

SHADOWS IN THE NORTH CHARACTER CREATION & CAMPAIGN INTRODUCTION

A Supporting Document for a Roleplay Adventure in the
Middle Earth Strategy Battle Game

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Chapter I: Introduction to the Campaign

Shadows in the North is a roleplay campaign using mechanics based on the *Warriors of Zurn* series created by ZurnCentral.com for the roleplay elements, but utilizing a battle board and the core mechanics from the Middle Earth Strategy Battle Game by GamesWorkshop for the combat elements. Our goal is to simulate a hybrid of play between the two, allowing for enjoyable adventures in Middle Earth.

Consistent with the *Warriors of Zurn* core system, players will only need six-sided dice (hereafter “D6”) to play the game. We also recommend a 12in/30cm or longer measuring device, and a 48in x 48in surface for the battle board (as this is the largest battle board in the campaign).

Players will be controlling characters aligned with the Forces of Good. Your game master (hereafter “GM”) will have more information on the story itself, as he/she will be controlling the Forces of Evil and all neutral forces in the campaign. This packet is designed to introduce you to the game, walk you through character creation, and give you a historical overview of where this falls in Tolkien’s timeline.

With the release of GamesWorkshop’s rules for Battle Companies, you can also run this campaign as a Battle Companies campaign, either with one battle company for the Forces of Good, or with several working together (if you want multiple players in the group to each control a battle company). If this is the case, modify the points fielded by the Forces of Evil as appropriate to meet the potentially higher amount of points that will be fielded by the Forces of Good.

In this chapter, we will introduce you to the rules of the campaign.

THE RULES: SKILLS AND ACTIONS

The campaign is divided into two primary subgroups: the roleplay aspect of the campaign where the players tell what their characters do, how they interact with non-player characters (hereafter “NPCs”), and determine where they want to take the story from a high level, and the combat aspect of the campaign where they fight against a foe.

The combat aspect of the campaign follows the rules found in the Middle Earth Strategy Battle Game Core Rulebook released by GamesWorkshop. All rules present in that book (including advanced rules) are considered binding for gameplay, and serve as the basis for the roleplay aspect of the campaign.

The roleplay aspect of the campaign will mimic the *Warriors of Zurn* series in its nomenclature, though the rolling mechanic will be based off the character profile found in the Middle Earth Strategy Battle Game. Players will generally roll for the following skills as part of the roleplay aspect of the campaign:

- **Con:** The character may attempt to persuade someone of something that they know is false. The character rolls a D6 and adds their base **Courage** value to the roll. The target then rolls their Courage (2D6) and compares it to the Con difficulty: if the target does not succeed, they are conned. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Constitution:** The character’s ability to resist airborne poisons, diseases, etc. The character rolls a D6 and adds their base **Strength** value to the roll. If the result is equal to or higher than the difficulty for the poison, disease, or other effect, they avoid its effects. The target may use

points of Fate (spent like a point of Might to promote the roll) or points of Might to assist the roll.

- **Construction:** A character may attempt to quickly build or repair a large object, building, etc. as specified by the mission content. The character rolls a D6 and adds their base **Strength** value to the roll. Others may help, applying half of their total (rolling a D6 and add their base **Strength**) to your result. If the result is equal to or higher than the difficulty for constructing the target object, building, etc., the result is successful. The target may use points of Might to assist the roll.
- **Elements:** The character attempts to resist the elements around them, whether it be extreme cold or extreme heat. The character rolls a D6 and adds their base **Strength** value to the roll. If the result is equal to or higher than the difficulty for the elements, the result is successful. If the roll fails, the character suffers 1 Wound from the cold. The target may use points of Fate (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Inspire:** The character attempts to inspire those around them. The character rolls a D6 and adds their base **Courage** value to the roll (with a +1 to the roll if they possess the *Veteran* or *Captain* special ability, +2 if they possess both). If the result is equal to or higher than the difficulty for the inspiration, the result is successful, granting characters within 3” +1 Fight Value (to a maximum of 10). Characters may only benefit from one *Inspire* at a time. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Intimidate:** The character may attempt to intimidate someone. The character rolls a D6 and adds their base **Strength** value to the roll. This sets the difficulty for the Intimidate. The target then rolls their Courage (2D6) and compares it to the Intimidate difficulty: if the target does not succeed, they are intimidated. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Knowledge:** The character has knowledge of history, cultural practices, etc. that are useful in interacting with the world around them. The character rolls a D6 and adds their **Courage** value to the roll. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Lockpicking:** The character attempts to pick a lock instead of breaking it. The character rolls a D6 and compares it to their **Fight Value** (as a measure of their dexterity and nimbleness): if the result on the D6 is equal to or lower than the Fight Value of the character, the character successfully picks the lock. The target may use points of Might to assist the roll.
- **Persuade:** The character may attempt to persuade someone of something (differentiated from a **Con** in that the character does not know it to be false). The character rolls a D6 and adds their base **Courage** value to the roll. The target then rolls their Courage (2D6) and compares it to the Persuade difficulty: if the target does not succeed, they are intimidated. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Search:** The character looks around to see what they can find, including potentially hidden dangers. The character uses their **Shoot Value** to search, with a success revealing hidden persons or things in that area (see the rules for **Sneak** below). The target may use points of Might to assist the roll.
- **Sneak:** The character attempts to hide (staying still) or sneak (move while remaining hidden) to avoid someone or something. The character rolls a D6 and compares it to their **Fight Value** (as a measure of their dexterity and nimbleness): if the result on the D6 is equal to or lower

than the Fight Value of the character, the character is considered to be hiding, and must be detected on a successful **Search** roll. Characters with an elven cloak apply a -1 to the result of the roll, as well as a -1 to the result of any **Search** roll made against the character. The target may use points of Might to apply a -1 to the roll.

- **Tracking:** The character is gifted in the art of tracking a creature, marrying search ability with knowledge of different terrain and environmental factors. The character uses their **Shoot Value** to search, with a success allowing them to follow a trail more effectively, and adding a -1 to **Search** actions taken by the creature while tracking the target creature (as the hunter is harder to find). The target may use points of Might to assist the roll.

Some ability checks may be made with **Advantage** or **Disadvantage**, as noted on the ability check. When you gain **Advantage**, roll 2D6 and take the higher result, or if performing a Courage Test, roll 3D6 and use the higher two. When you gain **Disadvantage**, roll 2D6 and take the lower result, or if performing a Courage Test, roll 3D6 and use the lower two.

The most common scenarios for gaining Advantage or Disadvantage are:

- **Familiarity:** If you are familiar with a terrain type, culture, etc. you may receive **Advantage** on the roll.
- **Environmental Factors:** If you are in a location that would enhance or inhibit your ability to perform a task (searching from a watchtower, constructing in darkness, etc.), you may gain **Advantage** or **Disadvantage** respectively.
- **Situational Modifiers:** The roleplay or combat results leading up to the ability check may give you **Advantage** or **Disadvantage**. So if you kill twenty orcs and then make an Intimidate check against a wounded orc to have him tell you what he knows, you may perform it at Advantage due to the results leading up to the Intimidate roll. Similarly if you suffer a grievous wound from an orc and then attempt an Intimidate roll, you will likely gain Disadvantage on the roll.

If you have a question as to whether you should gain Advantage or Disadvantage on an ability check, talk with your GM.

Player characters (and some NPCs) will refresh their **Might, Will, and Fate** points at the start of the day, defined as, “when the sun comes up,” as that is how people in Middle Earth measure days. The start of a day will be clearly noted to players during the campaign.

