil-galad became the closest thing to a father Sorandilun would have in his life.

During the time that Sauron rose to power, when he pushed the Noldorin back to the Western shores of Middle-earth, Sorandilun played a pivotal role in the rear-guard effort, ambushng orcs at every turn with a small band of High Elves: including Rinon, who was like a brother to Sorandilun.

During the campaigns of the Last Alliance, Sorandilun was Captain of a unit designed to be the shock troopers of the High Elven army. They bore the brunt of the hand-to-hand fighting during the Battle of Dagorlad, and many an orc fell to the blade of Sorandilun’s furious spear. While many would have thought that Sorandilun would have become insane in battle, wanting to avenge his mother and father, he proved to be a very skilful commander. Always looking out for the welfare of his troops, he would go to extreme lengths to make sure they made it out alive. No other time was this made apparent than when his column was separated from the main body by a break created by a horde of trolls. Sorandilun skilfully manoeuvred his troops through the hordes of orcs that threatened to overwhelm them, charging through them in a tight formation that had spears bristling at every end.

All the High Elves in his column survived.

At the Foot of Mount Doom, Sorandilun saw the only mentor he ever had, Gil-galad, burned to ashes by the rancour of Sauron. Then he saw the destruction of the Dark Lord, but was sorely bitter at Isildur for not destroying the Ring - for vain it seemed was made the loss of Gil-galad. He and Rinon both survived the Campaign of the Last Alliance. They withdrew to Rivendell from that campaign with bitter memories, and a still burning hatred of orcs. During the Third Age, Sorandilun led a small patrolling band of High Elves across the surrounding area of Rivendell, slaying any orc or foul creature in sight. For the last few years he has been at Rivendell, enjoying the beauty of the forest, and conversing with Elrond about the Second Age, and the lore of the Noldorin.

**Sorandilun**

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**Wargear**

Sorandilun is equipped with Elven heavy armour and an Elven Blade. For additional cost he may have the following wargear:

- **Shield** 5 pts
- **Horse** 10 pts

**Special Rules**

**Courageous Leader.** Sorandilun is a fierce and inspiring leader, and seems to infect those around him with his courage and will to fight and die for what he believes in.

To represent this, during the Fight Phase one model within 6’’/14cm of Sorandilun, except Sorandilun himself, may re-roll one dice to win a fight.
Part 4 – The Journey North

So, two days after the Council of Elrond, the company crossed the Bruinen and started to follow the flanks of the Misty Mountains northwards. After a few days of travelling, a discovery was made by Hador: as he removed a blanket from the largest saddlebag of the pack horse, he found beneath it a small sleeping boy. Barney Pickthorn had stowed away on the quest, and although this earned the disdain of most of the party, he did not mind - he sought adventure, and Robert Thistlewool was secretly glad that he had come along, for he had grown attached to the child and it pained him to leave him in Rivendell. But attacks on the company were frequent: there was no shortage of activity by the orcs of the mountains, called goblins by some, as the party moved by the steep slopes of the Hithaegilir, but these were beaten off with little injury.

Over the course of the journey, a strange relationship began to develop between Aneron of Rhovanion, Kalatri of the east, and Urúviel the elf-maiden. Aneron, still distrustful of any men from Rhûn due to his experiences there, grew wary of the way in which Kalatri followed Urúviel around the camp, and how the Easterling always watched her sleeping form as much as the darkness of the night when he was on guard. The Beorning, wanting to protect Urúviel from the swarthy man of the east, began also to stay awake and watch them both suspiciously. But, as the group walked one day, they passed through a great area of Arnorian ruins. As night fell they reached a ruined fortress, the remains of a mighty tower, and there encamped for the night. In the darkness of the night, a great band of orcs came upon them, and the tormented spirits of those who had dwelt in the now-ruined town, woken by the noises of battle as the company defended themselves from the orcs, drifted towards the ruined tower and attacked orc and Companion alike. Fleeing from the chill of the spirits and the blades of the orcs, the company found themselves tearing desperately through the desolate wastes of northern Eriador, where the ancient realm of the Witch King started.

