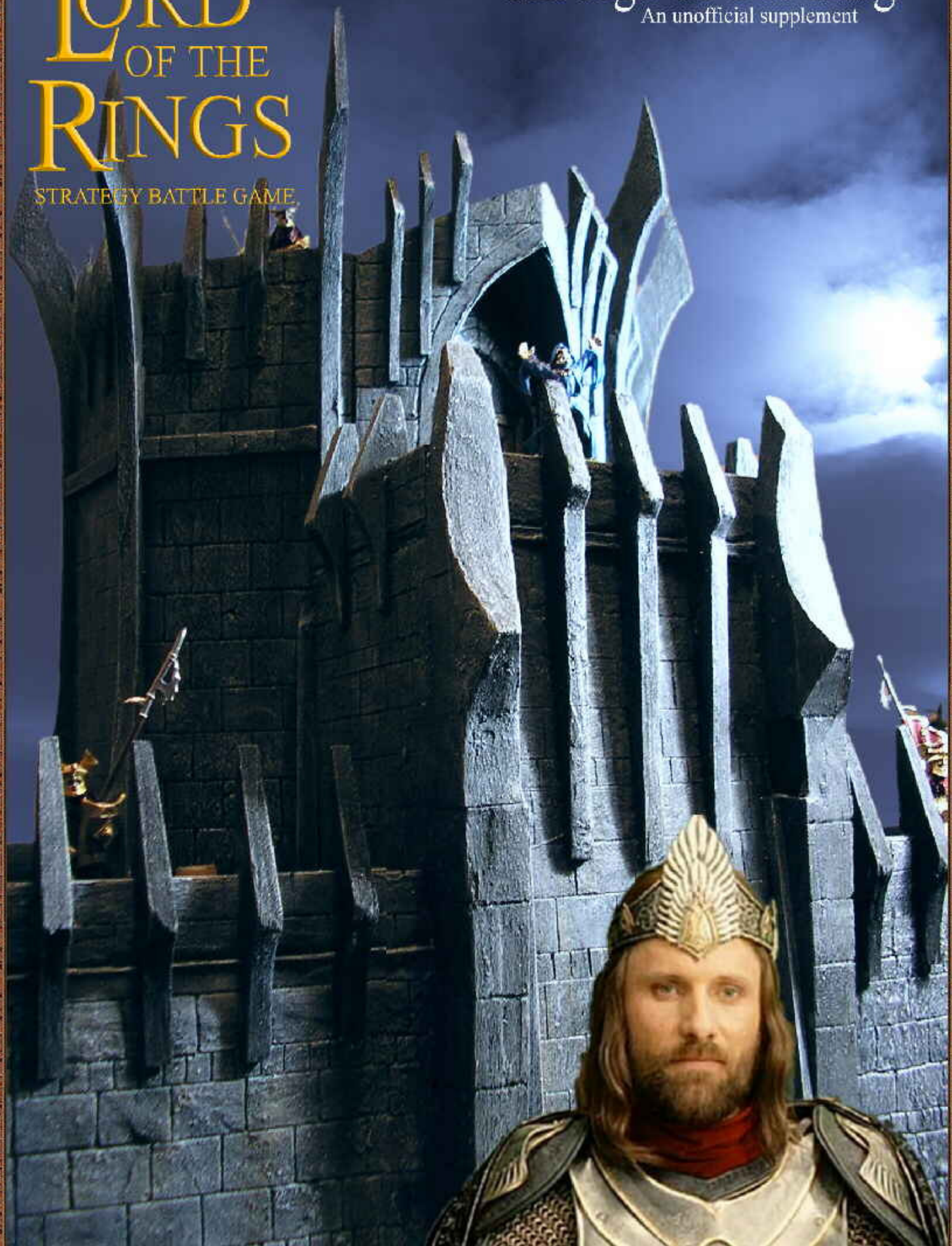


THE LORD OF THE RINGS

STRATEGY BATTLE GAME

The Age Of The King

An unofficial supplement



“They came therefore in the shape of Men, though they were never young and aged only slowly, and they had many powers of mind and hand...”

“Curunír was the eldest and came first, and after him came Olórin and Aiwendil, and others of the Istari who went into the East of Middle-earth, and do not come into these tales.”

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FOREWORD

Welcome to The Age of the King, an unofficial supplement to the Lord of the Rings Strategy Battle Game. Designed by fans of the game, for fans of the game, we explore the events that take place after the War of the Ring. Many of the characters from the Lord of The Rings are here, and some new ones, both Good and Evil, enter the fray. The main purpose of this supplement is to expand on the army of the Easterlings, and also to show the passing of time with the introduction of the next generation of characters; the children of the ones we have come to know and love.

We have worked hard to stay as true to the spirit of Professor Tolkien's masterwork as we possibly could, as well as keeping consistent to the atmosphere of Peter Jackson's magnificent motion picture epic. The new characters that have been added were done so with the utmost care in their choosing and design, and the storyline was developed using ideas and hints contained within J.R.R. Tolkien's own writings.

Games Workshop has a record of producing excellent products and their Lord of the Rings Strategy Battle Game sits at the very pinnacle of their achievements. While we knew it would be extremely difficult for us to achieve their level of professionalism and quality with this supplement, we nevertheless decided to try.

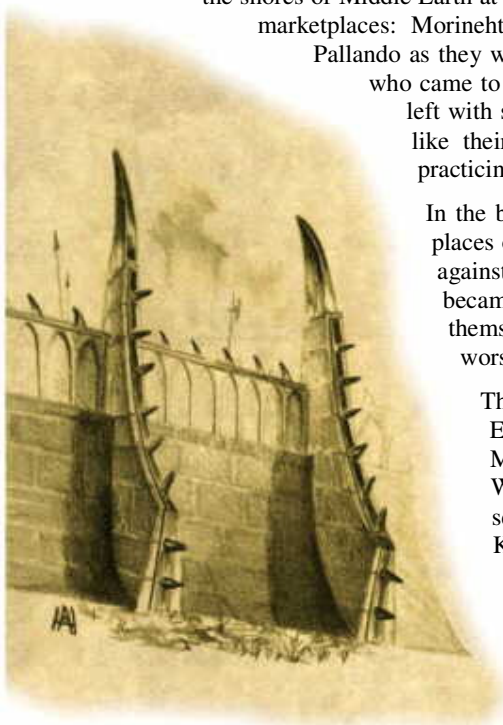
We set ourselves a very high standard, and we ask that you be the judge of whether we succeeded or not. We hope you like The Age of the King, and expect that this is the first of many more supplements to come.

The Age of the King development team

THE FOURTH AGE OF MIDDLE-EARTH

It is the 38th year of the Fourth Age of Middle-earth. King Elessar rules over the lands of Gondor in the South and Arnor in the North with his queen Arwen Undómíel. There has been peace for almost forty years. The last remnants of the Dark Lord's forces are now scattered and defeated. The few Eldar left in Middle Earth are wandering companies uninterested in the plight of Men. Only Thranduil of Eryn Lasgalen holds on to the ways of the past and maintains his realm against the failings of time.

Rumours of trouble are growing in the East. Its origin could only be guessed at by one person, and he left the shores of Middle Earth at the end of the Third Age. Names are being whispered in taverns and marketplaces: Morinehtar and Romestamo – the twin “Serpent Lords” (or Alatar and Pallando as they were once known). These two were not the greatest of the five Istari who came to Middle-earth, but their powers have grown and there are none now left with strength enough to oppose them, or so they deem. They have fallen, like their kin Saruman before them, and now lead secret cults of men, practicing in the ways of the black arts, and worshipping the Darkness.



In the beginning, the two Blue Wizards sought to defy Sauron by creating places of sanctuary for the men of the East in which they could find refuge against the worst excesses of their Dark Lord. In time, these sanctuaries became corrupted, whether by agents of Sauron, or by the Wizards themselves, who knows? Eventually, they became sects and cults, worshipping dark powers and practicing terrible rites.

The news of the downfall of Sauron has reached the ears of those in the East and by the reckoning of the two wizards, the Free Peoples of Middle-earth have become soft and ripe for invasion. The two Wizards, driven by a desire to order all the world to their liking, have seized their chance and with a large force of Easterlings and men of Khand and Rhûn, have marched forth and entered the region of Rhovanion. The now-demolished fortress of Dol Guldur in Southern Mirkwood is empty and unguarded and provides a perfect base from which to launch their assaults. Aided by their magic and knowledge, a horde of goblin slaves were bred in pits dug from the forest floor, and a massive fortress is erected on the foundations once built by the Necromancer.

Before long, the remaining Elves of Mirkwood discover the encampment on their southern borders and pass on the news to their king. A hard choice now faces Thranduil: to flee to lands untouched by war; or purge his beloved realm of the forces of darkness. The Elven King cannot bear to see his precious forest destroyed and chooses the latter.

Loyal to their lord, the Elves stealthily pick their way through the forest and launch a hasty siege on the partly built fortress. They are joined by Eldarion son of Elessar, who was in the area en-route to Minas Tirith with the Rangers of the North. However, the power of the Enemy is underestimated and the Wizards are ready. Evil Men stand fast on the walls and barricades. The Elves break through into the second tier but can go no further; they are too few. After a tense battle, the last Eldar lord of Middle-earth is slain by the Wizards, and his remaining Elves drift back into the forest as quickly as they had arrived.

There is no time. The news must reach the Free Lands of Middle-earth before it is too late. Led by Legolas and Eldarion, Elven scouts and Dúnedain rangers skirt the borders of the forest and cross the plains to Gondor. On their way, a large host of Easterlings is seen marching across the Dagorlad to Mirkwood.

Reduced to a scant few, the Elves and Rangers reach the gates of Minas Tirith. There they give their account to the King. Messengers are sent to Rohan and Aglarond summoning King Éomer and Gimli to a council, also joined by Eldarion and Legolas. Their plan is simple; they must defeat this threat before it becomes too strong.

Meanwhile, the wizards, in a move to secure their northern flank, assault the sparsely defended palace of Thranduil. Unbeknownst to the peoples of Esgaroth and Erebor, they continue to use the Elves' trade route for their own dark purposes. The wizards are growing stronger and are almost ready to march to open war.

Once more the bright, brave banners of the Lords of the West march forth to battle, and the thunder of cavalry and the blasting trumpets of Gondor can be heard blowing on the winds of war...

THE HAUNT OF THE NECROMANCER

High on a stony hill in the depths of Southern Mirkwood, above a forest of twisted fir, rose the dark tower of Dol Guldur – the Hill of Dark Sorcery. Long thought to be the lair of one of the Nazgûl, the truth was finally revealed by Gandalf the Grey, who secretly entered the fortress to discover the real identity of the Necromancer: Sauron himself – the Lord of the Rings.

The White Council gathered its strength and eventually drove the evil from Dol Guldur, but the Dark Lord was ready. He fled to Mordor before the assault began, secretly fortifying his ancient stronghold and building once more the Dark Tower of Barad-Dûr.

During the War of the Ring, Dol Guldur was garrisoned by Orcs and other foul creatures and was home to Khamûl the Easterling, the Lieutenant of the Dark Tower and second of the Ringwraiths after the Witch-king himself.

An army of foul orcs issued forth from the gates of Dol Guldur during the war and laid siege to Lothlórien, but was defeated by the power of the Lady of the Golden Wood.

After the downfall of the Lord of the Rings, Dol Guldur was thrown down by the forces of King Elessar and the shadow on Mirkwood was finally lifted.

However, a new shadow has risen...



Dol Guldur rises above the mist-shrouded treetops of Mirkwood

NEW CORE RULES

Chariots

The bane of infantry and cavalry alike, chariots are used in battle to skirt the flanks of the enemy and crush their forces from the sides, with their heavy wheels and wicked scythes. A skilled charioteer can also fight from the back of his vehicle, using the power that its speed bestows to his advantage. Alternatively, chariots are used as steeds for heroes and champions to quickly move about the battlefield giving their commands to the troops before leading the charge. Chariots are rarely seen in the Western realms of Middle Earth, but the thunder of hooves and the rumble of wheels are fast approaching from the East...

Movement

As well as transporting the lords of the Easterlings around the battlefield, chariots are also used to carve through enemy formations. It is very difficult to stop a moving chariot, and many a Gondorian soldier has been caught under their wheels. Chariots move at the speed of the beasts pulling them, usually 10". Chariots may not enter areas of difficult terrain (other than shallow water) or cross obstacles. Similar to Mûmakil, chariots run down their enemies in the movement phase, as well as the crew fighting later on during the Fight phase. At the start of the chariot's movement, choose the direction you want it to move in. Whilst rotating, any models in the way of the chariot's new position will be moved aside as they jump out of the way of the wicked scythes. In the case of terrain in the way, the chariot will have to move away from the

terrain just enough to complete the rotation.

Once the Chariot has been "aimed" in the new direction, it will charge forwards, running down anything in the way. The model may be moved up to its full movement, ignoring any control zones. Unlike a Mûmak, a chariot is fast and manoeuvrable, so it may turn during this charge, but only once and only to a maximum of 45° difference from the starting position.

Any models that come into contact with the chariot will immediately take 2 hits at the strength of the chariot. Cavalry models (including monstrous mounts) suffer 2 hits on the rider and 2 hits on the mount. If the rider survives but the mount is killed, the rider is thrown and, after testing on the Thrown Rider chart, is placed in contact with the chariot. If the rider dies but the mount survives, the animal will run away in panic and is immediately removed as if it had been slain, allowing the chariot to continue its charge. Mounts that are also heroes such as Gwaihir may of course continue to fight as normal if they survive the charge.

If an enemy model survives the charge, the chariot will stop and fight that enemy in the Fight phase. If the chariot hits a friendly model, it may choose to run them down, stop or attempt to swerve out of the way. As long as the swerving movement is within the 45° turning limit, then the friendly model is avoided on a 4+. Otherwise they are hit as normal and the chariot may carry on or stop.

If the enemy is slain, the chariot may continue moving, trampling other models in its path, until either it reaches the maximum distance it can travel, or it fails to slay an enemy and has to stop.

If an enemy wins priority and charges the chariot, it will be pinned in place and prevented from charging as usual.

Mounting and dismounting the chariot does not require a roll or a penalty, but it must be done before the chariot has moved, and the person mounting the chariot must be in contact with the back of it.



Shooting

If the rear crew member on a chariot has a missile weapon, then it may be fired using the normal shooting rules. The driver may not shoot any weapons.

When shooting at a chariot, roll a die for each shot that hits. On a 1-2, the shot hits the steeds, on a 3-5, it hits the chariot and on a 6 it hits the crew. If there are two crew, roll a die to randomly choose which one is hit. Damage is worked out as usual. If one steed is killed, the chariot will move at half speed and if both are killed it cannot move. The crew may dismount and continue on foot. The chariot can be left on the board as cover or removed; it is up to the players. If both crew are killed, the chariot will act exactly like any other loose mount. If the chariot is destroyed, the crew will take thrown rider rolls, and may mount the horses (if available in their normal wargear options) or continue on foot in the following turn.

When shooting at a chariot with a Siege Engine, the whole model including the crew and steeds count as a single battlefield target. If a direct hit is scored, roll to see which part of the chariot is hit as normal. If the chariot is hit with an Area Effect weapon, it will affect all three parts – the machine, the steeds and the crew, as well as any other troops within 2” of the edge of the chariot’s base as usual.

Combat

Chariots count as monstrous mounts when in combat, being able to knock even cavalry to the ground. When rolling to win combat, only the attacks of the crew are used as a single model, they are not split into multiple combats. Any enemies fighting the chariot will be at – 1 to win combat as if they had a two-handed weapon, representing them having to dodge the fast moving contraption. If the crew manage to win the combat,

they may roll to wound as usual. In addition, the chariot will cause D3 hits at its own strength on the enemy as the crew steer the chariot into them. The enemies chosen to take these hits must be to the front or sides of the chariot’s base.

If the crew lose combat, the enemy can choose whether to hit the horses, crew or chariot. The chariot may be hit at all times, but the horses may only be hit when the attacker is in contact with the front half of the chariot, and the crew may only be hit from the back half. The crew will always count as defending a barrier and if the barrier is hit, the hit will be taken on the chariot if of sufficient strength. Note that if a crew member is killed, the attacker does not move over the barrier.

If the chariot is charged before it gets to move, the crew will fight just like any other model behind a barrier and the chariot will give no other benefits.

Heroic Crew

If a second crewman is not purchased for a chariot, then any man-sized hero from the army may be mounted in the chariot, gaining all the bonuses explained above.

Heroic actions may be made as usual.

Scythed Wheels

Scythed wheels may be bought as an upgrade for some chariots. Their points cost is noted in the profile of the chariot. Purchasing this upgrade allows the chariot to make 3 hits on anyone who comes into contact during the charge instead of the normal 2.