CHANGES TO COMBAT

When the party is not in combat they will not be on a battle board. But once a party member is engaged in combat, all players will place a miniature for their character on a battle board. Play then continues following the rules for the Middle Earth Strategy Battle Game by GamesWorkshop.

For the purposes of combat, there are no changes to the rules presented in the Core Rulebook. We want to note three things that will be in play, though, that players should keep in mind:

- **Lower Numbers:** In most scenarios the Forces of Good is comprised of just the party or the party and a small set of allies. This means that you will be outnumbered in all of the scenarios. Plan for this when building your character and forming your party.
- **Perception:** As noted in the last section, rolls like **Search** and **Sneak** may be used in combat. These are free actions, and may only be attempted once per round. So keep in mind as you think through character creation how well you roll to detect things that may be hidden, as well as how well you can hide from something you don't like.
- **New Scenario Rules:** Not all of the scenarios on the battle board are reflected in the Middle Earth Strategy Battle Game Core Rulebook. While we have stayed close to the scenarios in the book, not all of them are the same, so inasmuch as a new one appears you will be alerted to the scoring rules.

Now that you know how to play the game, let's get to work building your character. The next chapter will walk you through the process, including an example character that will be built by our sample player, Chris.

Chapter II: Character Creation

Creating a character for the *Shadows in the North* campaign is very simple: you **select a profile**, purchase your **equipment**, and then select your **skills** and **upgrades**, including new equipment choices and skills not present in the Middle Earth Strategy Battle Game.

Those familiar with creating characters from the *Warriors of Zorn* series will recognize this method of character creation, as it reflects the character creation system in that game.

CHARACTER CREATION RULES

Character creation in the campaign is very straightforward: you will have **100 points** to spend on your hero. Your hero will be roughly based on the profile of a warrior or captain model from the Middle Earth Strategy Battle Game, making it easier to supply a miniature for your character from your current collection (i.e., you don't need to purchase a miniature for the campaign if price is a limiting factor).

Your points will be spent on the following things:

- Your **profile**, which includes your race, base stats, special abilities, and heroic actions.
- Your **equipment** that you gain with the profile. So if a profile includes a sword, the character starts with a sword and does not need to pay for it, but might spend points to purchase an axe as well, for example.
- Your **upgrades**, including additional Might/Will/Fate points and advancing your base stats.
- Your **skills**, including special abilities, magic spells, and additional heroic actions.

STEP 1: SELECT YOUR CHARACTER PROFILE

Your **profile** is the basic element of your character. The points cost reflects the relative strength of the character innately, apart from special abilities and powers. For more information on what each of the elements of the profile does, consult the Middle Earth Strategy Battle Game Rules Manual.

Select one profile for your character. Note how many points you spend, as spending less points here will free up more options for advancing the character in future steps. We present the profiles in the order that they appear in the *Armies of Middle Earth* sourcebook.

Each profile also comes with two **specializations**. You are not required to take a specialization: it represents a specific element of the culture tied to the profile, and is used to thematically improve your base profile. A character may take a maximum of one specialization from their profile.

SHIRE

Hobbit Townsman (20 pts)

The people of the Shire are generally a peaceful people, but when their homeland is threatened they rise up with indomitable valor. Armed with simple weapons and a good cloak, the townsmen of the Shire excel at sneaking up on their opponents and laying ambushes for unsuspecting orcs.

The Hobbit Townsman offers wide customization (as it leaves 75-80 pts unspent), allowing you to build almost any character you can imagine (save a spell caster). And with *Woodland Creature* and a short starting height, you have a lot of opportunity for cover while charging through difficult terrain unimpeded and free.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
4"	1/3+	2	4	2	2	4	1/ 2/ 1

Equipment: Dagger, Axe, or Hammer, Cloak

Special Rules: *Woodland Creature*, *Resistant to Magic*, *Throw Stones* (8" S1)

Heroic Actions: March, Resolve

Specialization: A Hobbit Townsman may take the **Battlin' Brandybuck** upgrade for **5 pts** (adding +1 Strength) or the **Michel Delving Farmer** upgrade for **5 pts** (adding +1 Wound).

Hobbit Hunter (25 pts)

The hunters of the Shire are deft in their movements and keen in their aim. While small in stature, the hunters of the Shire rely more on stealth and evasion than on martial prowess. Armed with a simple shortbow, a dagger for skinning beasts, and a sturdy cloak, a hobbit hunter offers ranged ability mixed with excellent stealth.

The Hobbit Hunter is an ideal choice for someone who likes ranged characters who do not require great mobility, as it provides 70-75 pts of customization through a streamlined ranged profile. Just be careful if you get engaged in melee, as you have little in the way of melee protection or skill without expensive enhancement.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
4"	2/3+	2	4	1	2	4	1/ 2/ 1

Equipment: Shortbow, Dagger, Cloak

Special Rules: *Woodland Creature*, *Resistant to Magic*, *Throw Stones* (8" S1)

Heroic Actions: March, Accuracy

Specialization: A Hobbit Hunter may take the **Tookish Hunter** upgrade for **5 pts** (adding +1 Fight Value) or the **Crickhollow Watchman** upgrade for **5 pts** (adding +1 to In the Way rolls and Search rolls).

Hobbit Shirriff (30 pts)

The bounders of the Shire (also known as “shirriffs”) watch over the countryside as a constable force, helping to settle disputes among the gentry. But when trouble comes, you’ll find a troop of dedicated laymen with sturdy cudgels (hand-and-a-half clubs) ready to restore order and peace.

With a decent Fight Value and a lot of room for customization, the Hobbit Shirriff is not a rank-and-file warrior, but he’ll do his duty when summoned. With the ability to throw vast amounts of points into his Might Store, Fate Store, equipment, special rules, and his fighting profile, the Shirriff can be heavily customized to fill whatever need your party has (other than spell caster).

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
4”	3/3+	2	4	2	2	4	1/ 2/ 1

Equipment: Hand-and-a-Half Club, Cloak

Special Rules: *Woodland Creature*, *Resistant to Magic*, *Throw Stones* (8” S1)

Heroic Actions: March, Resolve

Specialization: A Hobbit Shirriff may take the **Frogmorton Militia** upgrade for **5 pts** (gaining the *Mountain Dweller* special ability) or the **Bywater Brigade** upgrade for **5 pts** (adding +1 Defense).

THE RANGERS

Dunedain Hunter (30 pts)

A huntsman of the North Downs, the Dunedain Hunter lacks the martial training of the Rangers that patrol the borders of the Old Kingdom of Arnor but lack none of the heart and vigor displayed by their people. Descended from the line of Numenor and tasked with feeding the small villages of the Dunedain, the hunters are skilled wielders of the bow, capable of bringing down even the largest foes.

Dunedain Hunters offer a light archer unit that is more resilient in melee than a hobbit or Lake-Town archer, but lacking the durability of a Dunedain Ranger or Ranger of Minas Tirith. They still have the mobility and keen aim of the Dunedain, though, and that makes for a good quality archer that has lots of room for customization and uniqueness.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	3/3+	4	4	1	2	4	1/ 1/ 1

Equipment: Axe, Bow

Special Rules: *Woodland Creature, Mountain Dweller, Tracker*

Heroic Actions: Accuracy

Specialization: A Dunedain Hunter may take the **Evendim Huntsman** upgrade for **5 pts** (adding +1 Shoot Value) or the **North Downs Huntsman** upgrade for **5 pts** (the bearer may reroll failed to-wound rolls against monsters and heroes).

Dunedain Ranger (70 pts)

The rangers of the north are a resilient and skilled people, fending off the denizens of Angmar with a thin gray line of capable warriors. Servants to the heirs of Elendil, the Dunedain ("Men of Edain," or "Men of the King," as they are the descendants of one of the three Houses of Edain) patrol the ruins of Arnor to protect the Free Peoples across Eriador.