Later, as the Companions turned east to head for Gundabad, the sharp eyes of Hador spotted a cloud of dust passing them heading north. Sorandilun beckoned Elthor, Hador and Urúviel to go with him to investigate, as they had the skills to scout ahead in silence, and ordered the rest to lay low in a fold in the ground. The elves and the Ranger raced ahead and hid, waiting for the source of the dust cloud to pass. It was an orcish troop - but they were astounded to see an ancient, almost mystical, creature heading the column: a giant wolf, a werewolf of old, lead this troop of orcs. Coming across one Maia in the wilds of Eriador was concern enough, but two within a week seemed impossible! The small party of elves and Ranger contemplated their next action, and Sorandilun decided that they must follow the werewolf. "Surely," he said, "the greatest threat must be with the beast."

As the end of the column passed, an opportunity arose as Hador spotted a small group of stragglers a mile behind the main column. "We must take an orc captive to see if we can learn as to who the werewolf might be and why he is here," said Sorandilun. So an ambush was set.

Many orcs fell swiftly from the arrows of Hador and Elthor and as the foul creatures went into cover from the arrows, Sorandilun and Urúviel fell upon them from behind slaughtering several and capturing a pair. The Valar were with the Companions this night as a captain was one of the captive orcs, and after a brief interrogation revealed that Gargantuil was indeed the organiser of the orc tribes of the Misty Mountains. With Gargantuil dead, the orc tribes would return to fighting amongst themselves and so relieve the military pressure on the Free Peoples of Middle-earth. The orc also revealed that the werewolf was leading the orcs to the dark citadel of Carn Dûm – and so Sorandilun made another decision. North to Carn Dûm would the Companions go.
The Companions, in the foothills of the Misty Mountain, make camp for the night and guards are posted. All is quite for several hours until the alarm is raised....

Participants
Good - The Companions and a mount for each (ten).
Evil – A goblin captain, a goblin shaman, 6 goblins with bows, 6 goblins with hand weapons and shields and 6 goblins with spears.

Layout
The 48”/112cm x 48”/112cm table is covered in hills and rocks with a scattering of trees and lichen. A camp fire is placed in the centre of the table.

Deployment
The Companions are divided into 3 watches at the Good player’s discretion – first, second and third watches. Roll a dice to see which watch is on duty at the time of the goblin raid. 1-2 first watch, 3-4 second watch, 5-6 third watch. The horses and Companions not on watch are all placed asleep within 6” of the camp fire.

The Companions on watch are placed within 6”/14cm of any table edge and no closer than 18” from each other, they follow the standard rules for sentries.

The Evil player now places his forces in groups of 5 anywhere along any table edge, but no closer than 6”/14cm from any Good model or 12”/28cm of any other Evil group. Evil have priority.

Objectives
The Evil player wins if he can get more than half (six) of the Companions’ horses off any table edge. The Good side wins if over half (six) the horses remain on table. Any other result is a draw.

SPECIAL RULES
Sentries. Follow the standard sentry rules for those on watch. Once the alarm is raised the sleeping companions spend their next move waking and standing. Take a Courage test for each sleeping model. If passed the model acts as normal taking half a move to stand; if failed, the model can stand only.
Rustling. Once a goblin moves into contact with a horse it will spend the rest of its move untangling it, once untied the goblin can lead the horse at the goblins normal move rate in the following turns.

A Knife in the Dark. If a goblin is in contact with a sleeping model then it can attack. The goblin automatically wins the fight with the sleeping hero counting as trapped. The hero counts as unarmoured, so will have a maximum Defence of 4. If the model is not killed then the alarm will be raised, Fate can still be used.

Saddle Up. The Companions will not have time during the course of the game to saddle up their mounts, so the horses cannot be ridden during the scenario.

Light Sleeper. For each goblin in contact with a horse in the camp, the Good player rolls a dice at the end of the turn. If the score is a 5 or 6 then the alarm is raised.

Campaign Recruits. An Elf Captain.

