



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

Battle Company Rules

Use this booklet for your in-store gaming throughout the February and Easter holidays.
You can download a pdf version of this booklet at the following web address:

www.games-workshop.co.uk/thelordoftherings/gaming



BATTLE COMPANIES

New rules for playing experience-based campaigns in Middle-earth

Hello and welcome to Battle Companies. Many of you may well be familiar with this game, while others are completely new to it. To those who are new, greetings, and to those who are returning, welcome back.

Battle Companies is a variation of The Lord of the Rings Strategy Battle Game that allows players to follow the progress of a band of Warriors, lead by a Hero as they fight through a series of games. It allows Heroes to develop into characters of their own by surviving deadly battles, gaining new Special Rules, improved characteristics and wargear. Of course, those Heroes who do badly may find themselves suffering grievous injuries and losing followers as their fellow warriors succumb to their wounds. Through the course of your games you will be able to create characters and a band of warriors that mean far more to you than the normal forces you play with every week, a Battle Company with personalities and a history all of its own. Try a few games, and you'll soon see what I mean.

Since Battle Companies first appeared in White Dwarf here in the UK back in Issue 297, there have been literally thousands of small skirmishes across tabletops all across the world. Here in Games Development we've received dozens of letters describing some of the best of those games, retelling tales of glory and terrible woe. We've also had a wealth of valuable feedback, saying what players really liked, and what was ripe for improvement.

This summer Games Workshop UK will be running an exciting campaign set during the War of the Ring. This Battle Companies booklet is the first step towards that campaign. By building up a fearsome Company of warriors, you can be

Feedback

If you want to give the The Lord of the Rings team feedback on the Battle Companies rules, please get in touch with them by writing to the following address:

Games Development
LOTR Battle Companies
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS



Consistent success using the Battle Companies rules could make your heroes as mighty as the members of the fabled Fellowship.

ready to defend Middle-earth against the hordes of Sauron shoulder to shoulder with the forces of Good, or sweep the races of Men aside alongside the forces of Evil. You'll find that not only can you play exciting games against the Battle Companies of your friends, but that you can also add these companies to your existing The Lord of the Rings armies, giving them even more character - there's nothing to stop you having your own Heroes fighting alongside the likes of Aragorn, Legolas or the Witch-king.

What you're holding in your hands now is everything that we have produced for Battle Companies up to now, with some improvements and minor rules changes. Veterans of the game will notice, for example, that rolling on the Influence Table now costs three Influence Points. The changes that have been made are simply the result of good feedback and extensive playtesting, and I hope you'll enjoy them and find that they make your games even more fun.

Along with this booklet you will need a copy of the Return of The King rules manual, The Siege of Gondor and The Battle of Pelennor Fields. You'll also need a small collection of models for your starting Battle Company. Fortunately the number of models you'll need to start with is very small (normally less than 10) so it's an ideal way to start a new force, or use an old army that you haven't played with for a while.

Bear in mind as you play Battle Companies, as you hold it now it is just another stage on the journey of this way of playing - and more changes and improvements will be made before it reaches its destination. Please feel free to send us your ideas and feedback as you play games, I promise to read all your comments and suggestions, even if we don't use them. Anyway, that's enough talking from me, it's time to pick your force, name your models and get playing. Good luck!

Adam Troke

Step One: Gather your force

Choose which Battle Company you wish to use from this booklet, and gather up the models you will need. Naming them individually will help enormously when it comes to record-keeping, and entering their details onto a record sheet. Once you have selected your force you may choose one Warrior to be your Hero, you should make up a suitable name/title for him. This warrior represents a lieutenant, sergeant, master-at-arms or some other 'greater minion', literally an aspiring Hero of the Dark Masters of Mordor, or the noble lords of Gondor. Add one Fate point to his profile, this warrior is considered a Hero in all ways from this point onwards. Throughout your games your Battle Company may grow in size, however, it may not exceed fifteen members in total.

Step Two: Play a game

Find an opponent. Take a look at the scenarios on pages 14 - 15 and agree with them which scenario you are going to play. During the game, record how many wounds each Warrior

Adam's Orc Warband

My first Battle Company is a Company of Mordor. To represent my Hero I decided to use an Orc Captain I had converted a while ago. I named him Nurbog. After doing this I named the rest of the Orcs in my new Mordor Warband, filling out my record sheet with their characteristics (it's a good idea to photocopy this several times, as you'll need to update it frequently). Once I'd come up with a background story for my little patrol, I was ready to go and play some games!



Adam's Orc hero Nurbog before he started out on his road to glory. Infamy awaits him!

and Hero inflicts, and keep models removed from play as casualties to one side. This is essential for step three. If two or more warriors win a combat and inflict wounds together, the controlling player may choose which of the models counts the kill as his own.

Step Three: Injuries

Once you have finished your game, it's time to work out the seriousness of the injuries your warriors have sustained. It's very important that this phase is remembered, and ideally should be the first thing players do after the battle is over. Even before the obligatory post-match cup of tea, beer or orange squash!

Every Hero and Warrior removed as a casualty should roll on their respective Injury table (opposite and below). You'll notice that your Warriors are far more likely to die of their injuries than Heroes. This reflects the heroic nature of The Lord of the Rings and streamlines the game, preventing too much book-keeping.

It is very important that all your Injury rolls are worked out directly after your battle is completed, and ideally players should make these rolls together, and before playing another game.

If any Hero or Warrior rolls the 'Dead' result, all their equipment is lost and cannot be given to another member of the Company. If a Warrior or Hero has a mount that is killed during a scenario do not roll on the Injury table for it. All mounts are considered to survive their wounds, or the character secures himself a new one. The only way a mount can be lost is if the rider dies, in which case the steed is lost along with the rider's other possessions.

Hero Injury Table

2D6	Effect
2	Dead – The Hero's adventure ends here... remove the warrior from your roster.
3	Lost in Battle – The Hero lies wounded somewhere on the field of battle. The players should, as soon after their bookkeeping is completed as possible, play 'Take the high ground' with the lost Hero as the objective. The Hero may not act, or be attacked for the duration of the game. If his side wins, he is returned, and makes a full recovery. If not, he is considered Dead .
4	Arm Wound – The damaged arm may no longer be used, either to carry a shield or wield a weapon. Therefore the Hero can only use a hand weapon or dagger from this point onwards. A second arm wound will force your Hero to retire, as per the Dead result.
5	Leg Wound – The first leg wound gives a -1"/2cm move penalty. A second leg result will cause your Hero to retire, as per the Dead result.
6	Full Recovery – The Hero may play the next game as normal.
7	Full Recovery – The Hero may play the next game as normal.
8	It's just a Scratch! – The Hero must miss his next game. Alternatively he may choose to roll again on this chart, but the second result will apply.
9	Flesh Wound – The Hero must miss his next game.
10	Niggling Injury – Before each game the Hero must make a roll. On the score of a 1, the Hero's injury is plaguing him and he cannot take part in the game. A Hero can have more than one Niggling Injury, in which case he must make one roll for each.
11	The wounds of a Hero – The Hero's patrons are so impressed by the Hero's self-sacrifice that his force gains +D6 Influence this game. Additionally, he makes a Full Recovery.
12	Protected By The Valar – Saved from injury by the Valar, or perhaps some darker power, the Hero is protected from any serious harm. The Hero permanently gains +1 Fate. Additionally, he makes a Full Recovery.