Capable in combat with excellent search and hiding capabilities, playing a ranger allows for a versatile playstyle, albeit with little starting customization. At 70-75 pts most of your points are already spoken for, but you get a flexible swordsman and archer all in one.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/3+	4	4	2	2	4	2/ 2/ 2

Equipment: Sword, Bow, Armor

Special Rules: *Woodland Creature, Mountain Dweller, Tracker*

Heroic Actions: Accuracy, Strike

Specialization: A Dunedain Ranger may take the **Tower Hills Sentry** upgrade for **5 pts** (adding +1 Shoot Value) or the **Annuminas Warden** upgrade for **5 pts** (the bearer may bear a shield and bow while gaining the Defense Value from the shield).

MINAS TIRITH

Warrior of Minas Tirith (50 pts)

Trained warriors with the best equipment available in the realms of men, the warriors of Minas Tirith are among the best warriors when it comes to sheer durability. Whether they are protecting the walls of a town or marching where the Steward of Gondor commands, the Warrior of Minas Tirith offers a reliable Defense Value with decent attack capability.

The Warrior of Minas Tirith leaves some room for customization, but starts with a very solid melee profile. With a solid Captain of Minas Tirith profile, the Warrior of Minas Tirith can be built as either an armored archer or a frontline fighter. It can also be a way to play a knight with less mount-related special rules, freeing up space for other special rules or equipment.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/4+	4	6	2	2	4	2/ 1/ 1

Equipment: Sword, Heavy Armor

Special Rules: *Shieldwall*

Heroic Actions: March, Strike

Specialization: A Warrior of Minas Tirith may take the **Osgiliath Veteran** upgrade for **5 pts** (gaining the *Veteran* special ability) or the **Pelargir Watchman** upgrade for **5 pts** (adding +1 Shoot Value).

Ranger of Minas Tirith (55 pts)

A ranger skilled in the art of ambushing foes of the Steward, the Ranger of Minas Tirith offers the versatility of other ranger-style characters with the dependability of the Gondorian military. Cheaper than the Dunedain Ranger and more survivable in close combat than the Rohan Huntsman or Hobbit Hunter, the Minas Tirith ranger offers ranged threats with close combat resilience.

A ranger with slightly less Will Points, Fate Points, and special rules than the Dunedain Ranger, the Ranger of Minas Tirith offers mostly the same warrior for slightly cheaper cost.

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

Equipment: Sword, Bow, Armor

Special Rules: *Woodland Creature*

Heroic Actions: March, Accuracy

Specialization: A Ranger of Minas Tirith may take the **Ithilien Ranger** upgrade for **5 pts** (adding +1 Shoot Value) or the **Edhellond Ranger** upgrade for **5 pts** (gaining the *Stalk Unseen* special ability).

Knight of Minas Tirith (65 pts)

Among the Free Peoples of Middle Earth, few horsemen rival the Knight of Minas Tirith for power. Sporting the heavy armor and strong arms of the men of Gondor, Knights of Minas Tirith (whether they use a lance or sword) are dangerous foes on the battlefield. Sporting a Captain of Minas Tirith profile with additional special rules regarding cavalry, the Knight of Minas Tirith offers the advantages of a hardened warrior plus the skill of a practiced horseman.

An armored horseman with a devastating charge, these knights offer heavy armor with great speed, making for a deadly warrior that is hard to stop and hard to evade. If you are looking to play a heavy charging warrior, take this knight with a lance and either of the profiles below for 75 pts, and use the rest of your points to round out your melee skills. You will not be disappointed.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/4+	4	6	2	2	4	2/ 1/ 1

Equipment: Sword, Heavy Armor, Horse

Special Rules: *Expert Rider, Horse Lord, Thunderous Charge*

Heroic Actions: March, Strike

Specialization: A Ranger of Minas Tirith may take the **Minas Tirith Garrison** upgrade for **5 pts** (adding +1 Fight Value) or the **Cair Andros Garrison** upgrade for **5 pts** (adding 2" of movement to ridden mounts).

ROHAN

Rohan Yeoman (45 pts)

Farmers and local militia of the Kingdom of Rohan, yeomen are hardy and reliable, offering all-around skill that serves as the baseline for almost any character build (except a magic user). They tend to be lightly armed levy infantry, willing to serve in a pinch should their lord require their service.

Armed with the bare essentials and capable of performing well on foot or on horseback, the yeoman leaves 50-55 points free to customize a footman, a cavalry archer, a sniper archer, or a skirmisher who can harass an enemy with throwing spears at 8" of range.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/4+	4	5	2	2	4	2/ 1/ 1

Equipment: Sword or Axe, Armor

Special Rules: *Expert Rider, Horse Lord*

Heroic Actions: March

Specialization: A Rohan Yeoman may take the **Helminga** upgrade for **5 pts** (adding +1 Strength) or the **Edoras Militia** upgrade for **5 pts** (adding +1 Courage).

Rohan Huntsman (50 pts)

A hunter of the people of Rohan, the huntsmen offers a capable archer who rarely misses. Trained to bring down big game from far away with a sturdy longbow, the huntsmen of Rohan supplement the farms of the Westfold and Eastfold in providing for the needs of the Rohirrim villages.

While not as strong in melee combat, the huntsman offers high-end, long-range archery with decent damage without having to pay the high cost of taking an elf archer. And with the ability to mount him, the Rohan Huntsman has tricks available to avoid getting involved in close combat.

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

Equipment: Sword or Axe, Longbow, Armor

Special Rules: *Expert Rider, Tracker, Master Archer*

Heroic Actions: Accuracy

Specialization: A Rohan Huntsman may take the **Aldburg Hunter** upgrade for **5 pts** (gaining the *Expert Shot* special ability) or the **Hornburg Watchman** upgrade for **5 pts** (adding +1 Shoot Value).

Rohirrim Rider (60 pts)

Under the green banner of the King of Rohan, the Rohirrim serve as a mobile defense force for a kingdom that lacks natural defenses to limit access to the realm. Wearing either light or heavy armor and often armed with a wide array of melee and ranged weapons, the Rohirrim are skilled in the art of harassing and breaking enemy lines through excellent horsemanship instilled through years of riding.

Arguably the best of the skirmish cavalry in the game, the Rohirrim marry a powerful charge with skirmish and harassing options. Whether you take throwing spears and/or a bow to play a cavalry archer, or strap on a shield and raise the green banner high before a devastating charge, the Rohirrim Rider offers lots of options with 35 pts still free to customize.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/4+	4	5	2	2	4	2/ 1/ 1

Equipment: Sword or Axe, Armor, Horse

Special Rules: *Expert Rider, Horse Lord, Thunderous Charge*

Heroic Actions: March, Strike

Specialization: A Rohirrim Rider may take the **Westfold Redshield** upgrade for **5 pts** (adding +1 Fight Value) or the **Dunharrow Outrider** upgrade for **5 pts** (adding +1 Shoot Value).

RIVENDELL

Warrior of Rivendell (65 pts)

The forces of Rivendell are reliable line infantry, capable with a bow, sword, spear – whatever they choose to wield. And with the speed and prowess of their elvish lineage, these troops are dangerous on the battlefield.

More expensive than most infantry, a Warrior of Rivendell offers you access to one of the highest Fight Value infantry units in the game, sporting exceptional skill in melee and at range. You can easily get your character up to F6 with an elven blade for winning roll-offs on a 3+ in the event of a tie, a useful advantage against cave trolls and other high Fight Value opponents. Similarly you can also build a high Shoot Value character for an armored archer if you want survivability as a ranged character.