SCENARIO SIX – SPIRITS OF THE NIGHT

The Companions were resting in an old forgotten ruined settlement when they were assailed by a horde of goblins - but no sooner had the first goblin blood been shed by Tolman, they fled as quickly as they arrived. The Companions were celebrating their easy victory when their hair rose and fear fell upon them - all around they could see ghostly shapes heading towards them. “Our blades cannot harm the spirits of the dead!” cried Sorandilun. “Flee!”

Participants
Good - The Companions
Evil - A King of the Dead, 12 Ghosts (Army of the Dead) 4 Barrow-wights

Layout
The 48”/112cm x 48”/112cm table is covered in overgrown ruins.

Deployment
The Companions are placed within 3”/8cm of the centre of the Table. Roll 1 dice for each Evil model; on a 4+ the evil player places the model no closer than 12”/28cm from a good model.

Objectives
The Companions win if they escape the table with over half their models.
SPECIAL RULES

The Dead Awake. Any Ghost killed and any Evil model not starting on the table are put together as reserves. From turn 2 onwards, after the Evil player moves, roll a dice for each model in reserve. On a 4+ the player with priority places the model between 6”/14cm and 12”/28cm away from any Good model and no closer than 6”/14cm from all other Good models. The model can move or cast spells but cannot charge this turn.

Possessed
Any Good model removed as a casualty may become possessed by an Evil spirit. Keep a note of those who removed, as this will become important in future scenarios.

Ancient Blade
After each Good model moves (yes, he must have moved) roll a dice; the first Companion to roll a 6 has accidentally unearthed an ancient Westernese blade. The sword can be picked up at the start of the Fight phase if the model is not in combat. The blade is a hand and a half sword; any spirit slain by the blade will be permanently dispersed and is not put back into the reserves. If used with both hands (it does not count as a two-handed weapon) the blade will grant the user a +1 strength bonus.

Campaign Recruits. A Dwarf Captain.
SCENARIO SEVEN – STRAGGLERS
by hithero

A dark Maia in wolf-form is heading north. Who is he, why is he here? The Companions need to know and must gain captives to find out this important information.

Participants
Good – Sorandilun, Elthor, Hador and Urúviel on foot.
Evil – 1 orc captain, 4 orcs with bows, 4 orcs with spears, 4 orcs with two-handed axes and 4 with hand weapons and shields.

Layout
The 48”/112cm x 48”/112cm table is covered in hills and rocks with a scattering of trees and lichen. A 2”/4cm wide track runs through the middle of the table north to south.

Deployment
The Companions’ markers are placed face-down anywhere on the table. The orcs are placed on or within 2” of the road by each player in turn (starting with the evil player) no closer than 6”/14cm from the table edge.

Objectives
The Good player wins by capturing as many orcs as possible to gain information. The Evil models may exit the northern edge to evade capture.

SPECIAL RULES
Markers. You need to make up 12 markers, four of them marked up for each of the Companions and the rest left blank. Markers can be moved as if they were normal models. Any Evil model moving to within 6” of a marker turns it over to reveal whether it represents a model or not. Place the hero on the marker if it does, remove from play if not. If a Companion reveals itself then the model can be placed within 3”/8cm of the marker. Note that a model wearing an Elven cloak and in cover does not need to declare where the model is if it shoots, Elthor does and is placed on the table as above.

Ambush. The Companions get the drop on the orcs so get a free turn before the game starts and also have priority on turn 1.

Knock-out. When an evil model loses its last wound roll a dice. On a 4+ the orc is knocked out (even from shooting) and may be interrogated; hand the model to the Good player as a record. On a 1-3 the model is slain.
Interrogation. When each captive is knocked out, roll one dice (three if the captive is the captain). If a 6 is rolled then the Companions have gained all the information they require.

Campaign Recruits. A Ranger of the North.

Part 5 – Carn Dûm

Soon they found themselves before the great gates of a dread citadel, carved into the side of a mountain. Sorandilun shivered, and spoke. "This is Carn Dûm. It has been silent for centuries," he said quietly, his eyes fixed on the great fortress. "Its black windows and crumbling battlements have long glared out towards the lands that thwarted its master long ago with a malice that has spread throughout the surrounding lands like blood flowing from an open wound. Evil that has been rousing for years has finally awoken in a burst of violence and treachery and the cold walls of Carn Dûm seem to groan as they sense the evil of their master flowing once more. And now we find ourselves standing before it."

