

SHADOWS IN THE NORTH

A Middle Earth Strategy Battle Game Campaign
Created by Aaron Kamakawiwoole

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Introduction to the Shadows in the North Campaign

Welcome to the *Shadows in the North* campaign! This is my first campaign for the Middle Earth Strategy Battle Game created by GamesWorkshop, and I hope that you enjoy it.

This chapter serves as an introduction to the book, laying out for you the general timeline in Middle Earth's history where the story takes place, providing you with a quick walkthrough of how the mission content fits together, and explaining the format for the missions that follow.

The next ten chapters contain the missions of the campaign. The party will complete six of these missions, with two of them (Mission 1 and Mission 10) being pre-planned missions and the other eight being choice missions, with the party deciding which route they want to take to complete objectives. This allows you to play the campaign multiple times with different content if desired.

TIMING IN MIDDLE EARTH'S HISTORY

Disclaimer: *The events of this book are fictional and do not reflect the works of J.R.R. Tolkien or Christopher Tolkien. They are designed to be compatible with the events laid out in their works.*

The year is 3001 of the Third Age (or 1401, by the Shire Reckoning). It is April 14th, and Frodo has just received the One Ring from Bilbo Baggins, who is two days into his journey to Rivendell. To the north the Kingdom of Angmar still stands, and is the primary threat to the ruins of the Kingdom of Arnor and the Free Peoples of the north country.

Saruman the White has not yet started to create an army of uruk-hai, though he has fortified Isengard. The dwarves have reclaimed the Kingdom of Erebor, and an expedition has been sent by the dwarves to reclaim the ancient dwarven kingdom of Moria.

Player characters know nothing about the One Ring, the return of Sauron, the treason of Isengard, or the danger that has befallen the expedition to Moria. They do know, however, that an army of orcs from Angmar fought at the Battle of Five Armies against the Free Peoples.

CAMPAIGN WALKTHROUGH

The following section shows the flow of the campaign and how the missions fit into a cohesive story.

The story begins with the player characters being summoned to **Fornost** because it is rumored that the forces of Angmar are preparing to invade the ancient Kingdom of Arnor.

MISSION 1: THE SUMMONS TO FORNOST

The party gathers in **Mission 1** to meet with Arataras (*fictional character whose name means, "Old Tower"*), one of the elders of the Dunedain who commissions the party on their quest to hold back the forces

of Angmar, as the Dunedain are too few to keep back the enemy. They head out from Fornost in the direction of the Ettenmoors, where they encounter an orc patrol led by a wight by the name of Zalagul (*fictional character whose name means, "Gritty Ghost" in Black Speech*).

Their encounter with the orc patrol either leads them to either seek the barrow of Zalagul to put him to rest and disband his army (**Mission 2**) or seek counsel from Elrond of Rivendell (**Mission 3**).

MISSION 2 (2A): THE BARROW OF ZALAGUL

If the party seeks the Barrow of Zalagul in the Ettenmoors, and they go underground and clear the spirits loyal to Zalagul. In the process they learn that there is a greater spirit preparing to invade from Mount Gundabad: the Witchking of Angmar himself.

The party then has a choice: they can go on a scouting mission to the ranger camp at Eldanon to see whether any other enemy forces have crossed into Arnor (**Mission 4**), or head north to Mount Gundabad to investigate the forces gathering there under the Witchking (**Mission 5**). Characters receive +10 Advancement Points.

MISSION 3 (2B): THE TROLLSHAW OF RHUDAUR

If the party goes to Elrond Tar-Minyatur, they run into trolls in the Trollshaws which they fend off (or escape). Upon arriving at his home, they speak with Elrond who foretells that there is a darkness rising in Angmar, led by the Witchking of Angmar himself.

The party has a choice: they can head to the ranger camp at Eldanon on the border of Angmar to see whether any other enemy forces have crossed into Arnor (**Mission 4**), or investigate the fortress of the orcs at Mount Gundabad under the Witchking (**Mission 5**). Characters receive +10 Advancement Points.

MISSION 4 (3A): AN UNEXPECTED PARTY

As the party heads to Eldanon in the North Downs, they come across a traveler on the road: an old hobbit by the name of Bilbo Baggins, who is on his way to The Last Homely House in Rivendell. As they converse with him a troop of warg riders and feral wargs appear, and they protect Bilbo as he runs along the road. They continue on to Eldanon and find the ranger Nercahem (*fictional character whose name means, "Sharp Eye"*), who notes that orc raiding bands come down nearly every day, meeting in the North Downs just beyond Fornost. Their detachment take turns raiding them in groups of threes, and it is his turn to stand watch for further news.

The party has a choice: they can head west into the North Downs to ambush the orcs in their camp (**Mission 6**) or they can investigate a rumor of evil men coming from the East to join the forces of Angmar, stopping them in the mountain passes of the Ettenmoors before they arrive (**Mission 7**).

MISSION 5 (3B): THE MISTY MOUNTAINS EXPEDITION

The party heads over the Misty Mountains toward Mount Gundabad, and come across a troop of goblins in the mountain passes. They also encounter an expedition of dwarves led by Gimli, son of Gloin. They fight off the goblins and arrive at Mount Gundabad. Here they see an orc force headed toward the North Downs, and the dwarves also relay that they have seen more than just orcs gathering here: a troop of evil men from Rhun to the East have arrived, and are preparing to join the orcs.

The party has a choice: they can head west into the North Downs to ambush the orcs in their camp (**Mission 6**) or they can investigate a rumor of evil men coming from the East to join the forces of Angmar, stopping them in the mountain passes of the Ettenmoors before they arrive (**Mission 7**).

MISSION 6 (4A): NIGHT RAID

The party comes across the orcs as they muster in the North Downs, having a chance to take them at night. They find that the orcs have a shaman among them capable of sending their men into a frenzy, and have a chance to slay the shaman among his men.

After escaping the camp, the party has a choice: continue to weaken the orcs by skirmishing them at the Finduial Bridge (**Mission 8**), or attempt a daring mission into the camp of the Easterlings of Rhun to discern where the fight will converge and break the back of Angmar's reinforcements (**Mission 9**). Characters receive +15 Advancement Points.

MISSION 7 (4B): MEN FROM THE EAST

The party attempts to stop the Easterlings as they come through the Misty Mountains. A fight ensues where the party gets to test their mettle against the disciplined ranks of an Easterling phalanx and their leader, Tivadokantrup (*fictional character whose name means, "Over Dead Bodies" in Black Speech*). They start with the high ground, but can they keep it?

They stunt the army in the snow (or the army of Rhun rolls over them), and they are faced with a choice: do they try to stop the orcs and weaken them (**Mission 8**) or do they weaken the Easterling phalanx (**Mission 9**). Characters receive +15 Advancement Points.

MISSION 8 (5A): BATTLE AT THE BRIDGE

The party takes their stand at Finduial (*fictional name for one of the unnamed rivers coming from Lake Evendim in the northern reaches of Arthedain*) Bridge in a desperate attempt to stop the orcs from entering Arthedain and threatening the old Arnor capitol of Fornost. The party fights the orcs at the bridge, and has their first encounter with the Witchking of Angmar.

As the battle ends, the orcs pull back, and the party takes stock of their position. They opt to fall back to Fornost for the final fight.

MISSION 9 (5B): THE BELLY OF THE DRAGON

The party does a night raid against the camp of the Easterlings, attempting to find out where the Easterlings are set to join the orcs. They come across dragon knights who serve as the bodyguards and chosen men of Tivadokantrup, and have a chance to remove the dragon knight leader.

The party flees the camp and after reading the map, they see it: the final battle will be at Fornost.

MISSION 10 (FINALE): RETURN TO FORNOST

The party gathers at Fornost with the rangers of the vicinity to defend the heart of Arnor. The forces of Angmar pour in, and the party must fend them off to protect the remnant of Arnor. The party gets to defend a wall with two gatehouses alongside a band of rangers, keeping at bay the combined forces of Angmar and Rhun (with heroes from past missions reappearing for the “curtain call” if they were not slain in prior missions).

If the party defends Fornost, the campaign is complete and the Forces of Good win! If the party fails to defend Fornost then the greatest fortress of Arthedain falls, the Rangers of the North are scattered, and the north country lies in shambles, hoping for the return of the king and the rebuilding of their ancient kingdom.

FORMAT FOR MISSIONS IN THE CAMPAIGN

The format for the missions in this campaign mimic the style of the *Warriors of Zurn* storybooks (pre-built campaigns) that seamlessly transitions to a traditional tabletop strategy game walkthrough when combat arises. We begin with the **high concept** of the mission, giving you a short summary of what happens in this leg of the story. We then discuss the **setup** requirements for you, including the hostile models you will need for the Forces of Evil, as well as any allied units that should be provided for the Forces of Good as required.

We then provide a section for you to **read aloud** to the players, setting the scene and officially begin the mission. This is then followed by a section that walks you through how to **move the action** leading up to the **combat** element that takes us to the battle board, and how the tabletop element is completed.

Each mission will also assume that there is a party of **four player characters**, and the points allocated to their enemies will assume a party of four (so starting at 400 pts + allies). If you have more or less player characters, scale the number of points for the Forces of Evil based on the number of players.

We hope that you enjoy the campaign!

Miniatures Required for This Campaign

If you intend to run this campaign as-written (four player characters and pre-set armies for each scenario) with no modifications for personal taste, the following list presents the number of models you will need to possess to run the campaign. They are arranged by army list for your convenience.

Naturally you can switch out, proxy, or otherwise avoid needing to purchase more miniatures, but if you intend to run this campaign as-is, the following miniatures will be needed, all of which are available through www.GamesWorkshop.com:

FORCES OF GOOD

- 4 Player Character Models; we recommend players bring their own miniatures, but you can provide them if you wish
- 2 Rivendell Cavalry (*Rivendell*)
- Bilbo Baggins with Sting (*The Shire*)
- Gimli, Son of Gloin (*Khazad Dum*)
- 2 Dwarf Warriors with Shields (*Khazad Dum*)
- 2 Dwarf Rangers with Bows (*Khazad Dum*)
- Aragorn/Strider (*The Rangers*)
- Halbarad (*The Rangers*)
- Elrohir and Elladan (*The Rangers*)
- 4 Rangers of the North (*The Rangers*)
- 4 Dunedain with Spears (*The Rangers*)

FORCES OF EVIL

- Gulhavar, The Terror of Arnor (*Angmar*)
- The Witchking of Angmar on Armored Horse (*Angmar*)
- The Witchking of Angmar on Fell Beast (*Angmar*)
- The Tainted (*Angmar*)
- The Dwimmerlaik (*Angmar*)
- Buhrdur, Troll Chieftain (*Angmar*)
- 1 Shade (*Angmar*)
- 1 Barrow Wight (*Angmar*)
- 3 Angmar Orc Captains with Shield (*Angmar*)
- 1 Angmar Orc Captain with Warg and Shield (*Angmar*)
- 1 Angmar Orc Shaman (*Angmar*)
- 3 Wild Warg Chieftains (*Angmar*)
- 15 Angmar Orc Warriors with Shields (*Angmar*)

- 15 Angmar Orc Warriors with Shields and Spears (*Angmar*)
 - 1 Angmar Orc Warrior with Shield and Banner (*Angmar*)
 - 3 Angmar Orc Warriors with Two-Handed Weapons (*Angmar*)
 - 6 Angmar Orc Warriors with bows (*Angmar*)
 - 6 Angmar Warg Riders with Throwing Spears (*Angmar*)
 - 15 Dead Marshes Spectres (*Angmar*)
 - 4 Wild Wargs (*Angmar*)
 - 4 Cave Trolls with Hand-and-a-Half Hammers (*Angmar*)
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- 4 Warg Marauders (*Moria*)
 - 8 Goblin Prowlers (*Moria*)
 - 1 Goblin Captain with Shield (*Moria*)
 - 12 Goblin Warriors with Shields (*Moria*)
 - 12 Goblin Warriors with Spears (*Moria*)
 - 2 Goblin Shamans (*Moria*)
 - 1 Goblin Captain with Bow (*Moria*)
 - 4 Goblin Warriors with Bows (*Moria*)
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- 2 Easterling Captains with Shield (*Easterlings*)
 - 1 Easterling Captain with Shield and Armored Horse (*Easterlings*)
 - 1 Easterling War Priest (*Easterlings*)
 - 1 Dragon Knight (*Easterlings*)
 - 11 Black Dragons with Shields (*Easterlings*)
 - 1 Black Dragon with Banner and Shield (*Easterlings*)
 - 8 Black Dragons with Pikes and Shields (*Easterlings*)
 - 5 Easterling Warriors with Bows (*Easterlings*)
 - 4 Easterling Kataphracts (*Easterlings*)

As you can see, you get to use a wide variety of miniatures from both the Forces of Good and the Forces of Evil in this campaign, though Angmar is the primary antagonist of the campaign and The Rangers are the primary protagonists.

As more campaigns are built they will center on different parts of the world, so if you have thoughts on campaigns you would like to see, contact Aaron Kamakawiwoole and the rest of the Zurn team at aaronk@zurncentral.com. We run a small part-time operation, but we hope to get back to you within 24 hours of reaching out to us.

Our current plans for future campaigns include:

- **Woodland Warfare:** The campaign centers around the Halls of Thranduil, as the Woodland Realm wages war against the goblins, spiders, and other creatures that are turning the Great Wood into something much darker – a Mirkwood. The main antagonists of the campaign are Dol Guldor and Azog’s Hunters, and the main protagonists are Mirkwood and Lake-Town.