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

Equipment: Elven Hand-and-a-Half Sword, Heavy Armor

Special Rules: *Shieldwall*, *Woodland Creature*

Heroic Actions: Strike

Specialization: A Warrior of Rivendell may take the **Imladris Guardian** upgrade for **5 pts** (adding +1 Fate Point) or the **Rhudaer Sentry** upgrade for **5 pts** (adding +1 to In the Way rolls and Search rolls).

Loremaster of Rivendell (60 pts)

An elf who has trained in the use of elf magic, the loremaster has studied in the library of the Last Homely House and practiced his trade faithfully for his lord. Skilled in the use of spells (though not as powerful as a wizard) but still capable in close combat, the loremasters of Rivendell lack the prowess of Elrond, but follow in his steps.

A warrior proficient in melee combat with a chance to take heavy armor for 10 pts if desired, the loremaster offers a unique opportunity for a heavily armored caster, being the only caster in the game who has access to heavy armor.

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

Equipment: Elven Hand-and-a-Half Sword or Spear

Magic Spells: [Select 2 available spells as your starting spells]

Special Rules: *Woodland Creature*

Heroic Actions: Channeling

Specialization: A Loremaster of Rivendell may take the **Healer of Imladris** upgrade for **5 pts** (adding +1 to cast *Restore* spells) or the **Warcaster** upgrade for **5 pts** (adding +1 to cast *Damage* spells).

Knight of Rivendell (85 pts)

A heavily armored knight who is both dangerous at range and up close, the knights of Elrond Half-Elven are the terrors of the Trollshaws. Armed with lances, elven blades, and elf bows, a knight can fell trolls and wargs alike with relative ease.

Among the most expensive profiles, the Knight of Rivendell leaves little room for customization but you start with excellent stats and a wide range of equipment. So if you are looking for a solid knight who can also down people at range with an elf bow, this is your man.

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

Equipment: Elven Hand-and-a-Half Sword, Elven Bow, Lance, Heavy Armor, Horse

Special Rules: *Expert Rider, Horse Lord, Woodland Creature*

Heroic Actions: Strike

Specialization: A Knight of Rivendell may take the **Elf Noble** upgrade for **5 pts** (adding 2" of movement of both the character and the mount if mounted) or the **Imladris Scout** upgrade for **5 pts** (gaining the *Fleetfoot* special ability).

KINGDOM OF KHAZAD DUM

Dwarf Warrior (60 pts)

Dwarves may be short and slower moving than men or elves, but they are a hardy, resilient people. Heavily armed and armored, dwarves make some of the best weapons in the world, and are capable both in melee and at range.

Dwarves trade speed of movement for defense, and with a good range of heroic actions that assist in killing opponents (not to mention starting with an axe for *Piercing Strike*), killing things will not be an issue with this character.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
5"	5/4+	4	7	2	2	5	2/ 1/ 1

Equipment: One-handed or two-handed Axe, Heavy Armor

Special Rules:

Heroic Actions: Strike, Strength

Specialization: A Dwarf Warrior may take the **Misty Mountains Guard** upgrade for **5 pts** (gaining the *Veteran* special ability) or the **Khazad Guard** upgrade for **5 pts** (gaining the *Mighty Blow* special ability).

Dwarf Ranger (70 pts)

Dwarf rangers are masters of travel, and are armed with excellent bows and throwing axes to aid them while on the run. With uncanny eyesight and well-crafted weaponry, dwarf rangers offer excellent resilience without sacrificing ranged damage potential.

If you like the feel of Thorin's Expedition or Gimli chasing down the Uruk-Hai, the dwarf ranger is an excellent choice. With good ranged options but still being capable in close combat, the Dwarf Ranger provides a versatile warrior that can hound an opponent at any range.

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

Equipment: Axe, Throwing Axes, Armor, Dwarf Bow or Bow

Special Rules: *Woodland Creature*

Heroic Actions: March, Accuracy

Specialization: A Dwarf Warrior may take the **Blue Mountains Ranger** upgrade for **5 pts** (gaining the *Tracker* special ability) or the **Misty Mountains Ranger** upgrade for **5 pts** (gaining the *Mountain Dweller* special ability).

THE IRON HILLS

Iron Hills Auxiliary (60 pts)

While the warriors of Dain's frontline hold the ground and thunder against the enemy, the auxiliaries provide support and assistance to the front lines, be that through archer cover, scouting missions, foraging, etc. They are more lightly armed, but still capable and resilient troops.

A versatile warrior that can operate in the melee or at range, this profile is among the few that gives you cheap access to a banner. And with added mobility in rocky terrain from *Mountain Dweller* coupled with a strong defensive build, the auxiliary provides a versatile warrior with decent customization to fill any of several roles in the party.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
5"	4/3+	4	7	2	2	5	2/ 1/ 1

Equipment: One-handed Axe, Crossbow or Dwarf Bow, Heavy Armor

Special Rules: *Mountain Dweller*

Heroic Actions: March

Specialization: An Iron Hills Auxiliary may take the **Iron Hills Scout** upgrade for **5 pts** (allowing him to move up to half of his movement on turns when firing a crossbow) or the **Iron Hills Bannerman** upgrade for **10 pts** (adding a banner to your equipment list).

Iron Hills Warrior (70 pts)

Of all the dwarves in Middle Earth, the dwarves of the Iron Hills are among the strongest. With access to excellent metals, good craftsmen, and a hall that has never been taken, the dwarves of Dain Ironfoot are hardy and well-trained.

If you enjoy playing a heavy warrior or crossbowman who can take a beating while dealing high-end damage, this is your man. The only character profile with access to a crossbow, this character provides the option of a Strength 4 ranged attack, but could also be equipped with a shield and axe to hold the line in close combat. And with the ability to mount him for a solid charge bonus, this character does not lack in ways to kill opponents.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
5"	5/4+	4	7	2	2	5	2/ 1/ 2

Equipment: One-handed or Two-handed Axe, Heavy Armor

Special Rules: *Shieldwall*

Heroic Actions: Strike, Strength

Specialization: An Iron Hills Warrior may take the **Iron Hills Champion** upgrade for **5 pts** (adding +1 Strength) or the **Iron Hills Cavalry** upgrade for **5 pts** (adding a War Goat to your equipment list).

DALE

Waterman of Dale (35 pts)

A fisherman, boatman, or huntsman of Dale, the watermen are skilled and deft travelers used to the harsh elements around them. Living in the shadow of the Lonely Mountain and engaged in trade with both Erebor and Thranduil's Halls, the watermen of dale must have sharp eyesight and resilience to the elements while engaging in their trade.

A cheap hero with 60-65 points of customization, the Waterman of Dale offers a good baseline for almost any character build, coupled with additional Will to insure that your character completes charges, resists magic, and can hold their own against Persuade and Con rolls. And with access to both the Esgaroth Bow and the Great Bow, you can build a quality archer with high-end damage if desired.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	3/4+	4	4	2	2	4	2/ 2/ 1

Equipment: Sword, Axe, or Spear, Cloak

Special Rules: *Tracker*

Heroic Actions:

Specialization: A Waterman of Dale may take the **Huntsman** upgrade for **5 pts** (adding +1 Shoot Value) or the **Tradesman** upgrade for **5 pts** (adding +1 Courage).

Warrior of Dale (40 pts)

A town militia established by Bard, grandson of Girion, the warriors of Dale are not heavily armored but offer opportunities for greater support for the party. With access to Heroic Resolve, a solid Courage value, and above-average Will, the warriors of Dale are fearless and stalwart in battle, able to hold the line against any foe.