The elf-lord's grey eyes looked around at the Companions, glittering. "Would it not be a great deed if we were to find and destroy the root of this malice? Perhaps it is the same evil that haunted the Trollshaws, but it is connected to the darkness of Gundabad. We must destroy it." And so Sorandilun lead the Companions through the great gates of Carn Dûm.

As the Companions stepped through the great gates they came upon a sight of decadence and decay: works of art and fine furnishings lay rotted and torn and a foul stench filled the air. They walked further down the great entrance hall of Carn Dûm, each pausing in his own time to view the works that hang from the walls or ponder at the doors lining them like a guard. Suddenly a chill air passed over each of them and as if by a dark will of its own the gates swung shut and the room was plunged into darkness. An eerie shriek filled the room and from the gloom emerged ethereal ghostly shapes, and at their head a great figure swathed in rotting glory. Filled with fear, the Companions found themselves scattered to the winds as they plunged through the many doors of the fortress to flee their frightful attackers. Separated though they were, luck and the skill of some of their number brought some semblance of companionship as they gathered in small groups.

Robert Thistlewool and Barney Pickthorn had held together as the moment the light failed Robert had laid a strong hand on the boys shoulder to stop him from fleeing on his own. Through a chance turn they stumbled upon Elthor and the three made their way through the labyrinthine structure with only a small band of orcs (whether looters or permanent inhabitants was doubtful) to challenge them.

Urúviel and Aneron met in the twisting corridors, and although they were glad to see one another the happiness faded quickly as orcs began to pour into one end of the corridor. Turning to flee, the elf-maiden was struck by a fell arrow, and Aneron's anger got the better of him; the great man, kin of Beorn, transformed on the spot into a great black bear. But it was as the orcs quailed before the roars of the beast that Kalatri the Easterling arrived at the other end of the corridor and, seeing the fair Urúviel lying stricken and the bear (whom he did not perceive as Aneron but as a great beast of the wild) roaring above her, the man of Rhûn was filled with anger and ran into battle with the Beorning.

For the longest time Tolman and Hador wandered separately, both alone in the dank pits, with Hador having to face a series of devilish pitfalls at one point - indeed it was the assault of a lone troll that reunited the lonely pair as Tolman's cries summoned the elf-ranger to him and, curiously enough, to what they were sent to seek - for the two stumbled across a great throne room wherein a malicious spirit dwelt, and, though filled with terror at the demon king's majesty, drew steel and assaulted it.

Sorandilun, who had been burdened with the leadership of the Companions and thought himself to have failed them already, was near to grief when he strayed upon their quarry. There also stood Foradan with blade drawn and their supplies lying at his feet. At first Sorandilun made to speak with his strayed companion but the glint in the thief's eyes betrayed the truth - there was no Foradan staring back at him, just a skin worn by some foul spirit. Knowing this the proud elf-lord hurled himself into combat both to retrieve the much needed supplies but more importantly in his mind, to free the body of Foradan from the darkness that now filled his mind and moved his limbs. It was a
mighty clash in the cold hall of the Witch King's lair as the fair lord fought with a dark being ages old, yet in the end good triumphed and Foradan was brought down and the cruel spirit that resided within him was sent howling to the far east. Exhausted beyond measure Sorandilun came close to collapse and stayed upon the floor for a long while. It was the group of Elthor, Robert and Barney who came across him a time later weeping over his fallen comrade.