Warrior Injury Table

1D6	Effect
1	Dead – This Warrior's adventure ends here.
2-3	Injured – This Warrior must miss his next game.
4-6	Full Recovery – This Warrior may play next game as normal.

Step Four: Experience

Once you have resolved all the injuries sustained by your Company, it is time to see which of them, if any, have gained enough Experience to improve in some way. Heroes gain an Experience Point:

- **Each time they remove a wound from any enemy model. If an enemy Hero regains this wound thanks to a Fate roll, the Experience Point is not lost.**
- **Each time he plays in a scenario.**
- **Each time his side win a scenario.**

Every time a Hero gains 5 Experience Points he may roll once on the Hero Advance table below.

No Hero in a Battle Company may have more than 3 Might and 3 Will. If you roll a result for your Hero that you cannot use, either because the Hero already has the Special Rule or because his profile has reached its maximum, you may choose any other result from the same table. Should they have all the Experience increases available on the table, they may choose from any result available to your Hero.

The way in which Warriors improve is quite different. When playing games it is important to make a note of how many wounds individual Warriors inflict. To see if your surviving Warriors receive promotion, roll a dice for each Warrior at the end of every game. Add the number of wounds the Warrior inflicted in the game (WI) and compare this number to the Warrior Promotion table to see if he advances. Warriors may not carry over wounds inflicted in previous games.

As you can see, it is very difficult but not impossible for a Warrior to become a Hero.

Hero Advance Table

D6 Effect

- 1 Fight/Shoot** – The Hero's Fight or Shoot characteristic is improved by 1. The controlling player may choose. To a maximum of 6/3.
- 2 Strength/Defence** – The controlling player may choose between Defence and Strength. Each may only be improved once.
- 3 Courage** – The Hero's Courage characteristic is improved by 1 to a maximum of Courage 6.
- 4 Attack/Wound** – The controlling player may choose. The Hero's Wounds and Attacks may not exceed 3 each.
- 5 Special Rule** – Roll again on the relevant race Advance table.
- 6 Choose** – One result from above.

Warrior Promotion Table

D6+WI Effect:

1 to 6 No Effect

- 7 **Elevated in status** – The Warrior is promoted. Not all Warriors are eligible for this. See your race promotion table for those who can be promoted and the result. If they are ineligible, count as **No Effect**.
- 8+ **A Hero in the making** – This result is available to all Warriors. From now onwards the Warrior is treated as a Hero, and may gain Experience. He also adds one Fate point to his characteristics. He starts with no Experience Points, but will begin to accrue them as normal from the next game onwards.

It is also clear to see how important good record keeping is, to make sure you can add the correct number to the dice you roll on the Warrior Promotion table. The Mordor force list only allows Orc Warriors to receive promotion. This is because the types of Orcs are born into the roles they fulfil.

Step Five: Influence

Influence represents the patrons of the different Companies sending reinforcements, and support to the Heroes leading them. The more victories the Company gains, the more a patron will offer them aid. Influence is measured with Influence dice. Players always receive 2 Influence dice for playing in a scenario. Additionally players receive:

- **+1 Dice for a draw.**
- **+2 Dice for a win.**

You may use influence in one of three ways. Firstly by rolling on the Influence Table for your chosen race. It costs 3 Influence Points for each roll you make on this table. The second way to use Influence Points is to adjust the roll you make on the Influence Table – each additional point you spend can adjust the dice score up or down by one per Influence Point spent. Thirdly you may purchase additional equipment at the cost indicated in your chosen races equipment options. Players are free to spend Influence

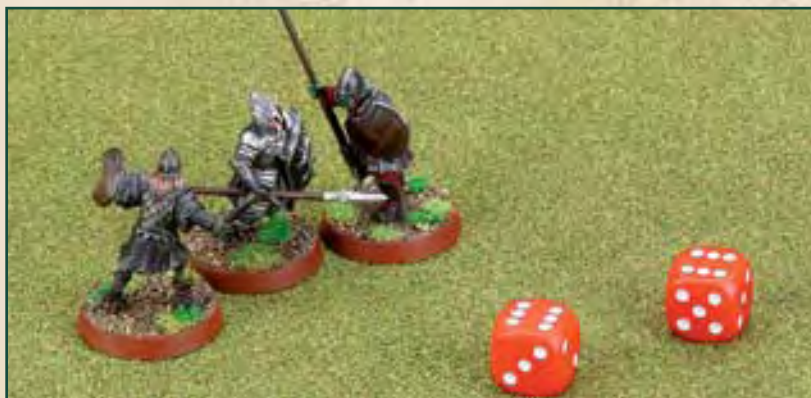
Points immediately, or store them for later use. Players may purchase additional weapons and equipment for Heroes and Warriors from the armoury with Influence dice. All models must be armed with the correct weapons and equipment.

Warriors may be armed with any equipment available to them in their entry section in The Return of The King and Siege of Gondor rules manuals. Heroes are not bound by this and may make any purchases their race's Equipment Options allow.

Step Six: Calculate the Battle Company's rating

To Calculate the rating of your Battle Company, follow the instructions given in Using your Battle Companies in Larger Games (Pages 16 – 17). The total points value of your Battle Company, is your Battle Company Rating.

Before you play a game compare the ratings of the two Companies. For every full 15 points difference, the Company with the lower rating receives one re-roll which can be used at any point during the game (but not in the after-game sequence). Additionally, after the game, the smaller Company receives one extra Influence dice for each 15 points difference in ratings.



Here two Orcs roll high enough to wound the Warrior of Minas Tirith. Since the Good model has one wound on his profile, the Evil player may choose which Orc counts as having inflicted it.

Mordor Battle Company

The Orcs of Sauron are an ancient race, twisted creatures created in a mockery of the Elves by the evil Morgoth, the master of Sauron. On occasion the Orcs and their dark masters have suffered shattering defeats, scattering them to the four corners of the world, where they fight and bicker amongst themselves. But now is not such a time...

Since Sauron began to regain his strength, the Orcs have been multiplying in number. Now he has returned to his black tower in Mordor, the armies of this foul maggot-breed seem numberless. Though they are cowardly, and fearful of sunlight, in large numbers the Orcs can be deadly opponents.