Skilled in melee combat but capable at range, the warriors of Dale offer a flexible infantry unit that has 55-60 pts of customization, allowing you to take the character in almost any direction easily.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>
6"	4/4+	4	5	2	2	4	2/ 2/ 1

Equipment: Sword, Armor

Special Rules:

Heroic Actions: Resolve

Specialization: A Warrior of Dale may take the **Captain** upgrade for **5 pts** (gaining the *Captain* special ability) or the **Watchman** upgrade for **5 pts** (adding a bow and cloak to your equipment list).

HALLS OF THRANDUIL

Mirkwood Warrior (65 pts)

A soldier with extensive experience due to incursions with orcs, spirits, and all manner of beasts on all sides, the warriors of Thranduil's Halls are reliable infantry that can double as melee or ranged characters (though they are generally better in melee). While the rangers are limited to light armor, these elves are armed with the best that the forges of Thranduil can produce, making them resilient in battle.

For heavily armored elven characters with room to customize, look no further than the Mirkwood Warrior. Like the other elven profiles they leave less room to customize than the human races do, but what you get is a quality, high Fight Value character with access to high defense and elven weapons that win ties on duel rolls with ease.

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

Equipment: Elven Hand-and-a-Half Sword or Elven Glaive, Heavy Armor

Special Rules: *Woodland Creature*

Heroic Actions: March

Specialization: A Mirkwood Warrior may take the **Thranduil's Guard** upgrade for **5 pts** (adding +1 Fight Value) or the **King's Knight** upgrade for **5 pts** (gaining the *Fleetfoot* special ability).

Mirkwood Spell Sentry (65 pts)

A wood elf trained in the use of elf magic, the spell sentry has practiced the arts of elven magic in the Woodland Realm for years. Their magic is generally more tied to the natural elements, differing from the magic that the High Elves and Lorien elves invented in Valinor.

A lightly armored spellcaster who is proficient in melee combat, the spell sentry is surprisingly resilient in close combat for not focusing on martial prowess.

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

Equipment: Elven Hand-and-a-Half Sword or Elven Glaive

Magic Spells: [Select 2 available spells as your starting spells]

Special Rules: *Woodland Creature*

Heroic Actions: Channeling

Specialization: A Mirkwood Spell Sentry may take the **Forest Warden** upgrade for **5 pts** (adding +1 to cast *Nature* spells) or the **Farseer** upgrade for **5 pts** (gaining one additional available spell).

Mirkwood Ranger (85 pts)

Some of the most skilled rangers in the world, Mirkwood Rangers have deadly aim and quick reflexes, making them dangerous opponents. Trained to patrol the dark and dangerous paths of Mirkwood and the northern mountains, the Mirkwood Rangers are quality troops both at range and in melee combat.

For those desiring to play a warrior with both melee and ranged potential that excels when outnumbered, this is your character. With a high Fight Value and accurate ranged attacks, the Mirkwood Ranger is an expensive but reliable choice. What it does it does well.

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

Equipment: 2 Elven Daggers, Elf Bow, Elven Cloak

Special Rules: *Tracker, Woodland Creature, Knife Fighters*

Heroic Actions: Accuracy

Specialization: A Warrior of Rivendell may take the **Thranduil's Guard** upgrade for **5 pts** (adding +1 Shoot Value) or the **Carrock Sentry** upgrade for **5 pts** (gaining the *Mountain Dweller* special ability).

THE ISTARI

The Blue Wizard (60 pts)

So, Tolkien gives us basically no information on the Blue Wizards, save that they were selected by the valar to protect Middle-Earth, their names are Alatar and Pallando, and that they aided the Forces of Good in the Second and Third Age. We only know three things: there are two of them, they were in Middle Earth during the Third Age, and they play no part in the War of the Ring or Thorin's expedition to the Lonely Mountain. So this leaves us room, as storytellers, to fill in the gaps, answering the third-age-old question, "What were two presumably powerful istari doing while the most defining moments of the age were occurring?"

Playing one of the two Blue Wizards (there may not be more than two in a party) gives you a chance to play a dedicated spellcaster. Unlike the elves, you do not pay the points for a high Fight Value, allowing you to focus more of your power at the start of the match on magic. As an istari you still possess some capability up close, but the character is heavily centered around the spellcasting component of the game.

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

Equipment: Staff of Power (Hand-and-a-Half Staff)

Magic Spells: *Your Staff is Broken*, [Select 2 available spells as your starting spells]

Special Rules:

Heroic Actions: Channeling

Specialization: The Blue Wizard may be a **Nature Wizard** (adding +1 to cast *Nature* spells) or a **Control Wizard** (adding +1 to cast *Control* spells).

SELECT YOUR PROFILE

Select a profile, decide if you want one of the specializations for that profile, and deduct the total cost.

Example: Chris looks at the profiles. He owns ranger models and thinks it would be fun to play a ranger. He selects the **Dunedain Ranger** profile and the *Tower Hills Sentry* specialization. and notes that it cost him 75 points, leaving him with 25 points for future purchases.

Now that you've chosen your profile, let's finish outfitting your character.

STEP 2: SELECT YOUR EQUIPMENT

Now that you have your character selected, select any additional equipment you wish to purchase for the character. Characters are assumed to have access to all of the equipment listed on their profile entry, and any items already assigned to the character are free with the character profile (so you do not need to buy a sword or bow for a Ranger of the North, for example).

Some of the equipment choices below will differ from the entry in the *Armies of Middle Earth* sourcebook. This is intentional. Since your character has a bit more freedom to gather equipment and build their personal armaments and proficiencies than a unit in a tabletop game, your character may gain access to items it did not have before.

Characters may purchase any of the following items regardless of their profile, adding it to their equipment section:

- Armor: **5 pts**
- Banner: **25 pts**
- Bow: **5 pts**
- Cloak (+1 to Sneak attempts, opponents are -1 to Search attempts, +1 to resist the elements): **5 pts**
- Hand-and-a-Half Weapon (choose weapon type): **5 pts**
- One-Handed Weapon (choose weapon type – no pikes): **5 pts**
- Shield: **5 pts**
- Shortbow: **5 pts**
- Throwing Axes or Throwing Daggers: **5 pts**
- Two-Handed Weapon (choose weapon type): **5 pts**
- War Horn: **20 pts**
- War Spear: **10 pts**

Characters who sport two of the same weapon may wield them at once (if able to), adding +1 Attack to their Attack characteristic while dual-wielding. Characters may also select the following items as allowed by the entry's army restrictions:

- Armored Horse (Rohan, Gondor): **15 pts** (or **5 pts** if the character already possesses a horse)
- Crossbow (Iron Hills): **5 pts**
- Dwarven Plate Mail (Dwarves): **10 pts** (or **5 pts** if the character already possesses heavy armor)
- Elf Bow (Elf): **5 pts**
- Elven Cloak (Elf): **10 pts**, granting *Stalk Unseen*, +2 to Sneak attempts, opponents are -1 to Search attempts, and +1 to Strength to resist the elements
- Elven Glaive (Mirkwood): **5 pts**
- Elven Hand-and-a-Half Sword (Elf): **5 pts**
- Esgaroth Bow (Dale): **5 pts**
- Great Bow (Dale): **10 pts**
- Heavy Armor (Rangers, Minas Tirith, Rohan, Rivendell, Khazad Dum, Iron Hills, Mirkwood, Lothlorien): **10 pts** (or **5 pts** if the character already possesses armor)
- Horse (All profiles except Hobbits and Dwarves): **10 pts**
- Longbow (Minas Tirith, Rohan): **5 pts**
- Mattock (Iron Hills): **5 pts**
- Pike (Fiefdoms, Lothlorien): **5 pts**
- Pitchfork (Shire): **5 pts**
- Pony (Shire, Dwarf): **10 pts**
- Ranger Cloak (Rangers, Minas Tirith, Khazad Dum, Dale): **10 pts**, granting +2 to Sneak attempts, opponents are -1 to Search attempts, and +2 to Strength to resist the elements
- Throwing Spears (Rohan): **5 pts**
- War Goat (Iron Hills): **10 pts**
- War Spear (Iron Hills): **5 pts**
- Wood Elf Spear (Mirkwood, Lothlorien): **5 pts**

Keep in mind that you will have the ability to get points later in the game to purchase equipment, but you do not know when that day will come. So, in the words of Hama of Rohan, “take only what possessions you need.”

Example: Chris looks at the equipment and decides that he wants to play a stealth ranger with two swords for when the going gets tough in melee. Chris buys a **sword** (for 5 pts) and a **ranger cloak** (for 10 pts), bringing him to 90 pts spent, and 10 pts remaining.

Now that we have our equipment and profile completed, let's add some skills and upgrades (as some of the skills and upgrades require us to be using specific forms of equipment.

STEP 3: SELECT YOUR UPGRADES AND SKILLS

With your remaining points you may upgrade your character's innate proficiencies (**upgrades**) and trained abilities (**skills**). These are generally more expensive than equipment, but very useful for both surviving in the wide world of Middle Earth as well as distinguishing your character from others in the game (and is the heart and soul of what makes this game fun).

Do you want to use a Rohirrim Rider with 4 Might (instead of 2)? That's an **upgrade**. Want a hobbit who is particularly dour and steadfast (with a Courage 6 instead of a Courage 4)? That's an upgrade. An upgrade refers to an advancement of the base stats and point stores of the character. You may pay points as noted below to upgrade your character, to the max allowed below:

- **Move:** +2" for **10 pts**; max of 1 upgrade
- **Fight Value:** +1 Fight Value for **10 pts**; max of 2 upgrades
- **Shoot Value:** +1 Shoot Value for **10 pts**; max of 1 upgrade
- **Strength:** +1 Strength for **15 pts**; max of 1 upgrade
- **Defense:** +1 Strength (plus armor) for **15 pts**; max of 1 upgrade
- **Attack:** +1 Attack for **15 pts**; max of 1 upgrade, though taking a second one-handed weapon will also grant +1 Attack, and may stack with this advancement
- **Wounds:** +1 Wound for **15 pts**; max of 2 upgrades
- **Courage:** +1 Courage for **10 pts**; max of 2 upgrades
- **Might:** +1 Might for **5 pts**; max of 2 upgrades
- **Will:** +1 Will for **5 pts**; max of 2 upgrades
- **Fate:** +1 Fate for **5 pts**; max of 2 upgrades

In addition, you may add special abilities, magic spells, and additional heroic actions to your character. We refer to these three groups under the heading of **skills**. Some skills are generally available, and would be commonly found among persons journeying through Middle Earth. Others are rare, found in those who are blessed by the valar.

When a player desires to purchase a skill for their character, the player rolls a D6. On a 1-5, select one of the skills from the Standard Skill List below for **10 pts**. On a 6, the player may select a skill from the Advanced Skill List below for **10 pts**.

STANDARD SKILL LIST

Players may select any of the following special abilities (all skills not present in the Middle Earth Strategy Battle Game Rules Manual are reproduced with their rules below):

- **Against All Odds:** The bearer may reroll any failed To Wound rolls when making Strikes against **Monster** or **Hero** models.
- **Ancient Enemies (RACE):** For this campaign, we recommend only taking this for the following races: Goblins, Men, Orcs, Spirits, Trolls, and Wargs.
- **Backstabbers**

- **Bane Weapons (RACE):** For this campaign, we recommend only taking this for the following races: Goblins, Men, Orcs, Spirits, Trolls, and Wargs.
- **Bodyguard:** This special ability is tied to the survival of your Army Leader in the force.
- **Boldest of the Bold:** When charging an enemy that causes *Terror*, the bearer receives a +2 bonus to his Courage value. Additionally, the bearer the bearer receives a bonus of +2 to his Courage when models with the *Blades of the Dead* special rule make Strikes against him/her.
- **Burly**
- **Captain:** The character has military training in commanding troops, aiding him to inspire his men. All friendly characters within 3” of the captain treat him as a banner (though the character does not count as a banner for the purposes of scenario scoring and victory conditions). If only one character in the party takes this ability, that person also gains the **Army Leader** keyword for the purposes of scenario victory conditions. If multiple party members take this ability, the party decides who will be the army leader from the list of captains in the party for the purposes of victory conditions for a scenario.
- **Combat Synergy:** If the bearer and another member of the party are in base contact, the two may choose to swap places at the start of any phase. This does not count as moving.
- **Expert Rider**
- **Fearless**
- **Fleetfoot**
- **Half-Swording:** The character grasps the sword by the hilt and the blade, wielding it like a spear to maneuver it past the defenses of the target. The character gains the *Shielding* special rule when fighting with a sword, may wield it two-handed (even if it is a one-handed sword), and may not gain bonuses from a shield while performing this maneuver.
- **Hatred (FACTION):** For this campaign, we recommend only taking this for the following factions: Angmar, Easterlings, and Moria
- **Healing Herbs:** In the Move Phase, instead of moving, the bearer may attempt to heal a friendly model with which he is in base contact. Roll a D6: on a 1-3, there is no effect. On a 4 or 5, the model regains a Wound lost previously in the game (or campaign). On a 6, the model grains all its lost wounds.
- **Helpful:** If the bearer is within 3” of an allied character at the start of a turn, that character may spend one of the bearer’s Will points to declare a Heroic Move instead of spending one of his/her own Might points.
- **Horse Lord**
- **Hunt Master:** When mounted, the bearer ignores the penalties suffered by **Cavalry** models attempting to move in difficult terrain – this even allows him to gain the bonuses for charging!
- **Loyal to the Captain:** If the bearer is within 6” of the Army Leader, this model will receive a +1 bonus to its Fight Value. This is cumulative with other Fight Value bonuses. This special rule may not be taken by the Army Leader.
- **Master of Ambush:** In scenarios where you roll for additional forces to arrive, you may modify the Reinforcements roll for the bearer’s warband (which includes the party) by +1 or -1. If the bearer is already on the board, then all allied reinforcements may also modify their Reinforcements roll by +1 or -1. In scenarios where you roll to see which part of the board your warband deploys in, you may modify the dice roll by +1 or -1.