- **The Relief of the South:** The campaign centers around a troop of Gondorian and Fiefdom warriors in the Year 1417 of the Third Age, who attempt to hold the raiders of Umbar and Harad at bay as the war against Gondor escalates. The campaign begins in lower Gondor, and ends at the harbor of Minas Tirith. The main antagonists of the campaign are Harad and Umbar, and the main protagonists are The Fiefdoms.
- **Raiding of the Westfold:** The campaign centers around a troop of orcs and uruk-hai in the Year 1419 of the Third Age, who swear allegiance to Saruman and assist in bringing the horse lords of Rohan to their knees. The campaign begins in Isengard and ends at the sacking of Grimslade in the Westfold, just before the Army of the White Hand sets out for Helm's Deep. The main antagonists of the campaign are Rohan, and the main protagonists are Isengard.
- **The Fall of Ithilien:** The campaign centers around the work of orcs and evil men from the south in claiming the Ithilien region that has long been held by the men of Gondor. Taking and holding the ground against the human rangers in their hidden camps will prove troublesome, especially with reinforcements arriving from across the Anduin. But if the forces of Sauron can claim Osgiliath and break the will of the men that guard the territory, all roads lead to the White City, and the Dark Lord's invasion can begin. The main antagonists in this campaign are Gondor and The Fiefdoms, and the main protagonists in this campaign are Harad and Mordor.

Thanks! And enjoy your adventures in Middle Earth!

Mission 1: The Summons to Fornost

SETTING

High Concept: The party gets their orders from Fornost to investigate threats to Arnor from Angmar and to defend the towns from attack. They set out for the ranger outpost at Eldanon and encounter a troop of orcs marauding the countryside.

Setup: Your only setup needs will be a 4x4' map with relatively open plains, perhaps a few hills, 1-2 copses of trees, and a few rock outcroppings. The map should be relatively open, as this region of the North Downs does not have thick forests or cover.

Enemies: The enemy army for this encounter should comprise:

The Forces of Zalagul (400 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Zalagul (Barrow Wight with +2 Might, +2 Will, +2 Fate, **Army Leader**): 80 pts*
- 4 Angmar Orc Warriors with shields: 24 pts
- 4 Angmar Orc Warriors with shields and spears: 28 pts
- 1 Angmar Orc Warrior with shield and banner: 31 pts
- 3 Angmar Orc Warriors with two-handed weapons: 18 pts

Warband 2

- Angmar Orc Captain with warg and shield): 55 pts
- 4 Angmar Orc Warriors with shields: 24 pts
- 4 Angmar Orc Warriors with shields and spears: 28 pts
- 2 Angmar Warg Riders with throwing spears: 24 pts

Warband 3

- *Angmar Orc Shaman (Shaman + Fury): 55 pts*
- *3 Angmar Orc Warriors with Shields: 18 pts*
- 2 Angmar Orc Warriors with shields and spears: 14 pts

TOTAL: 30 units, Broken after 16 casualties, 25% of force at 23 casualties

Allies: There are no allies for this scenario.

READ ALOUD

Our tale begins in Fornost, the ancient capitol of Arthedain, one of the splinter kingdoms that formed in the aftermath of the fall of Arnor upon the death of Isildur, the High King. Fornost is home to the

largest library in the north country (save, of course, for Rivendell's vast library), and after the sinking of Annuminas on the shores of Evendim it is also the largest city in what used to be Arnor.

You have received a summons from Arataras, a Dunedain of great repute who is advanced in age even for his kin, and his words bring grave news. It reads:

“We have received reports of orc incursions from the Ettenmoors against villages across Eastern Arnor. Two dwarf trapper expeditions have gone missing, and three human villages are reporting that their homes were pillaged and burned by marauding orcs. The ranks of the Dunedain are spread thin across the border, and we are looking for brave souls who would be willing to defend the people of the region and investigate the source of the raids.” ~ *Arataras*

As you arrive in Fornost to answer the summons, you are greeted by Arataras, who introduces you to your group.

(Go around the table and introduce the characters to each other)

As you assess the team, Arataras addresses you:

ARATARAS: “You must make haste: I have seen incursions like this before, and it led to a great battle between the men of our realm and the orcs of Angmar. I fear that war may be upon us yet again, and our people are brave but few. Please see what you can learn, and send word of what you find. Is there anything we can do to assist you all before you leave? Anything you would like to know?”

(The players may ask questions about the region, cultures that may be present, history of the region, etc.)

As you take your leave, you strike out on the road in the direction of the Ettenmoors, unaware of what dangers await you in the coming days...

MOVING THE ACTION

The movement of the mission is very straightforward: the party travels along the path, come upon the orc marauding force, and dispatch them in the first battle of the campaign.

- **Leaving Fornost:** The party departs from Fornost and sets out across the hills and plains of the North Downs toward the Ettenmoors. While traveling members of the party may roll for the following skills to aid them in their travel:
 - **Knowledge:** Characters who pass a Knowledge roll ($D6 + \text{Courage}$, aided by *Will and/or Might*) on a Difficulty: 8+ know that this region has been the battleground between the forces of Angmar and the men of Arnor for centuries. Ever since the Witchking built his kingdom in the north, this land has served as the battleground between Angmar and the Free Peoples.
 - **Search:** Characters with a successful Search roll (Shoot Value) see open plains, some low hills, a copse or two of trees, and a few rocky outcroppings, but otherwise it is a flat territory. Visibility in general is good, which is probably how the Dunedain are able to police such a large area with so few men.

- **Sneak:** Characters may attempt a Sneak roll (D6, aiming for lower than their Fight Value) to hide from view of enemies. This will come up later, but characters are not required to attempt this roll.
- **The Orc Force under Zalagul:** As the party comes across the orcs recruited by Zalagul, they have a chance to assess the orc force, and potentially ambush the orc force.
 - **Sneak:** Characters may attempt a Sneak roll (*D6, aiming for lower than their Fight Value*) to hide from the view of their enemies. If a party member passed a Sneak roll earlier in the mission, they apply a -1 penalty to the orc search rolls. If a party member failed a Sneak roll earlier in the mission, apply a +1 to the Sneak difficulty for the character.
 - **Search:** Characters may attempt to assess the makeup of the orcs. On a successful roll the party sees a rabble of orcs with melee weapons flanked by a few orcs on wargs, and among them stands a skeletal wight who seems to glow with a fell light.
- **Engaging the Orcs:** The party engages the orcs in battle, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **To the Death** match, following the rules for deployment for a To the Death match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 140. All objectives, Victory Point conditions, and ending rules are the same, with a few things happening during the fight as noted below:

Round 3: Shaman's Fury (*Read the following aloud to the players at the start of Angmar's Move Phase*) As the orcs and their spectral leader charge toward you, you see an orc with a scraggly looking spear with bones hanging from it begin to chant. The shaman casts *Wither* with Heroic Channeling on the closest player character (*game master may decide how many Will Points to use on the casting attempt*), and the orcs continue to charge (*movement and gameplay continue normally*).

Round 4: Zalagul's Judgment (*Read the following aloud to the players at the start of the Move Phase if Zalagul is still alive*) You see Zalagul raise his head and cry above the melee:

ZALAGUL: "Feast on their flesh, my minions! Do not let any of them survive!"

Zalagul raises a pale, bony hand and recites a dangerous incantation. Zalagul activates at the start of the Move Phase (*even if the Forces of Good has priority, but only Zalagul activates*) and targets the nearest Forces of Good model with *Paralyze*. The Game Master chooses how many Will Points to roll, resolves the spell, and gameplay continues normally.

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As the last of the orc forces retreat north, you hear the spirit of Zalagul shout a warning to you:

ZALAGUL: "You may have defeated my orcs, but when my spirits have gathered in my barrow we will unleash a fury upon this land that shall harrow its foundations for generations to come! None shall stand between the Witchking and his conquest..."

And his spirit seems to dissipate into the air, his bones crumbling to dust. You look at each other, realizing that danger yet remains for the North Downs, but who knows what dangers might await you in the barrows of a wight lord? (*Skip to Combat Resolution below*)

Alternate Progression: As you fall back from the orc onslaught, you carry your injured friends to safety. From above the shouting of the orcs you hear the savage voice of Zalagul:

ZALAGUL: “My orcs are unstoppable, and when my spirits have gathered in my barrow we will unleash a fury upon this land that shall harrow its foundations for generations to come! None shall stand between the Witchking and his conquest...”

As you flee the field the orcs begin to chant and savagely beat their chests, even at times tearing the flesh of those around them, their fury and frenzy being so unstable and violent. You look at each other, realizing that danger approaches the North Downs and must be stopped, but who knows what dangers might await you in the barrows of a wight lord? (*Skip to Combat Resolution below*)

COMBAT RESOLUTION

As the battle comes to an end, you continue on your way northward and make camp for the night. You patch yourselves up and make ready for the night.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 100 points, following the rules for character creation laid out in the supplement to this campaign.

WRAP UP

The players make a choice to either seek and put to rest the Barrow of Zalagul, or the idea dawns on them: Elrond of Rivendell knows much of the Elder Days, and may have counsel for you. If the party opts to assault the Barrow of Zalagul, proceed to **Mission 2**. If the party opts to visit Elrond at Rivendell, proceed to **Mission 3**.

Mission 2 (2A): The Barrow of Zalagul

SETTING

High Concept: The party sets out to find the Barrow of Zalagul to quell his attack against the people of Arnor. They come across a host of spirits in the barrow who are ready for war.

Setup: This is an underground mission, which should have passages and hallways that are about 60mm wide, so that two infantry models can go side-by-side in the passages. There should be a room (other rooms are also great as they help with the scenario but are not technically required) where Zalagul awaits the characters with his warband around him. For more thoughts on tactics and strategy, see the *Combat* section below.

Enemies: The enemy army for this encounter should comprise:

The Spirits of Zalagul (400 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Zalagul, Shade of the Barrow (Shade with +1 Might, +3 Fate, Paralyze spell, and gains Fearless within the barrow, **Army Leader**): 125 pts*
- 8 Dead Marshes Spectres: 120 pts

Warband 2

- Barrow Wight: 50 pts
- 7 Dead Marshes Spectres: 105 pts

TOTAL: 17 units, Broken after 9 casualties, 25% of force at 13 casualties

Allies: There are no allies for this scenario.

READ ALOUD

As a new morning dawns you rise to find the Barrow of Zalagul, intent on silencing this threat before it grows. It is not every day that you get to put a dark spirit to rest, and there is anticipation as you set about your morning routine.

As you finish breakfast and stow your gear for the journey, the question arises: how will you find the barrow? And when you reach it, what will you discover there? Perhaps one of your colleagues knows the way or recalls a story about the man from the days when flesh covered his bones and blood coursed through his veins.

What do you do? How will you go about finding the barrow?

MOVING THE ACTION

This mission starts above ground, and then takes a dive as the players enter the Barrow of Zalagul. The players get to use skills extensively both in combat and out of combat, making for a very roleplay-centric tabletop battlefield experience.

- **Seeking the Barrow of Zalagul:** The mission begins by locating the Barrow of Zalagul. There are several ways to do this:
 - **Knowledge:** Zalagul was a king once, and some remember where he lived and where he was laid to rest. Characters who pass a Knowledge roll ($D6 + \textit{Courage}$, *aided by Will and/or Might*) on a Difficulty: 10+ done with **advantage** if the character is a local (Rangers, Rivendell, or Istari) know that Zalagul was buried near **Nain Enidh** in the Weather Hills, just southwest of the Ettenmoors.
 - **Tracking:** Since the character knows that Zalagul was leading the orcs from Angmar to his barrow, it is possible to attempt to triangulate the path. The character rolls for Tracking (**Shoot Value**), done with **advantage** if the character is a local (Rangers, Rivendell, or Istari) or **disadvantage** if the character is not a local (all other factions). If the roll is successful the character knows that Zalagul was buried near **Nain Enidh** in the Weather Hills, just southwest of the Ettenmoors
 - **Mindless Meandering:** If no one knows its location or can track it, they head in the rough direction that the orcs were headed. They will find it (*you didn't prepare this mission for nothing*), but they will be **tired**: all members of the party suffer a -1 to their Fight Value and Strength Value, and the difficulty for their Shoot Value is increased by +1.
- **Traveling to and Preparing for the Barrow:** As you journey toward the barrow you begin to take stock of the situation and make plans. In addition to talking over your strategy while in the barrow (*players are encouraged to start formulating a plan*), characters may see what they know of barrows generally and best practices for entering one by making a **Knowledge** roll ($D6 + \textit{Courage}$) with Rangers, Rohan, dwarves, and Istari gaining **advantage** on the roll, using the following difficulties to determine what they know:
 - Difficulty 5+: You know that a barrow is a burial cavern for kings in ancient days. In some cases other bodies would be buried with them – family members, bodyguards, and long-time servants who had passed away – so the cairn might contain more than one person in them.
 - Difficulty 8+: You know that barrows are made for the dead, not the living. Airflow is not one of the things that is thought out, so the air tends to be stale, and at times poisonous. You would expect that **Constitution** skill checks will be made in the barrow, potentially with higher difficulty as you go further down.
 - Difficulty 11+: Typically kings and the like are buried with gems, arms, armor, and things that they held as valuable in life. It is likely that Zalagul is still holding onto something – some sort of heirloom – in the dark gloom of his barrow. If you can find it and destroy it, you might be able to set his spirit (and this threat to the land) to rest.
- **Arrival at the Barrow:** The party arrives, dismounts (mounts may not be used in the barrow, as the ceilings are not tall enough), and enters the barrow. All characters make a **Constitution** skill check ($D6 + \textit{Strength}$, *aided by Might*) against a **Difficulty: 5**. If the character does not pass the check, he/she suffers one wound.

- **Battle Begins:** The party descends, and they can hear the sound of spirits being roused by the intrusion, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is an **Heirlooms of Ages Past** match, following the rules for deployment for an Heirlooms of Ages Past match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 148. All objectives, Victory Point conditions, and ending rules are the same, with a few things happening during the fight as noted below:

Deployment: The “heirloom” is the Ring of Zalagul, his signet ring that he possessed in life. The locations of the heirloom are pre-set on the map, instead of being placed in alternating order by the two forces.

Round 1: The Spirits Move (*Read the following aloud to the players at the start of the Angmar Move Phase*) The spirits begin to wake, moving to attack those who would disturb the barrow of their master. All spirits gain 3” of movement on the first turn. Zalagul and his warband may not leave their starting room.