There are many different kinds of Orc, from the weak and puny Snaga and Goblins to the mighty Uruks. Though they vary in strength, their will for evil remains the same, no matter what their size. A Battle Company of Orcs represents a roving band, perhaps a patrol upon the marches of Mordor, or a band of reavers out to burn and destroy the lands of Men.



Mordor Orcs on the rampage.

Mordor Starting Force

- 2 Orcs with bows
- 3 Orcs with two-handed weapons
- 3 Orcs with hand weapons and shields
- 3 Orcs with spears

Mordor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Orc bow	1
Warg (Orc Heroes and Trackers only)	2
Two-handed weapon	1
Spear	1
Throwing Spear (Warg Riders only)	1

Mordor Influence Table

D6	Result
1	No reinforcements
2	Orc Warrior with spear
3	Orc Warrior with shield
4	Orc Warrior with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Orc Tracker
3-4	Mordor Uruk-hai
5-6	Warg Rider

Mordor Advance Table

D6	Effect
1	Might/Will – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Favour of The Court – When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with the ability in the Company.
3	Blade Master – The hero may re-roll one dice per turn to see which side wins a fight.
4	Deadly Strength – The Hero can now wield a two-handed weapon without the -1 penalty to his dice score.
5	Rally to Me – This Hero has a range of 12"/28cm when he makes a Stand Fast roll from now onwards.
6	Might – The Hero gains 1 point of Might.

Mordor Promotion Table

Troop Type	Promotion Option
Orc with bow	Orc Tracker – Alter the Warrior's statistics appropriately. The Warrior may choose to ride a Warg for the cost indicated above.
Orc with spear/hand weapon & shield	Warg Rider – All weapons and equipment are traded for that of a Warg Rider.
Orc with two-handed weapon	Morannon Orc – Alter the Warrior's statistics & equipment appropriately. The Warrior may choose additional equipment at the cost indicated above.

Gondor Battle Company

The Realm of Gondor is the largest, most powerful of all the lands of Men, peopled by descendants of the Númenoreans, long-lived men who once lived upon the great continent of Atalanté, within sight of the Undying Lands. Though Sauron tricked the kings of Númenor, bringing about their downfall, many of them made their way to Middle-earth, even as their island home was swallowed by the sea, and made there the new kingdoms of Arnor and Gondor to rival the beauty of their former realm.

But the glory of Númenor is long dimmed. The northern kingdom of Arnor long ago fell, and Gondor is beset by evil enemies.

But though the blood of the Númenoreans is much thinned, and the Men of Gondor now almost as short lived as the lesser Men of Middle-earth, there yet flows within their veins some of the glory of old. They are noble warriors, stout of heart and noble of purpose, and they yet hold that the hordes of Sauron may be stopped, and that there will be a king in the White City once more.

A Battle Company of Gondorians can represent many things. A scouting force sent out to judge strength of the enemy, the protectors of a region, or the garrison of a small outpost. Whatever their role, the Men of Gondor can be relied upon to fulfil it with honour.



The Men of Gondor prepare for war.

Gondor Starting Force

- 2 Warriors of Minas Tirith with bows
- 3 Warriors of Minas Tirith with hand weapons and shields
- 2 Warriors of Minas Tirith with spears and shields

Gondor Promotion Table

Troop Type

Warrior of Minas Tirith with bow

Warrior of Minas Tirith – spear & shield

Warrior of Minas Tirith – sword & shield

Promotion Option

Ranger of Gondor – Alter the Warrior's statistics appropriately. If the Warrior had a spear in addition to his bow, he may retain this.

Knight of Minas Tirith – All weapons and equipment are traded for that of a Knight of Minas Tirith.

Citadel Guard/Guard of the Fountain Court – The player may choose which. Alter the Warrior's statistics appropriately. Include the special rule:

Bodyguard. May choose additional equipment at the cost indicated in Gondor Equipment Options.

Gondor Influence Table

D6	Result
1	No reinforcements
2	Warrior of Minas Tirith with shield
3	Warrior of Minas Tirith with shield and spear
4	Warrior of Minas Tirith with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Ranger of Gondor
3-4	Citadel Guard OR a Guard of the Fountain Court
5-6	Knight of Minas Tirith

Gondor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Bow	1
Horse (Heroes and Citadel Guard only)	2
Lance	1
Spear	1
Longbow (Citadel Guard only)	1

Gondor Advance Table

D6	Effect
1	Might/Will – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Courageous – The Hero may reroll all failed Courage tests.
3	Blade Master – The Hero may reroll one dice per turn to see which side wins a fight.
4	Favour of The Court – When rolling on the Influence table, one Influence dice can be rerolled for each Hero with the ability in the Company.
5	Rally to Me – This Hero has a range of 12"/28cm when he makes a Stand Fall roll from now onwards.
6	Might – The Hero gains one Might point.

Rohan Battle Company

The brave warriors of Rohan have long resisted the darkness. Sturdy and strong, the people of Rohan make excellent warriors and take great pride in their skill at arms. Through time they have fought against the Orcs, the Dunlendings, Easterlings and the mighty Uruk-hai of Saruman. Despite all this, they have prevailed thanks to their long friendship with Gondor and the might of their people.

The military of Rohan is divided into Éoreds, these comprising of Knights and warriors, loyal to one of the Marshals of the Mark who ride to battle beneath his banner. To be accepted into the Éored of a Marshal is a great honour, something that every warrior of the Rohirrim aspires to, and often warriors who seek this honour will find themselves assigned to a Battle Company for a time to prove their worth and valour against Rohan's many enemies.

Rohan Special Rule: Expert Rider.

Any mounted Warrior or Hero of Rohan is considered to be an Expert Rider. Add this to the model's profile when they gain a horse.



The Men of Rohan defend their land.

Rohan Influence Table

D6 Result

- 1 No effect
- 2 Warrior of Rohan with shield
- 3 Warrior of Rohan with shield and throwing spear
- 4 Warrior of Rohan with bow
- 5 Choose one of the above
- 6 Roll again on the table below

D6 Result

- 1-2 Rider of Rohan
- 3-4 Rohan Royal Guard
- 5-6 Rohan Royal Guard on horse

Rohan Equipment Options

Weapon	Cost in Influence dice
Bow	1
Horse (Hero and Royal Guard only)	2
Throwing spear	1
Shield	1

Rohan Starting Force

- 2 Warriors of Rohan with bows
- 3 Warriors of Rohan with hand weapons and shields
- 3 Warriors of Rohan with throwing spears and shields

Rohan Promotion Table

Warrior of Rohan with bow

Rider of Rohan – All weapons and equipment are exchanged for the equipment of a Rider of Rohan.

Warrior of Rohan with throwing spear and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

Warrior of Rohan with hand weapon and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

Rohan Advance Table

D6 Effect

- 1 **Might/Will.** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 **Favour of the Court.** When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the company.
- 3 **Blade Master.** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Courageous.** The Hero may re-roll all failed Courage tests.
- 5 **Horse Lord.** This Hero may use his Fate points to restore Wounds suffered by his mount, instead of himself.
- 6 **Might.** The Hero gains one Might point.

Isengard Battle Company

When Saruman the White, wisest of all the Istari, fell from grace and cast his lot in with the Red Eye of Mordor he was given the key to creating an army bred for destruction. The Uruk-hai, mightiest of all the breeds of Orcs, were reared in huge numbers in Orthanc's pits, and there Saruman mustered his army.

Intent on doing the bidding of his new master, Saruman unleashed his creations into the Westfold. Hacking and burning, they wrought terrible devastation, separating into small roving bands seeking out villages and killing at random.

An Isengard Battle Company represents such a group of raiders – Orcs, fighting Uruk-hai and evil men of Dunland – descending on Rohan with unbridled cruelty and aggression. As the Company gains momentum and inflicts damage on its enemies the minions of Saruman flock to join it, swelling its ranks with vile warriors.

Note on Isengard Battle Companies: *Wild Men of Dunland and Orc warriors within an Isengard Battle Company do not receive promotion in the same way as the Uruk-hai. On a 1-8 there is no effect. On a 9+ they become Heroes.*



A starting force for the forces of Isengard.

Isengard Starting Force

- 3 Uruk-hai with hand weapons and shields
- 3 Uruk-hai with Orc bows

Isengard Equipment Options

Weapon	Cost in Influence dice
Orc Bow	1
Warg (Orc Heroes only)	2
Throwing spear (Warg Rider only)	1
Shield	1
Spear (Orcs only)	1
Crossbow (Uruk-hai Hero only)	1
Two-handed weapon (Orc/Dunlending only)	1

Isengard Influence Table

D6	Result
1	No reinforcements
2	Wild Man of Dunland
3	Orc Warrior with spear, bow, shield or two-handed weapon
4	Uruk-hai with Orc bow
5	Uruk-hai with shield
6	Roll again on the table below

D6	Result
1-2	Warg Rider
3-4	Uruk-hai with crossbow
5-6	Uruk-hai berserker

Isengard Advance Table

D6	Effect
1	Might/Will. The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Favour of the White Hand. When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company.
3	Blade Master. The Hero may re-roll one dice per turn to see which side wins a fight.
4	Courageous. The Hero may re-roll all failed Courage tests.
5	Heedless Determination. Each time this Hero suffers a wound, they may roll a dice. On a 6 the wound is ignored, exactly as if a Fate roll had been passed.
6	Might. The Hero gains one Might point.

Isengard Promotion Table

Uruk-hai with Orc bow	Uruk-hai with crossbow – Exchange the Warrior's Orc bow for a crossbow.
Uruk-hai with hand weapon and shield	Uruk-hai Berserker – Exchange the Warrior's statistics, weapons and equipment for those of an Uruk-hai Berserker.

Dol Amroth Battle Company

Dol Amroth lies on the shores of the Bay of Belfalas, the largest stronghold of Men south of the White Mountains. The haven of Dol Amroth has always been a bulwark against the forces of Sauron, its warriors standing firm against the attacks of Orcs and Haradrim incursions. The city is most famous for its knights. Strong of arm and valorous of deed, they are said to be the equal of a dozen lesser Men. It is to the rank of knighthood that all warriors of South Gondor aspire, but such worthiness must be proved in battle. The neighbouring fiefdoms will often send warriors to be trained in the service of experienced Dol Amroth Battle Companies and it is common for experienced Company commanders to have many fiefdom warriors in his ranks.

Dol Amroth Special Rule: The Path of the Knight: *The boldest amongst the Warriors of Dol Amroth are able to join the ranks of the Swan-knights. If a Warrior of Minas Tirith in a Dol Amroth Battle Company is promoted to a Hero, they are automatically upgraded to a Knight. All of their weapons and equipment are exchanged for those of a Foot-knight of Dol Amroth (they have neither horse nor lance). Any fiefdom Warriors that are drafted into the Company cannot be promoted, though they may exchange their equipment normally.*



The Men of Dol Amroth are skilled warriors.

Dol Amroth Influence Table

D6 Result

- 1 No effect
- 2 Fiefdom Warrior (of Gondor) with bow*
- 3 Fiefdom Warrior (of Gondor) with shield**
- 4 Fiefdom Warrior (of Gondor) with shield and spear***
- 5-6 Roll again on table below

D6 Result

- 1-2 Warrior of Minas Tirith with bow
- 3-4 Warrior of Minas Tirith with shield
- 5-6 Warrior of Minas Tirith with shield and spear

*If you have the Fiefdom rules from White Dwarf issue 295, you can use a Hunter of Anfalas or Warrior of Morthond instead.

**If you have the rules from White Dwarf 295, you can use an Axeman of Lossarnach or Clansman of Lamedon instead.

***If you have the Fiefdom rules from White Dwarf 295, you can use a Spearman of Pinnath Gelin or Warrior of Pelargir instead.

Dol Amroth Starting Force

- 1 Knight of Dol Amroth (on foot)
- 2 Warriors of Minas Tirith with hand weapon and shield
- 2 Warriors of Minas Tirith with spear and shield
- 2 Warriors of Minas Tirith with bow

Dol Amroth Equipment Table

Weapon	Cost in Influence Dice
Shield	1
Bow	1
Horse – Knight of Dol Amroth only	2
Elven blade – Hero only	1
Spear	1

Dol Amroth Advance Table

D6 Effect

- 1 **Might/Will.** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 **Parry.** Once per turn, the Hero may force his opponent to re-roll a single dice when determining who wins the fight.
- 3 **Blade Master.** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Courageous.** The Hero may re-roll all failed Courage tests.
- 5 **Great Leader.** This Hero's Stand Fast range is 12"/28cm, not 6"/14cm.
- 6 **Might.** The Hero gains one Might point.

Dol Amroth Promotion Table

Warrior of Minas Tirith	Foot-knight of Dol Amroth – Alter the Warrior's statistics appropriately. All weapons and equipment are exchanged for the equipment of a Knight of Dol Amroth (does not have a horse).
Foot-knight of Dol Amroth	Knight of Dol Amroth – The Knight is automatically granted a horse. Add the steed to his profile.

Haradrim Battle Company

For the Haradrim, conflict has always been a way of life. Each Haradrim Battle Company is led by the son of a chieftain, eager to prove himself against the foe. In this way, he hopes to earn sufficient respect from his fellows to one day succeed to the leadership of his tribe. As a Haradrim Battle Company grows in reputation and skill, it will attract more experienced warriors in the form of Haradrim Raiders. It may even find itself sent on missions at the behest of the Lords of Umbar. Such duties are often hazardous, but the rewards that can come from such travails are great enough to tempt most aspiring chieftains.

Harad Special Rule: The Gaze of the Hâsharii: *At the cost of one Influence dice, a Haradrim leader can ask the Hâsharii to shadow his company and strike the enemy before battle. If this is done, before the next game, each player rolls a D6. If the Haradrim player's total is higher than that of his opponent, he may select any Warrior (not a Hero) in the enemy company to be removed as a casualty before the game begins. If the opponent rolls higher, there is no effect. Additionally, no chieftain in Harad rules without the consent of the Hâsharii, the agents of the Lords of Umbar. These stern overseers rarely tolerate failure. If a Haradrim battle company suffers a defeat, it gains one less Influence dice than normal.*



A starting force for the Haradrim.

Haradrim Starting Force

5 Haradrim Warriors with spear
5 Haradrim Warriors with bow

Haradrim Equipment Options

Weapon	Cost in Influence Dice
Bow	1
Horse – Hero only	2
Lance – Hero or Raider only	1
Spear	1

Haradrim Influence Table

D6	Result
1	No effect
2	Haradrim Warrior with dagger
3	Haradrim Warrior with spear
4	Haradrim Warrior with bow
5	Roll twice more on this table, re-rolling any further results of 5
6	Roll again on the table below

D6	Result
1-3	Haradrim Raider
4-6	Haradrim Raider with lance

Haradrim Advance Table

D6	Effect
1	Might/Will. The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Poisoned Blade. The Hero's close combat attacks become poisoned in exactly the same way as his ranged attacks.
3	Spearmaster. The Hero may use the shielding rule if armed with a spear.
4	Courageous. The Hero may re-roll all failed Courage tests.
5	Master of Poisons. This Hero must re-roll 1s and 2s when rolling to wound with poisoned attacks.
6	Might. The Hero gains one Might point.

Haradrim Promotion Table

Haradrim Warrior with spear

Haradrim Lancer – All weapons and equipment are exchanged for the equipment of a Haradrim Raider armed with a lance and bow.

Haradrim Warrior with bow

Haradrim Raider – All weapons and equipment are exchanged for the equipment of a Haradrim Raider armed with a bow.

Moria Battle Company

At the time of the War of The Ring there are a number of Goblin holds across the mountain ranges of Middle-earth. Most notable of these are the infestations that exist in the Grey and Misty Mountains. Of these, their capital, although capital might be too civilised a word, was in Gundabad, a forbidding mountain fastness from which countless Goblin armies marched upon the Free Peoples of Middle-earth.

Years previously, the Dwarves waged a war of revenge on Goblin kind. They had never been able to cleanse that place, and so within a short matter of time the Goblins had once again begun to spread their evil influence through the mountains, caverns and rocky places. Naturally, Dwarves are their enemy of choice, for they choose to dwell beneath ground, and love rocks and mountains and deep places, though they frequently make war on other races – for Goblins are respecters of no person and enjoy making raids on whomever they can.

Goblins are essentially looters, who strike out from hiding and inflict as much damage, and steal as much plunder as they can. Then, with cunning and stealth, they slink off back to their lairs, earning prestige and wealth for their nefarious deeds.

Moria Special Rule: *Moria Battle Companies can be up to 25 models in size, instead of the normal 15. However, Moria Goblins may not be promoted, so there is no Promotion table for them. Instead, treat scores of 7-8 on the Warrior Promotion table as 'no effect'. They may become Heroes as normal.*



The cunning Goblins of Moria

Moria Influence Table

D6 Result

- 1 No effect
- 2 Moria Goblin with shield
- 3 Moria Goblin with spear
- 4 Moria Goblin with Orc bow
- 5 Choose one of the above
- 6 Choose two of the above

Moria Equipment Options

Weapon	Cost in Influence dice
Orc bow	1
Shield	1
Spear	1

Moria Starting Force

- 4 Moria Goblins with bows
- 4 Moria Goblins with spears
- 4 Moria Goblins with hand weapons and shields



Moria Advance Table

D6 Effect

- 1 **Might/Will:** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 **Courageous:** The Hero may re-roll all failed Courage tests.
- 3 **Blade Master:** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Rally to Me:** This Hero has a range of 12"/28cm when he makes a Stand Fast roll from now onwards.
- 5 **Cunning Shot:** Made adept by firing in the cramped underground caverns, this Hero may re-roll failed 'in the way' rolls.
- 6 **Might:** The Hero gains one Might point.

Dwarven Battle Company

Across the length and breadth of Middle-earth there are countless brave and powerful warriors, from the supernaturally skilful and ancient Elves to the barbarous and brutal Uruk-hai. Of all the races that share that place none possess the tenacity and stoicism of the Dwarves. The line of Durin has survived despite the efforts of Orcs, Goblins and Dragons, and while the axes of the Dwarves remain sharp and ready, it will remain so.

At the time of the War of The Ring, the main Dwarven strongholds are Erebor (The Lonely Mountain) and the Iron Hills. Famed for their hardiness, the Dwarves of the Iron Hills waged a war of extermination against the Orcs and Goblins of Middle-earth that only ended with the recapture of the Lonely Mountain from Smaug the Dragon.

Traditionally, the homes of the Dwarves are mountain holds, nigh impenetrable to all foes, dug deep into the roots of the mountains themselves. There they can withstand almost any assault by simply barring the doors. Despite this, Dwarves make good neighbours and better allies, and take the duty of fighting the Evil races of Middle-earth very seriously.

Often groups of Khazâd will set out from their cavernous dwellings and patrol the surrounding areas. Such companies soon earn renown and prestige as they return to the halls of their liege with tales of battle and adventure. For just as every Dwarf loves gold and good food, so too do they love songs that tell of daring deeds and mighty battles.

Dwarf Special Rule: *Because of the superior workmanship of their armour, and their natural resilience, a Dwarf Hero can have two increases in his Defence statistic.*



Part of a Dwarven starting force

Dwarf Starting Force

- 2 Dwarf Warriors with Dwarf bows
- 2 Dwarf Warriors with two-handed weapons
- 3 Dwarf Warriors with hand weapons and shields

Dwarf Equipment Options

Weapon	Cost in Influence dice
Dwarf bow	1
Two-handed weapon	1
Throwing axe	1
Shield	1
Dwarf heavy armour	2

Dwarf Influence Table

D6	Result
1	No effect
2	Dwarf Warrior with two-handed axe
3	Dwarf Warrior with shield
4	Dwarf Warrior with Dwarf bow
5	Choose one of the above
6	Khazâd Guard

Dwarf Promotion Table

All Warriors **Khazâd Guard:** All equipment/statistics are exchanged for that of a Khazâd Guard.

Dwarf Advance Table

D6	Effect
1	Might/Will: The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Favour of the Chamber: When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company.
3	Blade Master: The Hero may re-roll one dice per turn to see which side wins a fight.
4	Courageous: The Hero may re-roll all failed Courage tests.
5	Natural Resilience: A Hero with this skill may re-roll the result on the Hero Injury table, if he is removed as a casualty. The second result must be kept, even if it is worse.
5	Might: The Hero gains one Might point.

Battle Companies Scenarios

Here are five mini-scenarios for players to use with their Battle Companies. Players should use their imagination and improve or alter these if they wish, even making entirely new scenarios if they want to! Many of the victory conditions for the scenarios below involve calculating the percentage of

models remaining in a Company. This should be the number of models who started the game, not including any who have missed the battle due to injury.

Sometimes the game will go against one Company, and there will be little point continuing. A player can quit the field,

giving victory to his opponent, in any Priority phase in which his Company is below half of its starting strength. If they do this, then the game ends immediately, and the surrendering player is considered to have lost. Further to this they also lose one Influence dice from the total number they receive at the end of the game.

Rescue

A Hero finds himself separated from his main force and under attack from the enemy. As his foes seek to cut him down, his companions race to his rescue. This opportunity is too much for the attackers to pass up, providing they can slay the Hero without too much loss.



Layout: A 48"/112cm x 48"/112cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game. Players should feel free to use their imagination in setting up the board.

Starting Positions: Each player should roll a dice. The lowest scoring player is the defender and should place one of his Heroes (this is the target Hero) and up to two of his Warriors within 3"/8cm of the centre of the board. The opposing player may place his entire company within 18"/42cm of one board edge.

Objectives: The defending company must save their Hero. The attackers must try to kill him while he is cut off from the majority of his Battle Company. The game finishes at the end of the turn in which the target Hero is slain, or the attacking company is reduced to below 50% of its starting numbers.

Defender victory: The defender is victorious if the attacking company is reduced to below 50% of its starting numbers.

Attacker victory: The attacking force is victorious if the target Hero placed in the centre of the board is killed.

Draw: The game is a draw if both sides achieve their objective in the same turn.

Special Rules

Surprise: The attacker always has priority in this scenario.

To the rescue! The company of the target Hero are keen to rescue their comrade and leader. At the end of their first Move Phase they move onto the board anywhere along the opposite table edge to the attacking player.

Against the odds: Should the target Hero survive the game he will gain 1 extra Experience point in addition to the normal amount for playing and surviving.

Take the High Ground

Somewhere in the area lies an object of immense importance to both sides, from a signal fire which needs to be urgently set alight, a haul of weapons, or the entrance to a hidden tunnel. Whatever it is, its defence is paramount.

Requirements: A 48"/112cm x 48"/112cm board, with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination when setting up the board. Players will also need a marker, preferably no larger than a cavalry base, to act as an objective.

Layout: The Objective marker should be placed in the centre of the board. Each player should then roll a dice. The highest scoring player should choose a board edge. His opponent takes the opposite edge. These are the players' starting edges. The edges not chosen are considered the 'side' edges for this scenario. Players should roll again to determine Priority.

Objectives: Once a side has been reduced to 50% of its starting number, roll a dice at the beginning of each Priority phase.

On the roll of a 1 or 2 the game automatically ends. Whoever controls the objective in the centre of the table is the winner (see Victory below).

Special Rules

Wild Search: Both Companies have split up their warriors to broaden the search. To represent this, no models will start play on the board. At the end of each player's Movement phase players should roll a dice for each model in their Company not on the board (Might may not be used to influence this roll). The first turn will thus consist mostly of these rolls.

D6 Result

- 1-2 The model is delayed and doesn't move on to the board this turn. This model still counts as part of the Company's total size for rolling for the game end and Courage tests.
- 3 The model moves onto the board from either side edge (both the side, and the entering point are chosen by the opponent).
- 4 The model moves onto the board from any point on either side edge, chosen by the controlling player.

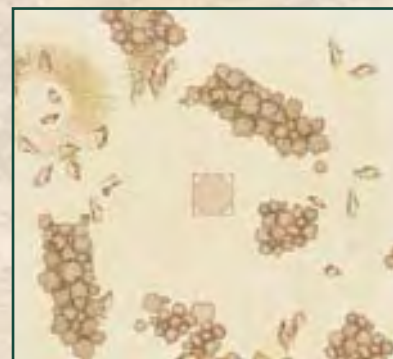
5-6 The model moves onto the board from the controlling player's edge.

Newly arrived models act normally, but may not charge, on the turn that they initially arrive.

Victory: Your side has at least twice as many models within 3"/8cm of the objective compared to your opponent.

Defeat: Your opponent has at least twice as many models within 3"/8cm of the objective compared to you.

Draw: Any other situation results in the game being a draw.



The Chance Encounter

Two opposing Companies travelling through the wilderness happen upon each other. An enemy apparently alone and cut off from support is not an opportunity to pass up. Quick thinking and a strong arm will win the day here.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination.

Starting Positions: Each player should roll a dice. The lowest scoring player should choose a board edge and deploy his company within 12"/28cm of his chosen side. His opponent should then

place his own company within 12"/28cm of the opposite edge. Players should roll again to determine priority.

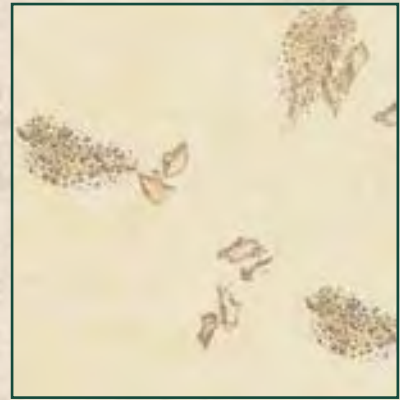
Objectives: The leaders of the opposing Companies are seeking a quick victory over their enemy without too many losses. At the end of the turn in which one side is reduced to 25% of its starting number the game ends. Models who flee from the battlefield do not count as casualties.

Victory: Your Battle Company is reduced to 25% of its starting number.

Defeat: Your Battle Company is reduced to 25% of its starting number and your opponent's is not.

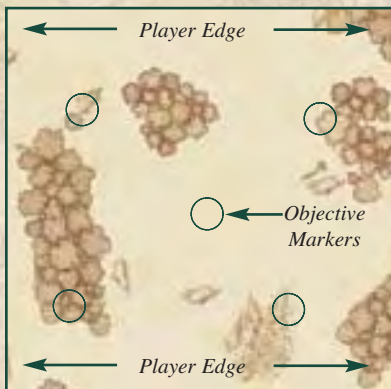
Draw: The game results in a draw if both players' Battle Companies are reduced to

25% in the same turn.



Control

Both Companies have been tasked with seizing control of an area of a larger battlefield. Five key areas have been deemed essential for control and both companies will vie fiercely for them.



Layout: A 48"/112cmX48"/112cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game, however players are encouraged to use their imagination, and cooperate. Players also need five counters to represent the objectives.

Set-up: The players should take it in turns to place the objective counters on the table top. They may be no closer than 6"/14cm to any board edge, and no closer than 12"/28cm to each other.

Starting Positions: Both Battle Companies move into play from any point on their starting edge in their first Move phase.

Objectives: When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of each objective marker. An objective is

controlled by whichever player has the most models with their bases entirely within 3"/8cm of it. The player who controls the most objective markers wins the game. If both players control an equal number of objective markers, the game is a draw.

Once either force is reduced to below half of its starting number, the game might suddenly end. At the end of each turn after this condition is met, one player should roll a D6. On the result of a 1 or 2 the game ends (Might cannot influence this dice roll).

Victory: Your Battle Company controls more objective markers than your opponent's.

Defeat: Your opponent's Battle Company controls more objective markers than you.
Draw: Both Companies control an equal number of objectives.

Hold The Line

In an area of pivotal strategic significance one Company finds itself guarding a road, mountain pass or forest path. With orders to stand their ground and hold this route against all enemies, it is with consternation that they spy an enemy force advancing, desperately seeking passage.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination. Additionally, a road or pathway should travel between two opposite board edges.

Starting Positions: Each player should roll a dice. The lowest scoring player is the defender, and should place his force

within 6"/14cm of the centre of the road. The highest scoring player counts as having priority for the first turn, and may move his warriors onto the board along the road following the normal rules.

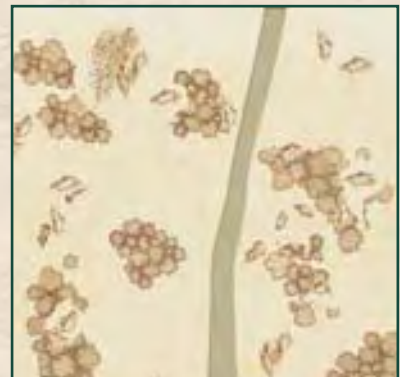
Objectives: If 33% of the attacking Company manage to move off the opposite table edge, the attacking force wins. Otherwise, the defenders are victorious. Models who flee from the battlefield do not count towards the number of models who must break through. However, the game only ends when one side's models are either incapacitated or have left the table, regardless of whether the victory conditions have been met.

Attacker Victory: If 33% of the attacking force (not including fleeing models) move

off the opposite table edge, they win.

Defender Victory: If the attacker fails to move 33% of his models off the opposite table edge the defender wins.

Draw: Neither of the above is true.



Using your Battle Companies in larger games

After playing numerous games with your Battle Company you may eventually find yourself wishing to use your models as part of a larger force. The following rules allow you to do just that. Bear in mind that some opponents might not be familiar with Battle Companies, and so it's polite to check with them whether they mind you including your company as part of your force. Once you have their permission, follow the instructions below to determine the points cost of your Battle Company.

Battle Company Warriors in a Points Match force

Including the Warriors from your Battle Company into a larger force couldn't be easier. Simply determine their points value using the Rules Manual and supplement books.

Battle Company Heroes in a Points Match force

Working out how many points a Hero is worth is a little harder than the Warriors. The first step is to determine how much the Hero is worth, and then add to that the value of his weapons.

Determining the Points Cost

Umgak is a Warg Rider (normally 10 points) within Adam's Battle Company. Since he also carries a throwing spear, his total cost in points is 12.



Adam's Warg Rider Umgak

- Basic cost. Since every Hero in Battle Companies was once a warrior, start by taking the basic cost of that model. Nurbog, for example, who was an Orc Warrior, has a basic cost of 5 points.
- For each Might, Will or Fate point that the Hero has, add 5 points to the total value of the Hero.
- For each addition to the Heroes Fight (only count the Fight value, not the Shoot score), Strength, Defence, and Courage characteristic add 5 points.
- For each addition to the Heroes Wounds or Attacks add 10 points.
- For each Skill the Hero has gained add 10 points.

The cost of the Heroes wargear is dependant on the number of wounds and attacks the Hero has. A Hero whose combined wounds and attacks add up to three or more will pay more than a Hero whose combined wounds and attacks add up to only one or two.

Attacks plus Wounds equal less than three:

Hand weapon: free
Warg/Horse: 6
Spear, pike, two-handed weapon: 1
Throwing weapon: 1
Lance: 1
Bow/Orc bow: 1
Crossbow/Longbow: 2
Shield: 1

Attacks plus Wounds equal three or more:

Hand Weapon: free
Warg/Horse: 10
Spear, pike, two-handed weapon: 5
Throwing weapon: 5
Lance: 5
Bow/Orc bow: 5
Crossbow/Longbow: 5
Shield: 5

Add the cost all the wargear that the Hero is equipped with to the cost of the Hero's characteristics and special rules and you have the total value of your Hero.

You will notice that Battle Company Hero will often cost more than comparable Heroes already described in The Lord of the Rings strategy Battle Game. This is for a couple of reasons, largely because it ensures that Heroes from Battle Companies do not get an unfair advantage in terms of points cost, but also because we cannot possibly playtest every combination of Hero to ascertain its correct cost. Thus, in the interests of fairness the points costs are kept deliberately high. Of course if both players are using armies that contain Battle Companies, they should balance each other out nicely.

What follows is a scenario designed to allow players to field their Battle Companies as part of a larger army. Of course there's nothing to stop players using their Battle Companies in other scenarios, or even inventing their own to use them in.

Nurbog

	F	S	D	A	W	C
Nurbog	5/4	4	5	2	1	4

- Nurbog has gained two points in fight (+10), one in strength (+5), one in defence (+5) One attack (+10) and one courage (+5).
- Additionally Nurbog has one Might point (+5) and two Fate points (+10).
- Lastly Nurbog has *Rally to Me* (+10).

So the total value for Nurbog is 5 points (for being an orc), plus 35 points for his characteristics, plus 15 points for his Heroic characteristics, plus 10 for his special rules. Giving Nurbog a grand total of 65 points.

The Grand Battle

As the war between the two factions reaches its peak, each brings a mighty army to sweep the other from the land. Marching with all haste Battle Companies rush to support their armies, hoping that their arrival will not be too late.

Participants

Both players should select equal forces, each with a points value of at least 500 points, including one or more Battle Companies. The value of the Battle Companies should be included within the points value spent on the entire army.

Layout

A 48"/112cm x 72"/180cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination and cooperate.

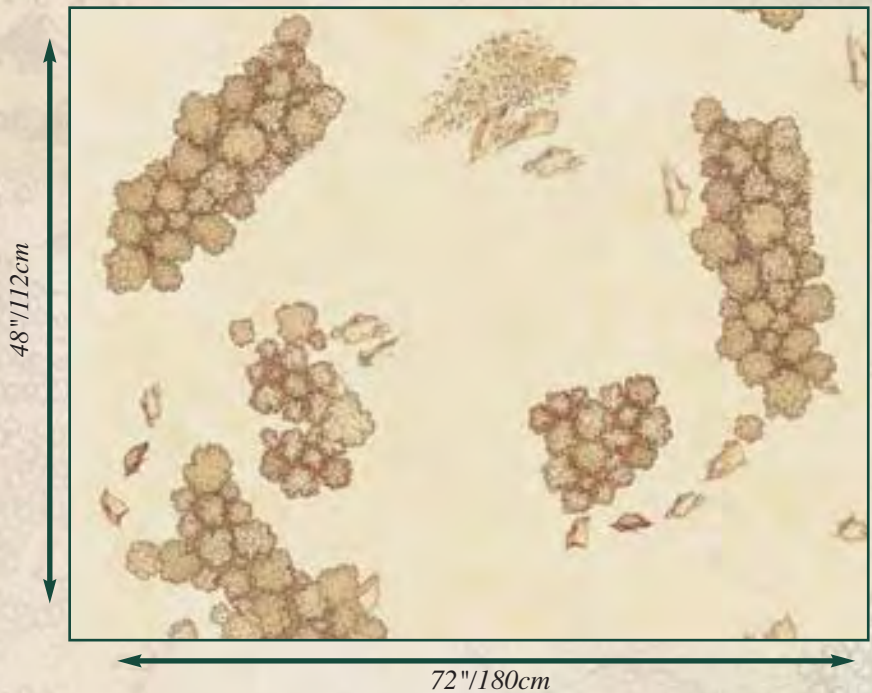
Starting Positions

Each player rolls a dice, with the highest scorer choosing one of the long board edges to deploy on. That player places all of his models that are not members of a Battle Company on the board, within 12"/28cm of his board edge. His opponent should do likewise, placing his models within 12"/28cm of the opposite edge.

Objectives

The battle is already fixed, and the forces are preparing to engage. This confrontation will only end with the defeat of one of the armies. At the end of the turn in which one side is reduced to 25% of its starting number, the game ends.

Victory: Your force was not reduced to 25% of its starting number.



Defeat: Your force was reduced to 25% of your starting number, and your opponent's was not.

Draw: Both players are reduced to 25% in the same turn.

Special Rules

Experience and wounds: The members of the Battle Companies involved in this scenario may gain experience and injury in the same way as a normal game of Battle Companies.

Battle Company: Whilst the main army is already in position, the Battle Companies are racing to bolster their comrades and swing the battle in their favour. Each player should roll a D6 at the end of their Move phase from the second turn onwards. On the roll of a 6 their

Battle Company has arrived. Roll a further D6 and consult the chart below to determine which board edge they enter from.



Own board edge



The War of the Ring™ Campaign

This summer head to Middle-earth to re-enact the dramatic conflict of The War of the Ring in a major Campaign. The War of the Ring is a web based map campaign in which you fight the battles that decide the fate of Middle-earth! You can use your Battle Companies that you have collected to fight in the campaign and influence the war between good and evil.

How will this campaign work?

Taking part in this map-based campaign is simple:

1. Choose your area to defend – there are 12 to choose from!
2. Have a look on our website www.thewarofthering.co.uk (from May) for hobby ideas, scenarios and special rules for your area.
3. Play a game!
4. Report your results on the site to influence the campaign!
5. Check back on the website regularly to see how your side is doing.
6. Play more games to defend your area, or invade other areas as you choose!

When tales of mighty heroes are retold and great victories regaled, will you be able to claim that your sword, your shield, your bravery made a difference? Don't be found wanting – sign up for The War of The Ring campaign now!

The Website!

A dedicated website has been designed for The War of the Ring Campaign. The website (www.thewarofthering.co.uk) holds a stack of gaming, painting and scenery-making material – the ideal place to satisfy your hunger for more hobby action!

The Website also includes:

- **Forums** – A place to get together online with your allies and swap tactics, plan where to post your results, or just chat about how the campaign is going.
- **Interactive map** – Shows you who is winning the war as it unfolds! It also allows you to follow the path of the

Fellowship of The Ring which will unlock special areas of the website (see the fellowship journey for dates).

- **'Battle-Tracker'** – View your victories and defeats during the campaign! How have you affected the result?
- **Hobby pages** – The website will have a load of new of painting, modelling and gaming articles for you to read and use, in your campaign games!

Loads of Gaming!

All our Hobby Centres in the UK will be running special games for The War of the Ring Campaign. So you can pop down with your army and join in. Results posted from the Hobby Centres are worth more in the campaign, so its worth the visit!

Our Hobby Centre staff are also a great source of knowledge and will be able to give you help and advice so that you can play in the campaign with absolute confidence.

'The Wrath of Umbar' Roadshow

Our roadshow, The Wrath of Umbar, will be running throughout the summer at selected Games Workshop Hobby Centres and Independent Stockists. The roadshow allows you to join in with battles fought over superb custom-made terrain. For a full list of where and when the Wrath of Umbar roadshow will take place go to: www.thewarofthering.co.uk

The Fellowship of The Ring journey Campaign dates

Path	Dates	Sub Area
1	3 rd June	Weatherstop
2	10 th June	Rivendell
3	17 th June	Moria
4	24 th June	The Silverlode
5	1 st July	Amon Hen
6	8 th July	Fangorn forest
7	15 th July	Helm's Deep
8	22 nd July	Osgiliath
9	29 th July	Pelennor Fields
10	5 th August	Minas Tirith
11	12 th August	Cirith Ungol
12	19 th August	Black Gate



Key



Eriador



Angmar



Iron Hills



Mirkwood



Misty Mountains



Dunland & Isengard



Fangorn & Lothlórien



Rhûn



North



Jorodwâich

Grey mountains

Iron hills

Angmar of old

BELTOL

Þ

Þ

Sea of Rhûn

hion

enedwâich

the eastern lands

Rohan

Ash mountains

gondor

Khând

Rohan

Gondor

Mordor

Harad

hârondor

near hâkâd

hâkâdwâich

umbâr

fâk hâkâd



Copyright © Games Workshop Limited 2005 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King. © MMV New Line Productions, Inc. All Rights Reserved. The Lord of the Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc and Games Workshop Ltd. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer 40,000 device are either ©, TM and/or © Games Workshop Ltd 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved.

Product Code: 60449999232



NEW LINE CINEMA
A Time Warner Company