- **Master of Traps:** At the start of the battle before the priority roll for the first turn, the bearer may place four 25mm Trap Markers on the board: two each of Snare Trap and Tripwire Trap. These should be placed face-down so your opponent cannot tell which Trap is which.
- **Mountain Dweller**
- **Powers of Nature:** If, when a Casting test is made, the bearer rolls a natural 6 on one or more dice, then the Will Point that rolled the 6 is returned to the bearer.
- **Preternatural Agility:** The bearer can never be Trapped whilst still standing.
- **Reckless Charge:** The bearer must charge an enemy model if he is able to do so. Additionally, on a turn in which the bearer charges, the bearer may reroll any failed To Wound rolls during the Fight Phase.
- **Resistant to Magic**
- **Shieldwall**
- **Sprint:** After declaring a charge, the bearer rolls a D6: on a 1-3, the bearer's model adds +1" to its Move statistic. On a 4-6 the bearer's model adds +2" to its Move statistic. The character may declare charges up to +2" of movement beyond their base Move statistic.
- **Stalk Unseen**
- **Stone Skipper:** The bearer may reroll failed To Hit rolls when throwing stones. Additionally, if the bearer rolls a natural 6 when rolling To Hit, do not take any In the Way tests, and do not roll To Wound. His target automatically suffers a single Wound.
- **Swift Parry:** The bearer may force one enemy model in the same fight as him/her to reroll a single D6 for the Duel roll. This must be done before any Might points are used.
- **Throw Stones**
- **Thunderous Charge:** The character rides forward with great speed. If the bearer is mounted, the character (and its steed, as appropriate) is +1 Strength when on the charge.
- **Tracker:** The character is trained as a tracker, adept in finding and following things while in the wilderness. The character is +1 to Search, may adjust their roll by 1 when deploying in a random deployment for a scenario, is +1 Strength to resist the elements, and is proficient in recognizing prints and plants (automatic success to identify them).
- **Trained Soldier:** The character has been formally trained in the art of war, making him more reliable and proficient on the field of battle. The character gains the *Weapon Master*, *Shieldwall*, or *Expert Shot* special rule. Characters may take this skill more than once to gain additional skills, to a maximum of one of each.
- **Veteran:** The character is a veteran of battle, trained to keep his head and shrug off the minor injuries of war. The character benefits from the effects of a channeled *Fury* spell when in battle (the character automatically passes all Courage tests, and may ignore wounds on a 6+ roll as if saved by a Point of Fate).
- **Warrior Born:** The bearer must reroll all 1s on his wound rolls in melee combat
- **Wisdom of the Firstborn (Elves Only):** The character is an elf trained in the use of magic. The character gains the **Wizard** keyword, and may spend 1 Will Point each turn without spending a Will Point from his/her Will store.
- **Woodland Creature**

ADVANCED SKILL LIST

Players who roll a 6 on their roll to select skills may select any of the following special abilities (all skills not present in the Middle Earth Strategy Battle Game Rules Manual are reproduced with their rules below):

- **Bane of Kings**
- **Battle Brother:** Select another party member or allied NPC upon purchasing this ability: if the target is engaged in a Fight within 6" of the bearer, the bearer may call a Heroic Combat without using Might. If the Heroic Combat is successful the bearer must use the following move to join the target's combat. If this is not possible then the bearer must move as close as possible to the target.
- **Blood and Glory**
- **Deadeye:** If the bearer scores a 6 when rolling to hit with a ranged attack, do not take any In the Way tests, and do not roll to wound. His target automatically suffers a single wound.
- **Flurry of Blows:** The character attacks with swift fury against their enemies. The bearer may reroll a single dice to win the duel roll. This is cumulative with bonuses from banners and other special rules.
- **Gift of Foresight:** Every time an allied target within 6" of the bearer suffer a Wound, roll a D6. On a 5+, the wound has been prevented, exactly as if a point of Fate had been expended. Note that if this roll fails, the target may still use Fate points as normal.
- **Go for the Eyes:** When shooting, the bearer may reroll failed To Wound rolls. In addition, when shooting at a **Monster** model, wounds caused by the bearer's shooting attacks cause D3 wounds rather than 1.
- **Legendary Hero:** The first time each turn that the bearer expends a point of Might, roll a D6. On a 4+ the point of Might is free and does not reduce the bearer's store of Might.
- **Lethal Aim:** Each turn, the bearer may spend a single point of Might without reducing his store (even if he has none remaining) to modify either a To Hit roll, an In the Way roll or a To Wound roll when using a ranged weapon.
- **Master Archer:** The bearer only fails In the Way rolls of a 1. Additionally each time this model slays an enemy **Hero** or **Monster** model, restore the bearer's Might to its starting level.
- **Master-Forged Weapon:** The character's weapon has been masterfully forged, being both strong and light. One of the character's weapons gains the *Master-Forged* weapon ability (chosen when this ability is purchased).
- **Master of Battle (3+)**
- **Mighty Blow**
- **Searing Magic:** The character knows how to make their magic more potent and dangerous to their enemies. The character gains +1 to the wound rolls of all spells they cast.
- **Steadfast:** Whenever the bearer is targeted by a Magical Power or special rule, he may try to ignore its effects. Roll a D6: on a 2+ the effect is ignored. This roll may be modified by Might. If you wish to try to Resist a Magical Power, you must do so before making the Steadfast roll.
- **Terror**
- **Unbending Resolve:** The bearer always counts as having had the *Fortify Spirit* Magic Power cast upon him. This is always in effect, even if his Will is reduced to 0.
- **Unyielding Combat Stance**

- **Veteran Captain:** The bearer is a veteran commander, aiding him in inspiring his men. All friendly characters within 3” of the captain treat him as a banner (though the character does not count as a banner for the purposes of scenario scoring and victory conditions), and at the start of the character’s Move may make a *Rally Cry*: the bearer makes a Courage test (modified by *Ancient Evil*, *Harbinger of Evil*, and similar special abilities as applicable): if the bearer succeeds, all allies within 3” who have 0 Might immediately regain a single point of Might. If only one character in the party takes this ability, that person also gains the **Army Leader** keyword for the purposes of scenario victory conditions (and is considered the Army Leader even if other persons have taken the *Captain* special ability). If multiple party members take this ability, the party decides who will be the army leader from the list of veteran captains in the party for the purposes of victory conditions for a scenario.

MAGIC SPELLS

In addition, **Wizards** and **elf mages** may add spells for **10 pts** per spell, to a maximum of **5 spells**. Spells from the following list are available for selection, and list the range, casting difficulty, and spell type (Aura, Control, Damage, Nature, and Restore) for the purposes of specialization bonuses:

- **Aura of Command** [Aura] (Range: Self, Difficulty: 2+)
- **Aura of Dismay** [Aura] (Range: Self, Difficulty: 5+)
- **Banishment** [Damage] (Range: 12”, Difficulty: 3+)
- **Bladewrath** [Aura] (Range: 6”, Difficulty: 2+)
- **Blessing of the Valar** [Restore] (Range: 12”, Difficulty: 3+)
- **Blinding Light** [Aura] (Range: Self, Difficulty: 2+)
- **Call Winds** [Nature] (Range: 12”, Difficulty: 3+)
- **Collapse Rocks** [Damage, Nature] (Range: 6”, Difficulty: 4+)
- **Command** [Control] (Range: 12”, Difficulty: 4+)
- **Enchanted Blades** [Aura] (Range: 6”, Difficulty: 4+)
- **Enrage Beast** [Control, Nature] (Range: 12”, Difficulty: 2+)
- **Flameburst** [Damage, Nature] (Range: 12”, Difficulty: 3+)
- **Fortify Spirit** [Aura] (Range: 12”, Difficulty: 3+)
- **Immobilise** [Control] (Range: 12”, Difficulty: 3+)
- **Instill Fear** [Control] (Range: Self, Difficulty: 4+)
- **Nature’s Wrath** [Nature, Damage if channeled] (Range: Self, Difficulty: 3+)
- **Panic Steed** [Control, Nature] (Range: 12”, Difficulty: 2+)
- **Protection of the Valar** [Restore] (Range: 12”, Difficulty: 4+)
- **Refreshing Song** [Restore] (Range: 6”, Difficulty: 4+)
- **Renew** [Restore] (Range: 12”, Difficulty: 3+)
- **Shatter** [Control] (Range: 12”, Difficulty: 4+)
- **Sorcerous Blast** [Damage] (Range: 12”, Difficulty: 5+)
- **Strengthen Will** [Restore] (Range: 12”, Difficulty: 4+)
- **Terrifying Aura** [Aura] (Range: Self, Difficulty: 3+)
- **Tremor** [Damage, Nature] (Range: 6”, Difficulty: 5+)

Characters may also take **additional Heroic Actions** by paying **5 pts** per action. All characters are assumed to begin with Heroic Move, Heroic Shoot, and Heroic Combat, in addition to what is written in their profile (as noted in the Middle Earth Strategy Battle Game Core Rulebook). The only heroic action that may not be taken by a character is **Heroic Channeling**.

Example: Chris looks at his options, and he thinks that taking a special rule sounds fun. He rolls a D6, and rolls a 4. Since he did not roll a 6, he looks at the Standard Skill List, and chooses *Hatred (Angmar)* for thematic reasons. This costs him 10 pts, which brings him to the maximum of 100 pts.

And that's it! Your character is ready. All that remains is to discuss how to advance your character.

STEP 4: ADVANCING YOUR CHARACTER

During the campaign you will earn additional Advancement Points to upgrade your character. It will not be much (around 20 Advancement Points), but it will be enough to purchase a few additional bonuses to your character. So if you find that there is something that you'd like to have but lack the points to purchase, just stay alive long enough to purchase it.

Advancement Points (hereafter "AP") are awarded for completing scenario objectives and are assigned to player characters evenly. So unlike roleplay games that require you to track your kills, this game simply requires you to complete the scenario objectives. So work together to attain victory.

You don't need to spend all of your points during character creation – if you don't spend all 100 points you will maintain the unspent points in your AP Store to spend later in the campaign. This can be particularly useful in case you are saving for an upgrade or skill and you want to

CONCLUSION

We hope that you enjoy your adventures in Middle Earth. We plan to release additional adventures in the future, complete with new profiles, new equipment, etc. as we continue testing. If you have recommendations for changes to the campaign, want further explanations on an element of the campaign, or are really enjoying it and want to let us know, contact me at aaronk@zurncentral.com.

I look forward to hearing from you!

Chapter III: Middle Earth as a Roleplay Game Setting

To end this packet we want to present a brief chapter discussing some things that all characters in Middle Earth would be familiar with to set a baseline for your player knowledge, as well as a gauge for how much your character would know (as we want to encourage player-character separation).

Middle Earth is also quite different from other fantasy realms, especially those used in traditional tabletop roleplay settings. Because of this, we find it useful to cover these differences as a means of setting the tempo for the campaign.

HISTORY, ALIGNMENT, AND POLITICS

First, the story takes place in the year **3001** of the **Third Age** (or 1401, by the Shire Reckoning). The One Ring has not awoken yet, and Bilbo Baggins has set out on his journey toward Rivendell at eleventy-one years of age. Saruman the White has not yet started to create an army of uruk-hai, though he has fortified Isengard. The Witchking of Angmar still exists in his northern kingdom, as do some of the rest of the Nazgul. 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.

Middle Earth is unique in that there are characters that are clearly aligned with the Forces of Good and others that are clearly aligned with the Forces of Evil. This presents a great difference from most roleplay games, where an orc may be good or evil based on his personal decisions. For the purposes of this campaign, all characters may assume that an **orc**, **uruk-hai**, **spirit**, or **monster** is hostile to the character.

Middle Earth is set in a **feudal age**. This means that while player characters may vote on paths to choose, decisions in this time are generally made by one person, and on a geopolitical level there are no democracies. So ideas of “voting for what you want” or “having a say” are foreign concepts, and will not be practiced (or granted, should it be requested) by the NPCs. You may want to select a **party leader** to make decisions for the group in a time of crisis as well to simulate this structure.

ASSUMED KNOWLEDGE FOR CHARACTERS ABOUT THE NORTH

Different characters will know different things about the cultures, races, creatures, and geography in this campaign. Naturally every campaign we put out will be different in what it covers, so for this campaign the following things are assumed to be known by all characters, regardless of army selection:

- North of the ancient kingdom of Arnor is the **Kingdom of Angmar**. It sits above the Misty Mountains, and is a predominately orc kingdom founded by the **Witchking**, the strongest of the Nazgul. Rumored to be a Black Numenorian king from the past, stories say that he is a formidable warrior and a cunning ruler.
- Many **monsters** and other savage beasts also dwell in Angmar, including trolls, wargs, and Gulhavar, a demidragon of great power. Some of them are trained by the powers of Angmar, and are either killed on sight or the person flees from them.

- Within the Misty Mountains dwell clans of **dwarves, goblins, mountain giants**, and other strange beasts. One is never totally sure what one will find in the mountain passes, but these are reliably found at different points across the northern portion of the mountain range.
- Further east there are men that were aligned with Sauron in past centuries. Known as the **Easterlings**, these men use heavy armor and martial discipline to great effect, and are among the most reliable of the forces of the Dark Lord. Since Sauron was destroyed at the end of the Second Age the clans of the Easterlings have grown wild and unruly, following local warlords in their desire to plunder those who live in the north country.
- Somewhere in the northeast section of Arnor is a valley known as **Imladris**, and within this valley lies Rivendell, the city of the elves led by Elrond Tar-Minyatur. He is a known ally of the Free Peoples, and should you come to his abode in peace, you will find The Last Homely House hospitable to you in your quest.
- Far to the east lies the human city of **Dale**, known to be allied with the dwarves of the **Iron Hills**. They are excellent tradesmen and watermen, and while they were reestablished only 50 years prior, they are growing in strength. Enemies of the orcs of Angmar will find them kind and hospitable, as they share your enmity for them.

In addition, the following things are known by characters based on their army selection:

- Humans from **Rohan** and **Gondor** gain no additional knowledge.
- **Shire** characters also know that there is a troop of humans that still watch the ruined kingdom of Arnor; these rangers are hard men with gray eyes and dark faces, lacking in the cheer and merriment of hobbits. They do not tend to like their appearance, as they put a damper on everything around them.
- **Dwarves** are assumed to know the exact location of dwarf settlements in the north country, as well as the passes of the Misty Mountains that are safe to travel (as the known goblin towns are relayed to fellow dwarves).
- **High Elves** (Rivendell and the Grey Havens) are assumed to know the exact location of Imladris and the location of towns in Arnor.
- Elves from **Mirkwood** are assumed to know the exact location of Imladris and the general location of the strongholds of Angmar, as they have defended against raids from the north.
- **Rangers** are assumed to know the location of all Arnor towns and ranger outposts. They are also assumed to know the general location of the orc strongholds in Angmar, as they have fought the armies of Angmar for centuries.
- Humans from **Dale** are assumed to know the location of the Iron Hills settlements and the relative location of Easterling settlements in the Rhun region.

We hope that you have found this overview useful, and hope that you enjoy the campaign!

Appendix A: Sample Character Sheet for Characters

For ease of play, we have created a sample character sheet that you can use to keep track of your stats, equipment, and abilities. We hope that you find this useful!

Name: Profile/Specialization: Hometown:	Might Points: (Max: __) Will Points: (Max: __) Fate Points: (Max: __)							
<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="border: none; padding: 0 15px;"><u>MOVE</u></td> <td style="border: none; padding: 0 15px;">FV/SV</td> <td style="border: none; padding: 0 15px;">S</td> <td style="border: none; padding: 0 15px;">D</td> <td style="border: none; padding: 0 15px;">A</td> <td style="border: none; padding: 0 15px;">W</td> <td style="border: none; padding: 0 15px;"><u>C</u></td> </tr> </table>		<u>MOVE</u>	FV/SV	S	D	A	W	<u>C</u>
<u>MOVE</u>	FV/SV	S	D	A	W	<u>C</u>		
<u>Equipment:</u> Primary Hand: Secondary Hand: Ranged Weapon: Throwing Weapon: Armor: Cloak: Mount: Other Items:	<u>Special Abilities:</u>							
<u>Magic Spells (if any):</u>	<u>Heroic Actions:</u> Heroic Move Heroic Shoot Heroic Combat							