When Sorandilun had composed himself, the four left Foradan's corpse and ran towards the sounds of fighting that still emanated from below their feet. Running down a staircase and through many passages, they came upon the sight of a bear being attacked not only by a force of orcs but also by Kalatri of their own company. Sorandilun knew the ways of the Beornings and ran to aid, shouting at Kalatri, "Harm not the bear!" Hearing this advice from his leader, Kalatri grudgingly turned his blade against the orcs once more, and, with the combined force of Elthor, Robert, Sorandilun, Kalatri, and the great bear that was Aneron (not to mention Barney Pickthorn's stone-throwing), the orcs were soon defeated and the few remaining fled away, allowing Aneron to control himself and regain human form. Although he was angrier even than before at Kalatri, he quelled his rage and growled, "I hear sounds of battle from below." Speeding downwards another storey, the Companions found the grand hall where Tolman and Hador still battled the great spirit that had conjured this evil. Exhausted though they were, finally the blades of the Companions felled the evil being and the last screams of the spectral lord of Carn Dûm echoed throughout the dark citadel. The dark spirit of old had fallen – but what of Gargantuil, his lieutenant?
An eerie shriek fills the great entrance hall, and from the gloom emerge ethereal ghostly shapes, and at their head a great figure swathed in rotting glory. Filled with fear, the Companions find themselves scattered to the winds as they plunge through the many doors of the fortress to flee their frightful attackers. Fleeing from danger behind, they run straight into the danger that lies ahead in the depths of Carn Dûm.

Participants
On the good side on foot are Robert Thistlewool, Barney Pickthorn, Elthor, Urúviel, Aneron (in bear form), Tolman, Hador, Sorandilun, and Foradan.

On the evil side are Kalatri (at the beginning), a cave troll, 4 orcs with shield, 4 with spears, 4 with bow, 4 with two-handed axes, the Dark Spirit of Carn Dûm (use King of the Dead rules), and lesser Spirits of the Dead (use Army of the Dead rules.)

Layout
The fights take place on three 6"/14cm x 24"/48cm boards that represent the corridors of Carn Dûm. There is also one 24"/48cm x 24"/48cm board that represents the grand hall of Carn Dûm. The corridors may be have pillars and old artwork and furnishings, but are mostly empty.

Deployment
Hador deploys at far west of the corridor A, the cave troll deploys opposite him at the end of the corridor. Tolman starts at the centre of the corridor.

Kalatri starts the game at the east end of the corridor B. The other half of the orcs start at the west end. Urúviel and Aneron start in the centre of the corridor.

Robert, Barney, and Elthor start the game at the south end of the corridor C. Sorandilun and Foradan start at the north end. Half of the orcs are deployed in the centre of the corridor.

The Dark Spirit of Carn Dûm starts the game in the grand hall. The Spirits of the Dead will come on according to a special rule.
The good side wins if the Dark Spirit of Carn Dûm is killed, and over half of the Companions survive. The evil side wins if it can kill over half of the Companions. If the Dark Spirit of Carn Dûm is killed in the same turn that the Companions are reduced to half their original number, the game is a draw.

SPECIAL RULES

Denizens of Carn Dûm. The Companions are lost in the corridors of Carn Dûm and must find their way to the grand hall, but it will be no easy task as there are many evil creatures that still remain in Carn Dûm's haunted halls. They may not exit any corridor they are in until it is clear of orcs, but Hador and Tolman may leave the west corridor before killing the troll as the troll is too large to follow them through the door. The Orcs may not leave their starting corridor until all Good models in that corridor are slain, Urúviel is presumed dead. Evil models do not have to test Courage for being broken in this scenario.

Summoning the Dead. The Dark Spirit of Carn Dûm is trying to summon the Spirits of the Dead in Carn Dûm. To represent this, the evil player may roll a dice at the beginning of each turn. If he rolls a six, a spirit of the dead is placed anywhere in the grand hall. The spirit may not move on the turn it is placed on the board, but may be placed in contact with an enemy model. The Dark Spirit's Will may be used to influence the roll. The spirits can still be summoned even if the Dark Spirit is in a fight.

Urúviel. Urúviel starts the game unconscious, so she may not do anything. No one may attack Urúviel until she is revived as everyone thinks she is dead. At the end of the fight phase roll a dice to see if Urúviel awakens, she awakes on a 6, Might cannot be used. Any friendly model in base contact can also roll to wake Urúviel with the same chance of success. She may attempt to stand during her next move phase. From then on, Urúviel may be played as normal.