Round 3: Defend the Barrow (*Read the following aloud to the players at the start of the Angmar Move Phase*) Zalagul and his spirits are allowed to leave their starting room. All characters in the barrow must make a **Constitution** skill check ($D6 + Strength$, aided by *Might*) against a **Difficulty: 6**. If the character does not pass the check, he/she suffers one wound.

Round 5 and Following: The Musty Barrow (*Read the following aloud to the players at the start of the Angmar Move Phase on odd-numbered turns*) The rooms of the barrows are musty, making it hard to breathe. All characters in the barrow must make a **Constitution** skill check ($D6 + Strength$, aided by *Might*) against a **Difficulty: 6**. If the character does not pass the check, he/she suffers one wound.

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As you stumble out of the barrow, the halls of Zalagul are quiet and still for the first time in who knows how long. You look around at each other pleased with your work, but know that more must yet be done.

You know that the forces of Angmar can pour across the open plains and hills of the North Downs, so it is possible that some of their forces have already begun the trek. You also know that there is an orc fortress at the base of the Misty Mountains that has launched attacks against the Free Peoples, so it is possible that forces may come from Mount Gundabad. Where will you choose to go? (*Skip to Combat Resolution below*)

Alternate Progression: You are driven from the Barrow of Zalagul, and while you believe that his forces have been depleted, his vengeance against the people of Arnor has not yet been satisfied. You sense that you will see him again in the coming days. But you shake this off: there are other fears to consider.

You know that the forces of Angmar can pour across the open plains and hills of the North Downs, so it is possible that some of their forces have already begun the trek. You also know that there is an orc fortress at the base of the Misty Mountains that has launched attacks against the Free Peoples, so it is possible that forces may come from Mount Gundabad. Where will you choose to go? (*Skip to Combat Resolution below*)

COMBAT RESOLUTION

As the battle comes to an end, you continue northwards to return to the matter at hand: the rampaging orcs of Angmar that have raided the people of the North Downs.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 110 points, following the rules for character creation laid out in the supplement to this campaign.

Advancing Characters: If the party won the mission, all characters gain an additional +10 points that they may spend on equipment, skills, and upgrades as desired. If the party lost the mission, all characters gain an additional +5 points instead.

Special Equipment: Characters may spend their Advancement Points; characters also gain access to all **ranger** items, available to characters of any race. In addition, you find the following relics of Arnor in the Barrow of Zalagul:

- **Gimilang:** A mighty bow with inlaid silver on the grip, the bow is a longbow with +1 to the to-hit roll. Name when translated from Adunaic (the native language of the Numenoreans) means, “Silver Bow.”
- **Abrazan:** A chainmail shirt warded to preserve the bearer, the shirt counts as heavy armor, and whenever the bearer suffers a wound, roll a D6: on a 6+ the wound is ignored as if a Point of Fate successfully negated the wound. Name when translated from Adunaic (the native language of the Numenoreans) means, “Steadfast.”

Characters decide how to allocate the items.

WRAP UP

You know that there is a ranger camp at Eldanon where they keep watch over the border of Angmar. The players make a choice to either scour the North Downs on the way to Eldanon for enemy patrols, or investigate the orc stronghold of Mount Gundabad at the base of the Misty Mountains for orc

activity. If the party opts to scour the North Downs, proceed to **Mission 4**. If the party opts to travel through the Misty Mountains toward Mount Gundabad, proceed to **Mission 5**.

Mission 3 (2B): The Trollshaws of Rhudaur

SETTING

High Concept: The party runs into a troop of trolls in the Trollshaws, led by the burly Buhrdur. They encounter a few elven riders who aid them and escort them to the House of Elrond in Rivendell where they learn the history of Angmar and where they should begin their investigation.

Setup: You will need a 2x4' board with a lot of woodland terrain scattered across the map. There should be some paths of sorts, perhaps a river or two, that are not woodland terrain (so that cavalry without *Fleetfooted* are not too encumbered), but a good bit of cover in case people want to attempt to hide from the trolls and wargs. The party will be traversing the 4' side of the board to reach the end.

Enemies: The enemy army for this encounter should comprise:

The Trolls of the Trollshaws (444 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Buhrdur, Troll Chieftain (Army Leader): 110 pts*
- 4 Cave Trolls with hand-and-a-half hammers: 320 pts
- 2 Wild Wargs: 14 pts

TOTAL: 7 units, Broken after 4 casualties, 25% of force at 6 casualties

Allies: The party gains the following allies for this mission (arriving at the specified time):

- 2 Rivendell Knights with shields

READ ALOUD

As you head to the east to the Valley of Imladris, you have heard stories of the mighty Elrond (*all characters make a Knowledge roll, which is a D6 + Courage roll, to see what they know about Elrond, with Elf and Istari characters adding a +2 to their roll*):

- Difficulty 5+: You know that Elrond of Rivendell lives in the Valley of Imladris, and he is one of the most powerful elves in the land. His control over the River Bruinen and the elements near Imladris have protected his people for centuries.
- Difficulty 8+: You know that Elrond Half-Elven is descended from a long line of kings, and his brother Elros became the first King of Numenor. While the line of Elros included the high kings of Arnor and the founding of the Kingdom of Gondor, Elrond founded the great elven Kingdom of Rivendell, which has stood beside the kingdoms of men through many dangers.
- Difficulty 10+: You have heard much of Elrond's character and reputation, if not actually met him in the past. You know that he is noble and fair in face, as strong as a warrior, as wise as a wizard, as venerable as a king of dwarves, and as kind as summer. His face shows the signs of

one who has borne many cares, and yet he looks as hale and mighty as a warrior in his prime. He is the picture of a king, both wise and powerful.

Your journey to Rivendell takes you across open plains that then give way to wooded frontier, with a path cutting through overgrown underbrush and wild trees. You keep an eye on the surround (*characters make a Search roll, which is a Shoot Value roll, to see what they see*):

- **Successful Result:** You see some smaller creatures and what appear to be relatively large lairs, but overall nothing for the first few hours surprises or scares you. Everything seems peaceful.
- **Success at least 1 above the minimum difficulty:** You see tracks near the path: elk, wargs, and trolls have been near here recently. While you don't see any of them immediately, you come across lairs every now and then that would be the right size for wargs, and the tracks are fresh. Dangerous wildlife is near.
- **Failed Test:** (*If no one passes the test, read the following aloud*) You see nothing dangerous along the road. Perhaps you come across a few rabbits or squirrels, but nothing dangerous for the first few hours. You feel very safe, and believe that no danger will befall you on your way to The Last Homely House as far as you can see and hear.

As you journey, you keep your eyes and ears out for potential dangers. Have the forces of Angmar made it this deep into Eriador? Time will tell...

MOVING THE ACTION

The party begins by setting out through the region known as the Trollshaws. They then come across a troop of cave trolls, and their scuffle with the trolls wakes some of the local wargs. The party tries to escape the troll and warg attack, and come across a few elven sentries on the way.

- **Wandering Rhudaur:** As the party continues on their trek, we see if they come across the trolls without alerting them to their presence.
 - **Stalking the Trollshaws:** As the party is traveling, ask if any of them are making a **Hide** roll (*which is a Shoot Value roll*). If the roll is successful, the party member is considered to be hiding, applying penalties to **Search** rolls made by the trolls. Failed **Hide** rolls will result in a +1 bonus to the roll of the trolls to find the characters.
 - **Woodcraft:** Characters may perform a **Knowledge** roll (*which is a D6 + Courage roll*) on a **Difficulty: 9+** to see what they know about the Trollshaws (with Rivendell, Khazad Dum, Blue Mountains, and Rangers characters adding a +1 to the roll): on a successful roll the character knows that the Trollshaws are called the Trollshaws because of the abundance of both valley trolls and cave trolls. The latter are more dangerous, as they can survive in sunlight. Since daylight is out, you have reason to believe that there will be no valley trolls active along the road.
- **The Trolls:** The party comes across a group of trolls talking. They speak in loud voices in a foreign tongue (*characters may make a Languages roll, which is a D6 + Courage roll on a Difficulty: 10+, with dwarves adding a +1 to their roll: if the roll is successful, read **The Complaint** below*), alerting the party to their presence (*free successful Detect roll to notice them*).
 - **The Complaint:** If the party successfully passes their Languages roll, they overhear the trolls talking to each other:

GEORGE: “Deer are fine, but what I could really use is some good elvish flesh. It is so fine and comes off the bones so easily.”

OLIVER: “The captain says that elves are off the menu for a while; we head westward to meet up with the army from the north. Until he wakes and gives the order, we stay.”

- **Scouting the Trolls:** Players may make a **Search** roll (*which is a Shoot Value roll*) to see what they can see of the troll camp. On a failed result they see 4 trolls surrounded by boulders, with crude weapons near them. On a successful result they see 5 trolls (four in a circle, one lying down) with crude hand-and-a-half hammers, and several large boulders near them. The trolls are very close, and seem to be sniffing at the air for something. What could it be?
- **Tasty Meat:** Make a scent-based **Search** roll for the trolls (*which is a Shoot Value roll of 5+*) with **Advantage**: if the trolls sense the party, skip to *Battle Begins* below. If the trolls fail, the party hears them and has a chance to investigate before engaging them.
- **Battle Begins:** The trolls succeed in smelling the party, and you hear one of them, the largest of them, shout loudly to the others:

BUHRDUR: “Meat for the taking, brothers! Carve their flesh!”

Go to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Reconnoiter** match, following the rules for deployment for a Reconnoiter match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 143. All objectives, Victory Point conditions, and ending rules are the same, with a few things happening during the fight as noted below:

Round 1: The Woods of the Trollshaws (*Read the following aloud to the players at the start of the first round*) You look around and notice that the forest is very thick and wooded in the area. If a character does not end their movement engaged in combat against another model, the character may make a free **Hide** roll (*roll a D6, successful on a roll of the character's Fight Value or lower*) for the turn. In order to find the character, the target must make a successful **Search** roll (*which is a successful Shoot Value roll*) in order to charge or otherwise attack the character. **Creatures** (including trolls and wargs) may make this roll with **Advantage** (*roll 2D6 and take the highest roll as your Search roll*) if performing a scent-based **Search** roll.

Round 2: The Wargs Awake (*Read the following aloud to the players at the start of the second round*) As you engage the trolls, you suddenly hear a howling sound from up ahead. *Characters may make a Knowledge roll, which is a D6 + Courage roll, to identify the animal. On a Difficulty: 7+ continue reading; if not, skip to Alternate Progression below*) Wargs! You hear the padding of feet and the husky snarl of wargs coming in your direction. (*Add 2 Wild Wargs 8" further down the map from the party: they may move in the Move Phase, charge targets that they have line of sight to, and attack normally*)

Alternate Progression: You are intent on fending off the trolls, and do not devote time or energy to identifying the creatures coming toward you. (Add 2 Wild Wargs 8" further down the map from the party: they may move in the Move Phase, charge targets that they have line of sight to, and attack normally)

Round 4: Elven Sentries (Read the following aloud to the players at the start of the Forces of Good Move Phase) From up ahead you hear the sound of hooves: who could be coming on the road? (Add 2 Rivendell Knights with shields at the end destination of the board: they may move in the Move Phase, charge targets that they have line of sight to, and attack normally, but may not run off the board to fulfill the victory condition for the scenario)

End of the Scenario: (If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below) You manage to escape the trolls, and continue on your way to the House of Elrond. (Skip to Combat Resolution below)

Alternate Progression: The troll attack has taken its toll, and what remains of the party continues on to Rivendell for safety. (Skip to Combat Resolution below)

COMBAT RESOLUTION

As the battle comes to an end, you patch yourselves up and prepare for the journey to come.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 110 points, following the rules for character creation laid out in the supplement to this campaign.

Advancing Characters: If the party won the mission, all characters gain an additional +10 points that they may spend on equipment, skills, and upgrades as desired. If the party lost the mission, all characters gain an additional +5 points that they may spend on equipment, skills, and upgrades as desired. Restricted items are limited to Elf items.

Special Equipment: Characters may spend their Advancement Points; characters also gain access to all **elven** items, available to characters of any race. In addition, the following items are also available to the party as gifts from Lord Elrond of Rivendell:

- **Uruva, Elven Blade:** Elven-made hand-and-a-half sword with a +1 to win the duel roll. Name when translated means, "Fiery" in Quenyan.
- **Hrunecel, Elven Lance:** Elven-made lance with a +1 to win the duel roll. Name when translated means, "Troll Thorn" in Quenyan.

Characters decide how to allocate the items.

Arriving at Rivendell: As you arrive at Rivendell you are greeted by the Lord Elrond:

ELROND TAR-MINYATUR: “Mae govannen (*characters may make a Knowledge roll, which is a D6 + Courage roll, on a Difficulty: 6+ to translate, with elf characters automatically passing the roll: this is the traditional elven “greetings” given to friends and allies*): my people found you in the forest, and I have foreseen that you are concerned with the spread of the Kingdom of Angmar. Come: we have much to discuss.”

As you enter the Last Homely House, the Lord Elrond takes you to his library, where you see ancient tomes and texts that were likely penned as early as the First Age. Here they are kept safe, in the Vale of Imladris, far from enemy hands. Elrond reaches for an old text, probably from the Second Age by its placement in the library, and you hear him as he reads:

ELROND TAR-MINYATUR: “In the year 2221 of the Second Age, when Tar-Cancalimon became King of Numenor, Sauron the Deceiver came to the nobles of men. He told them lies and falsehoods, claiming that Iluvatar, Creator of all things, was a myth, and that the sons of men should worship him instead for his mighty power. When Tar-Cancalimon died and Ar-Pharazon became King of Numenor, he was persuaded to believe the words of Sauron because he feared death. And so a portion of the Numenoreans were persuaded to follow him in worshipping Sauron, and the whole of the island was punished.”

Elrond looks up at you from his text and says, in a low voice:

ELROND TAR-MINYATUR: “When Numenor fell the traitorous Numenorean followers of Sauron were not all destroyed. Some fled south to the realm of Umbar, where they founded a kingdom there to challenge the newly formed kingdoms of Gondor and Arnor. But at least three of the Numenoreans embraced the power of Sauron to a greater extent than the rest, and these became enslaved to his will. They are called ringwraiths, and they serve him in the north country to this day. The elves of the Woodland Realm refer to this kingdom as “The Iron Kingdom,” or in their tongue, “Angmar.” And it is this northern kingdom that has caused the dead to rise and warriors to enter Arnor. This is where you must go, if you would protect the lands of the Free Peoples.”

(Players have a chance to ask Lord Elrond questions; if they ask him if he foresees any dangers, read the following. Otherwise, skip to Wrap Up below)

ELROND TAR-MINYATUR: “This I foresee ahead of you: a vast army of orcs marshals at the fortress of Mount Gundabad. It is this same fortress that launched an invasion against the ancient dwarf kingdom of Erebor over fifty years ago. But this is not just a mindless band of orcs: there is a dark power rising in Angmar, and the servants of Sauron are moving even as we speak. You may stay here for the night, but tomorrow you should depart to counter this threat. There is a ranger camp at Eldanon where some of the rangers keep watch over the border of Angmar: you might start there. If your mind is set on investigating Mount Gundabad to the north, I recommend taking the higher road of the High Pass through the mountains and then strike north until you reach the fortress. May the grace of the valar protect you.”

WRAP UP

The players make a choice to either scour the North Downs for word on the movements of Angmar, or investigate the orc stronghold of Mount Gundabad at the base of the Misty Mountains for orc activity. If the party opts to scour the North Downs, proceed to **Mission 4**. If the party opts to spy on Mount Gundabad, proceed to **Mission 5**.

Mission 4 (3A): An Unexpected Party

SETTING

High Concept: The party scouts the North Downs, and comes upon a hobbit traveler. They are then set upon by a troop of wargs, led by a terror that is wreaking havoc across the countryside.

Setup: You will need a 4x4' board with a path going across it. The land should be relatively open, perhaps with a few low hills and rock outcroppings, but the territory is not heavily wooded, so while there may be a copse of trees, there should not be many, and probably not more than one.

Enemies: The enemy army for this encounter should comprise:

The Raiders of the North Downs (460 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Gulbavar, The Terror of Arnor (Army Leader): 200 pts*
- 1 Wild Warg: 8 pts

Warband 2

- Wild Warg Chieftain: 75 pts
- 1 Wild Warg: 8 pts

Warband 3

- Wild Warg Chieftain: 75 pts
- 1 Wild Warg: 8 pts

Warband 4

- Wild Warg Chieftain: 75 pts
- 1 Wild Warg: 8 pts

TOTAL: 8 units, Broken after 5 casualties, 25% of force at 6 casualties

Allies: The party gains the following allies for this mission (arriving before combat begins):

- Bilbo Baggins with Sting and Mithril Shirt

READ ALOUD

As you traverse the Great East Road across Arnor, you take in the scene around you: a peaceful land, rarely disturbed by war, mostly due to the work of the Dunedain along the border with Angmar. You imagine for a moment in your mind's eye what the world would look like if the armies of Angmar succeed: a barren, pillaged land littered with the signs of war. Your mission must not fail.

As you journey you see ahead of you what looks like a traveler: a bent figure with a walking stick, and no sign of arms or armor. He is clearly shorter than a man, but has the bearing of a man. The traveler does not walk like a goblin, and if the traveler be a dwarf it must be a very young one, as he has no beard. What do you do?

(Party members may attempt to make a Sneak roll, which is a D6 roll equal to or below their Fight Value roll, if they want to ambush the traveler. Any member of the party may also attempt a Search roll, which is a Shoot Value roll, to learn more about the traveler by investigating him. On a successful roll, the party member learns that he appears to be a hobbit: a halfling traveling with a stout walking stick, and a tune on his lips. He is clearly not a threat to you. On a roll of a 6, the person also sees the distinct swing of a small dagger at his side, which works as well as a shortsword for a person of his stature.)

As he draws nearer to you, his face continues to move side to side, and shouts to the world at large:

BILBO BAGGINS: “I warn you: I may not be a warrior but I have a stout heart! I have stood up to trolls, giant spiders, and stared down a dragon, so be wary! Now come out, and tell me what you want with me?”

You do not feel threatened by the hobbit: you are certain that you could easily end his life if you wanted to. But you do admire his courage, and find yourself at ease. What do you say to him?

(The party has a chance to talk to Bilbo: if they ask him his age, he will tell them that he is eleventy-one years old. If they ask where he is going or what his business is, he will mention that he is heading to the house of Elrond in Rivendell, to walk some of the paths he journeyed in his prime.)

As you talk, your conversation is cut short by a howl in the distance. As you look in their direction *(Any member of the party may also attempt a Search roll, which is a Shoot Value roll, to learn more about the traveler by investigating him. On a successful roll, continue reading. If everyone fails the roll, skip to Alternate Progression below)*, you see the shapes of almost a dozen wargs coming across the open plains. Above them is a flying...creature? It's hard to explain what it is because it's not quite a dragon but it has some similar features to a dragon: large wings, probably a scaly body, but you clearly make out arms like a human (though much larger). What will you do?

Alternate Progression: You see dark figures running down the hills toward you: they look big, almost the size of horses, and they are closing in fast. Above them is a flying...creature? It's hard to explain what it is because it's not quite a dragon but it has some features similar to a dragon: large wings, probably a scaly body, and a draconic head. What will you do?

MOVING THE ACTION

This portion of the tale is very simple: they have a chance to ambush Bilbo Baggins on the road (who probably sees them), and then they get ambushed by a massive troop of wargs led by Gulhavar. They are dangerous in large numbers, but a party with even a bit of balance can overpower them, as they are a purely melee force that is predominately F3 and D4, with the heroes only reaching D5.

- **Happening Upon Bilbo Baggins:** The party comes across Bilbo along the road and have a chance to ambush him. They clearly know he is not a threat, and he does not appear to be an evil creature. As they talk with him, they are **ambushed** by the warg troop.
- **Battle Begins:** The party looks up and sees over a dozen figures coming at them, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Lords of Battle** match, following the rules for deployment for a Lords of Battle match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 142. All objectives, Victory Point conditions, and ending rules are the same. Bilbo counts as an allied hero for the purposes of counting slain hero models. The following things happen during the fight:

Round 1: Hounds of Angmar (*Read the following aloud to the players at the start of the Angmar Move Phase*) The hounds appear to move quickly at the call of their master. A Wild Warg Chieftain spends a Point of Might to call a **Heroic March**, increasing the movement range of all wargs near him to 13” (instead of 10”).

Round 3: Terrifying Howl (*Read the following aloud to the players at the start of the Angmar Move Phase*) As the fight rages, you hear a terrifying howl that seems to pierce the very sky around you. All characters within 12” of Gulhavar, the Terror of Arnor (or a Wild Warg Chieftain of your choice, if Gulhavar has been slain), must pass a Courage test (suffering a -1 penalty from *Harbinger of Evil* if performed by Gulhavar): if the test is not passed, they are treated as if they were under the effect of an unchanneled *Transfix* spell. After the howl, Gulhavar (or the Wild Warg Chieftain as appropriate) says:

GULHAVAR: “Tear their flesh and feed on them! Slake your thirst before our reinforcements from the East arrive!”

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As the last of the creatures falls, you breathe a sigh of relief, as the hobbit near you addresses you with gratitude:

BILBO BAGGINS: “My my, that was a close one! Thank you for your bravery: I wish that I was of more help to you, but alas I’m getting too old for battles. I’ll continue my travel to the House of Elrond, but you should know: last night I came across a patrol of orcs north of here. They had no packs or supplies, so it is unlikely that they were far from their camp.”

(*Skip to Combat Resolution below*)

Alternate Progression: As you flee from the wargs, you find yourselves being chased along the hills until sundown. As the sun begins to set, you hear a horn in the distance, and the beasts leave, as if called by a power greater than them. What could have summoned such ferocious beasts so quickly?

(*Skip to Combat Resolution below*)

COMBAT RESOLUTION

As you continue on your way you find yourself weary from battle, but emboldened to continue in your quest. You come to another decision point: continue on your current path toward the orc camp that Bilbo mentioned to attack the orcs by night, or strike Eastward to gather more knowledge of the reinforcements coming from the East.

Recover Wounds: If any player characters suffered **Wounds** during the fight, roll a D6 for each wound suffered. On a 4+ the character recovers the wound.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 110 points, following the rules for character creation laid out in the supplement to this campaign.

Recover Might/Will/Fate: The characters have a chance to regain some of their strength as they continue on their journey. If any player characters spent **Might, Will, and/or Fate Points** during the fight, roll a D6 for each point spent. On a 4+ the character recovers it for the next mission.

Special Equipment: Characters may spend their Advancement Points; characters also gain access to all **ranger** items, available to characters of any race. In addition, the following items are given to you by the rangers at Eldanon:

- **Zagarizin:** A two-handed sword forged by a ranger that learned his trade from a long line of Numenorean craftsmen, the sword is a *master-forged two-handed sword*. Name when translated from Adunaic (the native language of the Numenoreans) means, “True Blade.”
- **Shield of Annuminas:** A shield rescued from the now sunken city of Annuminas on the shores of Lake Evendim, the shield is vast and provides excellent protection against the enemy. The shield counts as a shield, but applies a +2 bonus to Defense instead of a +1.

Characters decide how to allocate the items.

WRAP UP

As you journey to the North Downs, the sun begins to set after a long day. You come to the ranger camp at Eldanon, where a ranger named Nercahem (*fictional character whose name means, “Sharp Eye”*) greets you:

NERCAHEM: “Greetings, friends: I thank you for your aid over the past few days in keeping watch over the realm. My kinsmen have found an orc camp nearby, which may be susceptible to a night raid if we tread carefully. But be warned: we have also heard rumors of an army gathering to the East, perhaps in the direction of Mount Gundabad. If the rumors are true, they might come over the Misty Mountains to terrorize the land behind our lines. Any aid you can provide will be of use. What say you: where will you go?”

The players make a choice for their next mission. If the party opts to spy on the camp of the army of Angmar, proceed to **Mission 6**. If the party opts to cut off the reinforcements of Angmar to the East, proceed to **Mission 7**.

Mission 5 (3B): The Misty Mountains Expedition

SETTING

High Concept: The party comes across a troop of dwarves in the High Pass looking for goblin activity. They are at first apprehensive of the party, but band with them as a horde of goblins arrive, led by Shaghash (*fictional character whose name means, “Cave Flame”*).

Setup: You will need a mountain pass where the dwarves encounter the party, which will then become the board where the goblins attack the players. So the need for terrain is scant: walls for the pass, and that's it.

Enemies: The enemy army for this encounter should comprise:

The Horde of Shaghash (578 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Shagash (Goblin Captain with two-handed axe, warg, 2 Goblin Archers, +1 Might, and +1 Fate, **Army Leader**): 70 pts, treated like a warg marauder with 4 attacks, with 2 of those attacks using a two-handed weapon*
- 4 Warg Marauders: 120 pts
- 8 Goblin Prowlers: 56 pts

Warband 2

- Goblin Captain with shield: 40 pts
- 6 Goblin Warriors with shields: 30 pts
- 6 Goblin Warriors with spears: 30 pts

Warband 3

- Goblin Shaman: 45 pts
- 3 Goblin Warriors with shields: 15 pts
- 3 Goblin Warriors with spears: 15 pts

Warband 4

- Goblin Shaman: 45 pts
- 3 Goblin Warriors with shields: 15 pts
- 3 Goblin Warriors with spears: 15 pts

Warband 5 (*Reinforcements*)

- Goblin Captain with bow: 40 pts
- 4 Goblin Warriors with bows: 20 pts

TOTAL: 45 units, Broken after 23 casualties, 25% of force at 34 casualties

Allies: The party gains the following allies for this mission (arriving at the specified time):

- Gimli, Son of Gloin
- 2 Dwarf Warriors with Shields
- 2 Dwarf Rangers with Throwing Axes and Dwarf Longbows

READ ALOUD

As you journey into the Misty Mountains via the High Pass, you see the realms of Eriador stretched out below you. The world seems serene and quiet, save for a large mass of blackness in the distance: the army of Angmar. It looks massive – thousands of orcs, it seems – and while it is still far from any village or fortification, you wonder how you can stop it from striking.

As you ascend the pass, the temperature drops substantially, and you feel the chill around you. All characters must make a roll to **resist the elements** (which is a D6+X roll, where X is equal to your Strength value plus any additional modifiers from cloaks, special rules, etc.), against a difficulty: 9. The character may expend Might or Will to promote the roll. If a character fails the roll, they suffer 1 wound.

Characters may **huddle for warmth** if desired, allowing up to two characters to pass their rolls to another character to make for them. That person is assumed to be on the outside of the huddling group, and rolls the D6 once for each hit received (so a person huddling with another person would roll twice for the elements), adding +1 to their rolls while huddling with at least one person (+2 if both characters are wearing cloaks). Failed rolls result in the character suffering 1 wound for each failed roll.

As you journey across the mountain, the footing is perilous: **all characters roll a Footing roll** (which is a D6 roll): on a 1, the character **falls**, suffering a S3 hit. You look around (*Any member of the party may also attempt a Search roll, which is a Shoot Value roll, to learn more about the pass around them. Dwarves receive a +1 to this roll, and hobbits receive a -1 to this roll. On a successful roll, continue reading. If everyone fails the roll, skip to Alternate Progression below*). You see the following (based on the successful number you rolled):

- 2: You see a snowy mountain pass with large boulders. The boulders look large enough to hide a person behind if they were very short (so maybe a goblin, dwarf, or hobbit could hide behind them), but you don't sense anything move near or behind them.
- 3: You see a snowy mountain pass with large boulders ahead of you. Below you in the region of Arnor you can see a wide swath of territory. Far off in the distance you see a cloud of persons moving south – probably the Angmar army on its way to the realms of men. Haste should be made.
- 4: You see a snowy mountain pass with large boulders ahead of you. You sense that only smaller persons could hide behind the boulders, and you are almost certain that you see movement behind a boulder or two ahead of you. You are getting the distinct impression that you are not alone in the pass.
- 5: You see a snowy mountain pass with large boulders ahead of you. You can make out the clear image of five armed persons ahead of you: three of them seem to have helmets with a distinct gleam, and two others hidden from view, but you catch the tips of what you assume

are bows. You are certain that you are being watched, but they do not have anything actively drawn.

- **6:** You see a snowy mountain pass with large boulders ahead of you. You note the presence of five dwarves ahead of you in the pass, hiding behind some of the boulders. They do not look aggressive, so much as wary of a group of strangers coming up the hill.

What do you do? You need to take the High Pass, and trouble may lurk ahead. What would you like to do?

(The party decides what they want to do; as they get closer continue reading) As you near them, one of them steps out from his hiding place, with a strong, robust voice:

GIMLI: “I am Gimli, son of Gloin, the lord of these parts. What brings you through our land, and do you intend any mischief for our people? We are here to patrol for goblin activity, and will not suffer brigands or vagabonds in the High Pass. What is your business here?”

Alternate Progression: You look up and you see the bare boulders and rocky crags of the pass up ahead. As you continue to ascend, a troop of dwarves – almost half a dozen – show themselves around you, as a dwarf addresses you in a strong, robust voice:

GIMLI: “I am Gimli, son of Gloin, the lord of these parts. What brings you through our land, and do you intend any mischief for our people? We are here to patrol for goblin activity, and will not suffer brigands or vagabonds in the High Pass. What is your business here?”

MOVING THE ACTION

The mission begins with the party meeting the dwarf patrol, and then both groups are beset by goblins in the High Pass. The party has a chance to fight them off, with a special eye toward their leader who rides a warg. They then make it to Mount Gundabad, and learn of the reinforcements coming to aid the forces of Angmar.

- **Climbing the Pass:** The party begins their ascent of the High Pass, a snowy pathway through the Misty Mountains that, while intentionally made, is not regularly cleared, so it can be hard to traverse. You should have rolled for **footing** as part of the *Read Aloud* section above, and the party has a chance to see the dwarves before they come.
- **The Dwarf Expedition:** As the party approaches, the dwarves come out of their position and talk to the party. The party talks with the dwarves.
- **The Howl from the Cave:** The party hears the howling sounds: all characters roll a **Cultures** roll (which is a **Courage** roll, with dwarves rolling with **advantage**) to identify what they are hearing. On a successful roll, they hear the howling of wargs and the chittering of goblins.
- **Battle Begins:** The party joins the dwarves as they prepare for the goblin attack, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **To the Death** match, following the rules for deployment for a To the Death match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page _____. All objectives, Victory Point conditions, and ending rules are the same, with a few things happening during the fight as noted below:

Round 2: Arrows from Above (*Read the following aloud to the players at the start of the Forces of Evil Move Phase*) From the crags above the pass you hear the sound of goblin feet on the rocks, and the rattle of armor. As you look up, you see the figures of about half a dozen goblin archers getting into position and pulling arrows from crude quivers (*deploy the goblin archers on any rocky terrain piece where there is enough room for the warband to deploy: they may shoot this round as if they had moved half their distance*).

Round 4: War Whoop (*Read the following aloud to the players at the start of the Move Phase*) From above the din of battle you hear Shagash, the goblin patrol captain, shout aloud to the rest of his men in the tongue of his people. His call is answered by the goblins near him, as their eyes flash with a fierce joy for the fight (*Shagash calls a Heroic Move if the Forces of Evil do not have priority; this does not expend a point of Might from his Might store. The shamans, if they are still alive, use 2 Will and 1 Might to heroically channel Fury*).

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As the last of the goblins flee into a nearby tunnel, Gimli lets out a hearty laugh and shouts aloud:

GIMLI: “Kuz makk Durin (*characters may make a **Languages** roll, which is a **Courage** roll on a Difficulty: 12+, with dwarves automatically succeeding on the roll: “Mighty sons of Durin”*): let them rot in their caves! I thank you for joining my men and I in fending off the goblin raiding party. Many dwarves will sleep in peace tonight because of your work. I believe you said you wanted to investigate the orc movements to the north: we can take you to the overlook that should give you a good view of Mount Gundabad.”

As you head north, the next hour is cold and mostly uphill, so you find yourself very weary. All characters must make a roll to **resist the elements** (which is a D6+X roll, where X is equal to your Strength value plus any additional modifiers from cloaks, special rules, etc.), against a difficulty: 8. If a character fails the roll, they suffer 1 wound. Characters who drop to 0 wounds from this roll fall unconscious: they do not die, but must be carried as the party progresses (both characters roll a D6 and add their Strength: if the carrying character equals or beats the roll of the unconscious character they may carry them like a heavy object, and inflicting **disadvantage** on all footing-related rolls).

Characters may **huddle for warmth** if desired, allowing up to two characters to pass their rolls to another character to make for them. That person is assumed to be on the outside of the huddling group, and rolls the D6 once for each hit received (so a person huddling with another person would roll twice for the elements), adding +1 to their rolls while huddling with at least one person (+2 if both characters are wearing cloaks). Failed rolls result in the character suffering 1 wound for each failed roll.

As you reach the overlook you see the orc fortress filled with orcs. Entering the castle you see a troop of men from the East, bearing halberds and shields. Most appear to be infantry, and move in perfect

unison as they march, though you also notice a few cavalrymen, glistening in their golden armor. This is clearly a legion trained for war. Gimli addresses you:

GIMLI: "I must return to my patrol. But if you are right that this army is coming over the mountains toward the humans to the west, this army must not join the orcs of Angmar. These are soldiers of Rhun, to the East of the dwarven halls, and they are mighty warriors, trained to work as a single man in battle. There is only one pass that they can take, though, to cross the mountains: you will have the high ground there if you want to stop them."

You remember that the forces of Angmar are already moving across the North Downs. Another opportunity now also lies before you: the chance to turn back the reinforcements of the orcs that they are counting on for their conquest. What will you do?

(Skip to Combat Resolution below)

Alternate Progression: As the battle rages, you hear the voice of Gimli, Son of Gloin above the din of battle:

GIMLI: "Flee to the north! Continue on your quest: my men and I shall hold them back! Kuz belkur!" *(characters may make a **Languages** roll, which is a D6 + **Courage** roll on a Difficulty: 12+, with dwarves automatically succeeding on the roll: "Mighty dwarves")*

As you head north, the next hour is cold and mostly uphill, so you find yourself very weary. All characters must make a roll to **resist the elements** (which is a D6+X roll, where X is equal to your Strength value plus any additional modifiers from cloaks, special rules, etc.), against a difficulty: 8. If a character fails the roll, they suffer 1 wound. Characters who drop to 0 wounds from this roll fall unconscious: they do not die.

Characters may **huddle for warmth** if desired, allowing up to two characters to pass their rolls to another character to make for them. That person is assumed to be on the outside of the huddling group, and rolls the D6 once for each hit received (so a person huddling with another person would roll twice for the elements), adding +1 to their rolls while huddling with at least one person (+2 if both characters are wearing cloaks). Failed rolls result in the character suffering 1 wound for each failed roll.

As you reach the overlook you see the orc fortress filled with orcs. Entering the castle you see a troop of men from the East, bearing halberds and shields. Most appear to be infantry, and move in perfect unison as they march, though you also notice a few cavalrymen, glistening in their golden armor. This is clearly a legion trained for war.

You remember that the forces of Angmar are already moving across the North Downs. Another opportunity now also lies before you: the chance to turn back the reinforcements of the orcs that they are counting on for their conquest. What will you do?

(Skip to Combat Resolution below)

COMBAT RESOLUTION

As you continue on your way you find yourself weary from battle, but emboldened to continue in your quest. You come to another decision point: attempt to stop the reinforcements coming from the East, or head down the mountain to ambush the orc army at their camp.

Recover Wounds: If any player characters suffered **Wounds** during the fight, roll a D6 for each wound suffered. On a 4+ the character recovers the wound.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 110 points, following the rules for character creation laid out in the supplement to this campaign.

Recover Might/Will/Fate: The characters have a chance to regain some of their strength as they continue their journey, as the next mission happens on the same day (and there is no time to fully rest before the next engagement). If any player characters spent **Might, Will, and/or Fate Points** during the fight, roll a D6 for each point spent. On a 4+ the character recovers it for the next mission.

Special Equipment: Characters may spend their Advancement Points; characters also gain access to all **ranger** items, available to characters of any race. In addition, the following items are given to you by Gimli and his expeditionary force:

- **Ozodugog:** A two-handed axe forged by skilled dwarven craftsmen, the axe is a *master-forged two-handed axe*. Name when translated from Khuzdul (the native language of the dwarves) means, “Bane of Evil.”
- **Dorok:** A helm given as a gift by Gimli son of Gloin, the bearer is +1 Defense. Name when translated from Khuzdul (the native language of the dwarves) means, “Gift.”

Characters decide how to allocate the items.

WRAP UP

The players make a choice for their next mission. If the party opts to engage the Angmar army at their camp, proceed to **Mission 6**. If the party opts to cut off the reinforcements of Angmar to the East, proceed to **Mission 7**.

Mission 6 (4A): Night Raid

SETTING

High Concept: The party comes across the camp of the Angmar host. They have a chance to do some old fashioned stealth attacking to bludgeon the enemy force and learn what they are up against later in the campaign. And of course, there are some surprises waiting for them, both good and ill.

Setup: You will need only the battle board for this mission, as we start the mission on the battle board (albeit not quite going into Turn 1 from the start). The battle board should include tents, campfires, and other camp items.

Enemies: The enemy army for this encounter should comprise:

The Forward Camp (630 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *The Dwimmerlaik (Army Leader):* 120 pts
- 1 Cave Troll with hand-and-a-half hammer: 80 pts
- 1 Angmar Orc Warrior with shield and banner: 31 pts
- 5 Angmar Orc Warriors with shields: 30 pts
- 5 Angmar Orc Warriors with shields and spears: 35 pts

Warband 2

- *The Tainted:* 120 pts
- 6 Angmar Orc Warriors with shields: 36 pts
- 4 Angmar Orc Warriors with shields and Spears: 28 pts

Warband 3

- Angmar Orc Captain with shield: 45 pts
- 6 Angmar Warg Riders with throwing spears: 80 pts
- 2 Angmar Orc Warriors with shields: 12 pts
- 2 Angmar Orc Warriors with shields and spears: 14 pts

TOTAL: 35 units, Broken after 18 casualties, 25% of force at 27 casualties

Allies: The party gains the following allies for this mission (arriving at the specified time):

- Elrohir and Elladan with heavy armor, elven cloaks, and elf bows

READ ALOUD

As the day wanes, it has already been a long day for you: many miles have been crossed as you attempt to stop the forces of Angmar and their allies from pouring into the North Downs. As the daylight fades and gives way to night, you see before you the campfires of the orc camp. While it sprawls over a couple miles, you set about your work: a night raid to winnow down the enemy army and instill fear in those who remain.

As you approach the camp, you see that there are various campfires with tents surrounding them. Taking a single camp doesn't look that hard: about a dozen warriors at the most near them. What would you like to do?

MOVING THE ACTION

This mission reflects scenes from *The Iliad* and other epics: a few heroic warriors go into the enemy camp and slaughter some of them to instill fear in those who remain. In this case, it's our heroes plus two elves (to help them take and hold ground, as the campsites matter for scoring).

The party will arrive, creep up on the camp, and then they meet the Sons of Elrond as they plan their attack. They then get to work assaulting the camps of the enemy, which brings us to the battle board.

- **Planning the Attack:** There are several things that characters can do to prepare for battle:
 - **Search:** Characters with a successful Search roll (*Shoot Value success*) see camps of orcs with the occasional camp having a few wargs, and maybe a cave troll. The army does not appear to be heavily armored, but does sport decent numbers: there are thousands of orcs coming against you.
 - **Sneak:** Characters may attempt a Sneak roll (D6, aiming for lower than their Fight Value) to hide from view of enemies. This will come up later, but characters are not required to attempt this roll.
 - **Spells:** If desired, players may cast spells in preparation for entering the camp. Each character may only attempt to cast a given spell once (so if they fail to cast it during the preparation phase they cannot cast it again until combat rounds begin), and may only cast spells that target allied characters. Damage and hex spells against enemies may not be cast until combat rounds begin.
- **Approaching the Camp:** As the party approaches the camp, they have a chance to size up the enemy, meet the Twins, and encounter an orc patrol before we go to battle.
 - **The Twins Arrive:** As the party investigates the orc camp, Elrohir and Elladan arrive. They see the party (*free successful Search roll*), and they sneak up on them (*free success*).
 - **The Twins Meet Them:** As the party investigates the camp, all characters make a **Detect** roll (*successful Shoot Value roll with a -2 penalty*): if they succeed at the roll, they see two elves coming up behind them, armed for battle. If they do not succeed, Elrohir says in a low voice behind them:

ELROHIR: "What do we have here? A handful of valiant hearts against an orc camp? I think I'm going to like them already, brother."

Elrohir and Elladan introduce themselves to the party, and ask what errand brings them this close to such a vast host. They volunteer to join the party on their raid, if

they are intent on engaging the orc campsites. The party then decides which camp they want to assault first.

- **The Orc Patrol:** As the party plans their attack, an orc patrol of two orc warriors with swords and orc bows appear.
 - **Searching for Trouble:** The orcs make a **Search** roll (*successful Shoot Value roll on a 5+, modified by cloaks or other effects as appropriate if the characters have them*): if they pass the roll, they see the party and sound the alarm, bringing us to combat (*skip to **Battle Begins** below*). If the orcs do not pass the roll, they continue walking, unaware of the presence of the party.
 - **Silent Strike:** The party has a chance to slay the orcs (who are about 8” away from the closest party member) before they can sound the alarm. All characters receive a round of actions (Move, Ranged, Melee) before the alarm is sounded. If the characters fail to wound both orcs (F3 S3 D4 with 1 wound), they sound the alarm (*skip to **Battle Begins** below*). If they wound them, the party may sneak up on a campsite without being hindered.
- **Battle Begins:** The party deploys within 6” of a campsite (3” of a campsite if the alarm was not sounded) with Elrohir and Elladan, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Domination** match, following the rules for deployment for a Domination match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 139. All objectives, Victory Point conditions, and ending rules are the same, with a few exceptions and things happening during the fight as noted below:

Objectives and Deployment: The objectives are the three camps. The deployment zones for Forces of Good are within 6” of the East board edge, while the deployment zones for Forces of Evil are within 3” of each objective, with Warband 1 being stationed in the central camp.

Round 1: Overhearing the Plans (*Read the following aloud to the players during the Move Phase when at least one character comes within 6” of a camp*) As you approach the camp, you hear two orcs speaking (*characters may make a Knowledge roll, which is a D6+Courage roll, aided by Will and/or Might, to translate: on a Difficulty: 10+ continue reading. If the roll is failed, skip to Alternate Progression below*). You can’t tell which is saying it, but one of them roughly says in Black Speech, “Those reinforcements from the East had better hurry, or there will be nothing left to slaughter in this land.” The other replies something to the tune of, “but I hear that there are warriors gathering to the south; do you think the elves have joined them?” You continue on your approach to the camp.

Alternate Progression: You see a few orcs sitting around the campfires, talking to each other in Black Speech, the language of Morgoth taught to the orcs. While you cannot make out what they are saying, you can tell that they are disputing something amongst themselves.

Round 3: Piercing Cry (*Read the following aloud to the players at the start of the Move Phase before the priority player moves*) From one of the tents in the camp you hear a piercing cry: all characters within 12” of

either tent containing a ringwraith must make a Courage Test (at a -1 penalty), done at **disadvantage** due to not seeing them before they screamed (roll 3 dice and drop the highest). Characters who fail the Courage test may not move, shoot, or cast magic, but may otherwise act normally.

Round 9 and After: Reinforcements (*Read the following aloud to the players at the start of the Move Phase for the Forces of Evil*) The commotion has attracted attention from the other orc camps. You see orcs and trolls ready for battle coming your way. For this Move Phase and at the start of each Forces of Evil Move Phase after this round, **roll a D6**: that many orcs are returned to the board (*reducing the casualties taken, and bringing the orcs further from reaching the 25% limit to end the match*). If you rolled a 3 or 4, also return **1 Warg Rider** to the board (or 2 if you rolled a 5 or 6). If you rolled a 4, 5, or 6, also add **1 Cave Troll** to the board. Deploy the reinforcements at the board edge from either the north or western board edges: they may move, charge, and act normally upon arriving.

End of the Scenario: (*If the Forces of Good won or drew the scenario, read the following aloud to the players; if they lost the scenario, skip to Alternate Progression below*) As the rest of the army begins to wake and arm themselves, you fall back with the Sons of Elrond into the darkness. As you put distance between you and the enemy camp, Elrohir addresses you all:

ELROHIR: “We have dealt a strong blow to their forward units, but the battle to turn back the hand of Angmar is just beginning. Let us fall back to the Trestlebridge where perhaps our smaller numbers can halt their advance. There is a ranger camp nearby, so you would have a chance to get fresh horses to take you quickly to intercept the orc army before they can reach Fornost. But if you want to intercept them, now is the time.”

Elladan turns to his brother and says:

ELLADAN: “But did you hear what the orcs said about an ally joining them from the mountains? If the Dunedain are mustered at Trestlebridge we could delay the coming army from the East.”

They turn to you, as Elrohir addresses you:

ELROHIR: “Make your choice, friends: would you rather join the sons of Arnor at the Trestlebridge, or head Eastward to stop the coming army before it converges with the forces of Angmar? We will take the other path to slow the progress of the enemy.”

(*Skip to Combat Resolution below*)

Alternate Progression: As the rest of the army wakes and arms themselves, you fall back amidst a hail of arrows and boulders. A piercing screech fills the air, as the orcs and trolls turn from battle to rally around the Witchking of Angmar. As you put distance between you and the enemy camp, Elrohir addresses you all:

ELROHIR: “This is not over: the battle to turn back the hand of Angmar is just beginning. Let us fall back to the Trestlebridge where perhaps our smaller numbers can halt their advance. There is a ranger camp nearby, so you would have a chance to get fresh horses to take you quickly to intercept the orc army before they can reach Fornost. But if you want to intercept them, now is the time.”

Elladan turns to his brother and says:

ELLADAN: “But did you hear what the orcs said about an ally joining them from the mountains? If the Dunedain are mustered at Trestlebridge we could delay the coming army from the East.”

They turn to you, as Elrohir addresses you:

ELROHIR: “Make your choice, friends: would you rather join the sons of Arnor at the Trestlebridge, or head Eastward to stop the coming army before it converges with the forces of Angmar? We will take the other path to slow the progress of the enemy.”

(Skip to Combat Resolution below)

COMBAT RESOLUTION

As the battle comes to an end, you patch yourselves up and prepare for the journey to come.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 125 points, following the rules for character creation laid out in the supplement to this campaign.

Advancing Characters: All characters gain an additional +15 points that they may spend on equipment, skills, and upgrades as desired. Restricted items are limited to **Ranger** items.

WRAP UP

The players make a choice to either head to the Trestlebridge to join the rangers fighting there or attempt to ambush to the reinforcements of Angmar to the East. If the party opts to engage the orcs at Trestlebridge, proceed to **Mission 8**. If the party opts to assault the reinforcements to the East, proceed to **Mission 9**.

Mission 7 (4B): Men from the East

SETTING

High Concept: The party attempts to stop the Easterling force in the pass, using the smaller space to gain an advantage against the oncoming phalanx.

Setup: The board is very easy for this map: tons of mountains (impassible terrain) with a narrow 4” corridor. This is the pass that they will be fighting over. Make sure to have a marker for the center of the high ground, as that will determine the deployment zone of the Forces of Good.

Enemies: The enemy army for this encounter should comprise:

The Arms of the Dragon (498 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Easterling Captain with shield: 50 pts*
- 6 Black Dragons with shields: 60 pts
- 1 Black Dragon with shield and banner: 35 pts
- 5 Black Dragons with pikes and shields: 55 pts

Warband 2

- *Dragon Knight (Army Leader): 65 pts*
- 3 Black Dragons with shields: 30 pts
- 3 Black Dragons with shields and pikes: 33 pts

Warband 3

- Easterling War Priest: 60 pts
- 5 Easterling Warriors with bows: 40 pts

Warband 4

- Easterling Captain with shield: 50 pts
- 2 Black Dragons with shields: 20 pts

TOTAL: 29 units, Broken after 15 casualties, 25% of force at 22 casualties

Allies: There are no allies for this scenario, though the party will have a chance to **prepare for battle**.

READ ALOUD

As you ascend to the High Pass through the Misty Mountains, the air continues to get colder around you. All characters must make a roll to **resist the elements** (which is a D6+X roll, where X is equal

to your Strength value plus any additional modifiers from cloaks, special rules, etc.), against a difficulty: 10. If a character fails the roll, they suffer 1 wound.

Characters may **huddle for warmth** if desired, allowing up to two characters to pass their rolls to another character to make for them. That person is assumed to be on the outside of the huddling group, and rolls the D6 once for each hit received (so a person huddling with another person would roll twice for the elements), adding +1 to their rolls while huddling with at least one person (+2 if both characters are wearing cloaks). Failed rolls result in the character suffering 1 wound for each failed roll.

As you journey across the mountain, the footing is perilous: **all characters roll a Footing roll** (which is a D6 roll): on a 1, the character **falls**, suffering a S3 hit. You look around (*Any member of the party may also attempt a Search roll, which is a Shoot Value roll, to learn more about the pass around them. Dwarves receive a +1 to this roll, and hobbits receive a -1 to this roll. On a successful roll, continue reading. If everyone fails the roll, skip to Alternate Progression below*). You see the following (based on the successful number you rolled):

-

You need to take the High Pass, and trouble may lurk ahead. What would you like to do?

MOVING THE ACTION

The flow of this mission is very simple: the party takes up their positions in the mountain pass above the Easterlings, and attempts to stop them from proceeding. It is cold and there is a chance of falling as they ascend, but once they make it to the top they have a strong position to assault the Easterlings as they come up.

- **Ascending the Pass:** The party travels along the pass, and arrive at the high ground before the Easterlings do. They have a chance to prepare for the arrival of the enemy force: each member of the party may take one of the following preparatory actions (or any that the game master creates for this scenario):
 - **Entrench:** A party member may make a Strength check (which is a D6 + Strength roll on a Difficulty: 7+, with a +1 to the roll if they possess the *Burly* special ability, or a +2 if the character has a Strength of 6 or higher) to place rocks, fallen trees, etc. along the path to give cover from the enemy. If successful, the character may erect a barrier for **1+X"** across the path, where X = the total amount above the difficulty (so a result of 10 would erect a barrier of 1+3 = 4"). Multiple barriers may be created, so long as each has at least 1" of length. The barrier counts as normal cover (4+ in the way for the defender of the barrier against melee and ranged attacks).
 - **Sharpen Weapons:** The character may attempt to sharpen their weapons for greater damage against the foe. The character may make a Sharpening check (roll a D6, with a successful roll being equal to or less than the Fight Value of the character) for up to **two weapons** (roll independently for each), with a success granting a +1 to the to-wound roll of the melee or ranged weapon for this scenario. This may include weapons for other characters if desired, to a maximum of two weapon sharpened by a character.
 - **Prepare Spells:** The character may cast up to **3 spells** on themselves and/or others as desired, rolling for each independently.

- **Speech:** The character may attempt to stir the members of the group to battle with an impassioned speech. The character makes an **Inspire** roll (which is a D6 + Courage roll on a Difficulty: 9+, with a +1 added to the roll for the *Captain* and/or *Veteran* special abilities if the character possesses them, to a maximum of a +2): on a successful attempt all members of the party gain +1 Fight Value, and special abilities that reduce a value (Feint, Piercing Strike, etc.) are treated as if they rolled a 1 on the roll.
- **Camouflage:** The character may take time to camouflage up to two (2) members of the party, making them harder to see. Each turn a camouflaged character may make a free **Hide** roll (D6, aiming for lower than their Fight Value) if they are not engaged in close combat. If successful, the character may not be targeted by an attack unless the opponent passes a **Search** roll (successful **Shoot Value** roll) with a -1 penalty to the roll from the camouflage (plus other bonuses from cloaks). This penalty is increased to -2 if the character has *Woodland Creature* or another special ability that helps them move through difficult terrain.
- **The Easterlings Arrive:** The Easterling army arrives at the pass, ascending the steep incline. The party has a chance to assess their strengths and readiness before going to battle:
 - **Search:** Characters may attempt to make a Search roll (successful **Shoot Value** roll) to assess the outfitting of the enemy formation coming through the pass (with dwarves making this roll with **Advantage**):
 - **Successful Result:** The character knows that the Easterlings ascend with four warbands, with almost 30 men total. There is an assortment of warriors with falchions (swords), pikes, large shields, and a small retinue with bows. A couple of them carry hand-and-a-half axes, and one of them appears to bear a spear.
 - **Success at least 1 above the minimum difficulty:** You notice on their helms the mark of a specific order of warriors from Rhun, known as the Black Dragons. The Black Dragons are more skilled with arms and armor, and are rumored to have no fear (+1 Fight Value, +1 Courage). The bowmen do not appear to have these markings.
 - **Success at least 2 above the minimum difficulty:** You notice near the center of them a swordsman with two falchions. He appears to be giving orders to the rest of the group, and is likely their leader.
 - **Nature:** Any character may make a Nature check (D6 + Courage Value, with dwarves, elves, and istari with Nature spells making the roll with **Advantage** on a Difficulty: 9+) to see what they know about the mountain pass. On a successful check, you know that the walls of the pass are sheer and strong: you don't think a human could traverse them, nor will any boulders come loose while fighting in the pass. What you have in front of you is likely what you will have to work with, short of magic ripping stones from the walls of the pass.
- **Battle Begins:** The party braces for their attack, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Clash by Moonlight** match, following the rules for deployment for a Clash by Moonlight match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 144

with one exception: the deployment zone for the Forces of Good is located within 6” of the center of the high ground instead of deploying within the scenario’s specified deployment zone.

All objectives, Victory Point conditions, and ending rules are the same, with a few things happening during the fight as noted below:

Round 3: War Cry (*Read the following aloud to the players at the start of the Forces of Evil Move Phase*) The captain of the Easterlings near the front lines gives a loud shout to his men:

EASTERLING CAPTAIN: “Soldiers of Rhun! Push forward as one man!”

All Easterlings this turn are +2 to all Courage tests, and may use the *Bash* ability if they have a shield for this turn. This ability may not be used if the character uses the *Shielding* special rule.

Round 4: Fangs of the Dragon (*Read the following aloud to the players at the start of the Move Phase*) From the ranks of the Easterlings you hear a mighty shout, as one of their warriors pushes past his comrades to enter the fray. If the Dragon Knight was not engaged in melee in Round 3, he calls a Heroic Move at the start of the Move Phase without expending a point of Might. He must use this to get into combat with the closest heroic model.

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As the last of the Easterling forces retreat down the slope of the pass, you can feel the joy of victory rising up in you. The enemy has been repulsed, and perhaps there is hope to turn this army around so that it does not join the fray.

Yet your mind returns to the thoughts of the orcs raiding along the North Downs, headed ever closer to the heart of the north country. There is a ranger camp nearby, so you would have a chance to get fresh horses to take you quickly to intercept the orc army before they can reach Fornost. But if you want to intercept them, now is the time.

What will you do? Will you return to stem the tide against the orcs, or will you attempt to finish the job against the Easterlings?

(*Skip to Combat Resolution below*)

Alternate Progression: You fall back through the pass, and the Easterlings behind you begin to slow as the rest of the rank and file of the army arrive. You can hear the thudding of hooves now, and the clanking of glittering arms and armor as the Army of the Dragon ascends the High Pass.

You find yourself at an interesting crossroads: with rest and readiness you might be able to slaughter the Easterlings and send them running back to the East. But the longer you delay in holding down the reinforcements from Rhun the closer the orcs draw to the heart of the North Downs. There is a ranger camp nearby, so you would have a chance to get fresh horses to take you quickly to intercept the orc army before they can reach Fornost. But if you want to intercept them, now is the time.

What will you do? Do you turn to face the orc threat in the valley, or stay to wreak revenge on the host of evil men?

(Skip to Combat Resolution below)

COMBAT RESOLUTION

As the battle comes to an end, you patch yourselves up and prepare for the journey to come.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 125 points, following the rules for character creation laid out in the supplement to this campaign.

Advancing Characters: All characters gain an additional +15 points that they may spend on equipment, skills, and upgrades as desired. Restricted items are limited to Dwarf items.

WRAP UP

The players make a choice to either intercept the orcs or engage the Easterlings as they make camp below the pass. If the party opts to intercept the orcs, proceed to **Mission 8**. If the party opts to ambush the Easterlings, proceed to **Mission 9**.

Mission 8 (5A): Battle at the Bridge

SETTING

High Concept: The party intercepts the orcs at the Trestlebridge, the last defensive point before the orcs reach Fornost. There they are joined by a small detachment of rangers led by Aragorn.

Setup: The encounter from start to finish will involve a massive (and I mean *massive*) bridge. The bridge should span a ravine with a river at the bottom that is 7" wide (so not jumpable: you'll need a flying mount to get across it), and the bridge itself should be a bit longer (I recommend a 10" bridge to give you lots of excess room on either side) and 4" wide. This gives you room for two cavalry models side by side, and four infantry.

The Trestlebridge should sit closer to the Forces of Good side of the board (which is the south side of the board) by a shy bit: it should contain the center of the map, but should sit 3" closer to the Forces of Good than the Forces of Evil. The river should be directly below and around the bridge.

The bridge should also be covered: archers shouldn't be able to easily shoot into it. The actual bridge had windows, so there is a chance to shoot in and out, but it should be treated as a **fortification-level** in the way roll against archery. And there is a good chance that a given target will not even be eligible as an archery target.

Enemies: The enemy army for this encounter should comprise:

The Might of Angmar (800 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *The Witchking of Angmar (Crown of Morgul, Armored Horse, +2 Might, +2 Will, +2 Fate, **Army Leader**): 165 pts*
- *2 Cave Trolls with hand-and-a-half hammers: 160 pts*
- 2 Angmar Orc Warriors with shields: 12 pts
- 2 Angmar Orc Warriors with shields/spears: 14 pts
- 2 Angmar Orc Warriors with two-handed weapons: 12 pts
- 4 Dead Marshes Spectres: 60 pts

Warband 2

- Angmar Orc Captain with shield: 45 pts
- 1 Angmar Orc Warrior with banner and shield: 31 pts
- 5 Angmar Orc Warriors with shields: 30 pts
- 5 Angmar Orc Warriors with shields/spears: 35 pts
- 1 Angmar Orc Warrior with two-handed weapon: 6 pts

Warband 3

- Angmar Orc Captain with shield: 45 pts

- 5 Angmar Orc Warriors with shields: 30 pts
- 5 Angmar Orc Warriors with shields/spears: 35 pts
- 2 Angmar Orc Warriors with two-handed weapons: 12 pts

Warband 4

- Angmar Orc Captain with shield: 45 pts
- 6 Angmar Orc Warriors with bows: 30 pts
- 3 Angmar Orc Warriors with shields: 18 pts
- 3 Angmar Orc Warriors with shields/spears: 21 pts

TOTAL: 52 units, Broken after 26 casualties, 25% of force at 39 casualties

Allies: The party gains the following allies for this mission (arriving at the specified time):

- 4 Dunedain with Spears: 100 pts
- 1 Ranger of the North: 30 pts
- Aragorn/Strider with Armor and Bow: 170 pts

READ ALOUD

As you cross the North Downs, you see rolling hill country and small villages: a beautiful land full of people who eek out a living in the face of evil. They lack the weaponry and training that you have, and yet they valiantly continue to live in a land that is exposed to orc raids. As you continue your journey, you begin to see the marks of devastation: grass trampled to dust from hundreds of orc feet, portions of the land burned, villages sacked.

You arrive at the Trestlebridge: a massive wooden bridge with support beams that allow it to cross a massive ravine. At the bottom of the ravine (which is easily over 100 feet deep) resides a river, and with the ravine cutting across miles of countryside, the Trestlebridge is the only way to cross it. And it is here, at this bridge, just north of the town of Fornost where our story began, that the rangers have opted to make their stand to stem the tide of the orc army.

As you arrive, you see one among them addressing his handful of men. His stature and bearing carries a hint of great strength and inner fortitude: despite being vastly outnumbered he appears to have no fear. As you approach, he greets you:

ARAGORN/STRIDER: "I am Aragorn, son of Arathorn: my friend Arataras mentioned that you were patrolling the far reaches of the kingdom, rooting out potential threats against our people. I thank you for the work you have already done, and for joining me in this fight."

(Players have a chance to return the greeting and ask questions as they prepare for battle)

As you take your positions, you hear Aragorn address his men:

ARAGORN/STRIDER: “Warriors of Arnor, brothers in arms: I thank you for answering the call. We will hold the bridge as long as we can, and if they should overwhelm us we will fall back to Fornost. But today we fight here, and here is where our focus remains. So arm yourselves, and show them no mercy!”

Even now you can hear the beating of the drums and the clank of arms. What do you do? Where do you take up your positions?

MOVING THE ACTION

The movement of the mission is unique in this campaign: it basically is just meeting Aragorn, taking their positions, and fighting. So be ready for a shorter mission, as there isn't a lot of lead-up to coming to the battle board.

- **Taking Up Positions:** Aragorn and the Dunedain take up positions 3” into the Trestlebridge and will allow the party to take front line positions if they want them. Party members may also take up positions outside of the Trestlebridge, and are able to hit the enemy force with archery and/or magic when the enemy closes.
- **Battle Begins:** The party can build a plan and then prepare to fight, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Capture and Control** match, following the rules for deployment for a Capture and Control match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 147. All objectives, Victory Point conditions, and ending rules are the same, with two exceptions: there are only three objectives (the north objective near the Forces of Evil deployment zone, the south objective near the Forces of Good deployment zone, and the central objective which is in the Trestlebridge), and Forces of Good do not need to roll for deployment: they are assumed to receive a 4-6 on the roll. A few things happening during the fight as noted below:

Round 3: Nazgul Shriek (*Read the following aloud to the players when the Witchking of Angmar performs his move during the Forces of Evil Move Phase*) A piercing shriek fills the air as the Nazgul draws close to the bridge. At any point along the Witchking of Angmar's move, he may cast Instill Fear (he spends 2 Will Points, looking for a 4+): if the spell is cast successfully, all targets suffer a -2 to their Courage Tests from the *Harbinger of Evil* special rule instead of a -1 penalty.

Round 5: Reinforcements (*Read the following aloud to the players at the start of the Forces of Evil Move Phase*) The Nazgul cries above the din of battle:

THE WITCHKING OF ANGMAR: “Come forth, my legions! We herald the doom of men! Follow your king to the bitter end, and do not stop until their land runs with blood!”

From the north you see more soldiers coming: when will the torrent ever end? Roll a D6, and consult the following chart to see what units move onto the board from the north board edge:

D6 Roll	
1	2 Cave Trolls with hand-and-a-half hammers
2	The Dwimmerlaik and 3 Orc Warriors with two-handed weapons
3	4 Orc Warriors with sword and shield
4	1 Orc Warrior with banner and shield
5	2 Orc Warriors with sword and shield
6	2 Orc Warriors with bows

Future Turns: After summoning the new warriors to the board, roll a D6: on a 2+ roll another D6 at the start of the Forces of Evil Move Phase on the following turn. On the roll of a 1 the orc army is showing signs of disorderliness and they will take time to reorganize (do not roll again for the rest of the game).

End of the Scenario: *(If the Forces of Good won or drew the scenario, read the following aloud to the players; if they lost the scenario, skip to Alternate Progression below)* The hordes of the enemy begin to fall back, and for a time there is a reprieve from battle. As the shouts of the Dunedain echo around you, you hear Aragorn call out above the rest:

ARAGORN: “Is that the best you can do?”

Answering his challenge, the Nazgul turns with a harsh fury and answers in a booming voice:

THE WITCHKING OF ANGMAR: “This is not the end, ranger: my strength continues to grow, and my allies are legion. Your victory here will be but the beginning of your downfall, and this bridge shall resound with the pounding of orcish drums and foul feet.”

As he says this, you hear the drums resume, as hundreds of orcs appear over the hills, and a vast host makes for the bridge. From above them you see the massive winged shape of some fell beast, and as the Nazgul dismounts his beast you see him climb atop this massive creature. Its roar shakes the hearts of the few Dunedain that yet remain, as Aragorn addresses you all:

ARAGORN: “If that creature can fly over the ravine, we will find ourselves fighting against a vastly greater foe on two fronts. Let us fall back to Fornost, where the walls and towers will give us protection from that creature, and where they may spend their forces against our battle line. I only hope that more of my kin have come to answer the call.”

You hurry back as the sound of the orc drums draw ever nearer. You retreat to Fornost, preparing for the storm that is to come.

(Skip to Combat Resolution below)

Alternate Progression: As the forces of Angmar overrun the Trestlebridge, you fall back, carrying the injured with you. You can hear the chants and howls of the orcs, and above them the fell voice of the Nazgul rings out:

THE WITCHKING OF ANGMAR: “Behold the might of the Witchking of Angmar! All who oppose my strength shall join the dead. The twilight of Arnor has begun!”

You retreat to Fornost, preparing for the storm that is to come.

(Skip to Combat Resolution below)

COMBAT RESOLUTION

As the battle comes to an end, you patch yourselves up and prepare for the final assault of the orcs.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 125 points, following the rules for character creation laid out in the supplement to this campaign.

Recover Might/Will/Fate: At the start of each morning characters will regain expended Might, Will, and Fate Points. Since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

WRAP UP

The party makes its way to Fornost for the final battle. Proceed to **Mission 10**.

Mission 9 (5B): The Belly of the Dragon

SETTING

High Concept: The party ambushes the Easterlings in their camp, and have a chance to execute their leader. If they can pull this off, they just might send what remains of the army home...

Setup: The Easterlings are setup in a camp with three primary “nodes” of tents, each containing a different warband. Tivandokantrup should be located in the central camp.

Enemies: The enemy army for this encounter should comprise:

The Forces of Rhun (500 pts – Units in italics should be taken even if points are reduced):

Warband 1

- *Tivandokantrup (Dragon Knight Hero of Valor with +2 Might, +1 Fate - **Army Leader**): 80 pts*
- 6 Black Dragons with shields: 60 pts
- 6 Black Dragons with pikes and shields: 66 pts
- 1 Black Dragon with shield and banner: 34 pts

Warband 2

- Easterling War Priest: 60 pts
- 3 Black Dragons with shields: 30 pts
- 3 Black Dragons with pikes and shields: 33 pts

Warband 3

- Easterling Captain with shield and armored horse: 65 pts
- 4 Black Dragon Kataphracts: 64 pts
- 1 Easterling Warrior with bow: 8 pts

TOTAL: 27 units, Broken after 14 casualties, 25% of force at 21 casualties

In addition, you will need a **patrol unit** of 2 Easterling Warriors with bows. These models disappear at the start of combat, so you will not need to add them to the army for the purposes of break point, the army reaching 25%, etc.

Allies: There are no allies for this scenario.

READ ALOUD

As the men of Rhun descend from the High Pass, you prepare to set an ambush for them near the base of the Misty Mountains. After a long, wearying day of clambering through the mountains in full

armor, you expect the men of Rhun to be tired and ready for a good night's rest. With the valar's aid, their guards will be minimal.

This gives you an opportunity: find the leader of the Easterling force and execute him, sapping the will and fighting spirit from his army. Perhaps this will send them home...

As you arrive at the outskirts of their camp, you can see that his pavilion is set near the forward portion of the camp where the ground is most level. There are maybe a score or two of men nearby, so the odds of getting to him are higher than average. There are some guards out and about, but most of the men have retired for the night. You slink closer, ready to act...

MOVING THE ACTION

This is another night raid mission, except this time we do not need to hold various campsites. This time we need to kill the leader, and that will mean chewing through his people with minimal resistance.