Short Bows

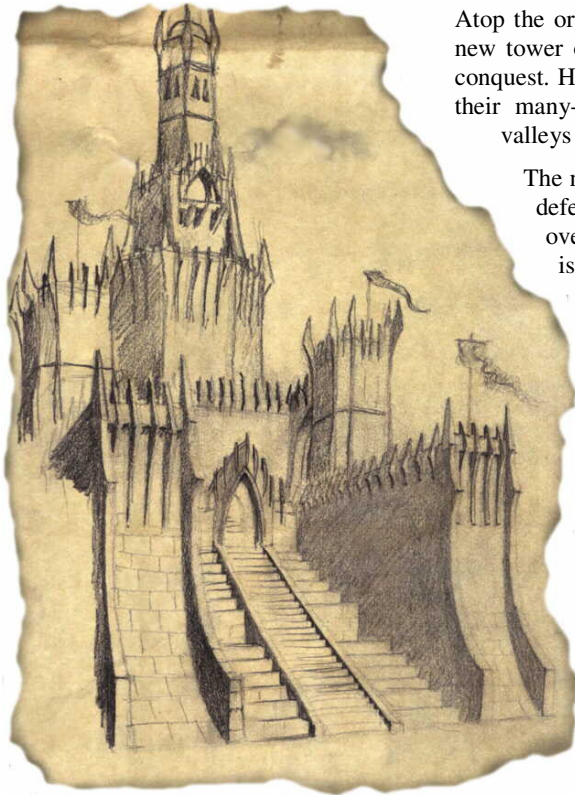
The short bows of the Variags have the following properties:

	Range	Strength	Move Penalty
Short Bow	18”	2	Half

Additional Rules Required

All of the rules for heroes and warriors not detailed in this supplement can be found in the Return of the King rulebook with the exception of the Rangers of the North, which can be found in the Battle of Pelennor Fields supplement, and the Elves of Mirkwood and Easterling Siege Bow. These can be found in White Dwarf 293 (UK edition). Even though they are an integral part of this supplement, copyright law prevents us from reproducing them here.

DOL GULDUR



Atop the original foundations, the Blue Wizards have begun to erect a new tower of Dol Guldur from which they hope to wage their war of conquest. Heavily influenced by their long stay in the lands of the East, their many-tiered tower rises above the mist-shrouded treetops and valleys of southern Mirkwood.

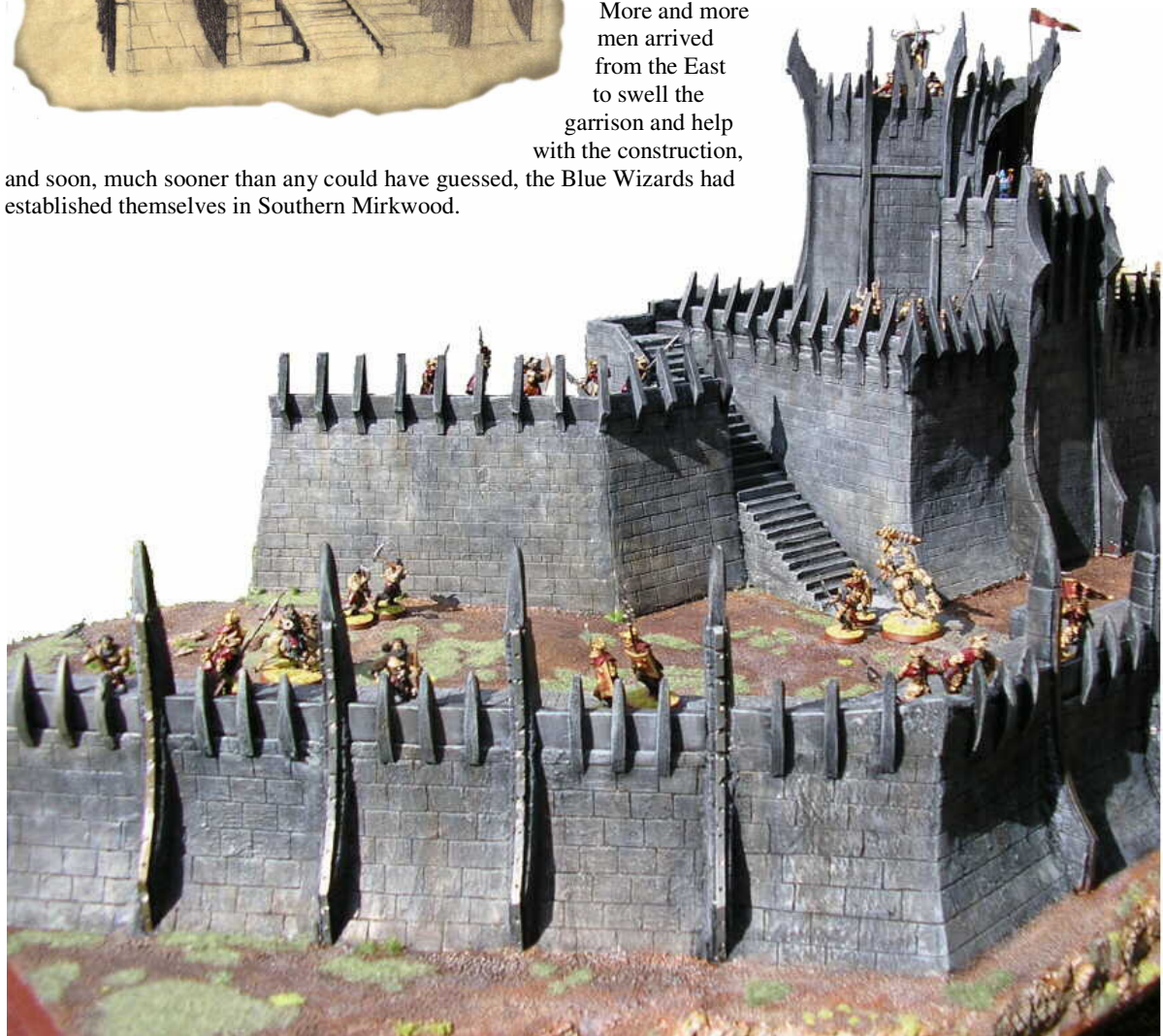
The new fortress follows the same basic shape as its predecessor; defensive walls laid in concentric rings, with a central tower overlooking the whole region. The influence of the Dark Lord is plainly visible to onlookers, but the Wizards will deny this – ignoring, in their pride, the true source of their desires.

Made from local materials, much of the masonry was reclaimed from the ruin of the original tower that was thrown down by the men of Gondor after the War of the Ring. The power that went into its original making still lies dormant within, and ever seeks to rebuild itself.

To fuel the fires of their hunger, the Wizards tore down the trees for miles around, leaving the once dense forestlands bare and lifeless. Great pits were dug as spawning colonies for the hated race of Goblins. The Wizards viewed these creatures as the ideal slaves and sought to rebuild their numbers.

More and more men arrived from the East to swell the garrison and help with the construction,

and soon, much sooner than any could have guessed, the Blue Wizards had established themselves in Southern Mirkwood.



THE FREE PEOPLES

Use this list to choose a Good force to the points value you have agreed with your opponent

HEROES



Eldarion (Human)

Points Value: 85

Eldarion	F	S	D	A	W	C
	5/3+	4	5	2	2	6

Might: 2
Will: 3
Fate: 3

Eldarion, son of King Elessar and Queen Arwen

Undómiel, heir to the throne of Gondor. A young man, proud and rash, filled with the exuberance of youth and eager to prove his worth. At age 18 he joined the Rangers of the North as one of their ranks to hone his skills of leadership and woodcraft. Not yet assuming the mantle of Chieftain of the Dúnedain, he is none-the-less proving to be a warrior of extreme skill and daring.

Wargear

Eldarion carries a sword as his hand weapon. At an additional points cost he may have the following:

Armour	5 pts
Longbow	5 pts
Elven Cloak	10 pts
Horse	10 pts

Special Rules

Son of the King: As a true heir of Númenor, Eldarion inherited many of the leadership qualities of his father. His powerful charisma and his skills of leadership provoke intense loyalty from his troops. All friendly models within 6" of Eldarion pass all courage tests. Note: this does not apply to Eldarion himself.

The Impetuosity of Youth: Eldarion is a young, headstrong man who lives in the shadow of his father's great deeds. He has a strong need to prove himself. If he is within range to charge a terrifying enemy, he must do so, even making a heroic movement if necessary. Like other heroic movements, this move applies to nearby troops as well.



Elfwine (Human)

Points Value: 95

Elfwine	F	S	D	A	W	C
	5/4+	4	6	2	2	5

Might: 3
Will: 2
Fate: 2

Elfwine, son of Éomer, assumed the title of Marshal of the Eastfold upon reaching manhood. He is descended

from the line of the lords of Dol Amroth, and there is elvish blood in his veins. A keen mind and a quick temper, he has proven his skills in battle many times on the plains of Rohan.

Wargear

Elfwine carries a sword and wears heavy armour. At an additional points cost he may have the following:

Throwing Spears	5 pts
Shield	5 pts
Horse	10 pts

Special Rules

Blood of Dol Amroth: Elfwine is descended from the Lords of Dol Amroth, and his body runs with their elite blood. He is a skilled fighter, and he is looked up to by his proud people. Elfwine counts as a banner to all Rohan troops within 6".

Expert Rider: See Rulebook for details.

WARRIORS

Dwarf Sappers (Dwarves)

Points Value: 9

	F	S	D	A	W	C
Dwarf Sappers	4/-	3	6	1	1	4



These dwarves have spent years of their lives toiling away in the caves of Erebor and later Aglarond, building the vast underground cities of the dwarves. Experience has taught the miners exactly where to hit the rock to bring it down, and their skills have become useful in warfare.

Wargear

The dwarven sappers carry a pickaxe (hand weapon) and wear dwarf armour.

Special Rules

Sappers: These dwarves have a knack for finding the weak spots in rock faces, and in battle, castle walls. In games, dwarf sappers gain +1 to wound any structure (something with batter points) unless

it has defence 100. Against structures with defence 100, sappers are able to wound them as if they were defence 10, despite not being able to damage them normally

Rohirrim Outriders (Humans)

Points Value: 10

	F	S	D	A	W	C
Rohan Outriders	3/3+	3	4	1	1	4

The lightning fast tactics of the Rohirrim ambushes would never work were it not for the skills of their scouts. Strategic information is gained by them riding ahead, and performing ambushes on small orc bands. The information gained and terror caused by this scouting provides an edge in the rest of the battle.

Wargear

The scouts of Rohan carry a hand weapon and a bow. They wear light leather armour. At an additional points cost they may have the following:

<i>Throwing Spears</i>	<i>1 pt</i>
<i>Horse</i>	<i>6 pts</i>

Special Rules

Scouts: The outriders of Rohan scout ahead of the main force to discover enemy tactics and determine the best places to hit. They may also sometime ambush small orc bands. All outriders may take a free move at their normal rate before the first turn in any game they are used in. In addition, the tactical information they provide allows the good player to gain a free heroic move for every 4 outriders in the force at the start of the game. This heroic move may be used as normal by any Rohan hero (or Aragorn or Gandalf), as if they had expended a Might point.

Expert Rider: See Rulebook for details.

THE LANDS OF THE EAST

Rhûn is a land of mystery and legend. The vast deserts and barren steppes are home to a hardy and warlike race of men known collectively as Easterlings. Grown from the nomadic tribes of ancient times, these swarthy people have developed their own culture away from the elvish influence of the West, and are practiced in many arts and sciences. A brutal people, tempered by the harsh lands in which they live, they have known an eternity of strife since their earliest times.

The lands of the East have seen many migrations in their long history. The Elves first passed through these lands in their journeys to the realm of Valinor, and four of the great houses of the Dwarves once built their cities under the mountains of the east. But the lands are now home to men, and their caravans ply the desert paths separated from the history of Middle-earth by the empty vastness of the desert wastes.

The mighty inland Sea of Rhûn, densely forested in the north and ringed by mountains in the south, is the closest part of this realm to the lands of the West, and traveller's tales speak of magnificent cities and temples which were dedicated to the worship of the Dark Lord Morgoth.

The Easterlings

The sallow-skinned men of the East are tall and strong limbed, with dark hair and fierce eyes. A cruel and brutal people, they show no mercy to their foes and expect none in return. Sauron looked upon them as his elite troops during the War of the Ring, and saved them for the killing blows against the strong armoured men of Gondor.

The histories of the Elves record the first coming of the men of the East during the time of the sons of Fëanor in the First Age of Middle-earth. Ulfang the Black led his people to Beleriand in the year 463, and dwelt for a time in the lands to the north and south of the March of Maedhros. Ulwarth and Ulfast, Ulfang's sons, joined their father in his original pledge of allegiance to Caranthir, the foulest of the sons of Fëanor. However, the weak minds of men were lured by the dark power of Morgoth, and secretly turned to his employ. During the Nirnaeth Arnoediad, the Battle

of Unnumbered Tears, the Noldor relied on the men of Ulfang to march with them and confront the orcs of Morgoth. However, the Easterlings handed the Dark Lord victory when they suddenly betrayed the allied forces of Good, whom they had once served, and turned upon them in battle.

Following the Fifth Battle of Beleriand, the Easterlings were themselves betrayed by their Lord Morgoth, and were locked in the land of Hithlum, near the icy waste of Helcaraxë in the north of Beleriand. After the War of Wrath, when the Eldar, the Edain and the Valar finally threw Morgoth down, Ulfang fled Hithlum and the Easterlings travelled over the Blue Mountains and into Middle Earth. There, they wandered through Eriador a while before ultimately settling in the Land of Rhûn in the far east of Middle Earth.



The desert lands of Khand and farthest Rhûn

The Ways of War

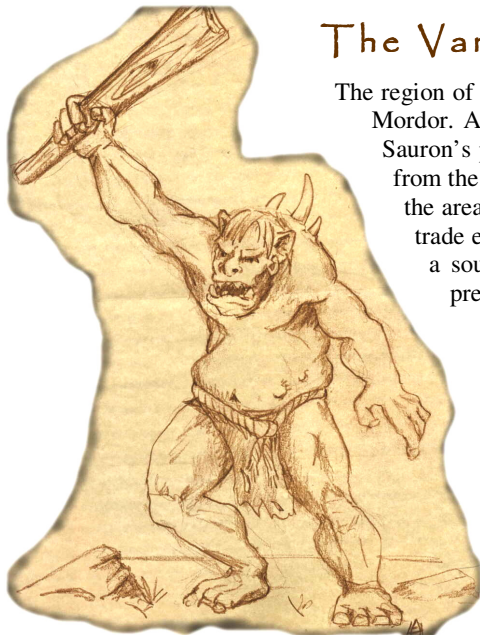
In warfare, Easterling tactics differ significantly from those of the faithful Houses of Men. Over the centuries, from their settlement in the east up until the Third Age, the people of Rhûn developed a technique of fast, disciplined raids using their chariots and wagons (or “wains” - giving them the name the Wainriders). A confederation of Easterling tribes descended upon Gondor shortly after the Great Plague of 1636TA, and for nearly a hundred years the chariot-borne warriors remained a constant threat. They quickly overran Rhovanion, and were able to coordinate attacks on Gondor from the north and east. In the Battle of the Plains, the King Narmacil II of Gondor was slain by the Wainriders, and the Easterlings claimed all of the South Kingdom’s possessions east of the Anduin.

Narmacil’s son Calimehtar later won a temporary reprieve when he beat back the Wainriders on the Plain of Dagorlad, and bought Gondor some time. However, with the brutal nature of the Easterlings, revenge was swift, and a great alliance between Rhûn, Khand and Harad brought about simultaneous assaults on Gondor from the north, east and south. The Wainriders and Variags pursued the Gondorians to the Black Gate, whilst the Haradrim trampled through southern Ithilien. The kingdom of Gondor was brought perilously close to destruction as King Ondoher and both his heirs were viciously cut down. However, Eärnil, the Captain of the Southern Army of Gondor, was victorious in defeating the Haradrim, before marching north through Ithilien to attack the Wainriders by surprise. The Easterlings were driven back to the swampland of the Dead Marshes where they were finally defeated and retreated to Rhûn, never to trouble Gondor again.

The Balchoth were a fierce race of Easterlings, similar to the Variags of Khand, but descended from the Wainriders. It is rumoured that these people fell under the rule of Dol Guldur during its occupation by the Dark Lord Sauron. After orders from the Great Eye they unleashed their fury upon the plains of Calenardhon, where they fought the forces of the Steward Cirion of Gondor. It is thought that they would have won were it not for the Éothéod of the north. Led by Eorl the Young, this army of horsemen from the north slew the Balchoth, and forced them back into the East. In return for this great favour, Cirion granted Eorl with the land of Calenardhon to dwell in, and it was renamed Rohan. The Éothéod became known as the Rohirrim, or Horse Lords.

The Easterlings played a key part in the War of the Ring holding true to their sworn allegiance to Morgoth centuries before, and serving Sauron until his downfall. With their aid, Sauron diverted the attention of the Gondorian army and retook Mordor unopposed. He found use for the Easterlings once more during the great war: from Rhûn came many foot soldiers, heavily armoured and well armed; an even match for the men of Minas Tirith. Their discipline and tenacity made them excellent first-wave troops to unseat the Gondorians before countless waves of orcs and trolls rolled over the defenders. Both in the Siege of Minas Tirith and the Battle at the Black Gate, the Easterling warriors proved their prowess, but ultimately all the followers of Sauron shared in his downfall.

Those few who escaped the rout before the Black Gates returned to their homes beaten and shamed, vowing revenge upon their foes, but powerless to achieve it.



The Variags of Khand

The region of Khand is situated to the south of Rhûn, bordering the eastern edge of Mordor. A harsh desert land, gradually poisoned by the noxious outflow from Sauron’s pits and furnaces, its nomadic inhabitants eke out a meagre existence from the rocky soil. Living in small makeshift camps dotted widely throughout the area and migrating according to the season, they have nothing of value to trade except themselves. Looked upon by the nobility of Rhûn and Harad as a source of valuable slaves, the tribesmen of Khand have always had a precarious relationship with their neighbours.

Clearly descended from common ancestors as the men of Rhûn, the Khandish people share the same sallow skin and dark hair, but instead grow long thick beards like dwarves, and have a powerful physique with which they wield great two-handed weapons. A people well versed in hunting, they employ short, but powerful bows; and their skill in their use has them earned a grudging respect from their enemies.

The arts of war have been learned from their neighbours, and adapted to suit their own skills and temperament. As a loose collection of tribes, each with their own war leader, there is no such

thing as a Khandish army. Rather, they serve as companies in the armies of Rhûn or Harad. They have mastered the use of the horse and are skilled cavalry, but have been slow to adopt the use of chariots.

Despite their relative lack of martial skill, their strength and weight allows them to cut large swathes through the enemy. The Variags also played a part in the War of the Ring: they provided the Black Land with horses to fuel Sauron's dark purposes, and they formed one of the later waves of troops to attack Minas Tirith, using their great axes to good effect. A small group of the Variags were dispatched to the Drúadan Forest to halt the advance of the Rohirrim to the Pelennor, but they were ambushed by the Woses (the inhabitants of that forest) and quickly routed.

But Khand is not populated by humans alone. The mountains to the west of Khand are home to much larger, fiercer creatures; the results of Sauron's foul breeding experiments with the mountain trolls of Mordor. The misshapen offspring of the coupling of human and troll provided the Dark Lord with a mighty race of warriors – brute strength and toughness combined with agility, cunning and intelligence. Initially, these creatures were shunned by the nobles of Rhûn and Harad, but the people of Khand welcomed them to help them in their struggles, and they were eventually drafted into the armies of the Easterlings and the Haradrim as their potential was realised. Like the people of Khand, they are easily manipulated into helping the Easterlings, and a few even rose high in military ranks to command the armies of the east, full of lust for battle.

The Coming of the Wizards

During the Third Age, the lands of Rhûn and Khand were visited by three of the five Istari. Although Saruman later returned to the west, the Blue Wizards, Alatar and Pallando, remained there, and in time passing from the knowledge of the wise.

The lands of the east have been firmly in the grasp of the Dark Lord since the earliest times. The Blue Wizards, seeking to loose that grip, founded secret societies as havens for the oppressed and weak. In the back alleys and taverns of the cities, around the campfires of the tribesmen, tales of freedom and redemption were told. A spark of hope was kindled in the breasts of the people of the east, and the embers of rebellion grew bolder over time, fanned by the Blue Wizards themselves.

But the power of Sauron was mighty and his hold on the east was unshakeable. The wizards, either in their own pride or by the deceits of the Dark Lord, fell from their appointed path and began to seek power for themselves. During the time of the War of the Ring, companies of Easterlings marched into the west at Sauron's behest, and the wizards waited and watched quietly to see the outcome.

As the once proud remnants returned to their homes, defeated and humiliated, the Wizards began to feed the desire for revenge. Knowing that Gandalf would return to the Uttermost West once his task was complete, the two Istari judged that the lands of Gondor would become complacent and, in time, ripe for conquest.

Forty years have past. Old wounds have festered while the Men of the West have relaxed their vigilance. The time had come. The warriors of the East once more gathered their arms and marched to war, this time under the banners of the Blue Wizards.



The five Istari; Olórin, Aiwendil, Pallando, Alatar, and Curunír

THE BLUE WIZARDS

The Istari (Wizards) were thought to be five in number: one clad in white, one in brown, two in blue and the last in grey. Alatar and Pallando, the Blue Wizards, played no part in the War of the Ring for they journeyed far into the East shortly after arriving in Middle-earth and had never returned. In the distant lands of the East, on the steppes and plains beyond Rhûn and even further, they found the people there totally under the dominion of Sauron. Working in secret they initially sought to fight against the Dark Lord's tyranny, but, over time, they too fell from their appointed path and began to seek power for their own glory.



Alatar the Blue (Wizard)

Points Value: 150

Alatar

F	S	D	A	W	C
5/-	4	5	1	3	7

Might: 3
Will: 6+1 free per turn
Fate: 3

Proud and haughty, Alatar is the undisputed leader of the two Blue Wizards. Known amongst the Easterlings as Morinehtar, it was he that founded the secret cult of the Twin Serpents in the lands beyond Rhûn, and he that now seeks dominion over the peoples of the West.

Wargear

Alatar carries a sword and a staff (two-handed weapon). At an additional points cost he may have the following:

Horse *10 pts*

Special Rules

Staff of Power: Alatar's staff is not only a symbol of his power but a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

Maia of Oromë: He is an Expert rider and may move at full speed in woods when on foot.

Magical Powers

Fury: Range 6". Dice score to use: 3+. This power is targeted on Alatar himself and, once in action, its 6" area of effect follows the wizard as he moves around. The wizards and all Easterlings and Variags (including heroes) within range of the power are possessed by an insane fighting frenzy, which allows them to ignore the most serious of wounds. They always automatically pass any Courage test they are required to take. In addition, every time they suffer a wound, they can roll a dice: if a 6 is rolled, the wound is recovered. This is effectively like using a point of Fate, with the only exception that the Wound is recovered only on the roll of a 6 rather than on a 4+. If the wound is not recovered, heroes can make use of their Fate as normal.

Once the magical power is in action, both its effects will last until the wizard is engaged in a Fight and his side loses the fight. The wizard can of course employ the power again later as long as he has Will left.

Terrifying Aura: Dice score to use: 2+. Once this power has been cast successfully, Alatar counts as terrifying to all Good creatures as long as 1 or more point of Will remains. If Alatar's Will drops to zero the Terrifying Aura is extinguished.

Lightning: Range: 12". Dice score to use: 4+. Alatar causes changes in the air pressure, calling nearby storms to approach with amazing speed. He creates electrical fields, causing lightning to strike the battlefield. Choose a target within range, and then scatter the hit as if it were a siege engine. The resultant target will take a Strength 6 hit, and all targets within 2" will take hits at Strength 3.

Compel: Range: 12". The victim can do nothing further that turn, except, as soon as the power takes effect, the Evil player can mode the victim up to half a move, even into base contact with an enemy. This can be done even if the model has already moved. He model cannot be moved out of combat, or perform any actions that would cause direct harm (such as jumping off a cliff...). In combat, his fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of the turn.

Drain Courage: Range 12". Dice score to use: 2+. The victim loses one point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Pallando the Blue (Wizard)

Points Value: 150



Pallando

F	S	D	A	W	C
5/-	4	5	1	3	7

Might: 3
Will: 6+1 free per turn
Fate: 3

His name means “He who comes from afar”. One of the two Blue Wizards to journey into the East,

Pallando’s power was always overshadowed by the more dominant Alatar. Initially he tried to persuade his companion against embracing the Dark Powers, but eventually, inevitably, he too was ensnared.

Wargear

Pallando carries a sword and a staff (two-handed weapon). At an additional points cost he may have the following:

Horse *10 pts*

Special Rules

Staff of Power: Pallando’s staff is not only a symbol of his power but a potent talisman. To represent his staff’s power he can expend 1 point of Will each turn without reducing his own Will store.

Maia of Oromë: He is an Expert rider and may move at full speed in woods when on foot.

Magical Powers

Immobilise: Range 12”. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but may not make heroic actions. The effect lasts for the remainder of that turn.

Aura of Dismay: Dice score to use: 5+. Pallando casts an intricate web of deception that causes his foes to see that which they most fear in place of their enemies. This power can only be cast at the end of Pallando’s move. If successfully cast, any friendly models that end their move within 6” of Pallando (including Pallando himself) count as causing terror for the remainder of that Move phase.

Sandstorm: Range: 12”. Dice score to use: 4+. Pallando has the ability to draw power from the wind and scatter nearby sand, soil and debris across the battlefield. The storm is centred on a point anywhere within range and will affect an area 6” in radius from that point. Any hero within the area of effect may attempt to resist the spell. For that turn, the affected area will count as difficult terrain for movement purposes, and no missile fire may enter or leave the area. Any models in the area cannot see

out of it. The spell ends at the start of the following turn.

Tremor: Dice score to use: 5+. Pallando is able to cause the ground beneath him to shake, knocking people off balance, and destroying buildings. The spell is centred on Pallando, but he is not affected by the spell himself. Any hero within the area of effect may attempt to resist the spell. All models within 6” of Pallando are knocked to the ground, and take a hit at Strength 3. Any structures within range of the tremor must make a roll on the Batter Chart as if a Strength 10 weapon had hit them, as the tremor will disrupt the foundations.

Sap Will: Range: 12”. Dice score to use: 4+. The victim’s Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.



THE EASTERLINGS

Use this list to choose an Evil force to the points value you have agreed with your opponent

HEROES

Ulfang II, Lord of Rhûn (Human)

Points Value: 100

	F	S	D	A	W	C
Ulfang	6/-	4	6	3	3	6

Might: 3
Will: 1
Fate: 2

Named in honour of his distant ancestor Ulfang the Black, who lead his people in the revolt against the hated men of the West during the Elder Days, the Lord of Rhûn is a ruthless and cunning leader. Vowing revenge on the King of Gondor for the loss of his family and his people's pride during the War of the Ring, Ulfang will not rest until Elessar's head is parted from his body.

Wargear

Ulfang carries an Easterling halberd and wears heavy armour.

Special Rules

Voice of Command: Such is the fear inspired by Ulfang in his followers that the range of his *Stand Fast!* rolls is 12" rather than the normal 6".

Ulmar, Lieutenant of Rhûn (Human)

Points Value: 70

	F	S	D	A	W	C
Ulmar	5/-	4	6	2	2	5

Might: 2
Will: 1
Fate: 2

Ulmar, son of Ulfang II, has been bewitched by the stirring words of the Blue Wizards, and it was he that convinced his father the time was ripe to begin the conquest of the West. Even as a young man, Ulmar showed his tactical brilliance in the wars of conquest against the men of Southern Khand.

Special Rules

Master Tactician: Ulmar is able to react to the movements of the enemy with perfect martial precision. Once both sides have deployed but before the game starts, any Evil hero and the troops within 6" of him may re-deploy anywhere in the deployment zone.

Wargear

Ulmar carries an Easterling halberd and wears heavy armour.



Angron, Chieftain of Khand (Human?)

Points Value: 90

	F	S	D	A	W	C
Angron	5/-	5	5	3	2	5

Might: 3
Will: 2
Fate: 2



Angron is a legend amongst his own people and is rightly feared by his enemies. After being captured wandering in the hills, he was reared in the barren steppes of South Khand. Taken by the Easterlings as a slave in the wars, his enormous physical strength and fierce temper drew the attention of Lord Ulfang, who eventually granted him his freedom. As he matured, it was clear that he was not remotely human. He grew to almost 9 feet tall, and his body became distorted into that more like a troll than anything else, due to his creation in the pits of Mordor.

Quickly learning martial skills under Ulfang's guidance, Angron rose rapidly to power within his own peoples. Now considered to be the bond that holds the will of the two peoples together, Angron is the Chieftain of the men of Khand and fights alongside Ulmar and Ulfang in all of their battles.

Wargear

Angron carries a great two-handed weapon.

Special Rules

Brute Strength: He gets no penalties when using a two handed weapon.

Variag Captain (Human)

Points Value: 35

	F	S	D	A	W	C
Variag Captain	3/4+	4	4	2	2	4

Might: 2
Will: 1
Fate: 1



We have included this option to add captains to the force – note that you may have more than one if you wish. They represent the leaders amongst the soldiery of Khand who go unnamed in the Lord of the Rings. If you include one or more captains, invent suitable names for yourself.

Wargear

Variag Captains carry a hand weapon into battle. At an additional points cost they may have the following:

<i>Two-Handed Weapon</i>	<i>Free</i>
<i>Short Bow</i>	<i>5 pts</i>
<i>Throwing Axes</i>	<i>5 pts</i>
<i>Horse</i>	<i>10 pts</i>

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

WARRIORS

Variags of Khand (Humans)

Points Value: 5

	F	S	D	A	W	C
Variags	2/4+	4	3	1	1	3

“Not tall, but broad and grim, bearded like dwarves, wielding great axes. Out of some savage land in the wide East they come...” The Return of the King – Chapter 4. The Siege of Gondor

Savage barbarians make up the masses of the armies of the East. Wielding their great axes, companies of these fierce men rampage through the settlements of the free peoples, destroying all that they encounter. Their lack of finesse is compensated for by their viciousness and brute strength.

Wargear

The Variags of Khand carry crude hand weapons. At an additional points cost they may have the following:

<i>Two-handed Weapon</i>	<i>Free</i>
<i>Short Bow</i>	<i>1 pt</i>
<i>Banner</i>	<i>25 pts</i>



Variag Cavalry (Humans)

Points Value: 10

	F	S	D	A	W	C
Variag Cavalry	2/4+	4	3	1	1	3
Horse	0	3	4	0	1	3

The horsemen of Khand use only the most powerful breeds of horses for their mounts, partly due to the great bulk of the riders. Skilled riders, they have mastered the technique of gripping the horse with their legs, to permit them to use their two handed weapons from horseback.

Wargear

The cavalymen of Khand carry crude hand weapons and they ride strong warhorses. At an additional points cost they may have the following:

<i>Two-handed Weapon</i>	<i>Free</i>
<i>Throwing Axes</i>	<i>1 pt</i>
<i>Short Bow</i>	<i>1 pt</i>
<i>Banner</i>	<i>25 pts</i>



Half-Troll Men of the South (Humans...?)

Points Value: 35

	F	S	D	A	W	C
Half-Troll Men	4/-	5	5	2	2	4



In the more remote places of Khand and Harad dwell a brutish breed of men who are larger, stronger and tougher than most. Shunned by the folk of Rhûn, these creatures were thought to have some unnatural Trollish origin, and yet have been accepted by the people of Khand.

Wargear

The Troll Men of Khand and Harad carry crude hand weapons. At an additional points cost they may carry the following:

Two-handed Weapon *Free*

Heavy Chariots of Rhûn (Chariot)

Points Value: 85

	Strength	Defence	BP			
Chariot	7	9	3			
Easterling Driver	3/-	3	5	1	1	3

The tradition of using chariots in combat stretches back to the days of the Wainrider invasions centuries before. Used by the elite soldiery of Rhûn as a counter to both infantry and cavalry, they have developed a strategy of rapid flanking movements to catch their opponents off guard.

Perfect for combat in open terrain, these vehicles are commonly seen on the plains of Rhovanion and Khand.

Wargear

The chariot is drawn by two horses. The Easterling Driver is armed with a hand weapon and heavy

armour. At an additional points cost a chariot may be equipped with the following:

Extra Crewman *10pts*
Scythed Wheels *15pts*

Special Rules

Chariot: See the rules for chariots on page 6 of this supplement.



SCENARIOS

Scenario 1: A New Shadow Rises

Scenario 2: The Wizards' Awakening

Scenario 3: The Last Stand of the Firstborn

Scenario 4: Unleash the Serpents

Scenario 5: The Borders of Gondor

Scenario 6: Ambush on the Dagorlad

Scenario 7: The Gates of Dol Guldur

Scenario 8: The Wizards' Tower

Scenario 9: On the Shores of Rhûn

Playing the Scenarios as a Campaign

The battles of Age of the King Supplement have been designed as a series of related scenarios that explore the progress of the invasion of the Easterlings and their ultimate defeat. They can be played individually or as a campaign, where the outcomes of one game affect the start of subsequent ones.

These rules create advantages and disadvantages for both sides and playing in this way can often provide a greater challenge for veteran gamers.

The rules below provide simple guidelines for playing the scenarios in sequence and enable gamers to follow the progress of their heroes in the battles.

Characters

If a person dies in battle, it is fairly unlikely they will play a significant part in any future battles (with one or two notable exceptions). However, wounds suffered in battle may not necessarily be mortal, and a model counted as a casualty in a game may be healed somewhat and reappear in a later scenario. The following rules are intended to represent this and can be used with all the scenarios.

If a **named** character is "killed" in a battle, put him aside until the end of the game. He is still counted as a casualty for purposes determining victory. Once the game is finished, roll a die. On a 1-3, the character is completely dead, and may no longer be used in any scenario where he is listed. On a 6, the character is fully healed and may fight as usual in all future battles where he is listed. On a 4-5, the character's Wounds are restored, but he is badly wounded and must roll a die to determine how he will be affected by them. Roll another die and consult the following chart to determine which ability is affected. Note that the effect lasts for all future battles in the Age of the King Campaign.

Dice Roll	Result
1	-1"/2cm Movement (on foot)
2	-1 Fight and +1 Shooting
3	-1 Strength
4	-1 Defence
5	-1 Attack
6	-1 Wound

If any of the statistics drops to zero, the character is counted as dead.

Note that Might, Will and Fate values are restored to their normal level at the start of each scenario.

The Scenarios

When you have played each scenario, consult these rules to find out how the outcome will affect the subsequent games. If the game was a draw, only pay attention to the "Other" section. Note: Courage modifiers are not cumulative, unless they balance out (e.g. -1 and +1 are not cumulative, -1 and +1 are.)

Scenario 1

Good Victory: Reaching Dol Guldur has been hard work for the wizards, as the elves' hit and run attacks have kept them busy. In scenario 2, 25% of the evil troops will not be on the board at the start of the game, as they will be elsewhere building the fortress. They may come on from the southern edge in turn 6.

Evil Victory: The wizards have led their troops into the forest ahead of schedule, with all resistance annihilated. They have had more time to commence the reconstruction of Dol Guldur and therefore they will have a fully built outer wall in scenario 2.

Other: If both the blue wizards **die**, the campaign ends here, as none of the future events are going to happen. The campaign also ends if at any point in the campaign, both blue wizards are dead.

Scenario 2

Good Victory: The elves of Mirkwood have fought their way almost to the heart of the fortress before being beaten back by Pallando's reinforcements. In scenarios 7 and 8, only 75% of the Easterling Warriors and Variags of Khand that are meant to be on the walls may be used due to casualties lost here (e.g. only 9 Easterling Spearmen in scenario 7). The win also heartens the elves, and all elves will have +1 Courage in future scenarios.

Evil Victory: The elves have been frightened by the power of the wizards' forces, and will have -1 Courage in all subsequent games. The savage Variags will also want to pursue their foes, and 12 Variags (4 of each weapon type) may be added to scenario 3.

Other: If Thranduil survives, he may be added to the Good side in scenario 3.

Scenario 3

Good Victory: Seeing what could happen if they give up fighting, the elves are determined to eradicate this Eastern threat from their woods once and for all, whatever the consequences. They cannot bear to see their home destroyed. You may double the number of each type of Elven troop in scenarios 7 and 8.

Evil Victory: Capturing the crucial trade route has meant that the Evil troops will be in much better health and have superior equipment. Add 1 to the Fight value of all Easterlings and Variags in scenario 7.

Other: If Thranduil is being used in this game (see above) and survives it, you may add Thranduil to the good side in scenario 7.

Scenario 4

Good Victory: The village has been saved by the courage of the men. The local peasants are encouraged to join up with the army of Rohan to claim such glories for themselves. 6 Warriors of Rohan may be added to all future scenarios involving Rohirrim.

Evil Victory: The victory has left the power-hungry wizard hungry for more, and his view is strongly backed by his Variag horde. They charge onto the next village, and with the nearby relief force wiped out, nothing can stop them. All Rohirrim from this point onwards will have -1 Courage, and in each future scenario except 9 the Evil player has 6 suits of light armour, 6 shields and 6 throwing spears to distribute among the Variags after it was plundered from the villages.

Other: If Elfwine is killed, Éomer will be enraged, and in all future games he will pass all courage tests he is required to make and will have +1 Might.

Scenario 5

Good Victory: The forces of the East have been repelled from the lands of Gondor, leaving the waterways free for travel. In scenario 9, a relief force of 4 Citadel Guard and 12 Warriors of Minas Tirith will arrive from the Good table edge in turn four after having travelled there by boat.

Evil Victory: The flag has been raised, striking fear into the hearts of the Gondorians who are in awe of the powers of the wizards. All Gondorian troops will be at -1 Courage from now on, with the exception of Aragorn and Eldarion.

Other: None.

Scenario 6

Good Victory: The alliance of the Free Peoples saw Angron's force decimated and fleeing back to their homes. In scenario 8, the southern attacking force will all be at -1 Courage for all tests taken and will not arrive until turn 10.

Evil Victory: After beating back the Free Peoples, Angron continues his march to Dol Guldur. Although the Good army still overtakes him via a different route, he is much more prepared. In scenario 8, add 25% (rounding up) to the Easterlings, Variags, Variag Cavalry and Chariots to the numbers of the **southern** attacking force led by Angron. They arrive on turn 4 rather than turn 6 as well.

Other: If Angron dies, there is a chance that there will be nobody with a strong enough will to pull the Eastern army back together and they may just keep on running. Roll a die at the beginning of scenario 8. On a 1, the southern attacking force has not regrouped and fled back to Rhûn.

Scenario 7

Good Victory: Having reached the second wall, the Free Peoples manage to hold it whilst waiting for the rest of the force to finish off the survivors behind them. Up to 10 Free Peoples models (no dwarves or Radagast) may be set up on top of the second wall in scenario 8 (after Evil deployment)

Evil Victory: A large portion of the Good army has been wiped out, making the task ahead of them even harder. 20% (rounding up) of each Good troop type is taken away from the attacking force in scenario 8.

Other: If the dwarves' tunnelling managed to destroy part of the wall, it will still be destroyed during scenario 8. From here onwards, Radagast has joined the Free Peoples. Before you make the roll for dead characters after the game, Radagast has one chance to cast *Renew* on each one, which will do the same as rolling a 6 on the death roll. He may only use one die for this and may only use Might that he had left after the game ended. Of course, if he dies he may not do this. Also, if Thranduil is included in this game and survives, he may be added to scenario 8.

Scenario 8

Good Victory: Encouraged by their win, the Free Peoples will pursue the blue wizards away from the fortress immediately. However, they have no idea where the wizards are going and an aerial scout is needed. Radagast calls on Gwaihir for aid and the great eagle may be added to scenario 9 along with his kin Landroval and Meneldor. This may only happen if Radagast is still alive.

Evil Victory: Amazed that the power of the wizards can even defeat the superior strength of an alliance of the Free Peoples, all good models will have -1 Courage for scenario 9.

Other: If Ulmar survives this game, he may be added to the Evil side in scenario 9.

Scenario 9

As this is the final scenario of the supplement, its outcome will not affect any future games. However, you may want to note down the results and dead characters, just in case another supplement is released continuing the story...

Participants

GOOD

Initial Force

Mirkwood Captain with blade, bow and cloak
2 Mirkwood Elves with blades, bows and cloaks
2 Mirkwood Sentinels

Reinforcements

Legolas with armour and elven cloak,
4 Mirkwood Sentinels
6 Mirkwood Elves with blades and bows
9 Mirkwood Elves with spears or blades

EVIL

Alatar
Pallando
Easterling Captain
3 Easterlings with swords and shields
3 Easterlings with spears and shields
4 Variags with hand weapons
4 Variags with two-handed weapons
4 Variags with short bows

1 Easterling or Variag may take a banner.

Layout

Set up the board as shown. 12"/28cm of the board should be dense forest. As Mirkwood is very different to Lothlórien, the edges of the forest are covered in dense thorny bushes, acting like defensible barriers

here and there. The remaining 36"/84cm of the board is a grassy plain with a few outlying trees.

Starting Positions

The Good side sets up the guarding force first anywhere in the forest. The Evil side then sets up within 6"/14cm of the southern table edge. The reinforcements will arrive later (see below).

Objectives

The Evil side is aiming to get enough of their force into the forest to assess the area, dig pits for slaves and commence the building of Dol Guldur whilst they wait for the rest of the army. To win, they must get 50% of their force off of the northern board edge, including at least one of the wizards. The Good side will win if they can prevent the Evil win - killing over 50% of the Evil army including at least one of the wizards. If the evil side completes half of their objective - 50% reaches the board edge but the wizards die, or both wizards exit the board but 50% of the army is lost, the game is a draw.

Special Rules

Reinforcements: The Elven reinforcements have been summoned by the Elven scout and are making their way to the battle. Every turn from the 6th onwards, roll a die. On a 4+, the reinforcements will arrive from the forest board edge.



SCENARIO 2: THE WIZARDS' AWAKENING

Description

In the southern regions of Mirkwood, a new shadow is rising. Under the strict guidance of Alatar and Pallando, the ruined foundations of Dol Guldur (once home to the Necromancer) have been reclaimed and a new dark tower is being built. Men from the eastern lands of Rhûn and Khand have been drafted into the cults of the sorcerers, and slowly but surely, turrets and ramparts are once more rising above the treetops. The first level of the fortress has been built, as have the outer towers, but this has not gone unnoticed by the Elven inhabitants of the forest realm. Unable to ignore the threat to his precious homeland, King Thranduil has ordered his last remaining Elves to march on the fortress. He is joined by Eldarion son of Elessar, who is patrolling the area as he returns to Minas Tirith. They catch the defenders unawares-

unawares, but not unprepared. The defences may not be finished, but the martial precision of the Easterlings and the power of Alatar should not be underestimated.

Participants

GOOD

Thranduil

Legolas with Elven cloak and armour

Eldarion

6 Rangers of the North

3 Mirkwood Sentinels

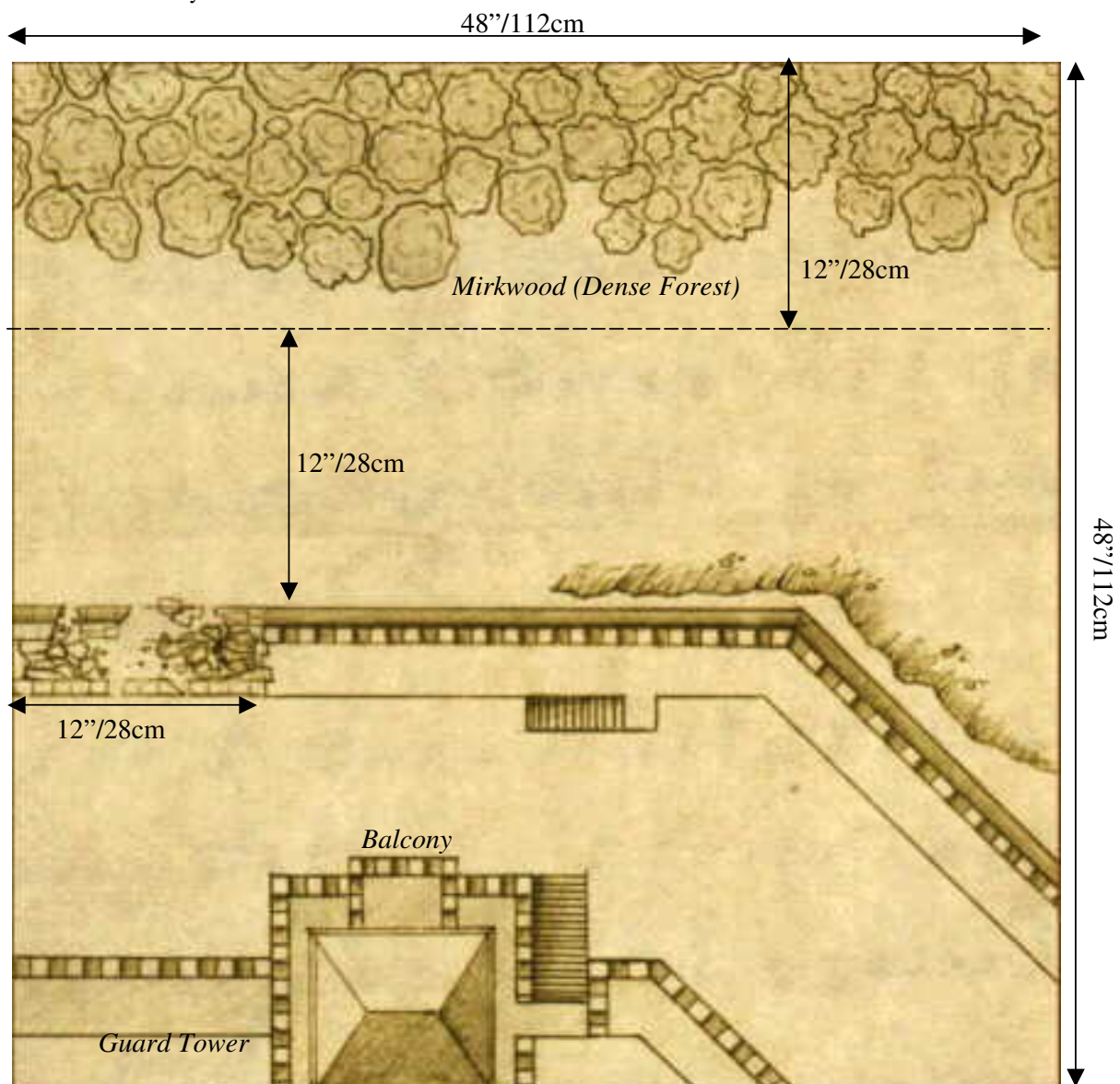
6 Taurdirim with spears, shields and cloaks

6 Mirkwood Elves with blades and bows

12 Mirkwood Elves with either blades or spears.

2 Elves may take a banner.

There are 6 ladders to distribute among the attackers.



EVIL

Alatar

Ulmar

4 Easterlings with swords and shields

4 Easterlings with spears and shields

5 Variags with swords

5 Variags with spears

5 Variags with short bows

Easterling Siege Bow

1 Easterling or Variag may take a banner.

Layout

Set up the table as shown. The top 12" should be dense forest and the next 12" should be empty of terrain except tree stumps. The main wall should cover 36" of the board down the centre and the other 12" should be a makeshift barricade. In the middle of the wall are stairs leading up. In the centre of the southern board edge, a small tower should be placed with a rampart around the edge and temporary stairs up one side.

Starting Positions

The Evil side sets up first anywhere within the fortress. Alatar and Ulmar must be placed on the rampart of the tower. The Good side sets up anywhere within 6" of the forest board edge.

Objectives

For the Good side to win, they must completely wipe out or rout every single evil model. For the Evil side to win, they must wipe out 75% of the good army. If neither side has completed their objective after 16 turns the evil side will win, as Pallando will arrive with some reinforcements from the other side of the fortress causing the elves to fall back.

Special Rules

Surprise Attack: The Evil side is not expecting an attack and have not noticed the stealthy elves approaching. Until a good model leaves the forest, no evil model may act unless a 4+ is rolled on a D6 at the beginning of the turn. Ulmar's special rule may not be used in this scenario.



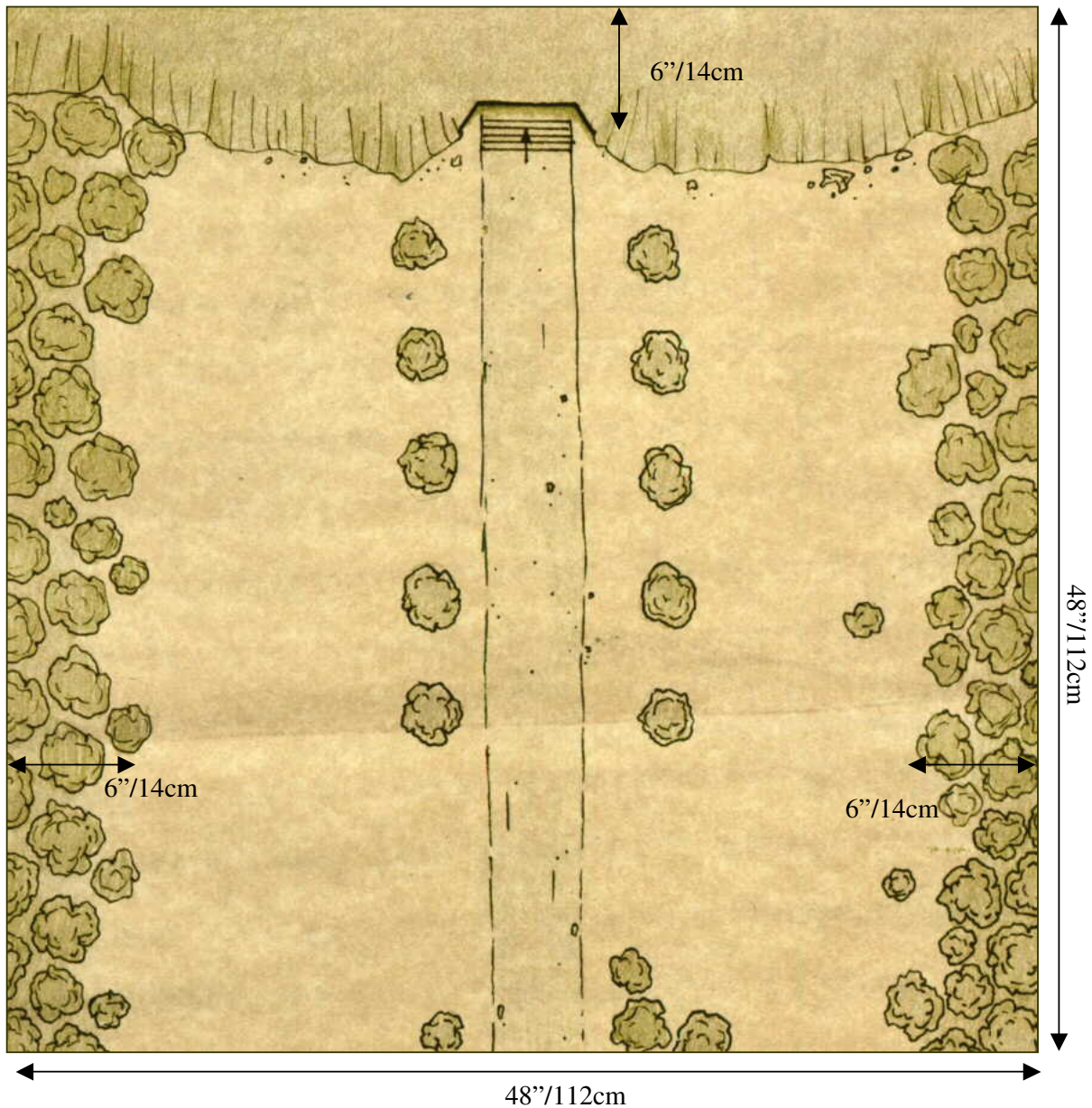
SCENARIO 3: LAST STAND OF THE FIRSTBORN

Description

The palace of the late Elvenking Thranduil deep in the heart of Mirkwood was full of sorrow. Mournful songs drifted between the trees and the elves lay about, deep in thought. The more motivated members of the sylvan race had left for Minas Tirith with Legolas and the Dúnedain, skirting the edges of the Greenwood.

As the morning drew on and the clouds passed overhead, visible through the gaps in the greenery, the birdcall of the sentinels could be heard from the south. The unsuspecting elves sat up in amazement, and the singing drew to an abrupt halt.

The screeches of the spider colonies echoed around them as the Easterlings slashed through the undergrowth. The burly captain figure seen on the wall the previous night emerged from the bushes and the glint of weapons could be seen behind him in the gloom. The few remaining elves in the palace finally came to their senses and leaped up to seize their weapons. At that same moment, the savage Variags poured into the clearing and scrawny goblins scuttled out from the treetops. Amongst the men walked the disciplined Easterlings, and something else...



Participants

GOOD

2 Mirkwood Captains
6 Mirkwood Sentinels
6 Taurdirim with various weapons
18 Mirkwood Elves with various weapons (see special rules).

EVIL

Ulmar
1 Variag Captain
4 Easterlings with hand weapons and shields
4 Easterlings with spears and shields
6 Variags with hand weapons
6 Variags with two-handed weapons
6 Variags with short bows
4 Goblins with hand weapons and shields
4 Goblins with spears
4 Goblins with bows
1 Half Troll.

Layout

Set up the table as shown. Two sides should have a 6" border of dense woodland. The southern edge should be clear in the middle and the northern edge should have a rocky hill with the entrance to the underground palace in the side. This entrance is 6" from the northern edge. The area in the middle is clear apart from a few trees dotted around.

Starting Positions

Half of the Mirkwood Elves and 1 Captain are set up first anywhere within 24" of the palace board edge. The other half are kept in reserve (inside the palace), and the sentinels are also kept off the board. The Evil side may then set up anywhere within 6" of the opposite edge to the elves.

Objectives

The Evil side is attempting to wipe the forces of good

from the face of Middle Earth, so they will only win if they wipe out the entire good side. If they kill everything on the board before the rest arrives, that also counts as a win.

The Good side is trying to protect their home from the Easterlings. If they fail, they have nowhere to go, and therefore their aim is also to wipe out or rout the other side.

Special Rules

Defence of their home: The Elves have nowhere to go and will automatically pass all courage tests they are required to make.

Caught Unawares: The elves were attacked whilst at rest, and do not have any weapons to hand. Roll a die for each elf at the beginning of the game to see what it is armed with (the first thing they come across).

- 1: Dagger
- 2: Elven Blade
- 3-4: Mirkwood Spear
- 5: Elven Bow
- 6: Any two from the list.

Reinforcements: Half of the elves are doing their duties in the palace, and when they hear the sounds of battle they will come out to fight. From the second turn onwards, roll a die for each elf not on the board. On a 4+ they will enter the board from the palace entrance. On the 6th turn, any elves still not on the board will arrive automatically. All elves emerging from the palace are armed as above. The sentinels, who scouted the enemy out in the first place, will arrive on the board from any edge the player wants in turn 4.



SCENARIO 4: LET LOOSE THE SERPENTS

Description

A red glow showed in the eastern sky above the jagged hills of the Eryn Muil. Dawn was approaching and already below, on the plains of Rohan, the villagers of Dunfarlang were stirring, beginning once more their daily routine.

Suddenly there came a cry and the crash of booted feet that rose to a frightening roar as wild men poured out of the hills, their armour a gleam in the cold morning light. Death had arrived from the east.

The town's warning bell rang out as the villagers hurriedly armed themselves and stood ready to receive the first rush of the attackers.

Participants

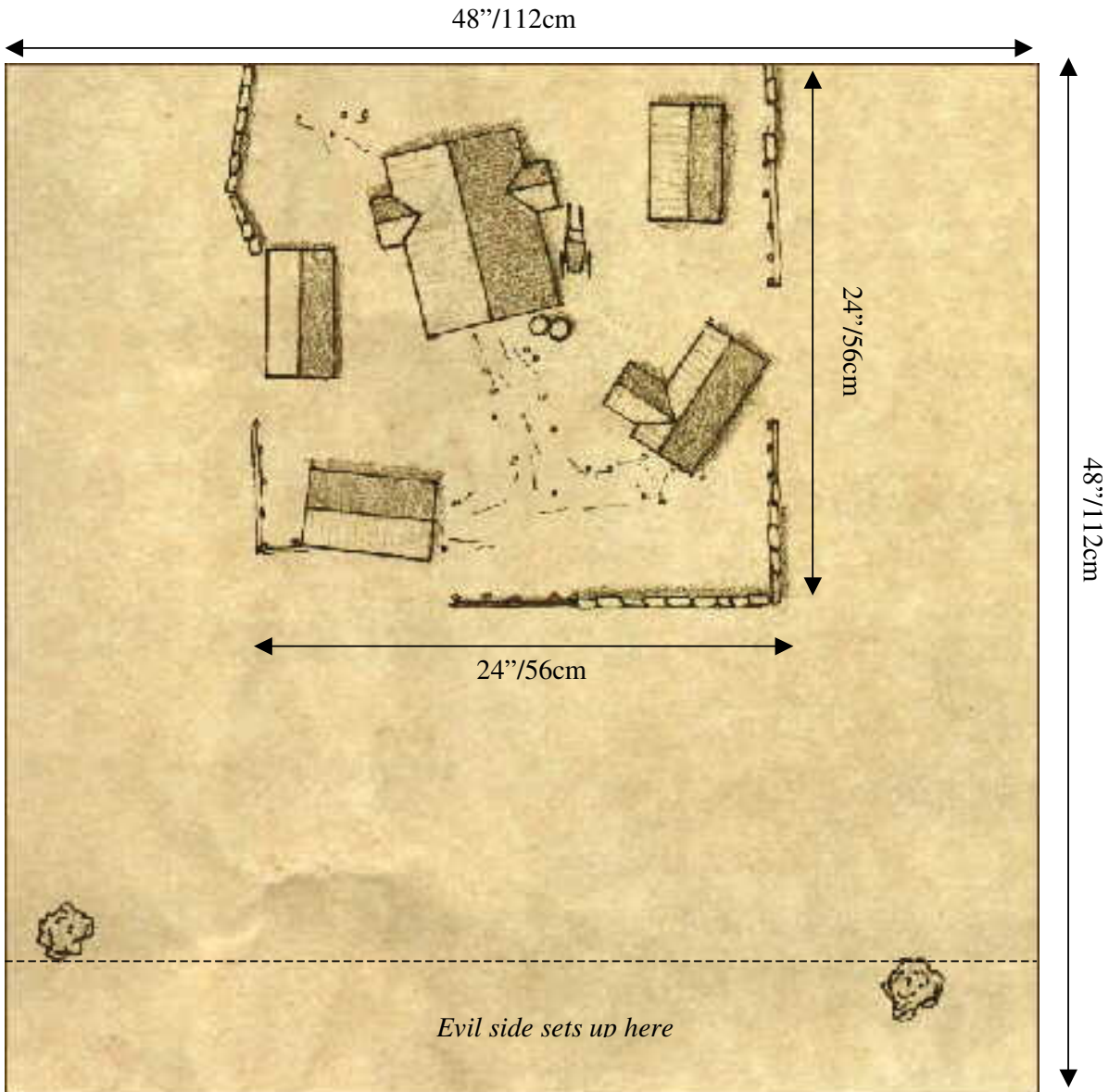
GOOD

Elfwine with horse, shield and throwing spears

- 1 Captain of Rohan with shield
- 4 Rohirrim Outriders with horses
- 12 Riders of Rohan (4 with throwing spears)
- 4 Warriors of Rohan with hand weapons and shields
- 4 Warriors of Rohan with throwing spears and shields
- 4 Warriors of Rohan with bows.

EVIL

- Alatar
- 1 Easterling Captain
- 1 Variag Captain
- 6 Easterlings with swords and shields
- 6 Easterlings with spears and shields
- 6 Variags with hand weapons
- 6 Variags with two-handed weapons
- 6 Variags with bows.



Layout

The board is an empty plain with a village taking up a 2' square on one side. The village consists of 4 small buildings and one large one. The village should have defensible barriers on the outskirts in places.

Starting Positions

The captain and the warriors of Rohan set up first anywhere in the village. The Evil side then sets up within 6" of the board edge opposite the village. Elfwine and the riders are kept in reserve at the start of the game.

Objectives

If at any time there are more Evil models inside the village than good, the Evil side will win. Alternatively the evil side will win if they can burn down 3 of the 4 small buildings or the large one.

The good side will win if they can kill or rout 75% of the evil force or kill Alatar.

Special Rules

Reinforcements: On turn 4, the Outriders will arrive on the village board edge.

From turn 6 onwards, roll a die. On a 4+ Elfwine and the other Riders may arrive from the village board edge. Elfwine may use his Might for this roll to

represent him urging the riders on.

Burning Buildings: The Variag bowmen are equipped with fire arrows and brands. They (and only they) may attack the buildings in combat and by shooting. The small buildings have 3 Batter Points and D6 and the large building has 5 Batter Points and D7. Also, once a building has been damaged, roll a die every subsequent turn. On a 1, the evil player may roll again on the batter chart to represent the fire doing more damage.



Villages across the Riddermark are ravaged



Once more the Rohirrim are forced to defend their lands against invaders

SCENARIO 5: THE BORDERS OF GONDOR

Description

It has started. After minor difficulties with the elves, the wizards have unleashed their forces on the western folk. The preliminary battles are primarily a show of strength, to scare the Free Peoples into submission. Alatar had led a force southwest to Rohan, and Ulmar was assaulting the palace of Thranduil, to capture the vital trade route. Pallando was marching on Gondor, prepared to use his powers over the waters of Middle Earth to his advantage. His point of attack had been strategically chosen, it was out in an open plain, where it could be seen for miles around. His plan was to raise the flag of the Serpent of the East at the top of the town's watchtower. The nearby wharf would also prove useful, giving the wizards' forces access to fast travel down into the Anduin.

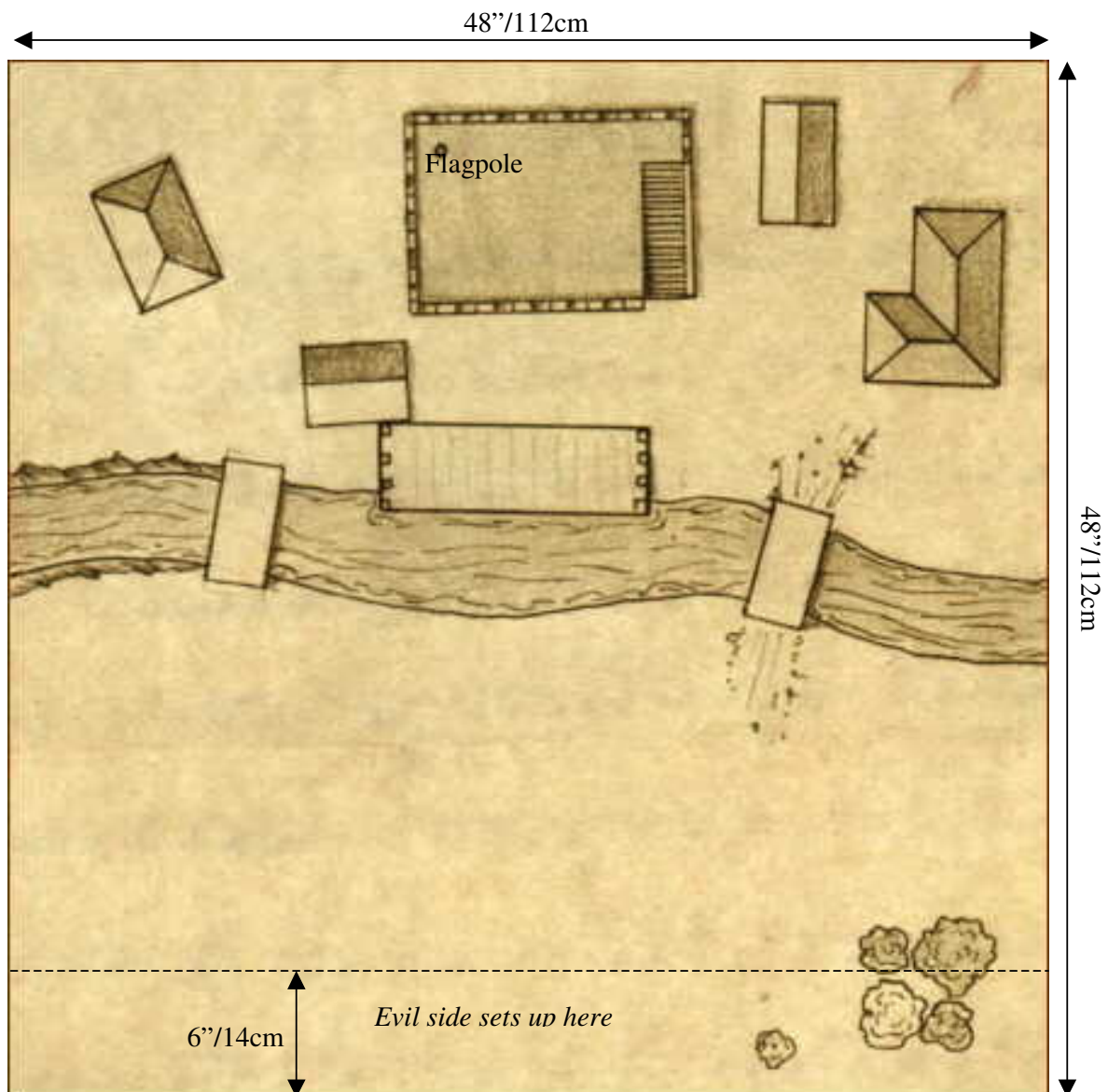
They had arrived. The Gondorians had been warned, and were standing resolutely on the twin bridges leading into the town. The bombastic Pallando strutted at the front of his horde of evil men, and just before they reached within bow range, he ordered the charge. The wizard himself stayed back, and started incantations to harness the elements to his cause. The feeble men of the West had no chance...

Participants

GOOD

- 2 Captains of Minas Tirith with swords and shields
- 8 Warriors of Minas Tirith with swords and shields
- 8 Warriors of Minas Tirith with spears and shields
- 8 Warriors of Minas Tirith with bows
- 6 Citadel Guard with longbows

One Warrior of Minas Tirith may take a banner.



EVIL

Pallando

1 Easterling Captain

1 Variag Captain

9 Easterlings with shields

9 Easterlings with spears and shields

8 Variags with hand weapons

8 Variags with two-handed weapons

8 Variags with short bows

One Variag and one Easterling may take a banner.

Layout

Set up the board as shown. Running across the middle should be a fast flowing impassable river. On one side should be a wharf, as well as some buildings and a keep. In the top left corner of the keep (about 6" from the top edge) should be a flagpole. There are two wooden lifting bridges across the river.

Starting Positions

The Good side must set up anywhere on or within 3" of the bridges, with the exception of the Citadel Guard, who must be placed in the keep. The Evil side must then set up within 6" of the opposite edge.

Objectives

The Evil side is attempting to raise their flag at the top of the keep. They will win if they can get do so (see below). They must also wipe out 50% of the good side.

The good side must prevent this from happening, either by killing the standard bearers without someone being able to pick it up, or by killing Pallando, causing the evil side to flee. They will also win if they can hold off the attackers for 16 turns, at which point reinforcements will arrive and scatter the foes.

If the objectives of both sides are completed in the same turn, it is a draw.

Special Rules

Raising the Flag: To raise the flag, the Evil side must get one of their banners to the flagpole in the keep, and keep it there for a turn without fighting in combat.



The streets and houses of the border towns of Gondor are the new battlefields

Lifting Bridges: The bridges can be lifted and lowered to allow boats through, and the Gondorians can use this to their advantage in a fight. To raise a bridge; 6 men need to stand at the winch at one end of the bridge for two whole turns without moving or fighting. If one or more dies then he may be replaced, but remember that it will then take an extra turn to lift the bridge. If a bridge is lifted, the Evil side have no way of getting across the river other than the following. The Evil side can attack the bridge in combat, trying to cut the ropes. They win combat automatically, but will need a 6 to cut the rope. They can only cut the ropes for one side of the bridge; the other side can only be permanently dropped if the rope is shot (hit the bridge as normal and then wound on a 6 followed by a 4). They can try to jump the river if one side of the bridge is down, but on a 1 they will fall in and count as a casualty.

SCENARIO 6: AMBUSH ON THE DAGORLAD

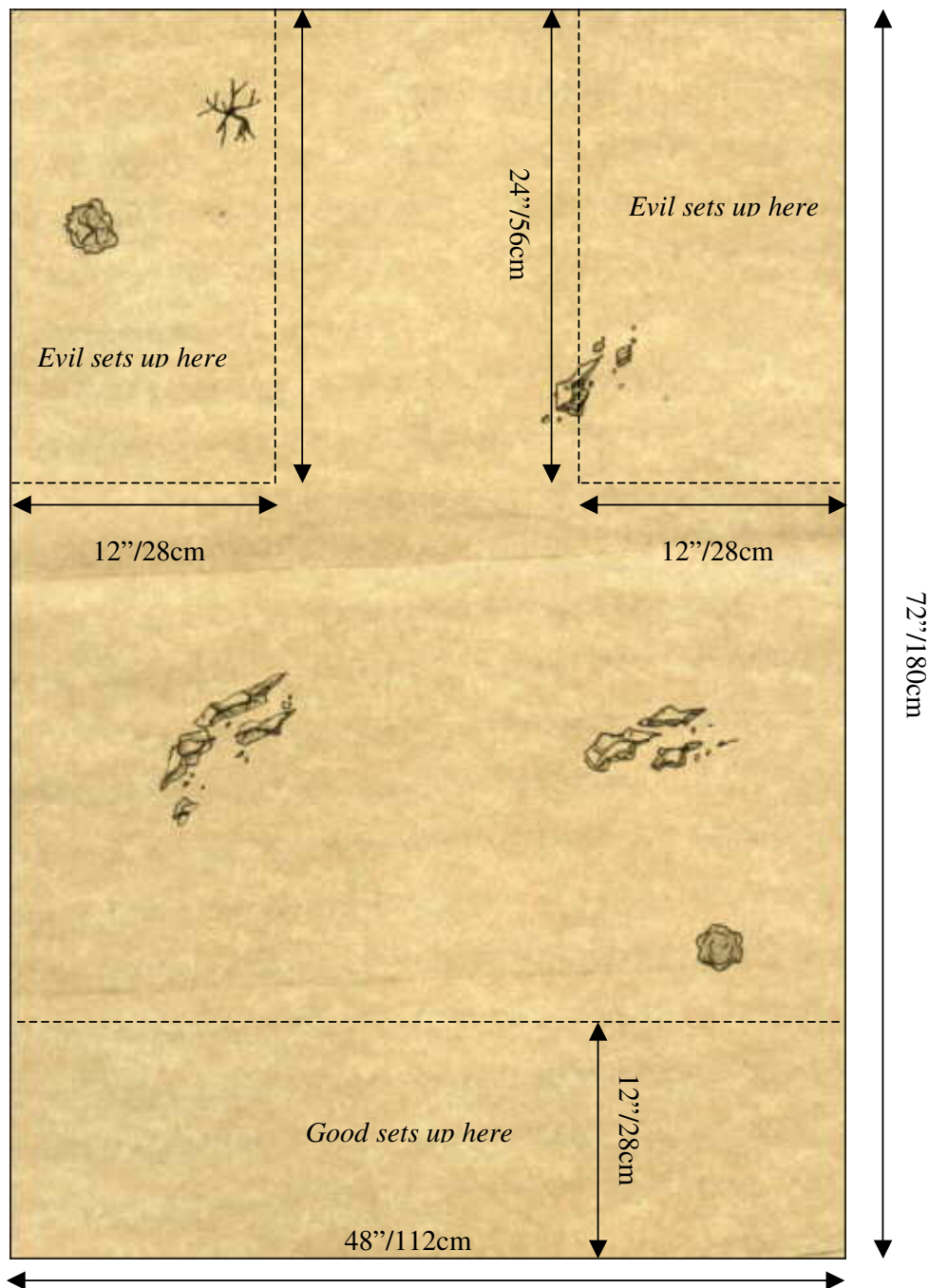
Description

As the dust swirled above the wastelands of the Dagorlad plain, rumbling could be heard on the breeze and a glint of sunlight on gleaming metal could be seen to the south. The Variag outriders looked towards the horizon and smiled. The day has come. Mounting their sturdy steeds, they turned and rode swiftly back to report to their masters.

King Elessar as always, rode in the van of his army, his loyal and trusted friends alongside. Legolas suddenly rose and peered northwards with his keen

gaze. He turned to the king and said "There are four men ahead Lord, riding north at a pace. We should be wary."

Scouts arrived from the north and east bringing news that two large Easterling forces were marching towards them and battle would soon be joined. Arraying his forces to meet the unexpected threats, King Elessar mused that the Dagorlad, the Battle Plain, was aptly named, for once again it was to be the site of a major clash of arms. Once again, it would prove to be a field of pain for the enemies of Gondor...



Participants

GOOD

- Aragorn with Andúril, horse and heavy armour
 - Eldarion with horse, armour and bow
 - Éomer with horse, shield and throwing spears
 - Elfwine with horse, shield and throwing spears
 - Gimli with Elven cloak
 - Legolas with armour and Elven cloak
 - 1 Captain of Gondor with heavy armour and shield
 - 1 Captain of Gondor with heavy armour, shield, lance and horse
 - 2 Captains of Rohan with armour, throwing spears and shield
 - 2 Dwarf Captains
 - 6 Rangers of the North
 - 12 Warriors of Minas Tirith with sword and shield
 - 12 Warriors of Minas Tirith with spear and shield
 - 12 Warriors of Minas Tirith with bow
 - 5 Knights of Minas Tirith
 - 4 Rohan Royal Guard with throwing spears and horses
 - 12 Riders of Rohan (4 with throwing spears)
 - 4 Rohirrim Outriders with horses
 - 4 Warriors of Rohan with swords and shields
 - 4 Warriors of Rohan with throwing spears and shields
 - 4 Warriors of Rohan with bows
 - 4 Mirkwood Elves with bow and blade
 - 4 Mirkwood Elves with blade or spear
 - 8 Dwarves with axe and shield
 - 4 Dwarves with two-handed weapons
 - 6 Dwarves with bows and 4 Khazâd Guard
- 1 model from each army (Gondor, Rohan, Mirkwood and Aglarond) may take a banner.



EVIL

- Angron
 - 2 Easterling Captains
 - 3 Variag Captains
 - 12 Easterlings with swords and shields
 - 12 Easterlings with spears and shields
 - 16 Variags of Khand with hand weapons
 - 16 Variags of Khand with two-handed weapons
 - 16 Variags of Khand with short bows
 - 10 Khand Horsemen
 - 6 Half-Troll Men
 - 3 Chariots of Rhûn
 - 2 Mordor Trolls
 - 2 Easterling Siege Bows
- 2 Easterlings and 4 Variags may take banners.

Layout

Set up the board as shown. It should be completely bare grassland other than a few trees and rocks here and there.

Starting Positions

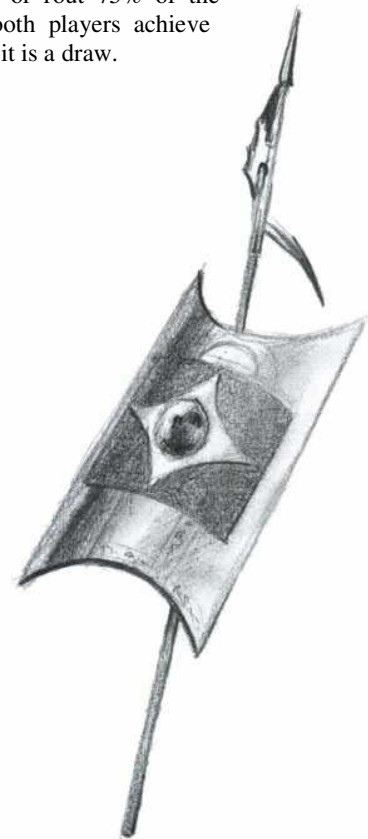
Set up the Good side first within 12" of the southern board edge. The evil side is then split into two equal (as near as possible) halves, and each half is set up in one of the twin deployment areas as shown on the map.

Objectives

The objectives are simple, both sides must attempt to wipe out or rout 75% of the opposing army. If both players achieve this in the same turn, it is a draw.

Special Rules

None.

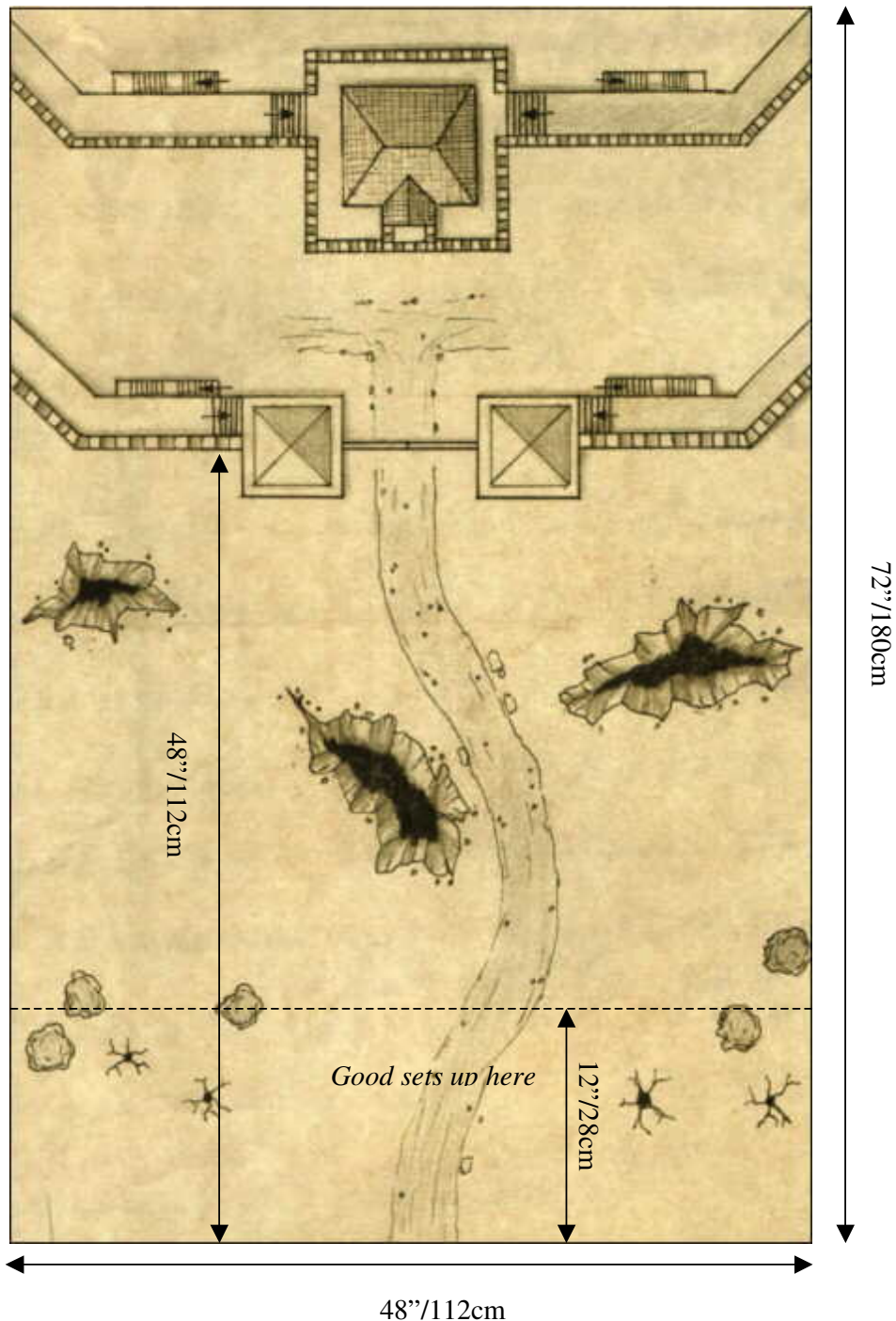


SCENARIO 7: THE GATES OF DOL GULDUR

Description

After the battle on the Dagorlad and its aftermath, the forces of the West have reached the foot of Dol Guldur. The forest border has been torn asunder. Trees have been ripped from the soil to fuel the fires of the Wizards' furnaces, and where once peaceful forest glades lay, now fetid slag piles and smoking breeding pits spread their reek into the growing shadow.

The plan is simple. Force a way past the breeding pits and into the fortress and slay everything inside. Equipped with siege ladders, a force of Men, Elves and Dwarves assail the walls, while the armoured Men of Gondor charge the gates with their iron-tipped ram. The ferocity and determination of the Free Peoples is overwhelming, but the Wizards are not to be underestimated.



Participants

GOOD

Aragorn with Andúril and heavy armour
Eldarion with armour and bow
Éomer with shield
Elfwine with shield
Gimli with Elven cloak
Legolas with armour and Elven cloak
1 Captain of Gondor with heavy armour and shield
1 Captain of Rohan with armour, spears and shield
1 Dwarf Captain
4 Rangers of the North
6 Warriors of Minas Tirith with sword and shield
6 Warriors of Minas Tirith with spear and shield
6 Warriors of Minas Tirith with bow
2 Rohan Royal Guard with spears
6 Warriors of Rohan with sword and shield
6 Warriors of Rohan with spears and shield
6 Warriors of Rohan with bow
4 Rohirrim Outriders
3 Mirkwood Elves with bow and blade
3 Mirkwood Elves with blade or spear
4 Dwarves with axe and shield
2 Dwarves with two-handed weapons
3 Dwarves with bows
3 Khazâd Guard
3 Dwarf Sappers

1 model from each army (Gondor, Rohan, Mirkwood and Aglarond) may take a banner

There are 8 ladders and a ram to distribute among the attackers.

EVIL

Ulmar
2 Easterling Captains
3 Variag Captains
12 Easterlings with swords and shields
12 Easterlings with spears and shields
12 Variags with swords
12 Variags with two-handed weapons
12 Variags with short bows
8 goblins with swords
8 goblins with spears
8 goblins with bows
1 Easterling Siege Bow

2 Easterlings and 2 Variags may take a banner.

Layout

Set up the table as shown. The top 24" should be the first two walls of the fortress. The next 24" should be open land with a few pits (impassable terrain) and tree stumps. The southernmost 24" should also be empty other than a few trees at the sides. The towers should be placed where shown and they have stairs inside them. In the centre of the two towers on the outer wall is the gate.

Starting Positions

2 Variag Captains and the goblins set up anywhere outside the fortress within 24" of the walls. The Good side (not the dwarves) then sets up within 12" of the southern board edge. The evil men then set up anywhere within the fortress.

Objectives

For the Good side to win, they must attempt to get at least 25% of their models through or over the first wall and onto the second. The Evil side will win if they prevent this from happening – killing over 75% of the good army.

Special Rules

Dwarven Tunnelers: The dwarves are an expert team of miners and can quickly dig beneath the walls of the first level of the fortress. They cannot go any further because the rest of the hill is solid rock that would take too long to dig through. They are not deployed at the start of the game. Every turn from the 6th onwards, roll a dice. On a 4+ they will have reached the inside of the fortress. Choose a point between the two walls. Roll another dice and your opponent may move this point D6" in any direction, as long as it is still between the walls. Up to 6 Dwarves per turn may enter the board from this point, but they may not charge in the turn they arrive.

Also, their tunnelling will weaken the walls. In the turn that the dwarfs arrive, the point on the wall nearest their arriving point will have to take 2 rolls on the batter chart with the appropriate consequences.



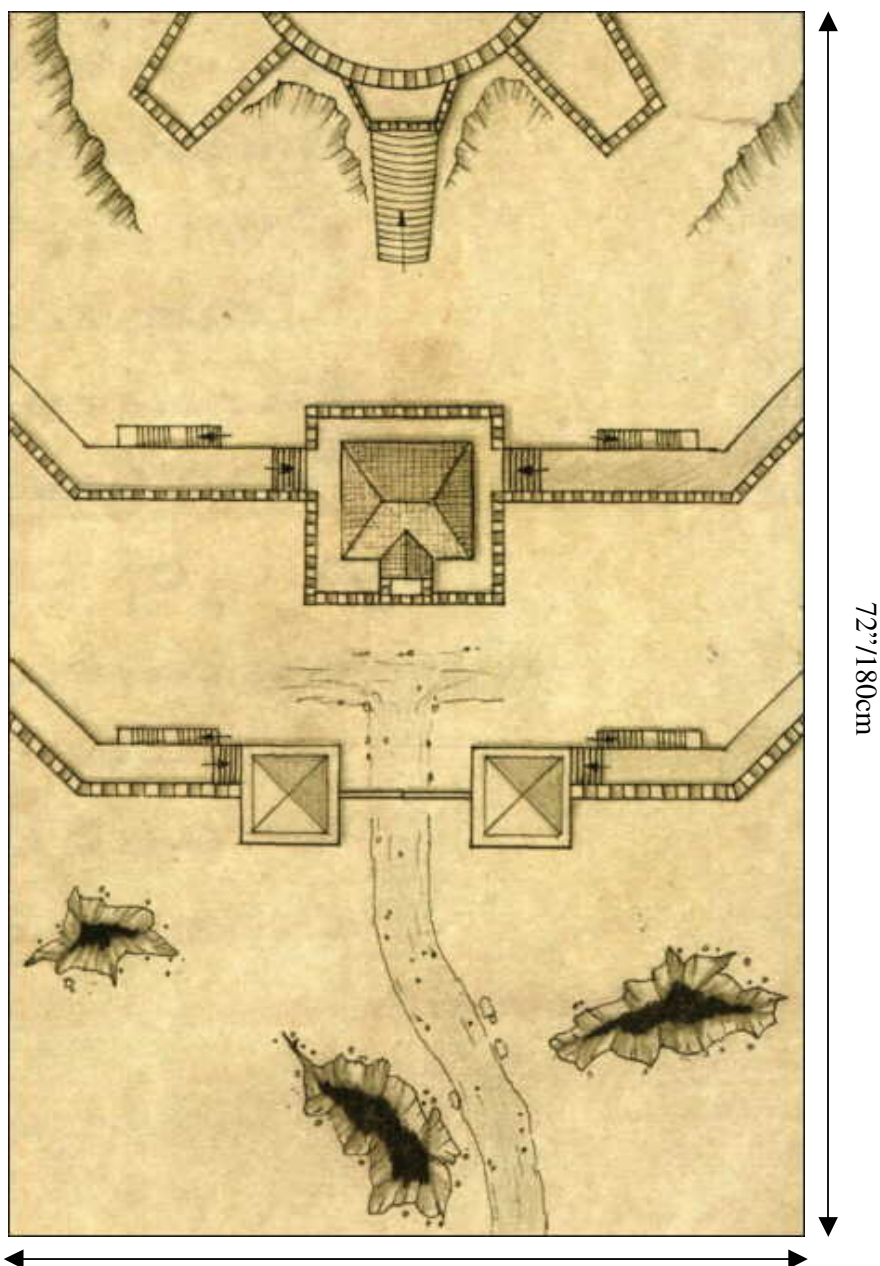
SCENARIO 8: THE WIZARD'S TOWER

Description

The outer wall had been breached, but the wizards were prepared. The towers and inner defences were lined with deadly archers from Khand, and the exhausted attackers were driven back once more.

It was time for the Lords of the West to rethink. Plans were made to surround the tower and prepare for a lengthy siege until reinforcements could arrive bringing the powerful siege weapons of Gondor. While Aragorn and his captains sat in thought, an old man cloaked in brown arrived unannounced.

It was folly to try to advance. Under the cover of the trees, they made their plans while the Easterlings also regrouped. The happenings in the Green Wood had roused an old man, who was living on the borders of the forest, and he came to speak to Aragorn to discover what was going on. This old man cloaked in brown with his tall walking stick and pet crow, proved to be more help than was imaginable as he was none other than Radagast, uncorrupted kin of the Blue Wizards. He told the Captains of the West of the minds of Alatar and Pallando and predicted their battle plans.



48"/112cm

With Radagast's help, a new plan was formed and the allies once again launched themselves at the fortress. The battle went far better than before, and the second wall was cleared. The dwarves had already begun the demolition of the outer defences, but they were unprepared for the arrival of the remnants of Angron's force. The Free Peoples were trapped in the middle, but their superior skill and courage won through and they routed the forces of darkness once again. The brown wizard personally fought his way to the centre of the fortress and the wizards' tower, but when he arrived the halls were empty...

Participants

GOOD

- Aragorn with Andúril and heavy armour
 - Eldarion with armour and bow
 - Éomer with shield
 - Elfwine with shield
 - Gimli with Elven cloak
 - Legolas with armour and Elven cloak
 - Radagast the Brown
 - 1 Captain of Gondor with heavy armour and shield
 - 1 Captain of Rohan with armour, spears and shield
 - 1 Dwarf Captain
 - 3 Rangers of the North
 - 4 Warriors of Minas Tirith with sword and shield
 - 4 Warriors of Minas Tirith with spear and shield
 - 4 Warriors of Minas Tirith with bow
 - 2 Rohan Royal Guard with spears
 - 4 Warriors of Rohan with sword and shield
 - 4 Warriors of Rohan with spears and shield
 - 4 Warriors of Rohan with bow
 - 6 Rohan Outriders
 - 3 Mirkwood Elves with bow and blade
 - 3 Mirkwood Elves with blade or spear
 - 4 Dwarves with axe and shield
 - 2 Dwarves with two-handed weapons
 - 3 Dwarves with bows
 - 3 Dwarf Sappers
 - 3 Khazâd Guard
- 1 model from each army (Gondor, Rohan, Mirkwood and Aglarond) may take a banner

There are 6 ladders to distribute among the attackers.

EVIL

- Alatar
- Pallando

Ulmar

- Angron
- 1 Easterling Captain
- 2 Variag Captains (1 on a horse)
- 12 Easterlings with swords and shields
- 12 Easterlings with spears and shields
- 12 Variags with swords
- 12 Variags with two-handed weapons
- 12 Variags with short bows
- 1 Heavy Chariot of Rhûn
- 5 Variag Cavalry
- 3 Half Trolls, and an Easterling Siege Bow
- 2 Easterlings and 3 Variags may take a banner.

Layout

Set up the table as shown on the previous page. The main gate is open, and the tower in the second wall has a door in it which leads to the other side and up to the walls. The top 18" should be the main building and second wall of the fortress. The next 12" should be the first wall and the remaining 36" should be open land with a few pits (impassable terrain) and tree stumps.

Starting Positions

Alatar and Pallando set up on the balcony. Ulmar, the Easterling Captain, a Variag Captain on foot and half of the Easterlings and Variags set up anywhere on or behind the second wall. The Good side sets up anywhere south of the second wall. Angron, the mounted Variag Captain, the rest of the Easterlings and Variags, the cavalry, chariots and troll men are not on the board at the start of the game.

Objectives

For the Good side to win, they must get one model into the door at the base of the main building below the balcony, at which point the wizards will escape. The Evil side will win if they can wipe out or rout the entire good army. Alternatively, if 4 named characters are killed then the Good side will lose as their men will rout automatically.

Special Rules

Relief Force: Angron's force from the East has regrouped after the defeat on the Dagorlad and is carrying on with its journey to Dol Guldur. He arrives in the midst of the fighting, and charges in to help. On turn 6, all the Evil models in reserve will move onto the board from the southern table edge.



SCENARIO 9: THE SHORES OF RHÛN

Description

Having made their way through the tiers of Dol Guldur only to find the Blue wizards to have vanished, the army of the Free Peoples march to the sea of Rhûn where they hope to destroy the last living threat to the West and to middle-earth.

They arrive on the beach to find a huge army of the wizard's slaves has amassed there laying in wait for this moment. The Free peoples bound by their courage take up their arms and fight on none the less, but on the brink of destruction once again will the great eagles come to their aid?

This battle is set to see the death of Pallando at the hands of Aragorn but the Evil player has a chance to change this and take Middle-earth for his/her own!

Participants

GOOD

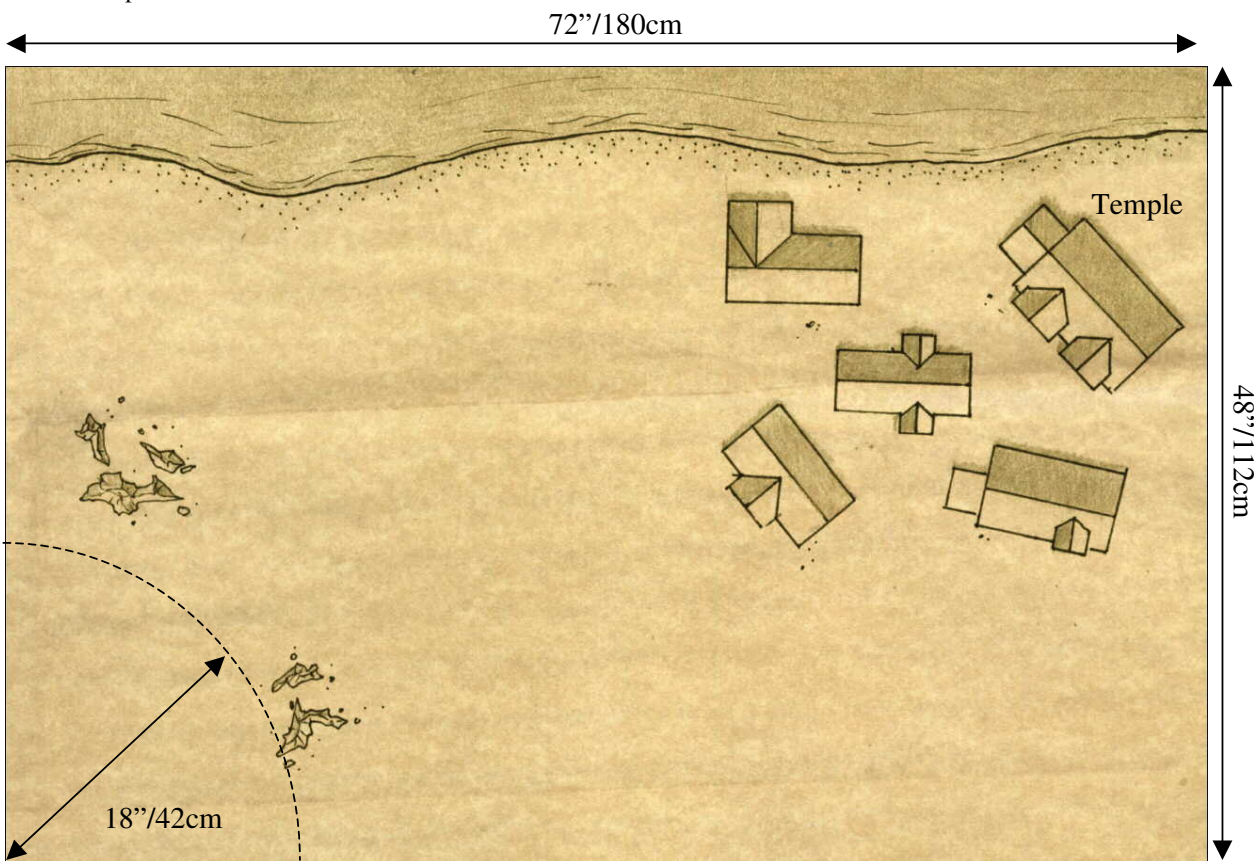
- Aragorn with Andúril, heavy armour and horse
- Eldarion with armour and bow
- Éomer with shield and horse
- Elfwine with shield and horse
- Gimli with Elven Cloak
- Legolas with Armour and Elven Cloak
- Radagast the Brown
- 1 Captain of Gondor with Heavy Armour and Shield
- 1 Captain of Rohan with Armour, Spears and Shield
- 1 Dwarf Captain

- 4 Dúnedain Rangers
- 4 Warriors of Minas Tirith with Sword and Shield
- 4 Warriors of Minas Tirith with Spear and Shield
- 4 Warriors of Minas Tirith with Bow
- 10 Knights of Minas Tirith
- 4 Rohan Royal Guard with spears and horses
- 4 Warriors of Rohan with sword and shield
- 4 Warriors of Rohan with Spears and Shield
- 4 Warriors of Rohan with Bow
- 12 Riders of Rohan
- 8 Rohirrim Outriders
- 4 Dwarves with Axe and Shield
- 2 Dwarves with Two-Handed Axe
- 3 Dwarves with Bows and 6 Khazâd Guard

Up to one model from each army can take a banner.

EVIL

- Alatar
- Pallando
- Ulfang
- 1 Easterling Captain
- 2 Variag Captains
- 12 Easterling Warriors with sword and shield
- 12 Easterlings with spear and shield
- 3 Half Trolls
- 3 Heavy Chariots of Rhûn
- 12 Variags with swords
- 12 Variags with two-handed weapons



- 12 Variags with short bows
 - 10 Variag Calvary
 - 1 Mordor Troll
 - 1 Easterling Siege Bow
- 2 Variags and 2 Easterlings may take a banner.

Layout

The game is set on a 6'x 4' board representing the southern shores of the Sea of Rhûn. The sea borders the northern edge of the board, and an area 24" by 36" is made up of Easterling buildings. There is a large temple in the corner. The rest of the sandy board is empty other than a few rocky outcrops.

Starting Positions

The Evil side sets up first anywhere within the city, other than the two wizards and Ulfang, who must set up outside the temple. The Good side (except Éomer, Elfwine, the Riders of Rohan, the Outriders and the Knights of Minas Tirith) set up in the 18" arc in the southwestern corner.

Objectives

The new darkness covering Middle Earth can only be lifted if its source is destroyed – the Blue Wizards. When this happens, their armies will slowly crumble. For the good side to win, they must destroy at least one of the wizards as well as 75% of the Evil force.

For the Evil side to win, they must wipe out or rout 75% of the Good army, or kill 5 of the 8 named characters and still have both wizards alive.

Special Rules

Retreat to fight another day: The wizards have believed in their power to take Middle Earth strongly, but only when they are together. If one of them is killed, the other will lose his confidence and retreat. As soon as one of the wizards is killed, the other must attempt to leave the battlefield via a waiting ship in the shallows. This is moored just east of the board. The surviving wizard must always move as far as possible towards the northeastern corner of the board and leave. The wizard may still fight in combat and cast magical powers. The wizard may call a heroic movement allowing him to act normally for a turn.

These rules also apply to the nearest 6 basic Evil troops to the wizard at the time, who are called to him as a bodyguard.

Dwindled Numbers: Due to their recent assault on the fortress of Dol Guldur the good forces have dwindled somewhat and will continue to fight no matter what! To represent this they all good models automatically pass courage tests when below half their starting size or when on its own.

Reinforcements: After the siege of Dol Guldur Éomer took to his mount with his son and rode out with what riders he could find be they Rohirrim or Gondorian. To represent his riding to get reinforcements he, his son, the riders of Rohan, the outriders and the Knights of Minas Tirith will not enter until the 8th turn, when they arrive they will arrive via the south board edge.



MODELLING SECTION

General Tips

Being an unofficial supplement, and therefore not having official figures, means that creating your armies for these games will be a more advanced task than with a Games Workshop army. For all the basic painting and modelling techniques, check out the Miniatures section of the Return of the King rulebook.

Converting

The Age of the King supplement contains models from various miniatures companies; tied together with some glue, green stuff and a unified colour scheme. Many of the figures used in the scenarios are converted from bits, but none of them are particularly difficult.

Tools Used:
Modelling Saw
Clippers
Pliers
Files
A Modelling Knife
Superglue
Green Stuff
Sculpting Tool
Patience ☺



MIX AND MATCH

The figures portrayed in these pages are simply guidelines; you can create these figures however you feel. The majority of them were created using pieces simply glued together, without the aid of any sculpting.

Cut off the pieces you need from the appropriate models with a saw or a knife. If using a modelling saw, ensure that the blade is the thinnest one you can find – this way you shave away the smallest amount of the model possible. Clippers can be used if you need to, but make sure they are sharp.

Gently file the part that forms the joint to ensure it is flat. Repeat this with the part of the figure it will adjoin to. Place a small dab of superglue onto one of the parts, and hold them together until the whole thing is rigid.



Here, the bow from a plastic High Elf has been cut away, and both sides have been attached to the empty hand of our Eldarion figure.

If you choose your donors well, they should fit with little trouble. However, it is inevitable that some pieces will leave gaps. There will also be places where you cannot find a donor model for the effect you want, and you will have to create it yourself, leading onto the next point.

SCULPTING

Many modellers may be intimidated by the prospect of sculpting details onto their figures, but there is no need to worry, as the sculpting in this supplement is very simple.

The simplest change to a figure is a head or a weapon swap, but you will often find that even these simple conversions leave ugly gaps around the new head or hand. If the gaps are very small, they will tend to disappear under a coat of paint, but otherwise you will need some green stuff.

First, superglue the piece into place. Then roll a small amount of green stuff into a sausage shape and fold it around the neck or wrist of the figure (so it looks like a neck brace or bracelet).

To lengthen Elfwine's hair and cover the neck joint, hair was sculpted using the techniques described here.



Using a sculpting tool or a knife, smooth the green stuff down so that it meets both halves of the join and looks natural. Cut away any excess green stuff. If the figure has long hair, this may need to be sculpted back in. Put a lump of putty on the back of the neck, and flatten it down to match the shape of the desired hair, cutting off leftovers. Using the knife blade, score lines down the putty, trying to keep in line with the existing hair.

Other than these simple swapping parts, there is nothing too complicated in the Age of the King. Chain

mail can be sculpted using the same technique as hair, but with small holes rather than lines

The main thing you need for making these figures is patience. When you are trying to do something, keep putting the pieces together and looking at the figure from all angles. If it is still not right, alter something a little more, and try the fit again. With green stuff, only use little bits at a time, or you will be trying to do too much at once. While you are trying to make one piece, you may accidentally bend another and have to start again. Keep practising, and it will pay off.

The Miniatures

Here are details of how we made the figures for the Age of the King supplement. More comprehensive versions of the conversion articles will be made available on the www.one-ring.co.uk website over the coming months.

Eldarion

This is the Aragorn figure made by Black Tree Design. It has been given a High Elf bow, and a spare Mordheim quiver, before being painted in the colours of the rangers.



Elfwine

A very simple conversion, this is a Rohan Royal Guard figure with Boromir's head. Any gaps were filled with green stuff and the hair sculpted to blend in (see above).



Thranduil

The majestic king of Mirkwood started life as Radagast the Brown. His beard was filed away, and the head cut off. The top of the staff and the left arm from the glove onwards were also removed. The staff tip was replaced with one from the Black Tree Design Radagast, and the left arm with a plastic Warhammer High Elf arm, which was glued on and filed to fit. Finally, the head was taken from the Games Workshop Celeborn, with the extra hair sculpted using green stuff.



The Blue Wizards

The perfect donors for our corrupt Istari were two figures from Reaper Miniatures. They had the more "fantastical" parts (fireballs etc) removed from their persons, and then Pallando's right hand was replaced with that of a Rohan Royal Guard clutching a sword. A vivid blue paint job really sets them apart from the rest of the models on the battlefield.



Ulfang

The sharp features required for the face of the Easterling lord were to be found on Gamling, who had his head swapped for that of an Easterling Captain. A mask and hair were then sculpted onto the figure to cover the join.



Ulmar

To use up the other half of the Easterling command pack needed for Ulfang, the banner was removed from the standard bearer, and the front point of the helmet replaced by a plastic Warhammer High Elf feather.



Dwarf Sappers

These brilliant little figures need no conversion. We have used Dwarf Miners from Reaper Minis' Dark Heaven range, attached to GW bases. An alternative would be to convert GW dwarves to have pickaxes.



Easterling Banner as seen in the Two Towers

Angron and the Half Trolls

Again, Reaper Miniatures' Cave Trolls provided brilliant figures for use as the half trolls of Khand, and required no conversion other than putting them onto Games Workshop cavalry bases.



The Elves of Mirkwood

No major conversion was needed for these, as the excellent figures were found in a company called Thunderbolt Miniatures. A few weapon swaps were required, and then the figures were fitted to round bases.



Rohirrim Outriders

To make the Outriders, we wanted to create even lighter cavalry than Riders of Rohan. To do this, we simply replaced the heads with those of helmet-less Wood Elves, and removed the shields. The Elf heads then had beards sculpted with green stuff.



The Variags of Khand

This part of the supplement was almost an entire army, requiring infantry, cavalry and captains. Therefore, a range from somewhere else that had all of these things was necessary, and we found that in the Warhammer Chaos Marauders. The multi part figures allowed for a lot of different poses, including banners and captains, and horsemen were also available. To allow the figures to fit in more with their description in the books, they were given bearded heads from Warhammer Middenheimers. The bowmen have bows from high elves.



Chariots of Rhûn

After much searching, the Warhammer Dark Elf chariot was found, and with its ready-made snake motifs and jagged design, it was as if it was made for the Easterlings. The horses are Lord of the Rings ones with the saddles filed off, and the crew are basic Easterlings. One has been given a whip from the Dark Elf crewman. With a red and gold paint job, it fits right in.



Painting



Mirkwood Elves: Our Mirkwood Elves have been given a colour scheme that unifies them with Legolas, so that the army will look coherent on the tabletop when he is with them. The inner clothing was painted Space Wolves Grey, and the outer clothing a mix of Catachan and Goblin Green.

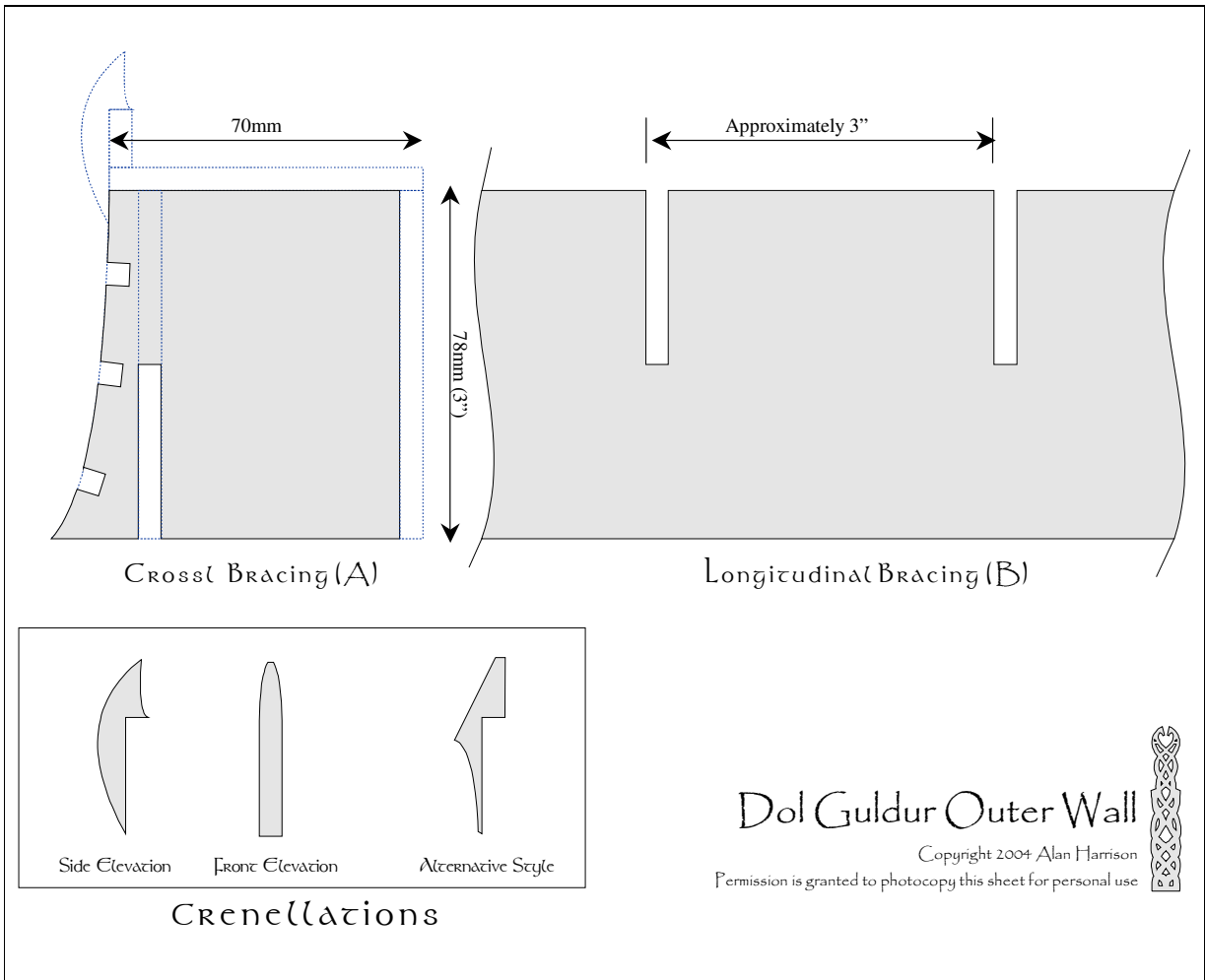


Variags of Khand: These figures were painted in simple browns and greys, as they would not have had

access to richer clothing, but their trousers were painted in the same way as the cloth on the Easterlings to blend them into the army. The skin of the Variags was painted using a Graveyard Earth basecoat, highlighting up to Bronzed Flesh. Along with the black hair, this was done to give them a Middle Eastern look and clearly set them apart from the other human armies in Lord of the Rings.



The Blue Wizards: Characters such as the Istari should really stand out in an army, such as the white clothes of Saruman in his army of dark coloured warriors. Therefore, a bright blue was chosen for Alatar and Pallando. They were given a Regal Blue basecoat, and this was highlighted by drybrushing lighter colours over the top, achieved by adding white and other lighter blues to the mix. The inside of the cloaks was painted the same as the outside, but with Scaly Green mixed in, to give a rich colour, matching the sea green/blue in their descriptions.



Shown at 66%. For correct size, photocopy at 150%

Step 2 – The Curved Wall and Battlements

The wall is made from a sheet of thin cardboard glued into place. You can use 1mm balsa wood instead if you wish. Cut a rectangle of cardboard 88mm wide, by however long you have made the wall section. Glue it down onto the curved bracers and clamp it into place. The bottom of the cardboard should be flush with the bottom of the structure – the top will protrude a bit probably.

Once the glue has set, use your modelling knife to trim the cardboard flush with top of the wall.

Cut some 5mm thick balsa wood into a 1/2" (12mm) strip and glue it along the front of the walkway. This forms the main part of the battlements.

Now use the template to cut out several crenellations (the spiky bits along the battlement's top). Sand the crenellation to a rounded shape at the top. Glue into place about 1cm apart.

Step 3 – Plastering and Masonry

I use polyfilla as my main plastering material. It dries rock hard and yet is flexible and will not chip easily. It

can be carved, drilled, sanded and painted and washes clean in water.

It is known as spackle filler in some parts of the world and is available at hardware stores as a ready-mixed paste.

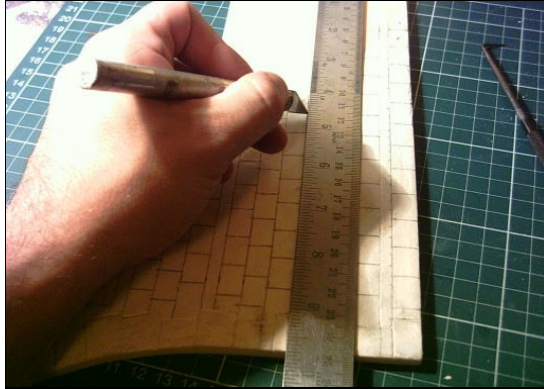
Spread a 1mm thick covering of polyfilla over your model. Keep your fingers or trowel moist at all times (it sticks to fingers better than it sticks to timber).

I do it in small patches at a time – less frustrating that way. When one bit is dry, I do the next one and so on.



Once the polyfilla is spread evenly over the whole area and has dried well (overnight), draw pencil lines onto the it to mark out stonework pattern, I drew my “stones” to be 1cm high by 1.5cm wide.

Now holding a steel ruler firmly in place, scrape along the pencil lines to make the masonry joints. This is a bit of a tedious job, which is why a CD player and a good selection of music is a good thing to have.



Step 4 – Painting Masonry

Undercoat the whole wall with Chaos Black (use a spray can – much faster!). Touch up any parts that were missed with thinned Chaos Black to make sure all the mortar joints have been filled with paint.

Dry brush the masonry with Codex Grey, and when that has dried, drybrush again with Fortress Grey. Lastly, give a light drybrush with Bleached Bone. At this stage I usually pick out one or two blocks to give a faint drybrush with Skull White, just to add a subtle variation to the stonework.

Once the paint has completely dried, mix a very watery wash of Brown Ink (about 1 part ink to 10 parts water). Brush this over the lower parts of the wall and also in vertical lines coming down from each side of the crenellations (it looks like water and dirt has washed down the walls – remember, they had no gutters and drainpipes in those days). Brush a thin wash of Black Ink into the mortar joints in places to make sure they stand out.

Spray the whole thing with Matt Varnish and its finished!



SUMMARY OF PROFILES

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
Eldarion	6"/14cm	5/3+	4	5	2	2	6	Son of the King, Impetuosity of Youth	2/3/3
Elfwine	6"/14cm	5/4+	4	6	2	2	5	Blood of Dol Amroth, Expert Rider	3/2/2
Dwarf Sappers	5"/12cm	4/-	3	6	1	1	4	Sappers	
Rohirrim Outriders	6"/14cm	3/3+	3	4	1	1	4	Scouts, Expert Rider	
Alatar	6"/14cm	5/-	4	5	1	3	7	Staff of Power, Maia of Oromë, Fury, Terrifying Aura, Lightning, Compel, Drain Courage	3/6*/3
Pallando	6"/14cm	5/-	4	5	1	3	7	Staff of Power, Maia of Oromë, Immobilise, Aura of Dismay, Tremor, Sandstorm, Sap Will	3/6*/3
Ulfang	6"/14cm	6/-	4	6	3	3	6	Voice of Command	3/1/2
Ulmar	6"/14cm	5/-	4	6	2	2	5	Master Tactician	2/1/2
Angron	6"/14cm	5/-	5	5	3	2	5	Brute Strength	3/2/2
Variag Captain	6"/14cm	3/4+	4	4	2	2	4		2/1/1
Variags of Khand	6"/14cm	2/4+	4	3	1	1	3		
Khand Cavalry	10"/24cm	2/4+	4	3	1	1	3		
Half Troll Men	6"/14cm	4/-	5	5	2	2	4		
Chariot Crewman	6"/14cm	3/-	3	5	1	1	3		
			Strength	Defence	BP				
Chariot of Rhûn	10"/24cm		7	9	3			Chariot	