Kalatri, NO! At the beginning of the game Kalatri has mistaken Aneron (who starts in bear form and with 1 Will) for an evil creature, and will try to kill him as long as he is alive. Kalatri is controlled by the evil player, and will always move to attack Aneron until a good model enters the East corridor and warns him of his mistake or Urúviel awakes. If Aneron wins the fight, he may not strike Kalatri. If a good model enters the corridor, Kalatri immediately returns to the good player's control, and Kalatri will stop attacking Aneron. Kalatri will also return to the good player's control if he slays Aneron.

Possessed Companions. If playing as a one-off game, take a Courage test for Foradan just before he moves. Once the test has failed Foradan will become an evil model and henceforth will be controlled by the evil player.
If playing as part of the campaign, any Good model removed as a casualty in the Spirits of the Night scenario may become evil. Take a Courage test for each potentially possessed character just before he/she moves, if a model fails then that character becomes possessed and will be controlled henceforth by the evil player – only one Companion will be possessed. Don’t forget that Will can be used to influence Courage Tests.

Campaign Recruits. Dwarf Captain.
Part 6 - Stalker in the Dark

With their mission seemingly achieved, the Companions, hungry and weary, stumbled through the winding tunnels and corridors to try and find the exit. After a while, they entered a huge cavern with many stone pillars holding up its high domed ceiling. All of a sudden, as they stared at the marvel before them, they heard a crash like thunder as the torches were somehow extinguished and debris fell around their heads. The Companions dived for cover in the dark, away from the falling rocks, and then all was silent - until a low, throaty roar penetrated the gloom.

"Gargantuil!" yelled Sorandilun. “To me, before he attacks!”
Too late - Gargantuil was already moving, taking advantage of his smell and uncanny sight in the lack of light. He silently moved upon his first victim, Tolman Wormwood. The Bree-man, his feet rooted to the ground in terror, did not even scream as his entrails spilled to the floor and Gargantuil feasted.

Elthor turned around a pillar in the dark and spotted the dark form of Gargantuil. He looked on in horror as he saw the monster feeding upon his friend, and, swallowing the bile rising to his throat, the Ranger crept up behind the blood-crazed Gargantuil. But, unbeknownst to him, this part of Carn Dûm was littered with traps. The floor gave way beneath Elthor’s feet and he tumbled into a deep pit with a surprised cry.

Meanwhile, Robert Thistlewool and Hador had linked up with Sorandilun and formed up with their backs to each other for mutual protection, slowly edging through the dark, listening for sounds in the dark. But they did not look above - a massive body leapt down upon the Companions, cleaving Sorandilun’s helm in two and leaving him unconscious upon the cold stone floor. By the time the others turned Gargantuil was gone into the darkness. But he was not unobserved.

Urúviel, seeing the beast, called upon her inner powers. The stone gave way under Gargantuil’s claws and he fell hard upon the floor. Kalatri, who had clung to Urúviel as the darkness fell, summoned his courage and charged the great sprawled creature. His halberd, with the strength of both Kalatri’s arms, dug deep into the creature's back. But, swiftly turning, the werewolf dragged the weapon from Kalatri’s grasp and sprang forward. Gargantuil’s massive jaws latched onto the Easterling’s arm, almost ripping it from it’s socket. Blood stained the ground beneath as Kalatri collapsed with pain, and Gargantuil licked the gore from his jaws and turned to Urúviel.

Circling the elf-maiden, Gargantuil pounced - but, before he could connect with Urúviel, a massive furred paw grabbed the werewolf’s leg and swung the beast into a nearby column. The bear that was Aneron bellowed, pursuing the great wolf, and clawed at Gargantuil who replied likewise. The two behemoths struggled, ripping flesh and fur from each other's bodies, but Gargantuil was the stronger and was about to rip the throat from Aneron’s body when a stone clattered against his skull. As the rage-filled Gargantuil turned to Barney, the source of the rock, Urúviel ran to the boy of Bree to protect him as best she could from the beast. Gargantuil stalked forward to finish the pair - but as the demon was about to spring, the bear Aneron leapt upon the evil creature's back and slammed him into the ground. Another trap was sprung by the force: several stout spears appeared from holes in the floor, puncturing both bear and wolf. But Gargantuil was still not slain. Though severely weakened, he began to rise, still possessing the strength to push the great bear off his back and snap at his throat with his great canine jaws.