- **Approaching the Camp:** The party approaches the camp, choosing which campsite they want to invade first, being careful to watch for patrols.
 - **Sneak:** Characters may attempt a Sneak roll (*D6, aiming for lower than their Fight Value*) to hide from the view of their enemies.
 - **Search:** Characters may attempt to assess the makeup of the Easterlings in the camp. On a successful Search roll (*successful Shoot Value roll*) the party sees well armed and armored soldiers and some barded horses. In the central camp you see two warriors posted outside a tent, keeping watch.
- **The Patrol:** As the party approaches, a patrol of two Easterling Warriors with bows appear.
 - **Searching for Trouble:** The Easterlings make a **Search** roll (*successful Shoot Value roll on a 4+, modified by cloaks or other effects as appropriate if the characters have them*): if they pass the roll, they see the party and sound the alarm, bringing us to combat (*skip to Battle Begins below*). If the Easterlings do not pass the roll, they continue walking, unaware of the presence of the party.
 - **Silent Strike:** The party has a chance to slay the orcs (who are about 8" away from the closest party member) before they can sound the alarm. All characters receive a round of actions (Move, Ranged, Melee) before the alarm is sounded. If the characters fail to wound both orcs (F3 S3 D4 with 1 wound), they sound the alarm (*skip to Battle Begins below*). If they wound them, the party may sneak up on a campsite without being hindered.
- **Battle Begins:** The party engages the Easterlings, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Seize the Prize** match, following the rules for deployment for a Seize the Prize match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 145. All objectives, Victory Point conditions, and ending rules are the same, with the "prize" being the head of Tivadokantrup: the "prize" may only be claimed when Tivadokantrup is slain (though slaying him

counts as successfully “digging up the artefact” for the purposes of the rules). In addition, Warbands 1 and 2 for the Forces of Evil deploy in the center, not in the Forces of Evil deployment zone. The deployment zone of the Forces of Good also changes based on which direction they chose to approach the camp from. A few things happening during the fight as noted below:

Round X: Challenge (*Read the following aloud to the players when the players enter the central tent or at the start of the Forces of Evil Move Phase on the fourth turn, whichever comes first*) You see before you a large Easterling warrior, armed with two swords and clad in mail. He looks at you and says in a deep voice:

TIVADOKANTRUP: “Slay them all! I call upon all servants of the dragon: bring the wrath of the East to bear!”

Tivadokantrup issues a **heroic challenge** against the nearest Forces of Good character to him without reducing his Might store. If Tivadokantrup slays the Forces of Good character, he issues a **heroic challenge** to the next closest Forces of Good character on the following turn without reducing his Might store.

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) You carry the head of the Easterling war leader from the camp, as the forces of the Easterlings begin to melt away. Scattered, leaderless, and taken by surprise, their forces begin to flee Eastward, leaving their camp behind.

(Skip to Combat Resolution below)

Alternate Progression: As you flee the camp, you look over your shoulder: the Easterlings have formed ranks, and while they are holding in their camp, one thing is clear: they are undaunted. Battle shall be met against them once again.

(Skip to Combat Resolution below)

COMBAT RESOLUTION

As the battle comes to an end, you patch yourselves up and prepare for the journey to come.

End of the Day: If any player characters suffered **Wounds** during the fight, the character recovers all lost wounds. In addition, since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

If a player character was **slain** in the fight, they still get to roll a D6 for each wound suffered, with the first wound being recovered on a 2+. If they recover at least 1 Wound, the character is not dead. If the player does not desire to play the character further, they may forego rolling to recover wounds and **create a new character** who joins the party during the night: create a new character with 125 points, following the rules for character creation laid out in the supplement to this campaign.

Recover Might/Will/Fate: At the start of each morning characters will regain expended Might, Will, and Fate Points. Since the next mission does not take place on the same day, all Might, Will, and Fate Points are recovered for all characters.

WRAP UP

The party makes its way to Fornost for the final battle. Proceed to **Mission 10**.

Mission 10 (Finale): Return to Fornost

SETTING

High Concept: The party defends a fortress alongside Aragorn as the hammer falls. A “curtain call” of villains makes their appearance to close out the campaign.

Setup: The map should have a central fortress: Fornost. It should have a gate facing the northern board edge. The Forces of Good will deploy within the fortress, and the Forces of Evil will be along the board edges, trying to get into the fortress.

Enemies: This is the final mission, so the decisions that the party has made begin to return to haunt them. If the party did not fight against an enemy or did not defeat them in a previous mission they return for the finale (each in warbands of roughly 200 pts, with the party facing anywhere from 1-4 of them. Gauge the size of the party and how defensible their position is before adding 200-800 pts to the Forces of Evil). The enemy army for this encounter should comprise:

The Invaders of Arnor (1160 pt Convenient Alliance – Units in italics should be taken even if points are reduced):

Warband 1

- *Witchking of Angmar (Crown of Morgul, Fell Beast, 2 Might + 4 Will + 2 Fate, **Army Leader**): 185 pts*
- 5 Angmar Orc Warriors with shields: 30 pts
- 5 Angmar Orc Warriors with shields and spears: 35 pts
- 1 Angmar Orc Warrior with shield and banner: 31 pts
- 2 Cave Trolls with hand-and-a-half hammers: 160 pts
- 1 Battering Ram (carried by 4 of the Angmar Orc Warriors with shields)

Warband 2

- *1 Angmar Orc Captain with Shield: 45 pts*
- 5 Angmar Orc Warriors with shields: 30 pts
- 5 Angmar Orc Warriors with shields and spears: 35 pts
- 2 Siege Ladders (carried by 4 of the Angmar Orc Warriors with shields)

Warband 3

- 1 Angmar Orc Captain with warg and shield: 55 pts
- 4 Angmar Warg Riders with shields and throwing spears: 52 pts

Warband 4

- 1 Barrow Wight: 50 pts
- 4 Angmar Orc Warriors with shields: 24 pts
- 4 Angmar Orc Warriors with shields and spears: 28 pts
- 2 Siege Ladders (carried by the 4 Angmar Orc Warriors with shields)

In addition, select 2 of the following warbands that meet the criteria:

Warband 5 (if Zalagul was not slain in Mission 2, or if the Forces of Good did not win Mission 2)

- Zalagul, Shade of the Barrow (Shade with +1 Might, +3 Fate, Paralyze spell): 125 pts
- 5 Dead Marshes Spectres: 75 pts

Warband 6 (if Buhrdur was not slain in Mission 3, or Mission 3 was not attempted)

- Buhrdur, Troll Chieftain: 110 pts
- 1 Cave Troll with hand-and-a-half hammer: 80 pts
- 1 Wild Warg: 8 pts

Warband 7 (if Gulhavar was not slain in Mission 4, or Mission 4 was not attempted)

- Gulhavar, The Terror of Arnor: 200 pts

Warband 8 (if The Tainted or The Dwimmerlaik was not slain in Mission 6, or Mission 6 was not attempted)

- The Tainted: 120 pts (may be switched with The Dwimmerlaik for free)
- 4 Angmar Orc Warriors with two-handed weapons: 24 pts
- 4 Angmar Orc Warriors with shields and spears: 28 pts
- 2 Angmar Warg Riders with Shields, Bows, and Throwing Weapons: 28 pts

Warband 9 (if Tivadokantrup was not slain in Mission 9, or Mission 9 was not attempted)

- Tivadokantrup (Dragon Knight with Armored Horse, +2 Might, +1 Fate): 95 pts
- 4 Black Dragon Kataphracts: 64 pts
- 1 Black Dragon Kataphract with Banner: 41 pts

TOTAL: 39 units + the count from the two selected warbands (ranging from 4-17 additional units), Broken after 22-29 casualties, 25% of force at 33-40 casualties.

Allies: The party gains the following allies for this mission (arriving at the specified time):

- Aragorn/Strider with armor and bow
- Halbarad
- 4 Rangers of the North
- 4 Dunedain with Spears

READ ALOUD

It all comes down to this. With the remnant Dunedain defenders falling back to Fornost, the great battle of the north has come. You arrive, and as you make ready for war, Aragorn addresses you all:

ARAGORN: “Friends and brothers, this great force has come south of their ancient lands for a reason, and I intend to pursue it in the coming days. But that day will not come if they take

this fortress. In order to preserve our way of life, the line of Numenor, and the free peoples of the west, we must not fall today!”

You can feel your heart stirred by the leader of the Dunedain: All characters gain Inspiration from Aragorn’s speech: all allied characters gain +1 Fight Value, and special abilities that reduce a value (*Feint, Piercing Strike, etc.*) are treated as if they rolled a 1 on the roll for the combat.

You make yourself ready for battle: the final assault has come. Is there anything you wish to say to each other, before the battle begins in earnest and your preparation is complete?

MOVING THE ACTION

This final mission in the campaign is something of a “curtain call” for the campaign, showing some of the villains that the party has fought to date, as well as some of the ones that they did not face due to choosing a different path in the campaign.

- **Readying for Battle:** You spend some time readying yourself and the fortress for battle. Each member of the party may take one of the following preparatory actions (or any that the game master creates for this scenario):
 - **Fortify:** A party member may make a Strength check (which is a D6 + Strength roll on a Difficulty: 10+, with a +1 to the roll if they possess the *Burly* special ability, or a +2 if the character has a Strength of 6 or higher) to fortify the gate for the assault. If successful, the defense of the gate goes up by +1 for each successful Fortify action. The gate starts with a Defense Value of 8 and 3 Batter Points, and may be promoted to a maximum of Defense 10.
 - **Sharpen Weapons:** The character may attempt to sharpen their weapons for greater damage against the foe. The character may make a Sharpening check (roll a D6, with a successful roll being equal to or less than the Fight Value of the character) for up to **two weapons** (roll independently for each), with a success granting a +1 to the to-wound roll of the melee or ranged weapon for this scenario. This may include weapons for other characters if desired, to a maximum of two weapon sharpened by a character.
 - **Prepare Spells:** The character may cast up to **three spells** on themselves and/or others as desired, rolling for each independently.
 - **Boiling Oil:** The character may ready up to **two barrels** of boiling oil. During the Move Phase a character in base contact with a barrel of boiling oil may make a **Shoot Value** roll against a character within 3” (which may include a character who charged them this turn, as they pour the oil as the person charges up toward them), with a +1 to the roll if the target is within 1” of the character. If the to-hit roll is successful, the target suffers a Strength 5 hit. Wounds caused by boiling oil count as 2 wounds instead of one, each of which may be blocked by Fate normally if desired. If the to-hit roll is a 6 the character may hit another character within 3” as well, as they are able to spread the contents of the bucket over an additional person (who suffers hits as mentioned above). On turns where boiling oil is used the character may not use a ranged weapon.
- **The Veiled King:** Aragorn walks the walls, and talks with the player characters as they make their preparations. He should ask them who they are, where they come from, and what brought

them to this land. He should thank them for joining him and standing with his people. The party has a chance to ask about him; answer their questions.

- **Battle Begins:** The party hears the sound of war drums, bringing us to the battle board. Skip to the *Combat* section below and setup the board for battle.

COMBAT

Scenario: The fight is a **Hold Ground** match, following the rules for deployment for a Hold Ground match as listed in the Middle Earth Strategy Battle Game Core Rulebook on Page 141. All objectives, Victory Point conditions, and ending rules are the same, with one exception: the Forces of Good deploy within the fortress at the center of the map, and the Forces of Evil deploy within 12” of any board edge. A few things happen during the fight as noted below:

Round 3: Piercing Scream (*Read the following aloud to the players at the start of the Forces of Evil Move Phase*) You hear a piercing scream as the Witchking of Angmar lets out a shrill cry, sending terror into the hearts of the defenders. The Witchking of Angmar casts *Instill Fear* on a 3+ using 2 Will Points: if this is successful, the range of the Instill Fear is increased to 6” for its effects, and characters within 3” of the Witchking of Angmar perform the roll at **Disadvantage**. Resolve the spell effects normally.

Round 5: Stand, Men of the North! (*Read the following aloud to the players at the start of the turn after rolling for priority*) From the direction of Aragorn you hear him shout above the melee:

ARAGORN/STRIDER: “Stand, sons of Numenor! Hold them back if you would keep your wives and children safe! Do not let them through!”

All characters within 12” of Aragorn may make a Courage Test: if successful, the character gains either +1 Fight Value or +1 Strength for the rest of the turn. Characters within 6” of Aragorn also gain the *Fearless* special rule for the rest of the battle.

Round 7: Reinforcements Arrive (*Read the following at the start of the Forces of Evil Move Phase*) From the horizon you see yet more enemies coming against you. The game master selects an additional warband from the optional list of warbands and deploys them along the north board edge, so long as this third warband meets the criteria for being deployed. If no additional warband meets the criteria, no reinforcements arrive.

End of the Scenario: (*If the Forces of Good **won** or **drew** the scenario, read the following aloud to the players; if they **lost** the scenario, skip to Alternate Progression below*) As the shadows of evening grow long, the battle draws to an end and the remnant of the Angmar army flee before you. A great cheer goes up from the defenders of the town, and the night is filled with laughter and rejoicing in the great hall. Aragorn addresses you all:

ARAGORN/STRIDER: “Thank you again, my friends, for standing with my people today. I do not know if our paths shall cross again, but I shall rejoice if they do. I owe you a great debt that cannot be paid in gold, but what we have we freely offer you.”

All characters gain +25 Advancement Points, and the adventure comes to an end. Skip to the *Wrap Up and End of the Campaign* section below.

Alternate Progression: It is a grim day, as the orc army overruns the walls and the defenders that stand on it. One by one the defenders fell, and by the time the villagers and what remains of their guard escaped, the whole town was burning. Aragorn looks back, remarking with a forlorn voice to those who remain:

ARAGORN/STRIDER: “The remnant of the west continues to fall into disarray. First my father’s death, now the continued hunting of my people. This evil must be stopped, somehow, and soon. For if the evil of Sauron, kindled in his servants in Angmar, is not stopped for good, the race of men shall perish, along with all good folk.”

It is a sad day, with many losses. Yet there lingers in the air a sense of hope and direction. For all their fury, the attacks of Angmar have only steeled the resolve of those that flee the city, and over the coming years their might will be redoubled to bring this evil to an end. But that is a story for another campaign. Skip to the *Wrap Up and End of the Campaign* section below.

WRAP UP AND END OF THE CAMPAIGN

All surviving characters are free to return to their ancestral homes, though Aragorn welcomes those who wish to stay to join him in purging the forces of Angmar. Within the year, the mysterious wizard Gandalf comes to the camp, and calls Aragorn away on a secret journey to discern the purpose of the enemy’s raids. But what transpires in his quest, and the greater events that follow it, are stories for another campaign.

This concludes the *Shadows in the North* campaign. If you have thoughts or feedback on it, please feel free to forward all thoughts to aaronk@zurncentral.com. Thanks for playing!