But standing above him was Hador, and with one sweep of his ancient blade the elf clove the monster's head from his body.

As Gargantuil's lifeless corpse collapsed, Urúviel hurried forwards to attend to Aneron. The elf-maiden knelt down by his side, and when she saw that the great bear's throat had been torn out by the werewolf's final bite, and that Aneron's eyes were lifeless and staring, she broke down and started to weep.

It was a few hours before the Companions moved from the chamber. Urúviel tended the wounds of Kalatri and Sorandilun with tears flowing freely down her face, Hador dropped a rope to the trapped Elthor, and then the survivors sadly bore the bodies of the two fallen heroes out of the dark citadel and buried them with honour. When they had passed through the dark gates before, there had been ten Companions. Now only seven remained for their journey to Gundabad.
In the days before the Sun and the Moon when Melkor the Vala held great power in Middle-earth, many great Maiar-spirits, of the very kin of the Valar - flocked to him, and others were corrupted by lies and treachery. Amongst these were the werewolves, Maiar who had taken the form of great ravening wolves. They were goverened by Sauron on the island of Tol-in-Gaurhoth, the greatest of them all was Draugluin.

Gargantuil was another, less powerful than Draugluin but still possessing great ferocity in battle. He was the messenger between Tol-in-Gaurhoth and Utumno, and was in the great pits to the north when the werewolves of Tol-in-Gaurhoth were slain by Huan the wolfhound. Since then he has dwelt in the darkness of Melkor's ancient fortress, and now, drawn south by the power of Sauron, has entered more civilized lands.

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Wargear
Gargantuil has great claws and teeth, counting as a hand weapon, and a thick pelt.

Special Rules
Wolf. Gargantuil has chosen the form of a great and swift wolf, and thus his movement is 10"/24cm.

Terror. Gargantuil is an ancient Maiar of the elder darkness, and the smell of blood and sense of pain that surrounds him causes fear among his enemies. An enemy wishing to charge Gargantuil must test its courage as described in the Courage rules.

Feasting. Gargantuil is not satisfied with mere animals as his food; he desires the feä of living things. Thus, when Gargantuil kills any model that is not undead, he may remain by the body for a turn to devour its flesh. This means that he may not be moved in the turn after a kill, but will regain a point of might (to a maximum of 5) for every kill where he feasts. If he is hit by shooting or magic (even if he is not wounded) or engaged in combat during his feasting, this point of might is not regained and the opportunity is lost.
SCENARIO NINE – GARGANTUIL ATTACKS

Gargantuil awaits the Companions in a massive dark cavern. With revenge and the flow of blood-lust in his mind, he will kill and devour the creatures of light one by one. Will any of the Companions survive?

Participants
Good – The Companions on foot without Foradan.
Evil – Gargantuil.

Layout
The 48”/112cm x 48”/112cm table represents a vast cavern. Cover the table in columns and broken walls and any other subterranean scenery you might have.

Deployment
Barney or the model with the lowest points value is deployed in the centre of the table. Starting with the Good player, take it in turns to place the other Companions - no Companion can be placed within 8”/20cm of another or within 4”/8cm of a trap marker.
The Evil player then places Gargantuil along any table edge and has priority.

Objectives
The Good player wins by killing Gargantuil.
The evil player wins by killing all of the Companions.

SPECIAL RULES
Darkness. No Good model can see beyond 6”/14cm.

Ambush. Gargantuil has lain in wait for the Companions, and now springs his trap. The Evil player has priority in the first turn, and the Good player cannot move his models until the second turn.

Lost. The Companions move according to the Sentry rules unless they can see Gargantuil at the start of their move. If any Companions are within 3”/8cm of another then they will move together, make only one Sentry roll for the group.
Traps. The cavern is littered with deadly traps. Make up twelve markers; mark two up as pits, two as spear and two as arrow traps, the remaining six are left blank. Before deploying the Companions, the Good player shuffles the traps face down and the Evil player deploys them anywhere on the table. When any model moves into contact with a marker turn it over; if it is a blank then all is ok, if not consult the table below and remove the trap.

<table>
<thead>
<tr>
<th>Trap</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pit</td>
<td>The model plummets down a deep hole with the bottom covered in sharpened stakes. The model suffers three Strength 4 hits. If the model survives then it can attempt to climb out, needing a 6 on a D6. If another model is assisting from above, the roll receives +1; if either model, trapped or helping, has a rope, the roll receives +2.</td>
</tr>
<tr>
<td>Arrow</td>
<td>Any model within 1”/2cm of the trap suffers D3 Strength 2 hits</td>
</tr>
<tr>
<td>Spear</td>
<td>Any model within 1”/2cm of the trap suffers D3 Strength 4 hits.</td>
</tr>
</tbody>
</table>

Campaign Recruits. Gror the dwarf, coming in book 2
## Reference Sheet

<table>
<thead>
<tr>
<th>Hero</th>
<th>Equipment</th>
<th>Special Rules</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>Mi</th>
<th>Wi</th>
<th>Fa</th>
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</thead>
<tbody>
<tr>
<td>Barney</td>
<td>None</td>
<td>Throw Stones, A Keen Eye</td>
<td>2/4+</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>3</td>
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<td>0</td>
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<tr>
<td>Elthor</td>
<td>Sword &amp; Longbow</td>
<td>Expert Shot, Dunedain Cloak</td>
<td>5/3+</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>3</td>
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<tr>
<td>Robert</td>
<td>Longsword &amp; Bow</td>
<td>Flame of Youth</td>
<td>4/4+</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>4</td>
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<tr>
<td>Tolman</td>
<td>Sword</td>
<td>Cowardly, Taunt, Swordplay:</td>
<td>5/4+</td>
<td>3</td>
<td>5</td>
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<td>3</td>
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<tr>
<td></td>
<td></td>
<td><em>Flurry, Precise Strike, Trip</em></td>
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<tr>
<td>Foradan</td>
<td>Hand Weapon, knives</td>
<td>Throwing Knives, Climbing Rope,</td>
<td>3/4+</td>
<td>3</td>
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<tr>
<td></td>
<td></td>
<td>Live to Fight Another day</td>
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<tr>
<td>Hador</td>
<td>Elven Blade, Elven Bow, Elven Cloak</td>
<td>Elven Sight</td>
<td>6/3+</td>
<td>4</td>
<td>5</td>
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<td>5</td>
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<tr>
<td>Kalatri</td>
<td>Halberd (shield)</td>
<td>Descendant of Bor Love for Uruviel</td>
<td>5/4+</td>
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<td>6 (7)</td>
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<td>Uruviel</td>
<td>Elven Blade/spear, Elven Cloak</td>
<td>Renew, Nature’s Wrath, Strengthen Will</td>
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<td>Sorandilun</td>
<td>Elven Blade (Shield)</td>
<td>Courageous Leader</td>
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<td>6 (7)</td>
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<td>Aneron (Man)</td>
<td>2-handed axe</td>
<td>Bear Form, Rage</td>
<td>4</td>
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<tr>
<td></td>
<td>(Bear)</td>
<td>Claw</td>
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<td>6</td>
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<td>2</td>
<td>5</td>
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<td>Rusty</td>
<td>Sword, bow, whip</td>
<td>Loyalty</td>
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<tr>
<td>Morthauringle</td>
<td>Iron Claws</td>
<td>Voice of command, Terror, Air &amp; Ground, Darkness, Harbinger of Evil</td>
<td>6/4+</td>
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<td>Gargantuil</td>
<td>Tooth &amp; Claw</td>
<td>Wolf, Terror, Feasting</td>
<td>6/-</td>
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<td>5</td>
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Notes: