

MIDDLE-EARTH™

STRATEGY BATTLE GAME



FALL OF THE
NECROMANCER

THE
HOBBIT
MOTION PICTURE TRILOGY

MIDDLE-EARTH™

STRATEGY BATTLE GAME



"Nine for mortal Men doomed to die..."

- Galadriel, The Hobbit: The Battle of the Five Armies™

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www.games-workshop.com

Forge World website
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UK
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTHERN EUROPE
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTH AMERICA
Games Workshop Retail, Inc
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA
Games Workshop Oz Pty Ltd
23 Liverpool Street,
Ingleburn,
NSW 2565

INTRODUCTION



Welcome to *Fall of the Necromancer*, a supplement for the *Middle-earth Strategy Battle Game*. This 72-page sourcebook covers the events surrounding the Dark Lord's return to Middle-earth some 1,000 years following his defeat at the War of the Last Alliance. This includes the foundation of Dol Guldur and the subsequent corruption of the Greenwood, the flight of the Necromancer to the east in order to keep his return secret from the Council of the Wise, all the way up until Sauron must face the White Council as his armies march upon the Lonely Mountain.

Within *Fall of the Necromancer*, you will find the following:

NARRATIVE PLAY SCENARIOS

There are a total of 13 Narrative Play Scenarios in this sourcebook, representing the years following Sauron's return to Middle-earth. These Scenarios cover the time from the creatures of Mirkwood poisoning the forest around them, to the Elves clearing out the spider nests that have become ever more prevalent over the years, to the final confrontation between the Necromancer and the White Council.

LINKED CAMPAIGN

A campaign system links all the Scenarios together, forming a flowing narrative where the result of each battle will have an impact on one, or more, future games in the campaign. The result of the campaign will determine the fate of the Woodland Realm and whether Sauron will be driven from the forest.

THE HISTORY OF THE NECROMANCER

A background section detailing the history of the Necromancer following his defeat at the end of the Second Age. From the foundation of Dol Guldur in southern Greenwood, to the shadow cast over the forest of Mirkwood.

ARMY LISTS

The *Fall of the Necromancer* contains an in-depth look at the forces that fought within the northern lands, featuring background, tactics and army lists for the White Council, Halls of Thranduil, Radagast's Alliance, Dark Powers of Dol Guldur, and Dark Denizens of Mirkwood.

LEGENDARY LEGIONS

This sourcebook contains four brand new Legendary Legions for your Matched Play games, allowing you to recreate key scenes and battles from the books and films, enabling you to use your collections in ways that you may not have thought of before.

PAINTING AND MODELLING

A section providing plenty of content for hobbyists to get stuck into. Included are examples of some of the many ways the plastic Ruins of Dol Guldur terrain kit can be assembled, as well as one way you can paint it. There is also a painting guide for the dreaded Necromancer of Dol Guldur.





HISTORY OF THE NECROMANCER

INTRODUCTION

By the closing years of the Second Age, the Dark Lord Sauron had dominated much of Middle-earth. Through the power of the One Ring, his influence had spread across many of the free lands and bound the Kings of Men that had taken the Rings of Power to his will. None could hope to stand against the might of the Dark Lord alone and win, and so, in one final attempt to defeat Sauron, the Last Alliance of Men and Elves was formed between the Men of Númenor and the Elves of Rivendell. Together they marched upon Mordor, and on the slopes of Mount Doom they fought for the fate of Middle-earth.

Though the power of Sauron was great, and the high kings of both Men and Elves were slain at his hand, the Dark Lord was eventually defeated when Isildur cut the Ring from his hand, forcing Sauron's spirit to abandon his body. Isildur was given one chance to end the evil of Sauron forever by casting the One Ring into the fires of Mount Doom. Yet the will of Men is easily corrupted and Isildur kept the Ring for himself, allowing the spirit of Sauron to endure.

THE FOUNDING OF DOL GULDUR

With Sauron defeated, Middle-earth entered an era of relative peace; yet this was not to last indefinitely. Following his defeat in the War of the Last Alliance, and the loss of the ruling Ring of Power, it took Sauron 1,000 years to regain enough strength to return to Middle-earth. However, with his body long since lost, the Dark Lord could not take physical form and was forced to return in a spectral, wraith-like state.

Aware that he was too weak to challenge the Free Peoples of Middle-earth, and that if they discovered his return they would seek to destroy him, Sauron adopted a life of secrecy until he could regain his lost power. He chose to sequester himself away in the southern reaches of Greenwood the Great, and in the depths of the forest founded the fortress of Dol Guldur, taking up the guise of the Necromancer.

Even in his weakened state, Sauron's dark influence spread across the Greenwood and soon all manner of evil things were drawn to Dol Guldur. Packs of Orcs started to roam the paths of the forest, and foul creatures lingered in the dark reaches and hidden groves. As the years passed, the taint spread out over the Greenwood from Dol Guldur, transforming the once-grand forest into a twisted place of malice and fear. The Orcs and beasts became bolder, venturing further northwards and attacking any who strayed too close to their dwellings. No longer was this Greenwood the Great; the forest had instead been given a new name more befitting of the darkness that had corrupted it: Mirkwood.

FLIGHT TO THE EAST

In the year 1,000 of the Third Age, at roughly the same time that Sauron returned, the Wizards known as the Istari were sent to Middle-earth, by the Valar, to guide the Free Peoples. They started to wander through the lands of Middle-earth and began to help those in need, each in their own way. After over a millennia wandering, the Wizard known as Gandalf the Grey learned of the mysterious change upon the Greenwood, and in the year 2063 of the Third Age, set out to Dol Guldur to investigate and discover the truth about the evil that lurked within the fortress.

As Gandalf ventured southwards through Mirkwood, the spies of the Dark Lord brought word to their master of the Grey Wizard's approach. Knowing that he was not yet strong enough to face the Free Peoples of Middle-earth, and that if his restoration were discovered then war would be forced upon him, Sauron abandoned Dol Guldur and fled into the east. With the fortress deserted, and the evil within seemingly gone, the shadow over Mirkwood began to fade and a new time known as the Watchful Peace settled upon it. With all seeming well now in the forest, Gandalf's attention turned elsewhere.

THE GROWING DARKNESS

The Watchful Peace lasted for nearly 400 years, and during this period the darkness within Mirkwood receded. However, in the year 2460, Sauron returned from his self-imposed exile; the shadow over the forest began to grow and evil once more took up residence within the dark reaches of southern Mirkwood.

Of all the foul creatures that dwelt within the bowels of the forest, perhaps none posed more of a threat to those who traversed the forest paths than the spiders of Mirkwood. These huge and bloated beasts became an ever-present threat to the Elves of the Woodland Realm, and many of the forest paths became coated in thick, sticky webbing making them dangerous and, in some cases, all but impossible to navigate safely.

In order to protect his kingdom from the spiders that sought to feast upon his people, the Elvenking Thranduil sent bands of Rangers into the depths of the forest. They were tasked with keeping the borders of the Woodland Realm safe from Orcs and any other unsavoury beings, as well as clearing the spider nests that the foul creatures were spawning from.

The power of the Necromancer continued to grow over the next 500 years, and the evil creatures of the forest became ever bolder and more vicious. In the year 2941 of the Third Age, spiders from Dol Guldur attacked Rhosgobel, home of the Istari known as Radagast the Brown. Though normally Radagast was more concerned with protecting the creatures and trees within his small area of the forest, the attack drew his gaze to the sickness that was lingering over Mirkwood, and prompted him to investigate where this evil stemmed from.

Drawn to the heart of the canker, the Brown Wizard explored the abandoned ruins of Dol Guldur, and quickly sensed that an ancient evil lurked within its shadows. Radagast's suspicions were confirmed when he was attacked by a wraith-like being which dropped a relic of Mordor – a Morgul Blade. Knowing this was potentially proof of the Dark Lord's return, Radagast raced off to find Gandalf and present him with his evidence. Fearing the worst, Gandalf then took the Morgul Blade before the White Council in order to prove to them what he had suspected centuries before.

EXPULSION FROM DOL GULDUR

In a bid to finally discover the truth of what lay within Dol Guldur, Gandalf ventured to the ruined fortress with Radagast. Upon reaching the Hill of Sorcery, the name Dol Guldur translates to, Gandalf sent his ally to alert the White Council whilst he himself went forth alone. Within the crumbling ruins, Gandalf found little sign of recent activity; yet as he continued his search, he sensed that there was more to the ruins of Dol Guldur than met the eye.

Within Dol Guldur, Gandalf discovered the Dwarf Lord Thráin, who had been missing since the Battle of Azanulbizar many

years before. Either due to the horrors of war or his time spent so close to the source of pure evil, the Dwarf lord's mind had been overthrown and he relentlessly attacked the Grey Wizard. Eventually, Gandalf was able to subdue Thráin and free his mind from the madness that had gripped him. With his wits restored, Thráin revealed that it was in fact Sauron who lurked in Dol Guldur, and with this knowledge Gandalf commanded the Dark Lord to come forth. Yet it was more than just Sauron that resided within Dol Guldur; concealed within the fortress was a huge army of Orcs led by Azog the Defiler. Fleeing the horde, Gandalf and Thráin tried desperately to escape; the Grey Wizard witnessing Thráin's demise at the hands of Sauron even as he himself was captured.

Bereft of allies and tortured within the dungeons of Dol Guldur, there was hope still for Gandalf. Radagast had successfully rallied together the White Council. Who, upon learning of the danger both Gandalf and Middle-earth were facing, descended with fury upon the fortress of Dol Guldur. Although they were faced with the most deadly of Sauron's servants, the Nazgûl, the White Council staved off the Ringwraiths for long enough to draw Sauron's ire, forcing the Dark Lord to reveal himself at long last. Drawing on every ounce of strength she could muster, Galadriel unleashed her full power and banished the Necromancer from Dol Guldur, though it drained much of her essence.

Though Sauron had been banished, and the identity of the Necromancer revealed, the Dark Lord had regained enough of his former strength to wage his war upon Middle-earth. Retreating to Mordor, Sauron begins to forge his armies for war; for whilst the One Ring still exists, Sauron can never truly be defeated...

TALE OF YEARS

Year of the
Third Age

3319 (Second Age)	Isildur cuts the One Ring from Sauron's hand, defeating the Dark Lord.
1000	Sauron returns to Middle-earth and begins to take a new form. The Istari are sent to Middle-earth.
1050	Dol Guldur is founded and a shadow begins to fall over the Greenwood, starting the forest's transition into Mirkwood.
1100	The first stirrings of Sauron are noticed in Middle-earth, though they are believed to be the work of the Nazgûl.
2063	Starting to suspect that the power in Dol Guldur may be Sauron, Gandalf investigates. As he is not yet powerful enough to reveal himself, Sauron flees into the east to keep his identity secret. The Watchful Peace begins.

Year of the
Third Age

2460	Sauron returns from the east and the Watchful Peace comes to an end.
2463	The White Council is formed.
2941	Radagast discovers a relic of Mordor within Dol Guldur and alerts Gandalf. Upon exploring the fortress Gandalf discovers Thráin. The Necromancer reveals himself as the Dark Lord; Sauron captures Gandalf and kills Thráin. The Necromancer's armies march upon the Lonely Mountain. The White Council comes to the aid of Gandalf and expels the Necromancer from the fortress. He flees back to Mordor.
3019	Frodo Baggins destroys the One Ring by casting it into the fires of Mount Doom, defeating Sauron for good.

Scenarios



THE FOUNDING OF DOL GULDUR



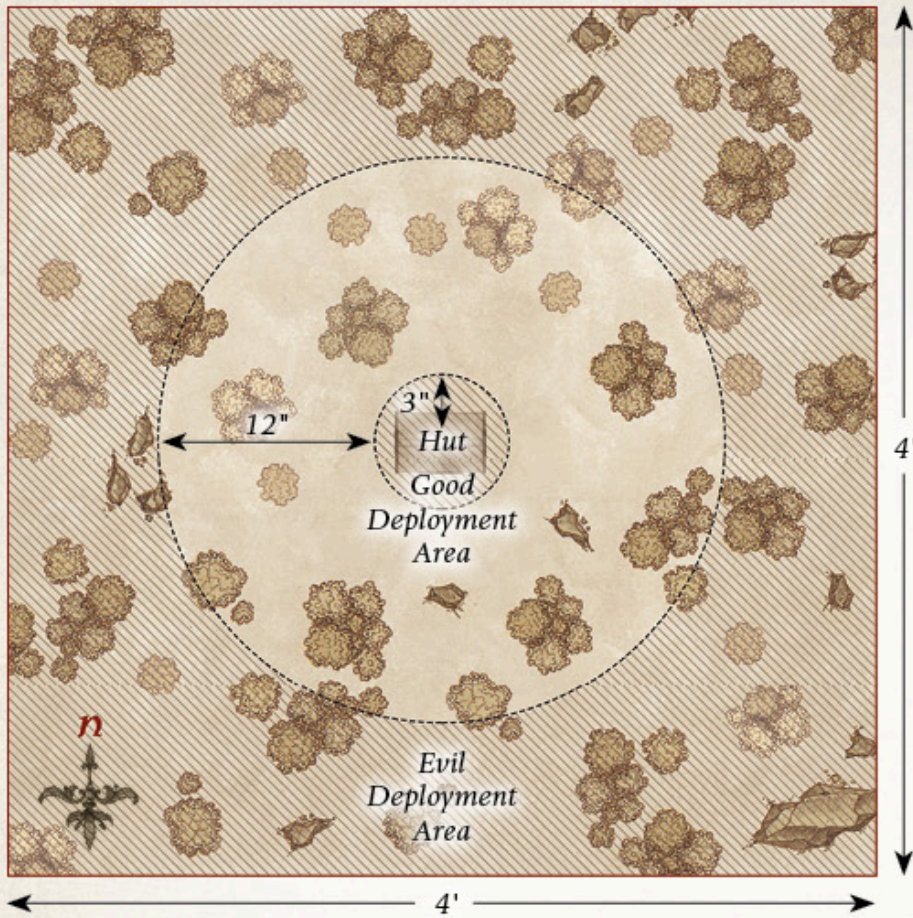
Although Sauron had been defeated by the Last Alliance of Men and Elves at the end of the Second Age, Isildur's refusal to destroy the Ring of Power allowed the Dark Lord's spirit to endure. For hundreds of years, Sauron waited within the darkness, slowly gathering his strength until he could return to Middle-earth.

Over a thousand years passed before Sauron returned, and he did so in secret to the southern region of the Greenwood, home to both Human woodsmen and the Silvan Elves. Unbeknownst to the Free Peoples of Middle-earth, Sauron's return shrouded the southern reaches of the forest and evil began to fester within the shadows; and at its heart, upon the hill of Amon Lanc, the servants of the Dark Lord built a fortress for their master to reside in.

Sauron could not risk the Elves discovering that he had returned in case they sent word to the Istari, and so he needed his fortress to remain a secret from the wider world until he was strong enough to oppose his enemies. The woodsmen who lived in the forest posed a threat to Sauron's plan and so the Dark Lord sought to remove them to ensure that they could not alert the Elves and he could remain undiscovered.

Gathering to his side a band of Orcs and other foul creatures, the Dark Lord Sauron himself ventured out into the Greenwood to rid it of the woodsmen. However, Sauron is still centuries away from reaching his former strength, and if the woodsmen can defeat the Dark Lord, he might never be able to regain a foothold in Middle-earth.





OBJECTIVES

The Necromancer plans to build his fortress in secret, and so the Woodsmen must be removed from Amon Lanc to ensure that the Dark Lord's plan goes undiscovered.

The Evil player wins if at the end of any turn all the Woodsmen have been slain. The Good player wins immediately if the Necromancer is slain.

SPECIAL RULES

The Dark Lord – *Though he possesses great power, Sauron still needs to regain much of the strength he once had.*

The Necromancer begins the game with only 12 points of Will.

The Sense of Dread – *Though the woodsmen do not know the full extent of the terror attacking them, they rightfully fear it and all those that follow this shadow into battle.*

All Evil models have the Terror special rule in this Scenario.

LAYOUT

The board represents the area around Amon Lanc. It should be densely covered with trees, rocky outcrops, hedges and other undergrowth. Place a Woodsman's hut in the centre of the board.

STARTING POSITIONS

The Good player deploys their force anywhere within 3" of the Woodsman's hut. The Evil player then deploys their force anywhere on the board at least 12" from any Good model.

PARTICIPANTS

Good: Woodsman Chieftain with shield;
12 Woodsmen: 4 with shield, 4 with throwing spear and shield, 4 with bow.

Note: *The Woodsmen Chieftain uses the same profile as a Captain of Rohan, the Woodsmen use the same profile as a Warrior of Rohan.*

Evil: The Necromancer of Dol Guldur; 12 Orc Warriors: 4 with shield, 4 with spear, 2 with two-handed weapon, 2 with Orc bow.

THE GATHERING EVIL

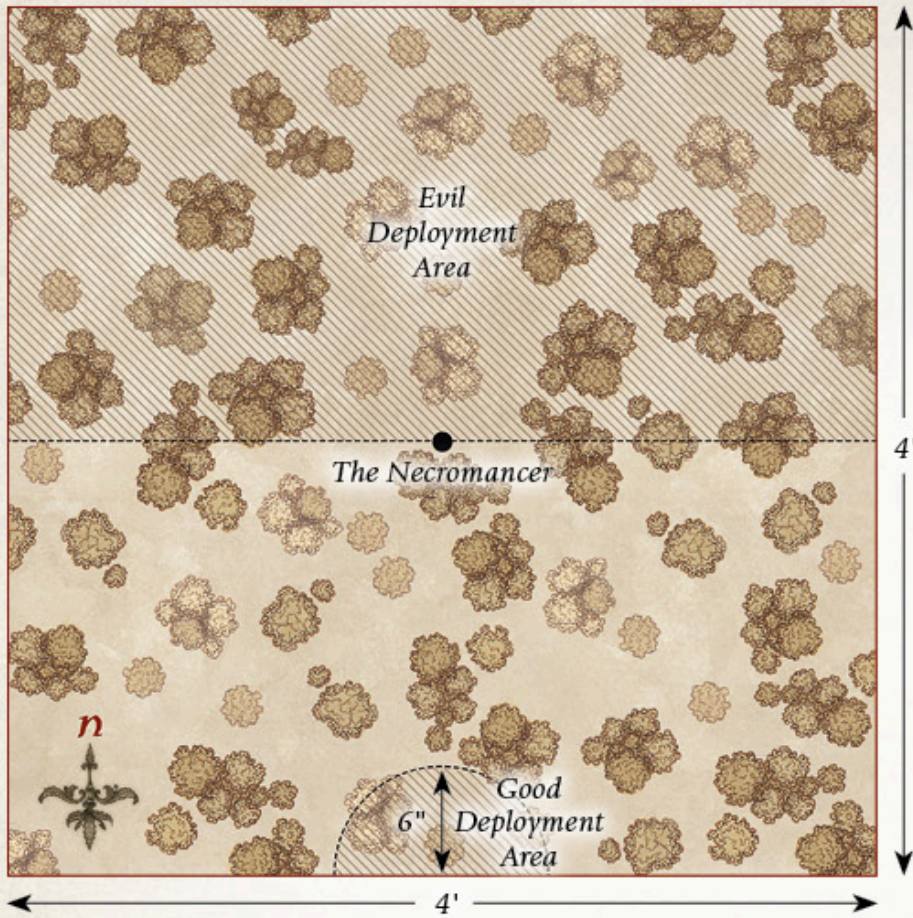
Years after the foundation of Dol Guldur, darkness spreads out across the Greenwood drawing more evil to the forest. The creatures that live within the trees are becoming bolder, attacking those that wander the Elven paths. Orcs are taking up residence within the southern fortress and have been sighted cutting down trees and raiding villages on the edges of the Greenwood.

Although brought to the attention of the Elvenking of the Woodland Realm, he seems unconcerned with the goings-on outside of his own borders. However, he knows that the Orcs will not ignore his lands for long, and so in a bid to discover what could be drawing these creatures to the southern reaches of the forest, the Elvenking sends a band of Rangers to scout out those regions and report back.

After searching the forest for many weeks, the Elves discover the imposing fortress of Dol Guldur built upon the hill of Amon Lanc. Recognising the greater need of making the Elvenking aware of their discovery rather than risking the death of them all by investigating this malevolent place further, the small band of Mirkwood Rangers head back northwards in order to report their findings to their king.

However, the Dark Lord has already spied the Elven scouting party and he cannot let it return to the Woodland Realm. Soon the Elves find themselves surrounded by darkness and hear the howls of Orcs coming from deep within the gloom. They must now escape northwards or find themselves at the mercy of the evil that now hunts them.





OBJECTIVES

Sauron must see that the Elves are killed or risk alerting the Elvenking to the location of his fortress.

The Good side wins if any four Good models can escape the board via the northern board edge. The Evil player wins if they can slay all of the Elves. If at least one but fewer than four Elves escape the board, then the game is a draw.

SPECIAL RULES

The Dark Lord – *Though he possesses great power, Sauron still needs to regain much of the strength he once had.*

The Necromancer begins the game with only 12 points of Will.

The Darkness Descends – *Shrouded by some malevolent power, the light fades from the surrounding forest, making it all but impossible for the Elves to see what is hidden in the gloom.*

Good models can only see up to 6" in this Scenario.

Therefore they cannot shoot enemy models that are more than 6" away from them. Sauron and his Orcs are accustomed to the darkness and can therefore see as normal.

LAYOUT

The board represents an area of the Greenwood forest near the fortress of Dol Guldur. It should be densely packed with trees, bushes and other undergrowth to provide plenty of cover for both sides.

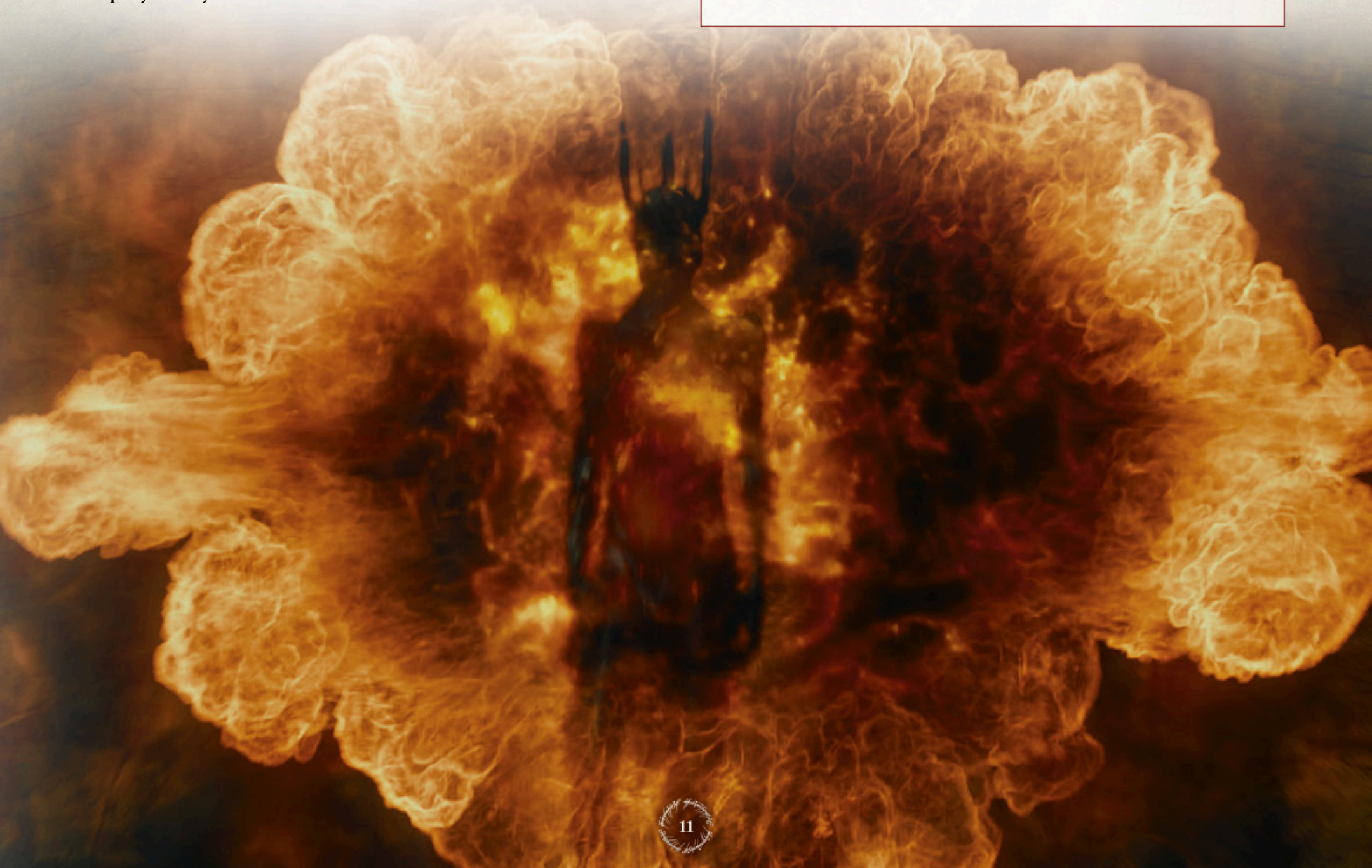
STARTING POSITIONS

The Good player deploys their force within 6" of the centre of the southern board edge. The Evil player then deploys the Necromancer in the centre of the board. The Orcs are deployed anywhere in the northern half of the board.

PARTICIPANTS

Good: Mirkwood Ranger Captain; 10 Mirkwood Rangers.

Evil: The Necromancer of Dol Guldur; 12 Orc Warriors: 4 with shield, 4 with spear, 2 with two-handed weapon, 2 with Orc bow.



CORRUPTION OF THE GREENWOOD



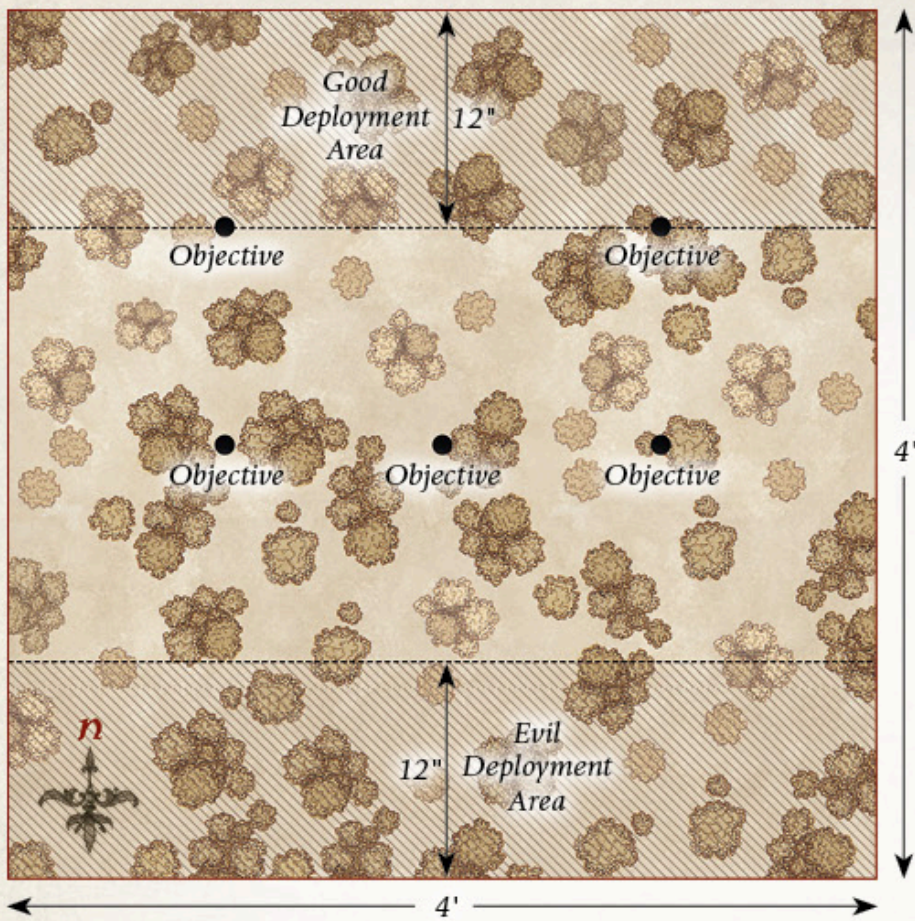
As the Dark Lord's power grows within Dol Guldur, increasing numbers of Orcs and other foul creatures are drawn to his evil. Spiders now lurk within the boughs, ever in search of prey that may have strayed too far from the Elven paths. Packs of Wargs hunt the forest looking for their next meal, and colonies of bats swarm overhead, blotting out the sunlight that would usually filter down to the forest floor.

The increase in these foul creatures has not gone unnoticed by the Elves, and the urgency of the situation becomes ever more apparent when some of their patrols fail to return. To discover what they are faced with, the Elvenking Thranduil sends a larger band of his most trusted Rangers into the forest to track down the reason why these creatures are on the increase.

The further south the Elves travel, the more they find that the forest paths they once safely roamed are near-impassable. Thick sticky webs hang from trees that were once green and full of life, but now are stricken with malaise. Many of the creatures that were once commonplace have deserted the woodland – either of their accord or because of a more sinister reason.

Soon the Elves become aware that they are not alone. From the shadows of the forest, those drawn by Sauron's power sense that fresh meat has wandered into their lair. As they ready to fight for their lives, the Elves now know for certain that whatever is sickening the forest lies to the south of their once verdant realm. No longer is this Greenwood the Great, instead it will become known by a new name...





OBJECTIVES

The Elves must protect this area of the forest from succumbing to the corruption that is befalling the Greenwood; otherwise it will no longer be a safe place to travel.

The game lasts for 10 turns. The Good player wins if two or fewer of the objectives are corrupted at the end of the game. The Evil player wins if three or more objectives are corrupted at the end of the game.

SPECIAL RULES

Corrupting Objectives – *The fell creatures of the forest have set about corrupting the Greenwood, either through poisoning its trees, shrouding them in webs, or simply spilling Elvish blood across the forest floor.*

If, during the End phase of any turn, there is a non-Prone Evil model in base contact with an objective marker, and that model did not shoot or fight during that turn, then that objective has been corrupted.

Save the Greenwood – *The Elves will fight to save the Greenwood from corruption, and to rid the forest of the foul creatures that stalk its paths.*

If, during the End phase of any turn, there is a non-Prone Good model in base contact with a corrupted objective marker, and that model did not shoot or fight during that turn, then that objective is no longer considered to be corrupted.

LAYOUT

The board represents an area of the Greenwood. It should be densely packed with trees, bushes and other undergrowth. There should be five objectives on the board. Three are placed equidistantly across the centre line of the board from west to east. The other two are placed in the centre of each of the north-west and north-east quarters of the board as shown.

STARTING POSITIONS

The Good player deploys their force within 12" of the northern board edge. The Evil player then deploys their force within 12" of the southern board edge.

PARTICIPANTS

Good: 2 Mirkwood Ranger Captains;
20 Mirkwood Rangers.

Evil: 4 Castellans of Dol Guldur; 6 Giant Spiders;
6 Mirkwood Spiders; 6 Fell Wargs; 2 Bat Swarms.

LURKING IN THE SHADOWS



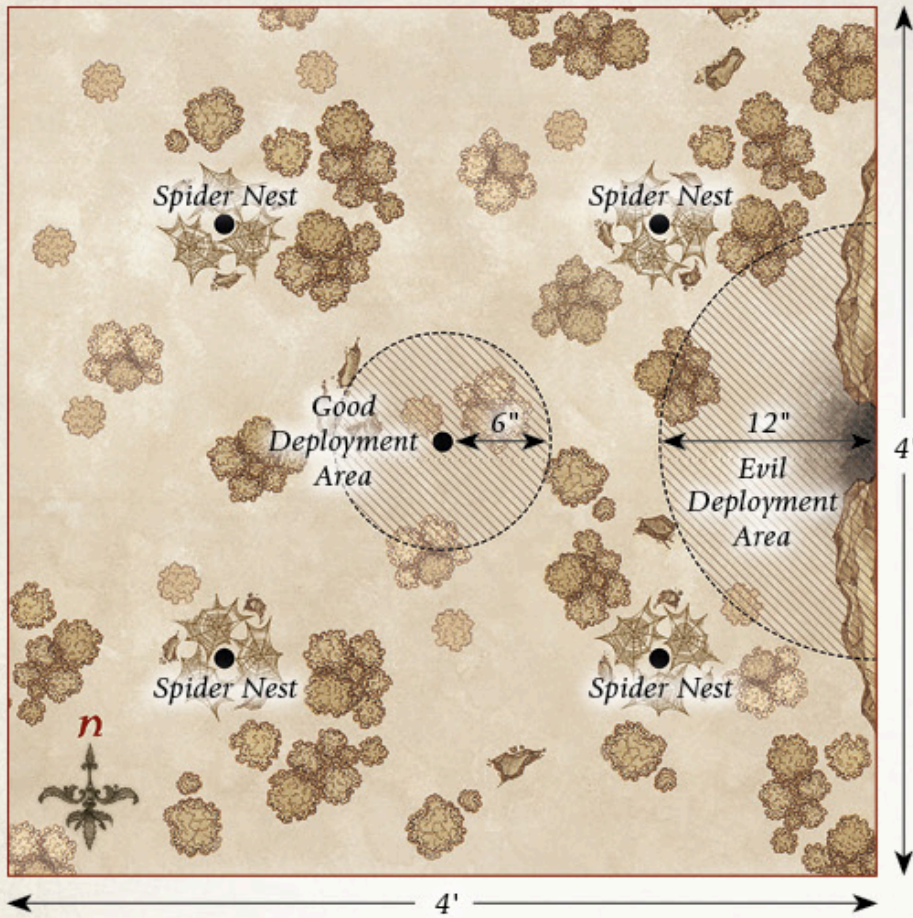
As the years have passed, Mirkwood has increasingly become a place of fear and evil. The forest has grown into a dark and twisted version of the grandeur it once possessed, becoming a home for evil to dwell in undisturbed. Huge webs have become a common sight in the southern reaches of Mirkwood, and the Elves have learned to stay away from them if they value their lives.

Tales of a great, evil creature within southern Mirkwood begin to emerge as the years of the Third Age pass. Some say that a huge and bloated spider has taken up residence just south of the Narrows of the Forest, and that any who stray into its lair are never heard of again.

Whilst some dismiss such tales as mere fantasy, in truth they are far closer to reality than anyone had feared. For it was not simply a bloated giant spider akin to the others that roamed the forest, instead this creature became known as the Spider Queen; a spawn of Ungoliant who had made the southern reaches of Mirkwood her home following the coming of Sauron.

The exact location of the lair of the Spider Queen remains unknown, but it is thought to lie within the south-eastern region of Mirkwood. Though many bands of Rangers have been sent out to find this lair and rid it of the creature that supposedly dwells within, they either return having been unable to find any sign of the Spider Queen, or simply do not return at all...





OBJECTIVES

This band of Elves has strayed into the Spider Queen's lair and must kill her if they are to have any chance of escaping.

The game lasts until one force has completed their objective. The Good force wins if they can kill the Spider Queen. The Evil force wins if all the Elves are slain before this can happen.

SPECIAL RULES

Spider Nests – *The nests in the forest are home to the Spider Queen's offspring, and more will constantly come to her aid.*

Good models treat Spider Nests as difficult terrain. Additionally, whenever a **Spider** model is slain, with the exception of the Spider Queen, keep it to one side. At the start of each turn, before Priority is determined, roll a D6 for each **Spider** model kept aside in this manner. On a 5+, that model will re-enter the board via one of the Spider Nests. To determine where they enter from, roll a further D6. On a 1-3, the Good player chooses which Spider Nest the model enters from; on a 4+, the Evil player decides. Models that arrive in this manner are placed anywhere within or touching the Spider Nest and may act as normal that turn.

Swarm of Spiders – *The writhing mass of broodlings on the back of the Spider Queen makes it hard to hit her from range, and the chances of piercing her hide are slim.*

Shooting attacks that target the Spider Queen suffer a -1 penalty when rolling To Hit. Additionally, shooting attacks will only Wound the Spider Queen on the roll of a natural 6.

LAYOUT

The board represents the densely-wooded area of Mirkwood where the Spider Queen's lair is found. As such, there should be plenty of trees, bushes and undergrowth dotted around. Four Spider Nests, no more than 6" in diameter should be placed on the board, one in the centre of each 2'x2' area. In the centre of the eastern board edge is the entrance to the Spider Queen's lair, which is built into a rocky outcrop.

STARTING POSITIONS

The Good player deploys their force within 6" of the centre of the board. The Evil player deploys the Spider Queen, 4 Mirkwood Spiders, 4 Giant Spiders and the Bat Swarms within 12" of the entrance to the Spider Queen's Lair. They then place one **Spider** in each of the Spider Nests.

PARTICIPANTS

Good: 2 Mirkwood Ranger Captains;
20 Mirkwood Rangers.

Evil: The Spider Queen; 6 Giant Spiders; 6 Mirkwood Spiders; 2 Bat Swarms.

FLIGHT TO THE EAST



Since the coming of Sauron to Dol Guldur, the Greenwood has become a place of fear and darkness; corrupted by the influence of the Necromancer and known by the new name of Mirkwood. Yet the shadow that has grown over this once verdant forest has not gone unnoticed by the wise in Middle-earth, and they begin to fear that an ancient evil may have returned.

Knowing that it would take something of great power and evil to corrupt the Greenwood, and fearing that it may be the Dark Lord Sauron, Gandalf discovers the fortress of Dol Guldur hidden in Mirkwood. Alone but determined to confirm if the rumours he has learned of are true, he ventures into the formidable structure. If it

transpires that the evil is in fact Sauron returned to Middle-earth, as the wise fear it may be, then Gandalf will report back his findings before the Elves march upon Dol Guldur in an attempt to defeat Sauron once more.

As Gandalf travels south, Sauron's spies have informed the Dark Lord of the Grey Wizard's approach. However, Sauron is not yet ready to reveal himself, knowing that he is not powerful enough to face the Elves should they make an assault upon Dol Guldur. To keep his return to Middle-earth secret, Sauron decides to flee into the east so that Gandalf does not discover the truth; though if the Wizard learns of the Necromancer's true identity, then Sauron's plans to dominate Middle-earth may well be undone.





LAYOUT

The board represents the fortress of Dol Guldur. It should be covered with walls, ruins and other such terrain, providing plenty of cover across the board.

STARTING POSITIONS

The Evil player deploys six 40mm bases anywhere touching the western board edge; these represent the places the Necromancer could be (see the Shadow of the Necromancer special rule that follows). They then deploy the Castellans of Dol Guldur anywhere within 12" of the western board edge. The Good player then deploys Gandalf within 6" of the centre of the eastern board edge.

OBJECTIVES

Gandalf is trying to discover the truth about who, or what, is casting the shadow over Mirkwood. Sauron cannot risk being discovered and so is trying to evade Gandalf and escape into the east.

The game lasts until one side completes their objective. The Good side wins if the Necromancer has been revealed and Gandalf escapes the board via any board edge. The Evil player wins if the Necromancer has not been revealed when he escapes the board via the eastern board edge. Any other result is a draw.

SPECIAL RULES

Shadow of the Necromancer – *The Necromancer cannot risk Gandalf learning of his identity, and so must remain hidden if he is to escape.*

The Necromancer is not deployed at the start of the game. Instead, six 40mm bases are deployed touching the western board edge, each representing a place where the Necromancer could be. One of these bases is the Necromancer, and the Evil player should note down which one is Sauron; either by marking one underneath, or numbering all the bases and making a note of which numbered base is the Necromancer. These move in the same way as the Necromancer, and the Evil player will win if the base representing the Necromancer escapes the board via the eastern board edge.

Revealing the Necromancer – *Though he is hidden, the Necromancer still risks his identity being uncovered by the Grey Wizard.*

If, at the end of any Good Move phase, Gandalf is within 6" of a 40mm base and can draw an unobscured Line of Sight to all parts of that base, then the Evil player must reveal if the base was a decoy or, in fact, the Necromancer himself. Additionally, if the Necromancer casts any Magical Powers then he will automatically be revealed.

The Cost of Deception – *Sustaining his disguise is a draining process, one that takes its toll upon the Dark Lord.*

The Necromancer loses a point of Will at the end of each Move phase in which he has not yet been revealed.

The Grey Pilgrim – *Gandalf is a formidable warrior and has prepared himself for any threat that may lurk within the fortress of Dol Guldur.*

Gandalf has 2 Attacks in this Scenario.

PARTICIPANTS

Good: Gandalf the Grey.

Evil: The Necromancer of Dol Guldur;
4 Castellans of Dol Guldur.



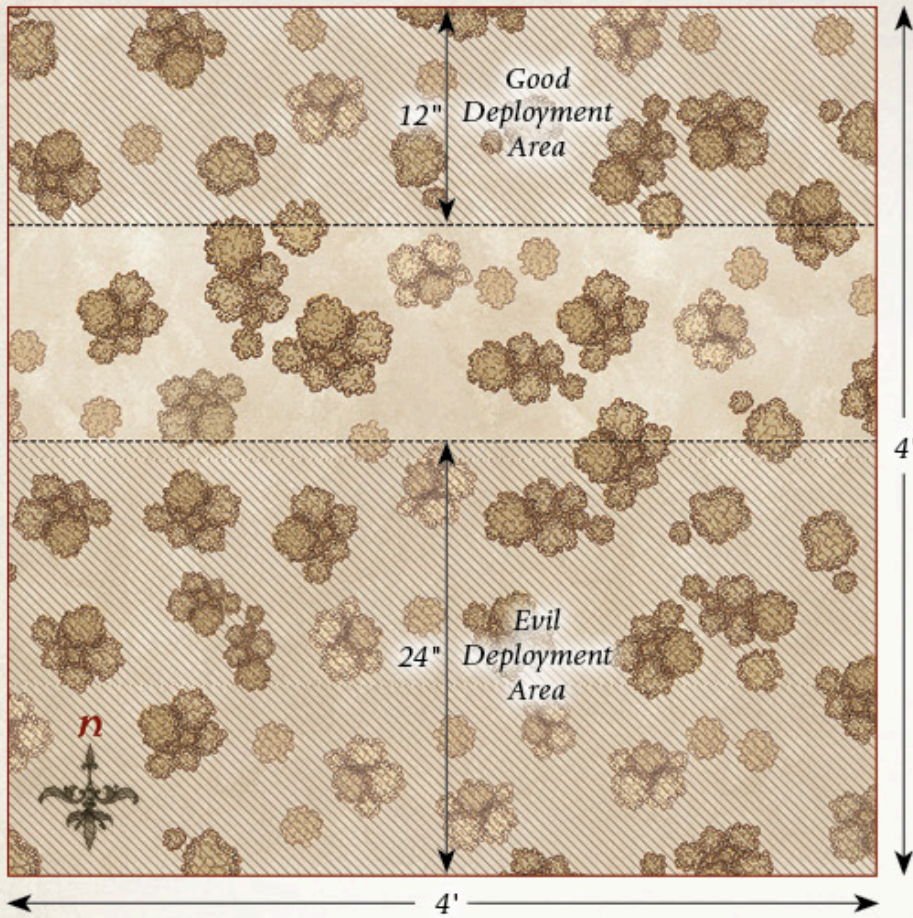
THE WATCHFUL PEACE

With Sauron having fled into the east, his influence over the forest of Mirkwood faded in the years following his absence. Dol Guldur fell into ruin and the Orcs and creatures that had become commonplace within the forest slunk back into the shadows, enabling those who sought to traverse the paths of Mirkwood to do so once again. This time became known as the Watchful Peace.

Even in this time of relative calm, Thranduil was wary of the threat of the beasts that still dwelt within the shadowed reaches of the forest. The Elvenking commanded that bands of his Rangers would patrol the paths of Mirkwood to help ensure that the forest was cleared of any Orcs or foul creatures that remained, and to bring word of anything that might suggest the return of whatever had resided in Dol Guldur.

Towards the latter decades of the Third Age, these patrols were often led by Legolas Greenleaf, the son of Thranduil, and it was during this time that Legolas would develop exceptional skills with both blade and bow. Yet even during the Watchful Peace, occasionally a mob of Orcs would grow confident and daring and would come forth from whatever lair they had been hiding in to attack the Mirkwood patrols.





OBJECTIVES

The Elves have come across a band of Orcs and must kill enough of them to force the Orcs to turn tail and flee.

The game lasts until the end of a turn in which one side has completed their objective. The Good side wins if they can reduce the Evil side to 25% of their starting numbers (i.e., six models remaining). The Evil side wins if they can reduce the Good side to 25% of their starting number (i.e., three models remaining).

SPECIAL RULES

The Prince of Mirkwood – *Although he may not know it, Legolas will have an important role to play in the coming years. Should he fall here, the fate of Middle-earth may be bleak.*

If Legolas is slain, then the game ends immediately and the Evil side wins.

Silent Hunters – *The Rangers of Mirkwood are masters of stealth and can unleash a deadly hail of arrows from within the cover of the trees.*

Good models may re-roll failed To Hit rolls when making shooting attacks if they did not move during the preceding Move phase.

LAYOUT

The board represents an area of the forest of Mirkwood. As such, the board should be densely packed with trees, bushes and other undergrowth to help give the impression of the twisted and overgrown place that Mirkwood has become.

STARTING POSITIONS

The Good player deploys their models within 12" of the northern board edge. The Evil player then deploys their models within 24" of the southern board edge.

PARTICIPANTS

Good: Legolas Greenleaf, Prince of Mirkwood; Mirkwood Ranger Captain; 10 Mirkwood Rangers.

Evil: 2 Orc Captains with shield; 24 Orc Warriors: 8 with shield, 8 with spear, 4 with two-handed weapon, 4 with Orc bow.



CLEARING THE NESTS

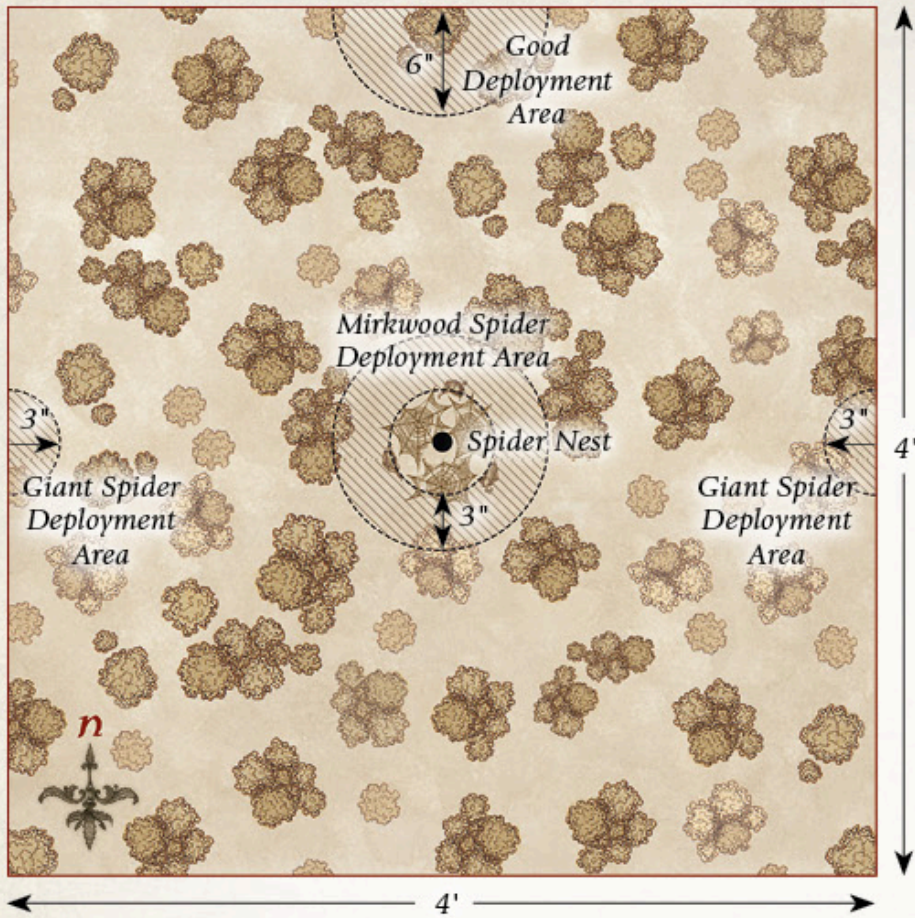
Unknown to the Elves of Mirkwood, the Necromancer has returned to his domain of Dol Guldur in southern Mirkwood, and with the Dark Lord's coming the fell creatures of the forest have once more begun to creep further from the shadows. Giant cobwebs have become a much more common sight, and with each passing year the spiders that spun them venture further northwards, towards the Woodland Realm.

To protect his kingdom from the spiders of the forest, Thranduil has ordered his Rangers to rid Mirkwood of the nests where these foul creatures make their homes. By destroying their nests, Thranduil hopes to drive these fell beings back southwards and away from his lands, though the shadow over Mirkwood has returned once more, and the spiders have grown bolder and more likely to attack their prey on sight.

However, clearing the spider nests is a formidable task.

The creatures will attack with bestial ferocity in order to protect their homes, causing the Rangers of Mirkwood to fight their way through in order to destroy the nests that threaten the Woodland Realm. Doing so is dangerous and, should the Rangers fail in their task, many Elves will likely become a meal for the malevolent spiders of Mirkwood.





OBJECTIVES

The Mirkwood Rangers have set out to destroy one of the larger Spider Nests, though its inhabitants will fiercely protect it.

The game lasts until one side has completed its objective. The Good side wins if the Spider Nest is destroyed. The Evil side wins if the Good side is wiped out.

SPECIAL RULES

The Spider Nest – In order to destroy the large nest, the Elves must get close enough to set it on fire.

Good models may Charge the Spider Nest during the Move phase, and may attack it during the Fight phase provided they are not in base contact with any enemy models. Good models do not need to make a Duel roll against the Spider Nest; they will automatically win and may simply strike blows. The Spider Nest has 3 Wounds and will only ever be wounded on the roll of a natural 6.

More where they came from – The nests in the forest are home to countless spiders, and more will inevitably appear as the battle rages on.

Whenever a **Spider** model is slain, keep it to one side. At the start of each turn, before Priority is determined, roll a D6 for each **Spider** model kept aside in this way. On a 5+ the Evil player may place that **Spider** model within 6" of the Spider Nest, but not within the Control Zones of enemy models. Models that arrive in this manner are placed anywhere within or touching the Spider Nest and may act as normal that turn.

LAYOUT

The board represents an area of Mirkwood where there is a large Spider Nest. In the centre of the board there should be the Spider Nest – which has a diameter of 3". The rest of the board should be densely packed with trees, bushes and other undergrowth.

STARTING POSITIONS

The Evil player deploys the Mirkwood Spiders within 3" of the Spider Nest. They then deploy three Giant Spiders within 3" of the centre of the eastern board edge, and the other three Giant Spiders within 3" of the centre of the western board edge. The Good player deploys their models within 6" of the centre of the northern board edge.

PARTICIPANTS

Good: Legolas Greenleaf, Prince of Mirkwood; Tauriel; 10 Mirkwood Rangers.

Evil: 6 Mirkwood Spiders; 6 Giant Spiders.



ATTACK ON RHOSGOBEL

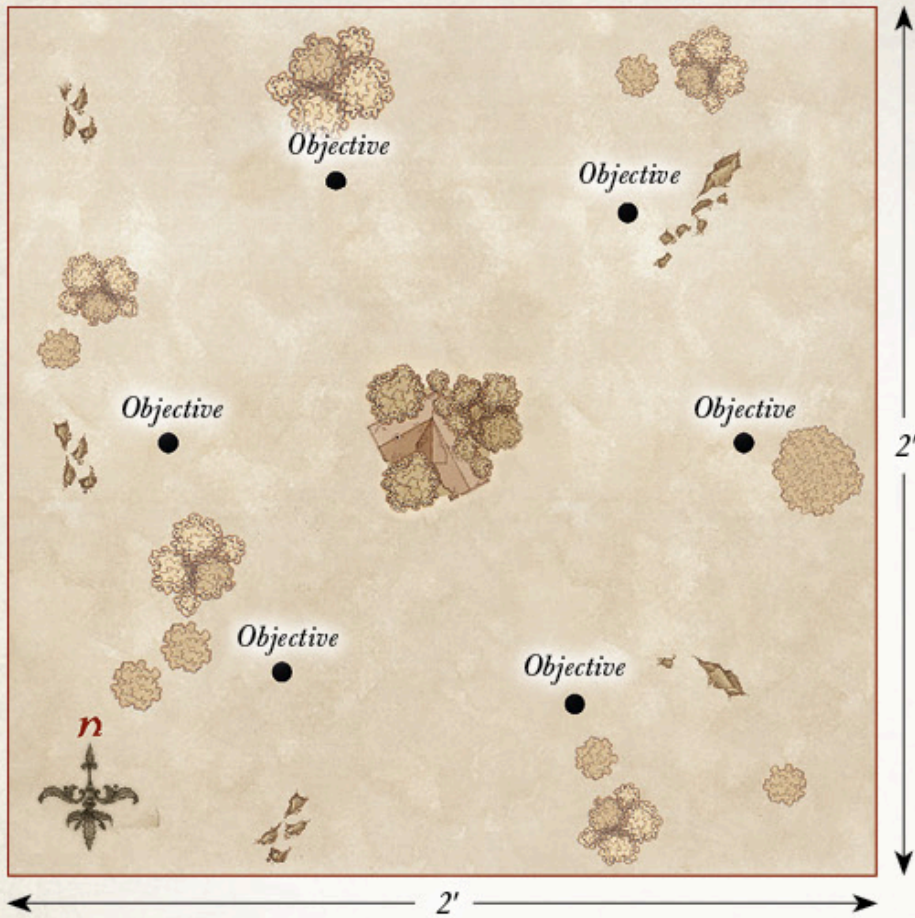
To the west of the forest of Mirkwood lies the dwelling of Rhosgobel, the home of Radagast the Brown, one of the wandering Istari. Unlike the other Wizards in Middle-earth, Radagast does not concern himself with the goings-on of the wider world; instead, he generally minds his own business and tends to the creatures and plants of the forest.

The encroaching darkness within the forest had not gone unnoticed by Radagast, though he had not yet seen fit to investigate its cause. However, in the latter years of the Third Age, upon returning from one of his many wanderings, Radagast discovers that it is more than just a darkness that had descended on the forest. A sickness was lingering over Mirkwood and the trees and creatures were beginning to die, poisoned by an unknown dark power.

None, not even Radagast's faithful hedgehog Sebastian, are immune to the sickly magics that had begun to infect them, and many creatures succumbed to this mysterious illness even as Radagast tries to save them. Those that still cling to life are close to the end of their strength, and Radagast knows that he must do everything in his power to save the creatures from harm.

Yet even as Radagast works, foul creatures spawned within the bowels of the forest hungrily stalk his every move. Sent northwards from Dol Guldur, giant spiders, the likes of which few have seen before, have come looking to prey upon the unwary Wizard. It will take every ounce of Radagast's power to drive the creatures from Rhosgobel and rid his homestead of the dark magics that are infecting it.





OBJECTIVES

Radagast is trying to rescue the creatures of the forest from the dark magic that is poisoning them, whilst the Spiders are hunting the Brown Wizard as their latest prey.

The game lasts until one side has completed their objective. The Good player wins if they can rescue all of the creatures within Rhosgobel and have Radagast enter his house by moving into it via the front door. The Evil player wins if Radagast is slain.

SPECIAL RULES

Rescuing Creatures – *A dark and powerful magic has descended upon Rhosgobel, rendering many of the creatures helpless and in need of immediate healing.*

The six objective markers represent the woodland creatures in need of rescue. Radagast may save a creature by ending his move in base contact with a marker so long as he is not engaged in combat. When a creature has been successfully rescued, remove the marker from play.

Radagast's Determination – *Such is Radagast's devotion to the forest and its creatures that he will keep defending them to the very last.*

Whenever Radagast rescues a creature, he may restore one Fate point spent earlier in the battle.

LAYOUT

The board represents Radagast's home of Rhosgobel. In the centre of the board is Radagast's house, built into a large tree trunk that has a diameter of 3" and a door in one side. The rest of the board should be dotted with trees, hedges and other such undergrowth. There should be six objective markers positioned as shown on the map, each representing a creature that needs rescuing.

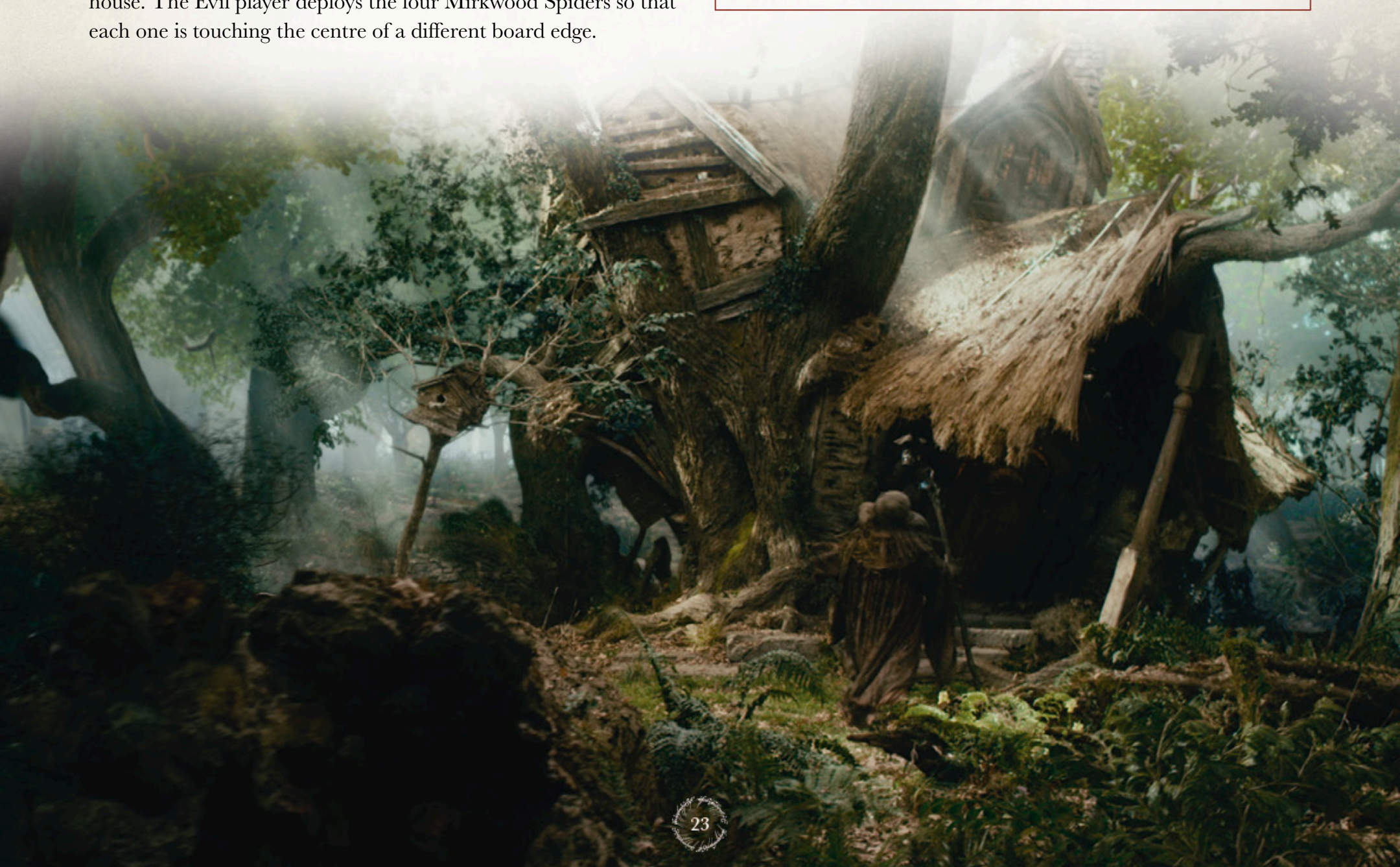
STARTING POSITIONS

The Good player deploys Radagast touching the door to his house. The Evil player deploys the four Mirkwood Spiders so that each one is touching the centre of a different board edge.

PARTICIPANTS

Good: Radagast the Brown.

Evil: 4 Mirkwood Spiders.



EXPLORATION OF DOL GULDUR



Having repelled the spiders that had invaded his homestead, Radagast begins to wonder where such foul creatures have come from. Learning that they have been spawning in the areas around the old fortress of Dol Guldur, he sets out to investigate its ruins for the source of the dark magic that has set the creatures loose.

Knowing that something truly terrible must be lurking within Dol Guldur, Radagast tries to locate something that will act as evidence of a more sinister plot. His hope is to use whatever he can find to convince the White Council to act and drive the evil away. But even as Radagast searches the ruins, the spirit of Angmar waits in the shadows; biding its time and preparing to strike...

Radagast suspects that whatever the power that lies within Dol Guldur is, it will not take kindly to intruders into its domain. Even as he enters the crumbling walls of the long forgotten stronghold, Radagast feels the air chill around him, and he senses that he is not alone.





LAYOUT

The board represents the old fortress of Dol Guldur. It should be scattered with broken walls, crumbling stairways and piles of rubble, creating a varied battlefield. In the centre of the southern board edge is the entrance to Dol Guldur. On the board there should be six statues, placed as shown on the map. These are the possible locations of the evidence that Radagast is searching for and should be numbered from 1 to 6.

STARTING POSITIONS

The Good player deploys Radagast in base contact with the entrance to Dol Guldur. The Evil player does not deploy the Witch-king initially; he will appear as the game progresses. The Good player automatically has Priority each turn until the Witch-king is revealed.

OBJECTIVES

Radagast must try to locate substantive evidence that something evil dwells within Dol Guldur, retrieve it and then escape from the fortress.

The game continues until one player has completed their objective. The Good player wins if Radagast can find the evidence and then escape the board via the entrance to Dol Guldur. The Evil player wins if Radagast is slain.

SPECIAL RULES

Investigating Statues – *Old and sinister-looking, the statues that adorn the inside of Dol Guldur may hold the information that Radagast needs.*

If Radagast ends his movement in base contact with a statue, he may investigate it. Roll a D6 – on a 1-5, it is just a statue and nothing happens. On a 6, Radagast locates the evidence he needs – this is a Light Object. Each statue can only be investigated once.

The Witch-king – *The Dark Lord's most trusted servant, the Witch-king, lurks within one of the statues, waiting to strike.*

At the start of the game, the Evil player secretly rolls a D6 and notes the result down, making sure the Good player cannot see it. This is the statue that the Witch-king is hidden within.

If Radagast attempts to investigate the statue that the Witch-king is in, the Evil player immediately places the Witch-king in base contact with Radagast. From this point on, Radagast no longer needs to locate the evidence (the ghostly creature in front of him is proof enough!). Instead, if Radagast slays the Witch-king, he immediately gains possession of the evidence.

If Radagast uncovers the evidence before the Witch-king is revealed, the Evil player may place the Witch-king anywhere on the board within 3" of the statue he was hiding inside, but at least 1" away from Radagast. The Witch-king may then move as normal.

In this Scenario, the Witch-king does not benefit from his Unholy Resurrection special rule. Instead, if the Witch-king is slain, the Evil player may immediately place the Witch-king in base contact with any statue, and at least 1" from Radagast. Any Might or Will previously spent remains spent.

The Will of the Necromancer – *Something evil dwells within Dol Guldur; a force that seems to lessen Radagast's magical abilities.*

Radagast suffers a -1 penalty when making a Casting roll. Additionally, the Witch-king of Angmar gains the Resistant to Magic special rule.

PARTICIPANTS

Good: Radagast the Brown with Sebastian.

Evil: The Witch-king of Angmar, Nazgûl of Dol Guldur.

THRÁIN THE BROKEN

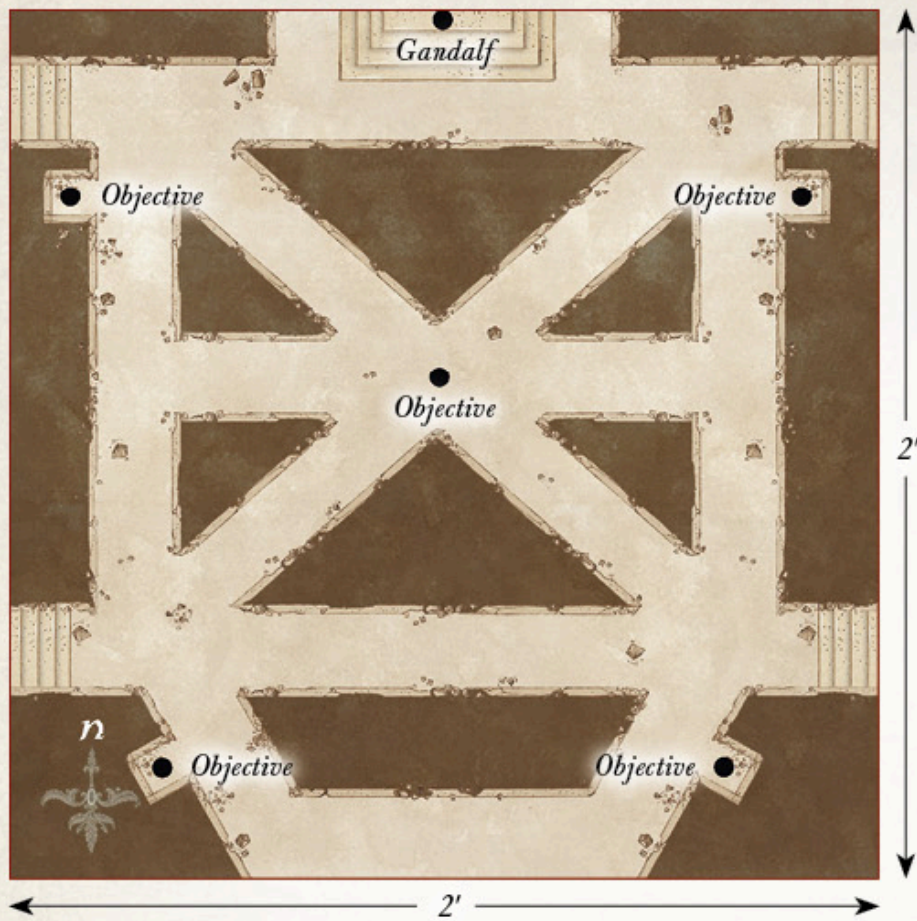
Having found evidence in the High Fells that Sauron may indeed have returned to Middle-earth, Gandalf and Radagast have come to the outskirts of Dol Guldur in an attempt to discover the truth about the evil that lies within. Radagast fears that the Istari might be about to walk into a trap; something that Gandalf agrees is likely to be the case.

Sending Radagast to take word to Saruman and the rest of the White Council, Gandalf pushes on into the gloom of the desolate fortress. As he searches through the ruins, Gandalf senses that there may be some form of dark and sinister enchantment concealing whatever evil lurks within this place; and from deep within the shadows notices the faint sound of something stealthily following his tracks.

Leaping from the shadows, a small and ragged figure suddenly attacks Gandalf from above, sending the Wizard sprawling to the ground before darting back into the darkness. Unsure of what has just ambushed him, Gandalf warily carries on in his search for the source of the dark magics festering within the fortress; though he is now far more cautious in order to avoid being set upon again.

Gandalf must navigate the twisted labyrinth of the dungeons of Dol Guldur in order to break the enchantments of concealment. However, as he moves through passageways and corridors, the wandering Istari must also avoid a small number of Orc sentries so he can remain undetected; meanwhile, lurking somewhere in the dark is the ragged creature who may be more important than Gandalf realises...





SPECIAL RULES

Sentries – *The Hunter Orcs have become aware of the Grey Wizard trespassing within Dol Guldur, but are not sure of his exact location.*

The Hunter Orcs begin the game as Sentries, as described in the main rules manual.

A Spell of Concealment – *Gandalf is traversing the dungeons seeking to break the spell that lies over Dol Guldur.*

Gandalf must disarm the spells that linger over the five objectives. To disarm an objective, Gandalf must be within 1" of the objective and successfully cast the Command Magical Power upon it.

The Wizard has come – *Gandalf has woven an intricate web of spells to protect him from whatever he may face within Dol Guldur.*

Gandalf causes Terror in this Scenario.

Grip of Madness – *Thráin's mind has been shattered and he will ceaselessly hunt down the Grey Wizard.*

Thráin is not subject to his Shattered Spirit rule in this Scenario, instead he is simply treated as an Evil model.

Subduing Thráin – *Once the spells over Dol Guldur are broken, Gandalf can turn his attention towards helping Thráin.*

Gandalf may not strike blows against Thráin if he wins a fight against him. This restriction ends when all five objectives have been disarmed, in which case Gandalf will not actually slay Thráin; rather simply break the madness that has taken hold of him.

Quietly in the Darkness – *Gandalf is keen to avoid detection, and will not risk using any magics that would draw too much attention to his current location.*

Gandalf may not use the Sorcerous Blast or Collapse Rocks Magical Powers in this Scenario.

PARTICIPANTS

Good: Gandalf the Grey.

Evil: Thráin the Broken; 5 Hunter Orcs.

Designer's Note: *This Scenario was originally created as a fan-made Scenario by Damian O'Byrne and Tom Harrison when the extended edition of The Hobbit™: The Battle of Five Armies came out. They have kindly allowed us to make some small tweaks to update the Scenario and publish it within this supplement.*

LAYOUT

The board represents the dungeons of Dol Guldur. It should consist of a series of tunnels, corridors and passageways forming a twisting labyrinth where each tunnel interlinks with each other; see the map for an example for how this may look. There should be five objectives placed around the board. One in the centre of the board, and the others should be positioned so that each is approximately 6" from a different corner of the board.

STARTING POSITIONS

The Good player places Gandalf touching the centre of the northern board edge. The Evil player places Thráin the Broken within 1" of the central objective. They then place one Hunter Orc within 1" of each of the objectives.

OBJECTIVES

Gandalf must break the spell of concealment that lies upon Dol Guldur and then restore the mind of Thráin. Those who dwell within the fortress seek to slay the Grey Wizard.

The game lasts until one player completes their objective. The Good player wins if they can disarm each objective first and then subdue Thráin. The Evil player wins if Gandalf is slain.



CAPTURE OF THE GREY WIZARD



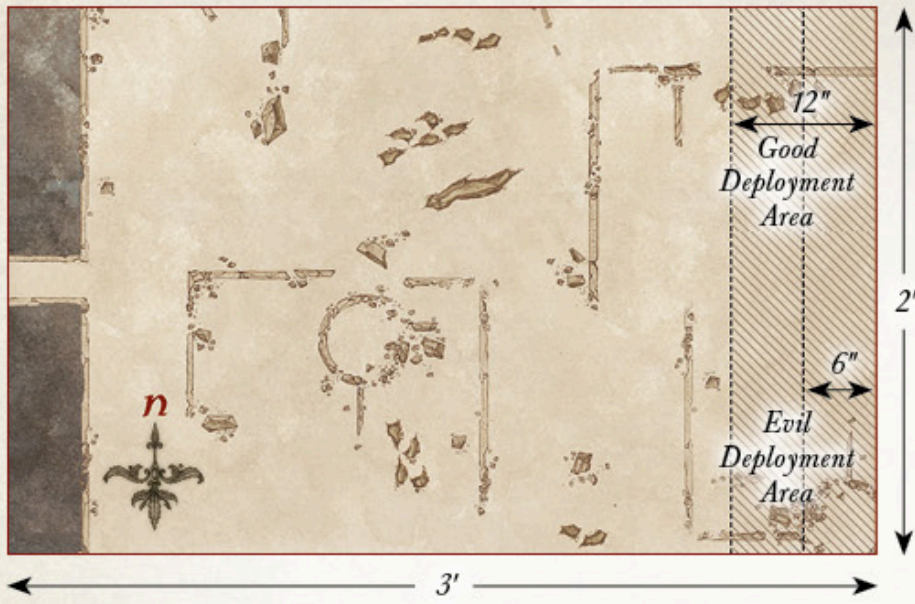
Having freed Thráin's mind and restored his wits to him, Gandalf continues his search for the evil that lurks within the depths of Dol Guldur. As Gandalf and Thráin venture further into the seemingly-deserted fortress, they begin to sense they are not alone within its crumbling walls, and that the evil within is far greater than Gandalf had ever anticipated.

However, as Gandalf and Thráin continue to scour the fortress, they can find no sign of an evil presence in Dol Guldur, and Gandalf concludes that whatever dwells there is being shielded from view by some form of dark magic. In an effort to uncover what is hidden, Gandalf uses his powers to command those within the fortress to show themselves; though, even Gandalf could not have expected the magnitude of the danger that he has placed Thráin and himself in.

From out of the shadows races Azog the Defiler, charging at the Grey Wizard and sending him flying with a swift strike from his mace. With the concealing magic over Dol Guldur broken, Gandalf realises that the fortress is the lair of a legion of Orcs that are ready to bring war down upon the Lonely Mountain; though there is little Thráin and he can do to stop them marching to battle.

With a flash of blinding light, Gandalf manages to temporarily escape from the clutches of Azog. However, the Pale Orc and his minions give chase to the Wizard and Dwarf. Gandalf knows that he must escape Dol Guldur in order to warn Thorin of the danger he and his companions are in, though doing so will be easier said than done as the real evil of Dol Guldur is beginning to manifest and plans to capture the Grey Wizard...





LAYOUT

The board represents the ruins of Dol Guldur. It should be covered in crumbling ruins, with as many stairways and walkways as you can muster. The area within 6" of the western edge of the board is a chasm, and there should be a 3" wide bridge spanning it to give Gandalf and Thráin a means of escape.

STARTING POSITIONS

The Good player deploys Gandalf and Thráin in base contact with each other anywhere within 12" of the eastern board edge. The Evil player then deploys Azog and four Hunter Orcs anywhere within 6" of the eastern board edge. The remaining Evil models will become available as the game goes on.

OBJECTIVES

Gandalf and Thráin must escape from Dol Guldur, though the powers within are trying to ensure they are unable to leave the confines of the fortress.

The game lasts until one player completes their objective. The Good player wins if both Gandalf and Thráin escape the board via the western board edge. The Evil player wins immediately if Gandalf is slain. In the event that Gandalf escapes the board but Thráin is slain, the game is a draw.

SPECIAL RULES

A Flash of Light – *As Azog and his Orcs close in on Gandalf and Thráin, the Wizard unleashes a great flash of light providing him and his friend with a chance of escape.*

During the first turn of the game, all Evil models are treated as being under the effect of the Immobilise Magical Power.

Bring the Bridge Crashing Down – *Gandalf may be fleeing for his life, but he is far from defeated.*

During the Move phase, if Gandalf is on the bridge he may attempt to smite it. Roll a D6 – on a 4+, Gandalf has blasted a section out from the bridge. Mark the bridge to show a 1" wide chasm spanning the bridge directly behind Gandalf's base. Models wishing to pass the chasm will need to pass a Jump test.

The General of Dol Guldur – *Whilst Azog would like to personally capture the Grey Wizard, his particular skills are needed elsewhere.*

If Azog moves off the board, then the Evil player will instead bring the Necromancer into play on any 2D6 roll of a 7+ rather than a 12.

The Legions of Dol Guldur – *At Azog's bellowed command, the Orcs and Wargs within the fortress swarm into battle.*

At the end of each Evil Move phase, the Evil player rolls 2D6 and consults the chart below to see what reinforcements enter that turn. Models that enter the board in this way may do so from any point on the northern, southern or eastern board edges via the rules for Reinforcements. The only exception is the Necromancer who, when he arrives, may be placed anywhere on the board at least 3" away from Gandalf or Thráin. The Necromancer may not move any further that turn after he has arrived.

Should your roll on the chart cause you to exceed the number of models you have remaining to enter the board, instead treat the result as a 12. Once the Necromancer has entered the battlefield, do not make any further rolls on the chart.

2D6 Reinforcements

2	No reinforcements this turn
3-6	D3 Hunter Orcs
7-9	1 Hunter Orc on Fell Warg
10-11	D3 Hunter Orcs on Fell Wargs
12	The Necromancer of Dol Guldur

PARTICIPANTS

Good: Gandalf the Grey; Thráin the Broken.

Evil: The Necromancer of Dol Guldur; Azog; 6 Hunter Orcs on Fell Wargs; 12 Hunter Orcs.

Designer's Notes: *Winning this Scenario is very hard for the Good side – but not impossible. Gandalf can likely escape if he forsakes Thráin, but that would be quite uncharacteristic of the Grey Wizard!*



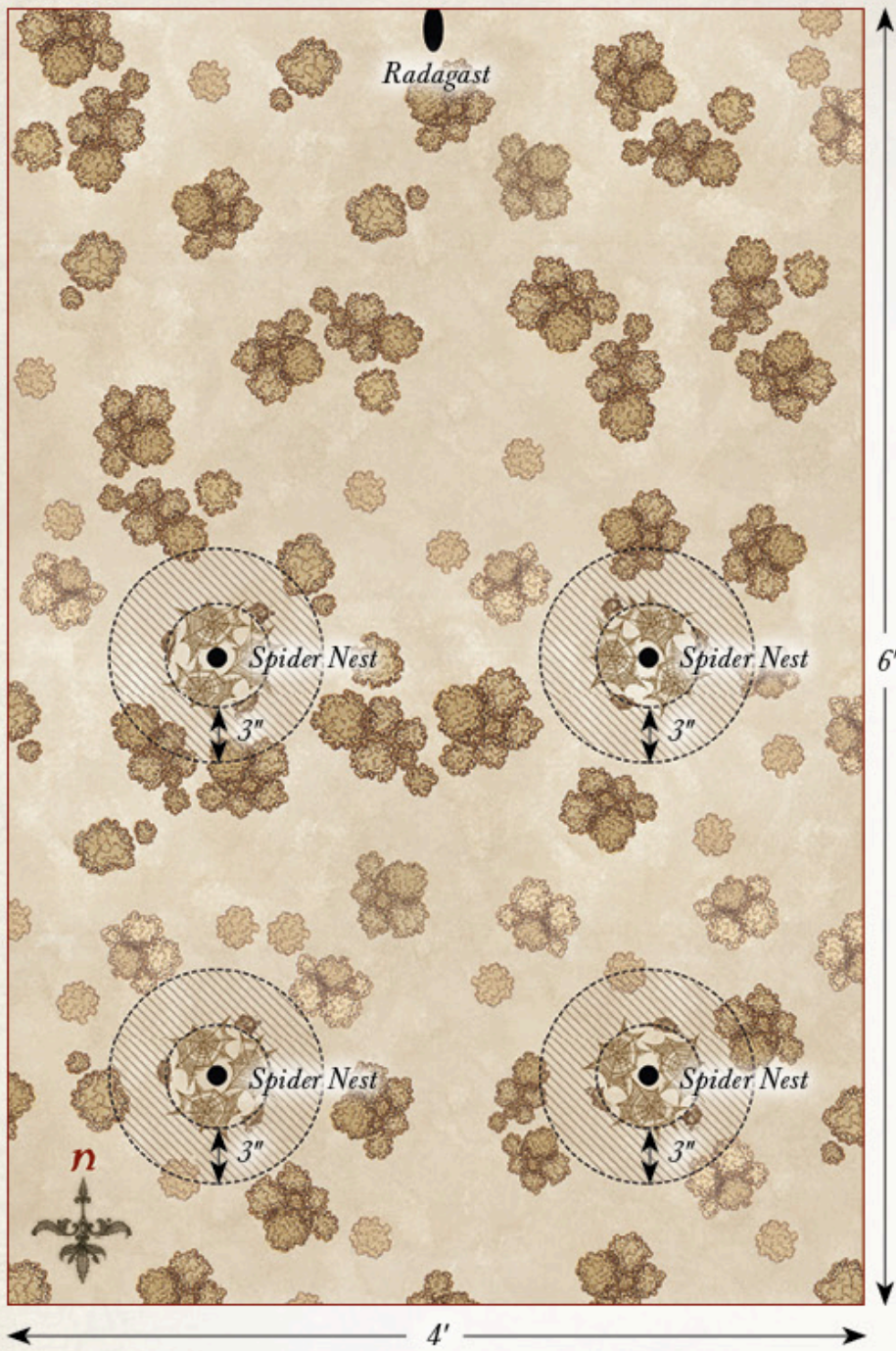
MAKE HASTE TO DOL GULDUR



With Gandalf having gone into Dol Guldur alone, Radagast has raced to seek assistance from Galadriel and the rest of the White Council in order to force the hand of whatever evil lies within. Wasting little time, Radagast delivers Gandalf's message to Galadriel, Elrond and Saruman at Rivendell, spurring them to move against the darkness within Dol Guldur. With his message delivered, and the White Council having agreed to go to Dol Guldur, Radagast returns to Rhosgobel to prepare to face the threat of the Necromancer.

Riding upon his sleigh, Radagast makes haste towards the old fortress. However, the forest is still filled with dangers and the spiders of Mirkwood stand between Radagast and the Hill of Sorcery. With Gandalf in peril, Radagast must make good time through the forest if he is to reach his friend before he perishes. The giant spiders, drawn to the evil of the Necromancer, have spied the Brown Wizard and seek to feast upon him. If Radagast is slowed down too much, then it may be too late to save Gandalf from a terrible fate...





OBJECTIVES

Radagast must evade the Spiders in order to reach Dol Guldur; though the bloated, foul creatures seek to feast upon the Wizard.

The game lasts until one side completes their objective.

The Good side wins if Radagast can escape the board via the southern board edge. The Evil player wins if Radagast is slain.

SPECIAL RULES

Spider Nests – *The nests in the forest are home to bloodthirsty spiders, and more will come if they sense a meal may have wandered within reach.*

Good models treat Spider Nests as difficult terrain. Additionally, whenever a **Spider** model is slain, keep it to one side. At the start of each turn, before Priority is determined, roll a D6 for each **Spider** model kept aside in this manner.

On a 5+, that model will re-enter the board via one of the Spider Nests. To determine where they enter, roll a further D6. On a 1-3, the Good player chooses which Spider Nest the model enters from; on a 4+, the Evil player decides. Models that arrive in this manner are placed anywhere within or touching the Spider Nest and may act as normal that turn.

These are Rhosgobel Rabbits – *In his bid to reach Gandalf in time, Radagast is driving his sleigh so fast that anything which gets in the way may well be run over.*

Whilst riding his Sleigh, whenever Radagast charges into combat, the Sleigh will inflict two Strength 3 hits upon one model it has charged. If, after this charge, Radagast is unengaged and has movement remaining, he may complete his move in any way the Good player wishes, and may even charge again if able.

LAYOUT

The board represents the forest of Mirkwood. It should be densely packed with trees, bushes and other undergrowth, however, the gaps between these should be wide enough for Radagast's Sleigh to manoeuvre through. Four Spider Nests are then placed as shown on the map.

STARTING POSITIONS

The Good player deploys Radagast touching the centre of the northern board edge. The Evil player then deploys three **Spider** models within 3" of each of the Spider Nests.

PARTICIPANTS

Good: Radagast the Brown on Sleigh.

Evil: 6 Mirkwood Spiders; 6 Giant Spiders.



THE FALL OF THE NECROMANCER



Having ventured into the dark, ruined walls of Dol Guldur, Gandalf has uncovered the truth as to what dwells within. Lurking deep inside the seemingly abandoned fortress is none other than Sauron, the enemy of the Free Peoples of Middle-earth. Upon confronting this terrifying foe, Gandalf has been captured and is now at the mercy of the monstrous Keeper of the Dungeons, who relishes the opportunity to torture and maim his captive.

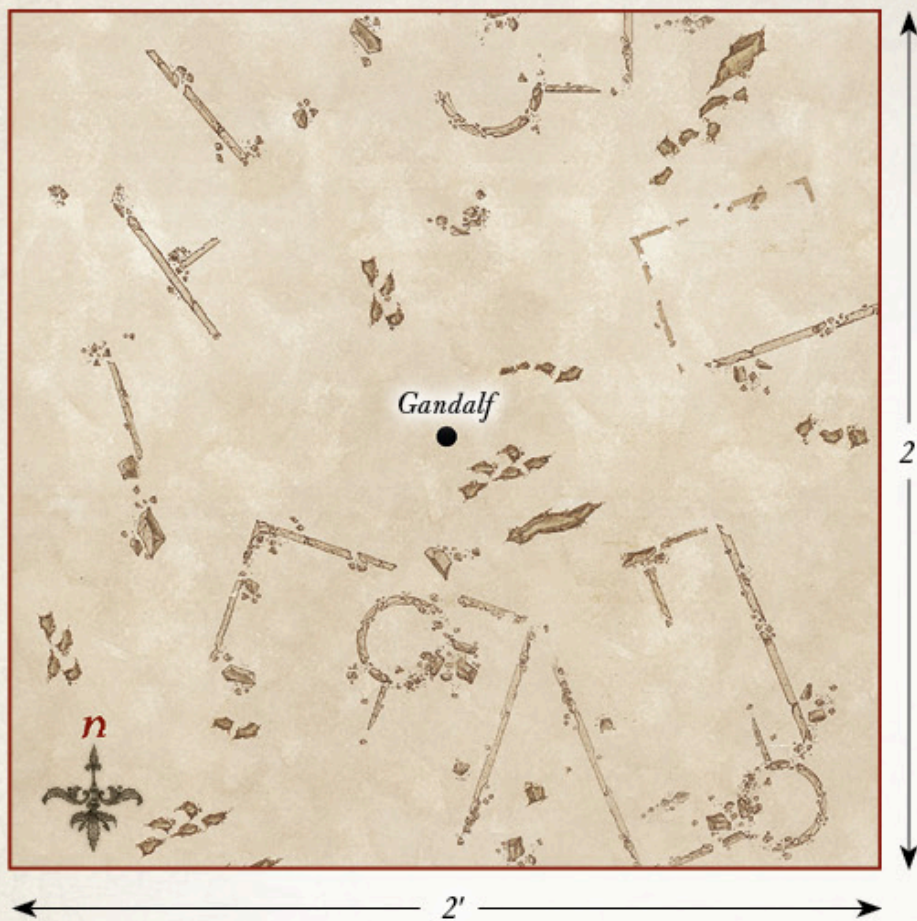
Yet help is at hand, for Radagast the Brown has been true to his word and has brought news of Gandalf's predicament to the Lady Galadriel – perhaps the one being in all of Middle-earth that Sauron fears. The Lady of Light races to Dol Guldur to rescue Gandalf from the terrible fate that awaits him, and she does not come alone.

The remaining members of the White Council also join their lady in the fight against this ancient foe now returned. The White Wizard Saruman uses his mastery of magical power and unrivalled knowledge of the enemy to combat the servants of the Dark Lord.

Elrond, the Master of Rivendell, draws his blade and heads into the swirling melee of steel and ghostly weaponry; his sword clashing with those of the enemy in a desperate battle of speed and martial prowess.

Even the absent-minded Radagast assists the council by providing Gandalf with a means to escape on his rabbit-led sleigh. However, it will take every ounce of power and skill this collection of mighty beings possesses to defeat the darkness and stop Sauron from returning to Middle-earth...





“I will Destroy You!” – In order to save Gandalf from the barbaric Keeper of the Dungeons, Galadriel can unleash her devastating power upon the Orc.

Galadriel can target the Keeper of the Dungeons with the Banish Magical Power as if it were a **Spirit** model.

“Nine for Mortal Men, Doomed to Die...” – Summoned by the Necromancer, the Nazgûl of Dol Guldur have been tasked with slaying the members of the White Council.

As soon as the Keeper of the Dungeons is slain, place all nine Nazgûl of Dol Guldur on the board at least 6" away from any Good model.

“Are you in need of Assistance?” – Galadriel has not come to rescue Gandalf alone; Saruman and Elrond have also arrived at Dol Guldur.

The Good player may choose to have Saruman and Elrond enter the board at the end of any Good Move phase after the first turn. In the turn they arrive, Saruman and Elrond may use up to two Magical Powers. These may even be the same Magical Power twice if you prefer.

Radagast to the Rescue – Upon his sleigh, Radagast is tasked with carrying Gandalf to safety.

The Good player may choose to have Radagast arrive at the end of any Good Move phase after Saruman and Elrond have arrived. Gandalf may be loaded onto Radagast’s Sleigh, at which point he counts as a passenger.

Sauron’s Return – Though it was believed that he was unable to return to Middle-earth, Sauron has in fact been growing in power in the depths of Dol Guldur, and is now ready to reveal his identity.

At the end of the ninth game turn, the Evil player places the Necromancer touching any board edge.

LAYOUT

The board represents one of the many courtyards within Dol Guldur. Broken rubble, partly-fallen statues and stairways should be scattered across the battlefield.

STARTING POSITIONS

The Good player deploys Gandalf in the centre of the board. The Evil player then deploys the Keeper of the Dungeons within 3" of Gandalf. The Good player then deploys Galadriel touching any board edge. All other models are kept to one side until later in the game.

OBJECTIVES

The White Council is trying to save Gandalf from the clutches of the Necromancer, whilst also banishing Sauron from Dol Guldur. Sauron’s mission is simple, namely to slay the White Council and thus remove the major threat to his rise to power.

The Good player wins immediately if Gandalf is rescued by having him move off of any board edge and the Necromancer has been banished, whilst the Evil player wins if they can slay any three members of the White Council. Any other result is a draw.

SPECIAL RULES

A Wizard lies Dying – Gandalf lies upon the stone floor of Dol Guldur, having been battered by the magics of the Necromancer and tortured at the hands of the Keeper of the Dungeons.

Gandalf starts the game with no Might or Will, no Staff of Power, and under the effects of the Paralyse Magical Power. Friendly models may carry Gandalf, in which case he counts as a Heavy Object.

PARTICIPANTS

Good: Gandalf the Grey; Saruman the White; Radagast the Brown on Sleigh; Galadriel, Lady of Light and Elrond, Master of Rivendell.

Evil: The Necromancer; all 9 Nazgûl of Dol Guldur and the Keeper of the Dungeons.

FALL OF THE NECROMANCER CAMPAIGN



Over the following pages, we present you with the Fall of the Necromancer campaign, a system of linking your games together in such a way that the results of one game can impact your next game or even one much later on! This will join together the already dynamic Narrative Play Scenarios in such a way that it will feel as if you are playing through the scenes directly from the books and the movies.

As you may have already read, this supplement focuses on the battles and events that happened following Sauron's return to Middle-earth and the secrecy surrounding his stronghold of Dol Guldur in southern Mirkwood. The Scenarios start with Sauron founding the fortress of Dol Guldur upon Amon Lanc in the year 1000 of the Third Age. From there you will be able to play through many of the well-known (and some lesser-known) events following the Dark Lord's return; from the corruption of the Greenwood to Gandalf's first exploration of Dol Guldur in which the Necromancer flees to ensure his return remains secret, beginning the time known as the Watchful Peace. There are then more Scenarios that depict some of the events shown, or mentioned, in *The Hobbit™: Motion Picture Trilogy*, such as Legolas and Tauriel clearing the spider nests, the attack on Radagast's home of Rhosgobel, all the way up to the final battle where Sauron reveals his return to the White Council.

You can play this campaign with as few as two people, though if you wish different players can take control of different Scenarios, that way you can get a whole gaming group involved. However, it is important to note that you should play the Scenarios in order as the results of one Scenario may change how a later one plays...

SCENARIO BONUSES

After each Scenario has been completed, note down which side won that Scenario, either Good or Evil. This is important as, depending on who was victorious, there may be a bonus or penalty to a certain side in a future Scenario. For example, if the Evil side is victorious in the Flight to the East Scenario, then the Evil side will receive a bonus in the Capture of the Grey Wizard Scenario – a much later Scenario in the campaign. These bonuses reflect the advantages of success and the edge it will give either side in the future.





FOUNDING OF DOL GULDUR

1

Good: In The Gathering Evil Scenario, only three Elves need to escape the board for the Good player to win.

Evil: In The Gathering Evil Scenario, at least five Elves need to escape the board for the Good player to win.

THE GATHERING EVIL

2

Good: In the Corruption of the Greenwood Scenario, the Good player may deploy within 18" of the northern board edge.

Evil: In the Corruption of the Greenwood Scenario, at the end of the 10th turn the Evil player may choose to have an 11th turn if they wish.

CORRUPTION OF THE GREENWOOD

3

Good: In the Lurking in the Shadows Scenario, the Evil player may only decide where **Spider** models enter play on a 5+ rather than a 4+.

Evil: In the Lurking in the Shadows Scenario, the Evil player may decide where **Spider** models enter play on a 3+ rather than a 4+.

LURKING IN THE SHADOWS

4

Good: In the Flight to the East Scenario, the Good player may choose to automatically gain Priority at the start of any turn. This can only be used once per game.

Evil: In the Flight to the East Scenario, the Evil player may choose to automatically gain Priority at the start of any turn. This can only be used once per game.



5

FLIGHT TO THE EAST

Good: In the Capture of the Grey Wizard Scenario, the Necromancer starts the game with only 20 points of Will.

Evil: In the Capture of the Grey Wizard Scenario, the Necromancer may re-roll 1s when making Casting tests.



6

THE WATCHFUL PEACE

Good: In the Clearing the Nests Scenario, the Good player may re-roll 1s when trying to wound the Spider Nest.

Evil: In the Clearing the Nests Scenario, **Spider** models may return to the board on a 4+ rather than a 5+.



7

CLEARING THE NESTS

Good: In the Attack on Rhosgobel Scenario, **Spider** models may only move half their Move value on the first turn.

Evil: In the Attack on Rhosgobel Scenario, whenever a **Spider** model suffers a Wound, roll a D6. On the roll of a 6 the Wound is ignored.



8

ATTACK ON RHOSGOBEL

Good: In the Exploration of Dol Guldur Scenario, Radagast may re-roll 1s when making Casting tests.

Evil: In the Exploration of Dol Guldur Scenario, the Evil player may roll two dice to see which statue the Witch-king is hiding in and pick either result.



EXPLORATION OF DOL GULDUR

Good: In the Make Haste to Dol Guldur Scenario, if a Mirkwood Spider hits Radagast with its webbing, roll a D6. On the roll of a natural 6, the shot misses and Radagast suffers no effects from being Webbed.

Evil: In the Make Haste to Dol Guldur Scenario, Radagast starts the game with only a single point of Might.

9

THRÁIN THE BROKEN

Good: In the Capture of the Grey Wizard Scenario, Thráin may re-roll failed Courage tests.

Evil: In the Capture of the Grey Wizard Scenario, Thráin suffers a -1 penalty to his Courage value when testing for his Shattered Spirit special rule.

10

CAPTURE OF THE GREY WIZARD

Good: In The Fall of the Necromancer Scenario, the Necromancer starts the game with only 20 points of Will.

Evil: In The Fall of the Necromancer Scenario, Gandalf may not roll to recover from the Paralyse Magical Power in the first two turns.

11

MAKE HASTE TO DOL GULDUR

Good: In The Fall of the Necromancer Scenario, Radagast may Charge on the turn in which he arrives.

Evil: In The Fall of the Necromancer Scenario, Radagast starts the game with only a single point of Might.

12

Armies



THE WHITE COUNCIL



Formed to combat the ever-growing darkness that dwelt within Dol Guldur, the White Council has acted as a line of defence against the threat of Sauron's return. Within its ranks are the greatest and most powerful Wizards, Elves and users of magic that the Free Peoples of Middle-earth can muster, and together they stand vigil over their lands to protect them should the Dark Lord try to establish a foothold once more in Middle-earth.

At the head of the White Council is Saruman the White, the greatest of the Istari who came to Middle-earth to guide its people against evil. A wise and powerful Wizard, Saruman's ability is first amongst his kind, though he possesses great ambition. Saruman is not the only one of the Istari on the White Council; Gandalf the Grey and Radagast the Brown have both proven themselves to be great Wizards in their own way. Whilst Radagast spends most of his time concerning himself with nature and the creatures of the forests, Gandalf wanders the lands of Middle-earth to aid those in need against the evil that plagues them.

Yet it is not just the wandering Wizards that form the White Council. Leaders from the great Elven kingdoms also sit on the council and give their advice. The Lords of the West, Elrond and Glorfindel, join the council from the Elven city of Rivendell, whilst the Lord and Lady of Light, Celeborn and Galadriel, represent the forest realm of Lothlórien – the latter of whom is perhaps the most powerful being in Middle-earth and the one being Sauron truly fears.

As the years roll on, a sinister darkness continues to creep back into the far corners of the world; the power of the Necromancer of Dol Guldur has become far too great for the White Council to ignore any longer.

The time for discussion and debate is over and the White Council and their allies must finally make the decisive call to take action and go to war; for if they do not then the entirety of Middle-earth may fall under Sauron's influence once more and the free lands be plunged into darkness.

ARMY COMPOSITION

This army may include: Saruman the White; Galadriel, Lady of Light; Elrond, Master of Rivendell; Gandalf the Grey; Radagast the Brown; Glorfindel, Lord of the West and Celeborn.

Elrond, Master of Rivendell, Gandalf the Grey and Radagast the Brown each count as a Hero of Valour when taken as part of a White Council army list.

ADDITIONAL RULES

A White Council army may only include a single warband. Unlike the usual model limit of a Hero plus 12 Warrior models, the White Council includes only Hero models, up to a maximum of ten.

ARMY BONUS

"Are you in need of Assistance?" – A member of the White Council from this army list adds +1 to the dice roll when attempting to Resist magic, so long as there is another member of the White Council from this army list within 6".



STRENGTHS

Plenty of Magic – The members of White Council are, arguably, the best magic users in the Strategy Battle Game. Between them they are more than likely to have a Magical Power to help you out in almost any situation.

Elven Fighters – The likes of Elrond, Celeborn and Glorfindel are all exceptional fighters, each capable of taking on many enemies at the same time and protecting the other members of the White Council.

Magic Resistance – Not only do members of the White Council gain +1 to Resist tests when near each other, but Galadriel can also cast Fortify Spirit on her allies. Enemy powers are unlikely to bother the White Council.

WEAKNESSES

No Troops – The White Council is entirely comprised of Heroes, and this means they will more than likely be outnumbered. The combat-orientated members of the group will need to pull their weight to achieve victory.

Expensive Heroes – The Heroes that make up the White Council are all pretty expensive points-wise and so you will not get many of them. You will need to get them stuck in to ensure they are worth their hefty points cost.

KEY MODELS



SARUMAN THE WHITE

The head of the White Council is, unsurprisingly, often the key to victory on the battlefield. His Lord of the Istari rule means that he may always re-roll a single D6 when making a Casting or Resist test which, when coupled with his already better Casting values for his Magical Powers, makes him perhaps the most reliable magic user in the Strategy Battle Game.



GALADRIEL, LADY OF LIGHT

Another excellent choice, Galadriel has a nice balance of being both a competent magic user and good in a fight, too. Though she only has a Defence of 3, her Fight value of 6 and 3 Attacks means she won't lose a duel often enough for her Defence to be a big issue. Galadriel also glows with a bright light meaning that shooting attacks will only hit her, or those within 6" of her, on a 6 – very handy for protecting her allies from enemy shooting.



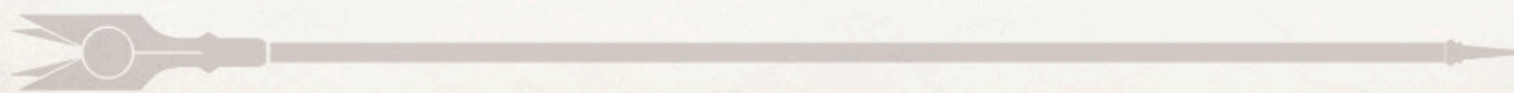
GANDALF THE GREY

Whilst he may not be as adept at casting Magical Powers as Saruman, Gandalf has a much larger array of them at his disposal. The likes of Protection of the Valar, Strengthen Will and Collapse Rocks can all be very useful in a tight spot. If you need a Wizard that can do a little bit of everything, then Gandalf the Grey is certainly a good choice indeed.



ELROND, MASTER OF RIVENDELL

Elrond is a great choice for adding some extra hitting power to a White Council force. With a Fight value of 6, 3 Attacks, and the ability to re-roll a D6 to win a Duel roll and a D6 to wound, Elrond can stand his own against pretty much anything. Add in the fact that he can cast the Wrath of Bruinen Magical Power to knock enemy models Prone, and Elrond will pose a serious threat on the battlefield.



RADAGAST'S ALLIANCE

Although he was sent to Middle-earth alongside the other Istari, Radagast is quite different from the likes of Saruman or Gandalf. Where Saruman concerns himself with gathering knowledge and influence, and Gandalf wanders Middle-earth to aid the Free Peoples against the evil they may face, Radagast has chosen to live a relatively quiet life within Rhosgobel in southern Mirkwood, tending to the creatures that live within the forest.

Over the years, he has grown further apart from the wider world; in fact, the passing of time seems to be irrelevant to Radagast as he continues his life of solitude, becoming quite absent-minded in the process. Through his love of all animals, but in particular birds, Radagast has cultivated a strong bond with the Great Eagles of the Misty Mountains. These proud creatures have even bestowed upon Radagast permission to ride upon their backs during flight; a great honour seldom given to any in Middle-earth.

Yet it is not just the Great Eagles of the Misty Mountains that Radagast counts amongst his allies. Throughout his time in wilds of Middle-earth, Radagast has befriended many beasts of all kinds, but none as great as the ferocious skin-changer Beorn. As a Man who shares Radagast's compassion for the creatures of the world, Beorn is a valuable ally to have – and a fearsome foe to face as an enemy.

Radagast's friendship with Beorn and the Great Eagles has proven its worth over the years. When the Battle of the Five Armies approached, Radagast summoned his friends, bird and beast, and led them to war in defence of the Lonely Mountain and those who fought to defend it. It would be the timely arrival of Radagast and his allies that would tip the scales of war in the favour of the Free Peoples of Middle-earth, and would eventually lead to the breaking of Azog's forces and deliver victory to Thorin and his kin on the plains of Erebor.

ARMY COMPOSITION

This army may include: Radagast the Brown; Beorn; Gwaihir and Great Eagles.

Gwaihir counts as a Hero of Valour if taken as part of a Radagast's Alliance army list.

ARMY BONUS

"The Eagles are coming!" – Eagle models from this army list gain a bonus of +1 to their Strength value on a turn in which they charged.



STRENGTHS

Fast Moving – It should come as no surprise that the likes of the Eagles, Beorn and Radagast's Sleigh are all pretty fast. There is a good chance you will be able to outmanoeuvre almost any enemy on the battlefield.

Charging Eagles – A charging Eagle will have a devastating impact. Not only do they get an extra Attack and the ability to knock enemy models Prone, but the Army Bonus gives them +1 Strength on the charge!

Sebastian! – Radagast's trusty hedgehog is more than just a companion – he provides an extra Attack as well. This means that Radagast can actually have more attacks than any of the other Istari!

WEAKNESSES

Low Model Count – With the Eagles being the cheapest models in the army at a hefty 100 points, there are not many forces that Radagast's Alliance can outnumber. Fortunately, each model can deal out some serious damage.

No Shooting – Obviously, the likes of Eagles and Bears are unable to use a bow, and therefore there is no shooting available to this force. However, all your models are fast enough to get into combat quickly.

KEY MODELS



RADAGAST THE BROWN

Radagast does not have the same access to damaging Magical Powers as Saruman and Gandalf, though this doesn't make him any less useful. Magical Powers such as Nature's Wrath, Panic Steed and Renew are perfect for aiding his feathered allies in the heat of battle. To top it all off, he can ride either a Great Eagle or his Sleigh – and take his hedgehog, Sebastian, with him, of course!



GREAT EAGLES

These noble beasts are a must when taking Radagast's Alliance. Quick, powerful, and able to cause huge amounts of damage to an opponent's army, Great Eagles are often the key to victory. Their Army Bonus gives them +1 Strength when they charge, putting them up to a whopping Strength of 7. This will even allow them to knock over the likes of Fell Beasts thanks to their Monstrous Charge special rule.

HALLS OF THRANDUIL



To the north of the forest of Greenwood the Great lies the great kingdom of the Wood Elves. For centuries, the Elves of Greenwood have resided in the forest, keeping any evil creatures that venture into its depths at bay. Yet these Elves are not like the rest of their kin; they are considered to be less wise than their counterparts in Rivendell and Lothlórien but also a more dangerous people who will not hesitate to defend their homes with force if they feel threatened.

Thranduil has ruled over the Woodland Realm since his father was slain during the War of the Last Alliance. He is a stubborn and proud king, and does not suffer those that make him look a fool gladly; a trait that has seen his kingdom continuously distance itself from other realms over the centuries. In fact, Thranduil cares little for the world outside his own borders, rarely stepping foot outside the Woodland Realm unless he is required to.

When the evil within Dol Guldur began to grow, ever more foul creatures made their homes within the depths of the forest. Soon, the Greenwood had become a place of fear and darkness and this led to the forest being given a new name, one more suited to what it had become – Mirkwood. The Elves of the Woodland Realm began to patrol the forest in order to fight back the creatures of the forest and attempt to make the paths of Mirkwood as safe as they had been before.

Yet despite these attempts to quell the growing darkness within the forest, evil still managed to creep back into the world. Stemming from Dol Guldur in southern Mirkwood, a great power drew all manner of creatures to the forest before unleashing them upon the Elves that lived there. The time had come when Thranduil could no longer sit behind his walls and would have to lead his armies against the power of the Necromancer.

ARMY COMPOSITION

This army may include: Thranduil, King of the Woodland Realm; Legolas Greenleaf, Prince of Mirkwood; Tauriel; Palace Guard Captains; Mirkwood Captains; Mirkwood Ranger Captains; Palace Guard; Mirkwood Elves; Mirkwood Cavalry; Mirkwood Rangers and Wood Elf Sentinels.

ARMY BONUS

“The Elves of Mirkwood are not like their Kin. They are less wise, and more dangerous” – Mirkwood Rangers from this force do not count towards the army’s Bow Limit. Additionally, whilst they are within 3" of Thranduil, Palace Guard Captains, Mirkwood Captains, Palace Guard, Mirkwood Cavalry and Mirkwood Elves will also gain a bonus of +1 to their To Wound rolls when making Strikes.



STRENGTHS

High Fight Value – Elves all have a Fight value of 5 or higher, meaning they will be more likely to win the fight. Winning more fights means more chances to kill your foes.

Potential for Unlimited Shooting – As Mirkwood Rangers don't count towards your Bow Limit, you can potentially have a list where every model can shoot with an Elf bow.

Army Bonus – The Army Bonus means that certain models near Thranduil get +1 To Wound. This is a huge advantage, especially when fighting high-Defence enemies.

WEAKNESSES

Low Model Count – Elves are elite fighters, and pay the points cost for the privilege. Be prepared to have your force outnumbered in most of its battles.

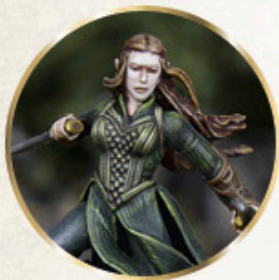
Expensive Heroes – The Heroes themselves cost a lot of points, even the unnamed Captains. You'll need to make sure you get a lot out of them in order for them to be worth their points.

KEY MODELS



THRANDUIL, KING OF THE WOODLAND REALM

It should come as no surprise that Thranduil is key to this force's victory on the tabletop. Not only is he a truly exceptional fighter with a Fight value of 7 and 3 Attacks when equipped with his additional Elven-made sword but, thanks to the Army Bonus, many of his warriors nearby will gain a bonus of +1 To Wound, allowing them to cut through enemy ranks with ease.



TAURIEL

Another excellent Hero for a Halls of Thranduil force, Tauriel is a great fighter who wants to get stuck into the fight as soon as she can. Her Blade Mistress special rule means that if she is outnumbered in a fight, she will gain a bonus Attack for each model that outnumbers her. If she is fully surrounded, this will give her five additional Attacks bringing her total up to eight!



MIRKWOOD CAVALRY

Mirkwood Cavalry are ideal for adding some extra movement to your army, however, they are not just useful for their manoeuvrability. When near to Thranduil, Mirkwood Cavalry benefit from the Army Bonus and count as being in range of a banner; this means they will even more likely win their fights and kill their targets.



WOOD ELF SENTINELS

Wood Elf Sentinels excel in an offensive role, distracting and attacking enemy units, and bringing some excellent tactical options to your force. Their Enchanting Songs can have a variety of different effects in games, from making them cause Terror, to having a friendly model pass their Courage test, or even moving enemy models out of position.



DARK POWERS OF DOL GULDUR



Though Sauron was defeated during the War of the Last Alliance, Isildur's refusal to destroy the Ring of Power meant that the Dark Lord's spirit was allowed to endure. Although Middle-earth was at peace at the beginning of the Third Age, Sauron was eventually able to return in spectral form, and evil began to creep back into the shadows of the world once more.

In the year 1100 of the Third Age, Sauron established the fortress of Dol Guldur in the southern reaches of the Greenwood. Though it was unknown that it was in fact the Dark Lord who dwelt there, his shadow began to spread out from the dread fortress and corrupt the forest around it. Foul creatures were drawn to the darkness and soon the sense of malice and evil within the forest had become undeniable. No longer was the once-verdant forest known as Greenwood the Great; instead it was given the new name of Mirkwood.

From his fortress of Dol Guldur, Sauron plotted his return to Middle-earth, sending out Orcs, evil creatures and even the Nazgûl across Middle-earth to wage war in his name. Eventually, the evil in Dol Guldur became enough to warrant the White Council to investigate. It was Gandalf the Grey who came to Dol Guldur to combat the growing threat – however, Sauron fled into the east so as not to reveal his true identity.

Four centuries later, Sauron returned to Dol Guldur under the guise of the Necromancer; and with his return evil once more spread across Middle-earth, though faster and with more ruthlessness than it had done before. Eventually, Sauron began to put his plan to conquer Middle-earth into action, gathering to him huge legions of Orcs, Wargs and other, fouler, creatures. It wasn't until Gandalf came once more to Dol Guldur that the Necromancer was finally revealed to be the spirit of Sauron; and by that point the Dark Lord's plan was already in motion...

ARMY COMPOSITION

This army may include: The Necromancer of Dol Guldur; Nazgûl of Dol Guldur; The Keeper of the Dungeons; Castellans of Dol Guldur; Hunter Orc Captains; Gundabad Orc Captains; Hunter Orcs; Gundabad Orc Warriors; Fell Wargs and Mirkwood Spiders.

ADDITIONAL RULES

The Necromancer and all nine Nazgûl of Dol Guldur may be deployed as one warband if you wish, so long as the warband contains no other models.

ARMY BONUS

"His Spirit has lost none of its Potency" – Whenever the Necromancer of Dol Guldur attempts to cast a Magical Power, by expending one or more Will points, he automatically adds an extra free Will point to the Casting test.



STRENGTHS

Exceptional Magic – The Necromancer is one of the best magic users available to the Evil side. The Army Bonus also means that each time he casts a Magical Power, he gains an additional free point of Will, making him even more likely to successfully cast.

Hard to Kill Heroes – With the Necromancer having a Defence of 8, and the Nazgûl being able to resurrect more often than not, actually killing your Heroes will prove very difficult for your opponent.

Wide Selection – A Dark Powers of Dol Guldur army also has Hunter Orcs, Gundabad Orcs, Castellans and more, meaning that there is plenty to choose from.

WEAKNESSES

Minimal Shooting – Only the Hunter Orcs have options for bows, and Orcs are not the best of archers. With this in mind, it is probably best to maximise your combat potential rather than focusing on bows.

Can have Small Numbers – If you decide to focus your army around the Necromancer and the Nazgûl, then it is likely that your force will be very small in numbers. Make sure that you throw them straight into the fight in order to get them killing right away.

KEY MODELS



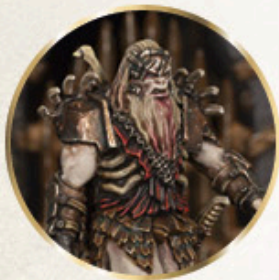
THE NECROMANCER OF DOL GULDUR

The Dark Lord is integral to the Dark Powers of Dol Guldur army list. Not only is he a very survivable leader, thanks to his Defence of 8 and the fact he can use his 25 Will points as if they were Fate, but he also has a wide range of Magical Powers at his disposal. If that wasn't enough, every time he attempts to cast a Magical Power, the Necromancer gets an additional free Will point to help cast it, making him one of the most dangerous magic users in the game.



NAZGÛL OF DOL GULDUR

Each of the Nazgûl of Dol Guldur has its own speciality, meaning that there will always be one to fit the role you are trying to fill. Need a Nazgûl to kill swathes of troops? Take Khamûl or the Slayer of Men. Need a Nazgûl to cut down enemy Heroes? The Dark Headsman can deal D3 Wounds if he rolls a natural 6. Need mobility? The Lingering Shadow can dart around the board with frightening speed. If you just need a solid, all-round Nazgûl, then the Witch-king is ideal.



THE KEEPER OF THE DUNGEONS

This hulking Orc is a great leader for your Hunter Orcs. At Strength 5 with the Burly special rule, the Keeper of the Dungeons will smash aside opposing warriors with ease. Yet it is his Torturer special rule that makes the Keeper of the Dungeons stand out. After he has killed one enemy, he re-rolls 1s To Wound; after three kills, he causes Terror; and after five kills, he re-rolls all failed To Wound rolls!



HUNTER ORCS

If you are planning on taking plenty of warriors, then Hunter Orcs are a fantastic choice. Though they only have a Fight value of 3, their Many Blades special rule gives them an additional attack when on foot. This can mean that all of your front-line troops have two attacks for a mere 8 points! Back them up with Gundabad Orcs with spears and you have a very deadly battleline.



DARK DENIZENS OF MIRKWOOD



When the evil within Dol Guldur began to grow following Sauron's return to Middle-earth, more and more foul creatures made their homes within the forest. Soon, the Greenwood had become a place of fear and darkness and this led to the forest being given a new name, one more suited to it – Mirkwood.

The forest has become a place of darkness as the Third Age draws on, and those that live within the woodland have learned to fear what resides where the sunlight does not reach. The shadowed and overgrown groves now harbour more than just fear within the gloom; huge bloated spiders stalk the boughs of the trees, ever in search of unwitting prey that may have wandered away from the safety of the paths. Yet there is one creature that even the spiders fear...

The Spider Queen of Mirkwood dwells deep within the forest; hidden in her lair away from the lands of Elves and Men. None who live know of its exact location, for any that have discovered it have become the Spider Queen's meal. Quite where the Spider Queen came from remains a mystery; it is claimed by some that she is descended from the creature Ungoliant, though if there is any truth to this rumour is unknown.

However, more than just spiders lurk within the trees. Packs of ravenous Wargs roam the forest paths as they hunt their prey, and colonies of bats swarm overhead as they wait to pick at the remains left by other creatures of the forest. As Sauron continues to grow in power, the creatures of Mirkwood become ever more restless as they sense that war draws nearer, bringing the chance of greater prey for them to hunt.

ARMY COMPOSITION

This army may include: the Spider Queen; Mirkwood Spiders; Giant Spiders; Bat Swarms and Fell Wargs.

ARMY BONUS

Beasts of Mirkwood – So long as your army includes the Spider Queen, warbands composed entirely of **Warg** models do not need a **Hero** to lead them if they number six or more models. Warbands composed entirely of **Spider** models do not need a **Hero** to lead them if they number two or more models. Warbands composed of a mixture of models do not need a **Hero** to lead them if they number ten or more models. Instead, one **Warrior** within the warband takes on the role of the warband's captain for the purpose of deployment.



STRENGTHS

Venom – All of the Spiders have either Venom or Poisoned Fangs, meaning they can re-roll some or all of the dice to wound.

Fast Moving – Bats, Spiders and Wargs are all fast creatures, so you'll likely be able to outmanoeuvre your opponent on the battlefield.

High Strength – With Strength 4 on the Wargs, 5 on the Spiders, and a whopping 6 on the Spider Queen, the beasts of Mirkwood can cut, bite and claw their way through even the thickest of armour.

WEAKNESSES

Low Defence – Naturally, the creatures of Mirkwood don't wear armour and so have a low Defence value. Make sure you make the most of the terrain to protect them.

Only One Hero – The Spider Queen is the only Hero in the list and therefore the only source of Might. Be prepared to have less Might than your opponent in most of your games.

No Shooting – Bats, Wargs and Spiders cannot wield bows (imagine if they could!), and so will be out-shot by any army.

KEY MODELS



THE SPIDER QUEEN

The Spider Queen is a deadly foe to face. With a Fight value of 6, 2 Attacks, 3 Wounds and a Strength of 6, plus the fact she has the Monstrous Charge and Venom special rules, she will kill almost anything she is able to charge. She can also spawn Broodlings mid-battle, which can be used to grab objectives, trap enemies or even appear behind enemy lines in order to attack softer targets.



BAT SWARMS

Bat Swarms are the fastest and most manoeuvrable models in the army thanks to the fact they can fly. Not only this, but they also halve the Fight value of any enemy they are in combat with. Pairing one of these with a charging Spider Queen will more often than not result in whatever has been charged being swiftly slain.



MIRKWOOD SPIDERS

Whilst they are not as good in a fight as their Giant Spider kin, Mirkwood Spiders have a different trick up their sleeves. They can shoot sticky webbing at their foes in an attempt to bind them, which has the same effect as the Paralyse Magical Power and leaves their prey as an easy target to feast on without being able to fight back.



FELL WARGS

Not as fast as Bat Swarms, and not as deadly as Spiders, the Fell Wargs may seem to be the runt of the army at first glance, but they do have some pretty decent redeeming features. Firstly, they are cheap models that are still fast and so can make up the numbers in your force. They are also ideal objective grabbers, saving you from having to send a more important model to collect an objective. Finally, their Fell Sight rule means they can still charge even if they cannot see their target.

LEGENDARY LEGIONS

Over the vast history of Middle-earth, countless wars, battles and skirmishes have shaped the future of its races and peoples, fought by heroes and warriors that have given their all for their cause. These individuals have not always been from the same armies, kingdoms, or even races, but nonetheless they fought and died together on the battlefield, weaving their names into the great tapestry of Middle-earth's ever-growing story.

A Legendary Legion is a different way of selecting your army for a battle. Each represents those fighting forces that were present at a specific battle or point in time within the history of Middle-earth, either from the books or the movies. They provide a bespoke army list with all of the relevant Heroes as well as a series of special rules to faithfully encapsulate the feel of the moment you are representing on the tabletop.

HOW DO THEY WORK?

A Legendary Legion is a standalone army list that is separate from all of the others presented elsewhere. It will list all of the profiles that can be used when fielding it, as well as any wargear that can be taken by the units and Heroes included. This may mean that a profile that could normally take a certain piece of wargear may not be able to take that piece of wargear in a Legendary Legion if it does not fit the specific theme of the list. Alternatively, some profiles may come with certain wargear already built into their points cost, ensuring that the relevant wargear is always taken. When this is the case, the wargear will be stated in the profile's entry and its points value will have been adjusted accordingly.

A Legendary Legion will often be made up of profiles that would normally not be in the same army list. This is intentional as it allows players to create a force that is thematic and fits the specific snapshot or moment from the books or movies that the Legendary Legion represents.

When a Legendary Legion lists a profile that can be used in the army list, the profile can be found either in this supplement or in *Armies of The Lord of the Rings* or *Armies of The Hobbit™*. Additionally, **Hero** models will keep the same Heroic Tier that they are presented with in their specific profile, unless otherwise stated.

All Legendary Legions will have a series of special rules that will help set them apart from the other army lists available. Each special rule will help to enhance the character of the army and really add to the feel that you are playing with the force directly out of the books or movies.

Additionally, Legendary Legions will often have a list of restrictions that players must abide by in order to use that army list. This could be anything from making sure that all models are mounted, or having a certain **Hero** lead the army – anything that gives the army a better feel for the scene it is representing.

As Legendary Legions are meant to represent a specific point in time, there are a few differences between them and the normal army lists found in *Armies of The Lord of the Rings* and *Armies of The Hobbit*.

1) THEY CANNOT ALLY

Legendary Legions focus on key moments from the books and movies, and as such they will already contain all of the relevant profiles that can be used within the army list. Because of this, they cannot ally with any other army lists under any circumstances.

2) THEY DON'T HAVE AN ARMY BONUS

Whilst other army lists have an Army Bonus to reward players for taking a pure force, Legendary Legions go one step further. Whilst they don't have an Army Bonus as such (mainly because they must always be pure forces by their very nature), they will have a series of additional special rules instead, all of which are listed on the relevant Legendary Legion's page.

3) HERO MODELS CAN LEAD WARRIOR MODELS THEY COULD NOT NORMALLY LEAD

Often, a Legendary Legion will encompass various profiles from multiple different army lists. When building your force using a Legendary Legion, **Hero** models from the list may lead any of the **Warrior** models from the same list – even if they would not normally be able to do so. This allows players to fully build an army that mirrors the scene that the Legendary Legion is trying to replicate.

This supplement includes the next set of Legendary Legions that we are introducing to the game, with each one representing a force that had an impact on the legacy of the Necromancer; for good or evil...

Over the following pages, we will introduce you to these Legendary Legions; providing you with the full list of profiles available to them, as well as all of the additional rules and special rules that govern how to create forces that accurately and faithfully recreate the scenes they are derived from.



RANGERS OF MIRKWOOD

Since the coming of the Necromancer to Dol Guldur, the forest known as Greenwood the Great saw many changes. No longer was the forest the place of beauty and nature that it had been for centuries – for the mysterious power of the Necromancer had attracted all manner of foul creatures who preyed upon those who strayed too far from the safety of the Elven paths. This darkness caused the Greenwood to be renamed Mirkwood – a more fitting name for what the forest had become.

In the north of Mirkwood lies the Woodland Realm, home of the Elves that have dwelt within the forest for millennia. Thranduil, King of the Woodland Realm, had become aware of the ever-growing darkness that had been spreading throughout Mirkwood, and in order to combat this threat began to send out bands of Rangers to scout the many forest paths and clear them of any evil that may lurk there.

Over the years, these Mirkwood Rangers have become experts at traversing the thick, twisted undergrowth of the forest, able to move swiftly through the trees and their branches without so much as making a sound. Having become masters of fighting within the tight confines of the forest, the Mirkwood Rangers will often use the very trees to their advantage; blending in with them in order to remain unseen or using their branches to avoid or deflect enemy attacks.

Thranduil has tasked his own son, Legolas, with leading the Rangers of Mirkwood. Already a skilled archer, even by Elven standards, it is whilst patrolling the forest that Legolas develops his skill with the Elven knives he carries; fending off the likes of Orcs, Wargs and spiders that stray too close to the borders of the Woodland Realm. Those that are hunted by the Rangers of Mirkwood are likely to be swiftly slain before they are even aware of the danger they have found themselves in.



ARMY COMPOSITION

LEGOLAS GREENLEAF, PRINCE OF MIRKWOOD95 points	MIRKWOOD RANGER.....14 points
• Elven Cloak.....5 points	• War horn.....30 points
TAURIEL WITH ELF BOW90 points	WOOD ELF SENTINEL25 points
MIRKWOOD RANGER CAPTAIN75 points	

ADDITIONAL RULES

- A Rangers of Mirkwood force must contain either Legolas Greenleaf, Prince of Mirkwood, or Tauriel.
- A Rangers of Mirkwood force may have 100% of its models armed with bows.

SPECIAL RULES

Knife Mastery – *The Rangers of Mirkwood are masters with their knives, able to use them to deflect incoming blows and find the weak spot in an enemy's armour.*

Friendly models may re-roll 1s To Wound when making strikes. Additionally, friendly models may use the Shielding special rule even though they are not armed with a shield; however, if they elect to shield, they may not use their Knife Fighters or Blade Mistress special rules.

The Prince of Mirkwood – *Much like the Rangers he leads, Legolas is an exceptional fighter with the knives he wields.*

Legolas gains the Knife Fighters special rule when part of this Legendary Legion.

Clear the Nests – *The spiders that infect Mirkwood have become a blight on the Woodland Realm, and the Elves will do all they can to cleanse the forest of these creatures.*

Friendly models gain the Hatred (**Spider**) special rule.

Masters of the Forest – *The Mirkwood Rangers are well accustomed to fighting within the forest and will use trees and undergrowth as cover or to launch attacks from.*

Whenever a friendly model that is within 1" of a tree or within a piece of woodland terrain suffers a Wound, roll a D6. On the roll of a natural 6 that Wound is ignored exactly as if a point of Fate had been spent.

Silent Ambush – *Mirkwood Rangers are masters of stealth, able to sneak up on their quarry and attack when it benefits them most.*

In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you receive a bonus of +1 to the dice roll for warbands from this Legendary Legion. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.

Designer's Notes: *This Legendary Legion represents the Rangers of the Woodland Realm who Thranduil would send out into Mirkwood in order to keep his lands safe, particularly from the likes of spiders and other foul creatures. The Legendary Legion contains both Legolas Greenleaf, who learned his skills within the ranks of the Mirkwood Rangers, and Tauriel who becomes their commander in later years. As Legolas is a Ranger at this point, he gains the same Knife Fighters rule that the Mirkwood Rangers possess.*

The Rangers of Mirkwood have exceptional knowledge of the forest, and are adept at fighting beneath its branches. To represent this, they gain a number of special rules in this Legendary Legion allowing them to use the trees for cover to avoid incoming blows, arrive where they are needed most in certain scenarios, and even gain a bonus to wound the bloated arachnids that now plague the forest.

THE VANQUISHERS OF THE NECROMANCER

With a darkness growing within the southern regions of Mirkwood, the time has come for the White Council to investigate the cause of this evil. Gandalf has his suspicions that the power that lurks within the ruined fortress of Dol Guldur is in fact that of the Dark Lord Sauron; returned to Middle-earth once more. Instructing Radagast to take word to the rest of the council, Gandalf enters the fortress alone.

Whilst Gandalf discovers the dreadful truth of Sauron's return, Radagast gathers the rest of the White Council to make their way to Dol Guldur with as much haste as they can muster. Alongside Radagast march some of the most powerful beings in Middle-earth: Saruman, the head of the Istari, Elrond, the Master of Rivendell, and the Lady of Lothlórien herself.

When they fight alongside each other, there are few who can match the White Council for exceptional martial prowess, and even less who can come close to their sheer mastery of magical powers. Each of the council uses their own abilities to not only bring devastation and confusion upon their foes, but to also aid their allies in the fight against darkness.

Yet though together they are a beacon of hope and light against the fell power of the Necromancer, it may take every ounce of strength and willpower they possess to defeat him. Should the White Council find themselves in dire peril, the Lady of Light may be forced to unleash her entire power in one fell swoop; likely defeating those that face her, but ultimately leaving her vulnerable should she fail...



ARMY COMPOSITION

SARUMAN THE WHITE.....170 points	ELROND, MASTER OF RIVENDELL WITH HEAVY ARMOUR180 points
GALADRIEL, LADY OF LIGHT130 points	RADAGAST THE BROWN 150 points
GANDALF THE GREY170 points	• Sleigh45 points

ADDITIONAL RULES

- The Vanquishers of the Necromancer must always include Galadriel, Lady of Light, and Saruman the White. Saruman the White is always the army's leader.
- A Vanquisher of the Necromancer force is always deployed as a single warband with Saruman as the warband's captain.

SPECIAL RULES

“Are you in need of Assistance?” – Friendly models gain a bonus of +1 to Resist tests if they are within 6" of another friendly model.

Masters of Magic – Friendly models may still attempt to cast Magical Powers even if they are already engaged in combat.

Meddle not in the Affairs of Wizards – The Attacks characteristic of **Wizard** models in this Legendary Legion is always equal to their remaining Wounds.

Lady of the Golden Wood – Galadriel may target any enemy model with the Banishment Magical Power as if it were a **Spirit** model. Non-**Spirit** models targeted by Galadriel's Banishment gain a single 'free' point of Will to immediately Resist this Magical Power. Additionally, friendly models within 3" of Galadriel gain Resistant to Magic.

The Grey Wanderer – Gandalf gains the Fearless special rule. Furthermore, friendly models within 3" of Gandalf cannot have their Courage value reduced by enemy Magical Powers or special rules.

Lord of Imladris – Elrond may declare a Heroic Strike every Fight phase without expending Might. Additionally, other friendly models within 3" of Elrond count as being in range of a banner.

Wisest of the Istari – Saruman can attempt to cast two Magical Powers each turn rather than one, but may not attempt to cast the same Magical Power twice or target the same model twice. Additionally, when other friendly models within 3" of Saruman attempt to cast a Magical Power, they may re-roll a single D6 as part of the casting attempt.

Protector of the Greenwood – Once each turn, at any point in his Move phase, Radagast may choose a single model in base contact with him and roll a D6. On a 4 or 5, the chosen model regains a Wound lost earlier in the battle; on a 6, the model regains all of its lost Wounds. Additionally, friendly models within 3" of Radagast may move through difficult terrain without penalty.

“Go Back to the Void, from Whence You Came!” – Once per game, if Galadriel has at least 1 Will point remaining, Galadriel may choose to exert her full power instead of casting a Magical Power. If she does so, then she immediately casts the channelled version of the Banishment Magical Power, which cannot be resisted. Models may use Fate to prevent these Wounds individually as normal. However, immediately after casting the Banishment Magical Power in this way, place Galadriel prone and reduce her Will to 0. Additionally, for the rest of the battle she does not benefit from her The Lady of Lothlórien and War Aspect special rules.

Designer's Notes: *The Vanquishers of the Necromancer are those who directly fought against the Necromancer within the ruined fortress of Dol Guldur. This Legendary Legion is a way of playing these five powerful characters as a single entity, with their full display of force on show. As the leader of the White Council, Saruman is always the leader of this Legendary Legion, and it must also include Galadriel – it is her that banishes Sauron, after all!*

This Legendary Legion excels when working together. To demonstrate this, friendly models gain a bonus of +1 to Resist tests when near their allies. Also, each member of the Vanquishers of the Necromancer has a special rule that not only benefits themselves, but also synergises with the other models in the force. This means that the Legendary Legion works best when all the members are nearby, and will reduce in effectiveness as each one falls.

PITS OF DOL GULDUR

Though the fortress of Dol Guldur seemed deserted to any who may have strayed within its walls, in truth there was far more housed within the fortress than may have appeared. A dark spell had been placed over Dol Guldur, making it appear abandoned, yet in reality a legion of Orcs and Wargs gathered there as they prepared to march to war against Erebor.

Yet this was no mere rabble of mindless Orcs, for Azog himself commanded the legions that dwelt within Dol Guldur. The Pale Orc possessed a level of cunning seldom seen amongst his kind, and it was this ability that he would use to gain the advantage in the wars his armies would wage. Following the instructions given to him by the spirit of the Dark Lord, Azog had begun to prepare the hordes of Orcs for the coming battle, cladding many of them in thick, crudely-built armour.

As they prepared for war, the Orcs of Dol Guldur were placed under the protection of the Necromancer, shielding them from the eyes and magics of the Free Peoples in order to swell their ranks unhindered by those who would seek to halt Sauron's plans. It was only when Gandalf ventured into Dol Guldur that the true scale of the evil that lurked within came to light; Azog catching the Grey Wizard unawares before imprisoning him within a gibbet cage.

When the pits of Dol Guldur are emptied and the Orcs march to war, they are a truly fearsome sight. Rank upon rank of Orcs of all kinds are accompanied by snarling Wargs that run alongside them as they make haste towards Erebor. Few can hope to stand against such a feared army unscathed, and it may yet take a broken alliance to be re-forged if there is any hope of defeating those that march upon the Lonely Mountain.



ARMY COMPOSITION

AZOG165 points	GUNDABAD ORC WARRIOR8 points
• The White Warg50 points	• Banner.....25 points
	• Shield1 point
THE KEEPER OF THE DUNGEONS75 points	• Spear1 point
GUNDABAD ORC CAPTAIN50 points	HUNTER ORC8 points
• Shield5 points	• War horn.....30 points
	• Banner.....25 points
HUNTER ORC CAPTAIN45 points	• Fell Warg8 points
• Fell Warg10 points	• Orc bow1 point
• Orc bow5 points	• Two-handed pick.....1 point
• Two-handed pick.....5 points	
THRÁIN THE BROKEN10 points	FELL WARG8 points

ADDITIONAL RULES

- A Pits of Dol Guldur force must include Azog, who is always the army's leader.

SPECIAL RULES

Surprise Attack – *Hidden within Dol Guldur, Azog and his Orcs will strike at the most opportune moment.*

Once per game, before Priority is determined, so long as he is alive and on the battlefield, Azog can declare that he is using this ability. If he does so, do not roll for Priority. Instead, Azog's controlling player will automatically win the Priority roll. Additionally, enemy models may not declare Heroic Moves in the following Move phase.

Magical Void – *The mysterious power that lurks within Dol Guldur dampens any magic used by intruders, leaving them at the mercy of the Orcs within.*

Friendly models gain the Resistant to Magic special rule.

Fury of the Pale Orc – *Having spent weeks chasing Thorin's Company, Azog is relishing the chance to finally go to war to spill the blood of his enemies.*

Azog may declare a Heroic Combat each turn without spending Might.

Designer's Notes: *This Legendary Legion represents the forces of the Necromancer that were concealed within Dol Guldur before being unleashed upon the Lonely Mountain. The force is led by the Pale Orc, Azog, who commands the Dark Lord's armies at this time. The main bulk of the army list is made up of a mixture of lightly-armoured Hunter Orcs, who can have multiple attacks, and more heavily-armoured Gundabad Orcs, who are tougher and have better wargear options. This gives plenty of versatility to the list.*

In the films, Gandalf reveals the presence of the Orcs, but in doing so is caught unawares by a surprise attack from Azog. This is represented by a special rule whereby a Pits of Dol Guldur force can, once per game, automatically gain Priority without having to roll. In addition, on this turn enemy models cannot declare a Heroic Move, which guarantees that this Legendary Legion will move first. The Pits of Dol Guldur Legendary Legion is also protected by the powers of the Necromancer, so each friendly model gains the Resistant to Magic special rule.

RISE OF THE NECROMANCER

Since the year 1050 of the Third Age, stories have emerged about a dark being taking up residence within Dol Guldur; a spirit that can summon the dead. Whilst some have dismissed this 'necromancer' as nothing more than a conjurer dabbling in black magic, the truth is far more sinister, for this Necromancer is none other than the Dark Lord Sauron in spectral form.

To his side, the Necromancer has gathered his most deadly of servants: the Nazgûl. The Nine have ever been Sauron's most loyal followers for they are bound to his will and serve him unwaveringly. Whilst they have been known to appear as black-robed creatures, this is not the only form they have taken over the years. Within the fortress of Dol Guldur near their master, the Nazgûl have assumed a swifter and more spectral form, one that allows them to unleash their full potential in combat.

However, it is not just the Ringwraiths that serve the Necromancer within Dol Guldur. Also guarding the ancient fortress are the Castellans, spirits bound to the Dark Lord's indomitable will and forged from malice and cruelty. The cells of the fortress are watched over by a great hulking Orc known only as the Keeper of the Dungeons, tasked with torturing those imprisoned by the Necromancer.

Though he may not be able to take physical form, the Necromancer's power is no less potent than it has always been. With the Nazgûl and his other servants at his side, the power of Sauron will only continue to grow. The dark sorceries he can unleash upon the Free Peoples of Middle-earth will utterly devastate them if Dol Guldur remains unchallenged by those who can match Sauron's power...



ARMY COMPOSITION

THE NECROMANCER OF DOL GULDUR250 points	THE KEEPER OF THE DUNGEONS75 points
THE NAZGÛL OF DOL GULDUR75 points	CASTELLAN OF DOL GULDUR40 points
	• Morgul Blade5 points

ADDITIONAL RULES

- A Rise of the Necromancer force must include the Necromancer of Dol Guldur who is always the army's leader.
- A Rise of the Necromancer force is always deployed as a single warband with the Necromancer of Dol Guldur as the warband's captain.

SPECIAL RULES

“His Spirit has lost none of its Potency” – *Sauron has regained much of his power and is prepared to unleash it upon the Free Peoples of Middle-earth.*

Whenever the Necromancer of Dol Guldur attempts to cast a Magical Power, by expending one or more Will points, he automatically adds an extra free Will point to the Casting test.

Power of the Necromancer – *The Necromancer's mastery of dark sorceries means he can protect himself and his allies from any magical powers directed at them.*

Friendly models gain the Resistant to Magic special rule. Additionally, the Necromancer can attempt to cast two Magical Powers each turn rather than one. However, he may not attempt to cast the same Magical Power twice or target the same enemy model twice.

The Dark Lord Returns – *Whilst he may not be able take physical form, Sauron is still a deadly foe capable of causing great damage to his enemies.*

The Necromancer of Dol Guldur increases his Attacks characteristic to 2 when part of this Legendary Legion.

Designer's Notes: *The Rise of the Necromancer Legendary Legion represents the scene in the films where the Necromancer reveals himself to the White Council and sets his servants, the Nazgûl, upon them within the confines of Dol Guldur. As such, this force only contains a selection of **Hero** models, though there is more than simply the Necromancer and the Ringwraiths. The Keeper of the Dungeons and Castellans of Dol Guldur provide this Legendary Legion with some extra options when putting together an army list, each with their own benefits.*

In this Legendary Legion, the Necromancer is absolutely crucial. To represent him at his most potent, the Necromancer not only gains a free point of Will each time he attempts to cast a Magical Power, but he may also attempt to cast up to two Magical Powers in the same turn and increases his Attacks characteristic to 2! This all makes the Necromancer a terrifying prospect to face, though players will need to ensure he is protected to get the best out of him.

THE NECROMANCER PAINTING MASTERCLASS

Upon his return to Middle-earth following his defeat at the Battle of the Last Alliance, Sauron was unable to regain his full strength and could not take on physical form. Instead, the Dark Lord was forced to return as a shadowy wraith-like figure, whilst he slowly built up his power. It was this figure, known as the Necromancer, that trapped Gandalf within the ruins of Dol Guldur.

Over the next few pages, we have provided a step-by-step guide that demonstrates how you can paint your Necromancer of Dol Guldur model so it looks like the fiery depiction of the Dark Lord from *The Hobbit™: Motion Picture Trilogy*, when he confronts the White Council within the crumbling ruins of his former stronghold.



1



1. CHAOS BLACK UNDERCOAT/CASTELLAX BRONZE

After spraying the model with Chaos Black (a lot of the model is black after all!), paint the helmet, chest plate and gauntlets with Castellax Bronze.

2



2. IRON HANDS STEEL

Paint all of the metal areas with Iron Hands Steel, only leaving Castellax Bronze in the deepest recesses.

3



3. NULN OIL

To add some shading to all of the metal areas, paint all of the metallics with Nuln Oil to darken the colour down slightly.

4



4. REIKLAND FLESHSHADE/STORMHOST SILVER

A layer of Reikland Fleshshade is applied over the metallic areas to give them a slightly rusted effect, before the edges are highlighted with Stormhost Silver to finish off the metal.

5



5. ABADDON BLACK/GORTHOR BROWN

For the cloth, stipple on layers of a mix of Abaddon Black and Gorthor Brown, with each layer having more Gorthor Brown until a layer of just Gorthor Brown is stippled onto the cloth areas.

6



6. GORTHOR BROWN/BANEBLADE BROWN

Follow the same process as the previous stage, this time with layers of a mix of Gorthor Brown and Baneblade Brown until a layer of just Baneblade Brown is stippled onto the cloth areas.

7



7. BANEBLADE BROWN/FENRISIAN GREY

To finish off the cloth, follow the same process as the previous two stages, this time with layers of a mix of Baneblade and Fenrisian Grey until a layer of just Fenrisian Grey is stippled onto the cloth areas.

8



8. XV-88

Next, we move onto the flame effects around the armour. First airbrush XV-88 onto the metal areas, and the surrounding areas of cloth.

9



9. TROLL SLAYER ORANGE

Continuing with an airbrush, apply a layer of Troll Slayer Orange to the metal areas and some of the cloth, leaving some XV-88 showing on parts of the cloth that are further away from the metal.

10



10. YRIEL YELLOW

Airbrush a layer of Yriel Yellow onto the metal areas, making sure not to get any onto the cloth.

11



11. WHITE SCAR

Finally, apply a thin layer of White Scar into the recess in the centre of the chestplate, and to the edges of the armour, giving the impression that these are the most incandescent areas of the flames.

12



12. BASE

For the base, start by covering it in sand and then painting it with Rhinox Hide. Then, drybrush the base with Gorthor Brown, Steel Legion Drab, Karak Stone and then Screaming Skull. Finally, paint the rim of the base with Steel Legion Drab and apply some tufts of grass to finish off the base.

RUINS OF DOL GULDUR PAINTING MASTERCLASS

Upon his return to Middle-earth in the guise of the Necromancer, Sauron took up residence in southern Mirkwood in his fortress of Dol Guldur. The fortress acted as Sauron's stronghold whilst he rebuilt his strength. However, after Sauron was forced to abandon the fortress to avoid being discovered, Dol Guldur has fallen into ruin and decay – though evil has since returned to within its walls...

Over the next few pages is a handy guide on how to paint your own Ruins of Dol Guldur so that you can have a battlefield reminiscent of the dark fortress. This step-by-step guide will show you how to paint Dol Guldur, as well as providing you with ways to add some of the extra details and finishing touches, such as vines and metal work, that we see on Dol Guldur in the films.



STONEMWORK STEP-BY-STEP



1. CHAOS BLACK UNDERCOAT

After you have built your Ruins of Dol Guldur, you will need to undercoat them ready to be painted. For this we recommend using Chaos Black spray to give the model a good even undercoat.



2. RHINOX HIDE

'Wetbrushing' – which is essentially the opposite of drybrushing, where you leave the majority of the paint on the brush – will enable you to achieve a strong paint coverage, leaving the previous colour in the deepest recesses. Start by applying a heavy wetbrush of Rhinox Hide.



3. ESHIN GREY

Apply a slightly lighter wetbrush to the ruins, this time with Eshin Grey. This will turn the majority of the ruins grey, only leaving the darker tones in the recesses.



4. MECHANICUS STANDARD GREY

A final wetbrush is applied to the ruins, this time with Mechanicus Standard Grey. This wetbrush stage wants to be lighter than the previous one so that some of the Eshin Grey still shows through.



5. DAWNSTONE

Drybrush certain areas of the ruins with Dawnstone in a circular motion. Then drybrush more Dawnstone, this time focusing the strokes downwards to accentuate where the light would catch most.



6. COELIA GREENSHADE AND ATHONIAN CAMOSHADE

Finally, sporadically stipple Coelia Greenshade and Athonian Camoshade onto the ruins. This will give the stonework a more cold and natural finish. As you are going through these steps, make sure you also apply it to the metal banding as well.

METAL STEP-BY-STEP



1. WYLDWOOD

The metal banding should now be the same colours as the ruins, and for the metallic banding we are going to paint straight over that. Start with a layer of Wyldwood Contrast straight onto the metallics.



2. MOURNEANG BROWN (AIR)

Wash the metallics with a 1:1 mix of Mournfang Brown (Air) and water. This will result in a very thin mix, and will achieve a rust-like colour on the model.



3. DEATHCLAW BROWN (AIR)

Wash the metallics in the areas surrounding the bolts, this time with a 1:2 mix of Deathclaw Brown (Air) and water. Again, this will provide a thin mix to achieve the effect of rust on the metallics.



4. IRON HANDS STEEL

Finally, edge the metallic banding with a layer of Iron Hands Steel to finish off the metal areas of the ruins.

ADDITIONAL DETAILS



VINES

For the vines that climb the walls of the Ruins of Dol Guldur, start by giving them a basecoat layer of Death World Forest. Next, paint the vines with a layer of Militarum Green Contrast paint. This will shade the vines as well as deepen the colour of them. Then, carefully apply another layer of Death World Forest to the raised edges of the vines, before applying a final highlight of Straken Green to the edges.

SKULLS

The Ruins of Dol Guldur are littered with the skulls of the victims of the Pale Orc's armies. To paint the skulls, start by basecoating them with a layer of Zandri Dust. Next, wash the skulls and bones with Agrax Earthshade, before applying a layer of Ushabti Bone. To finish off the skulls, apply a highlight of Screaming Skull to the most prominent areas such as the brow and cheek bones.



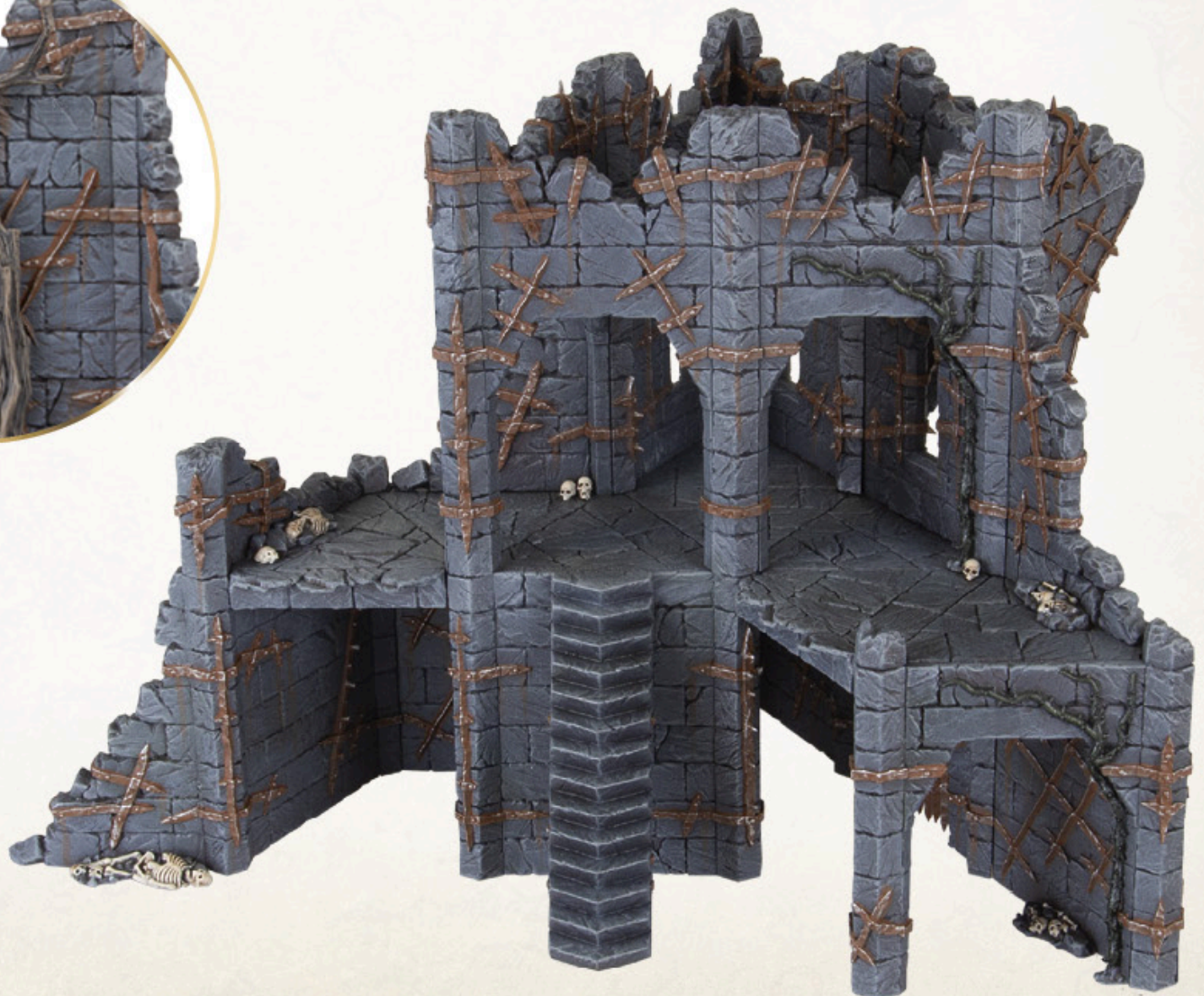
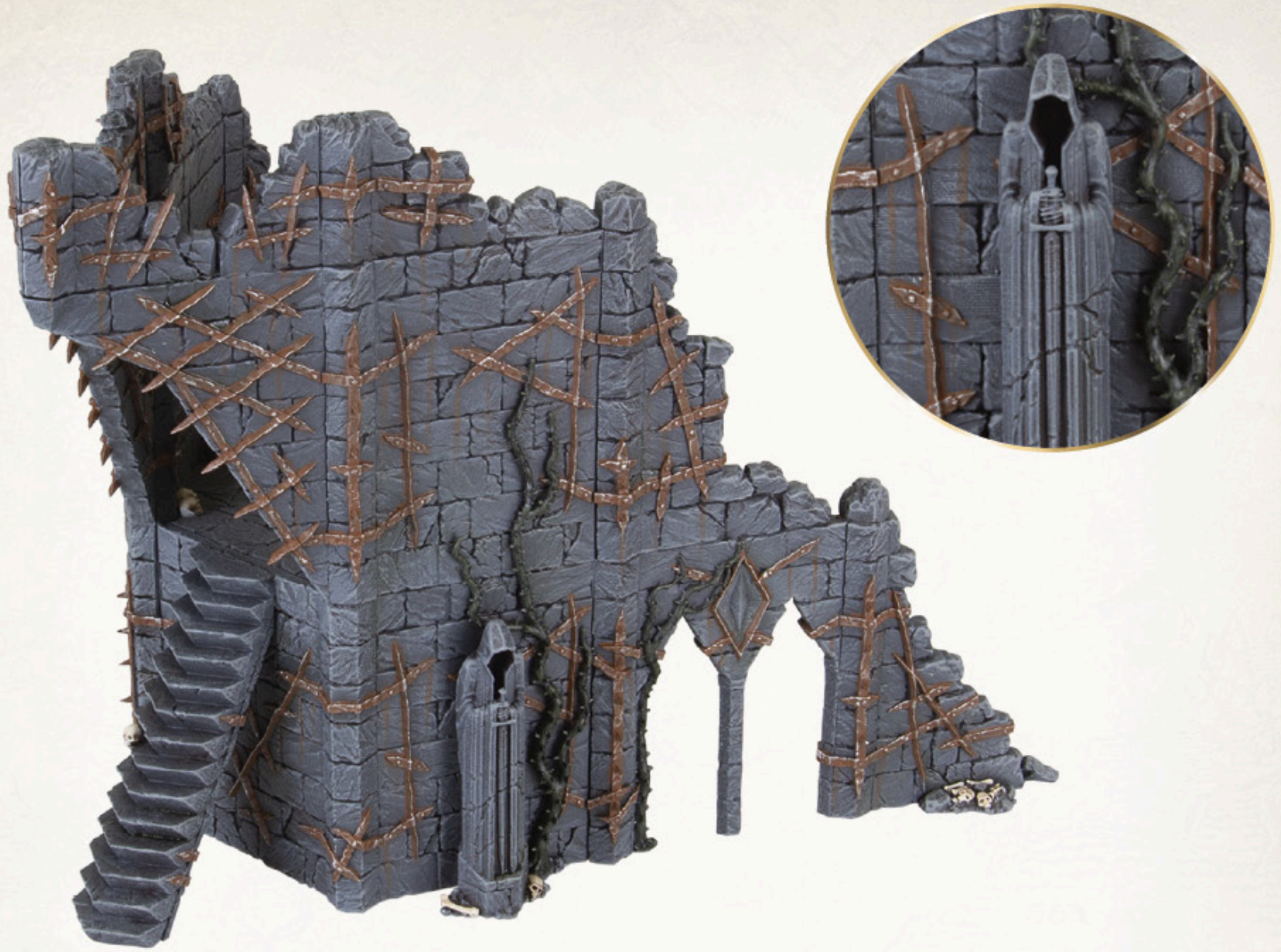
DEAD TREES

For the dead trees around the edges of the ruins, start by painting them with a basecoat of Abaddon Black. Then, apply a wetbrush of Rhinox Hide to the trees before a heavy drybrush of Steel Legion Drab. Next, drybrush the trees with Baneblade Brown before applying a final lighter drybrush of Karak Stone to finish the dead trees off.

DOL GULDUR TERRAIN

The Ruins of Dol Guldur is an incredibly versatile modular terrain kit; there are simply loads of ways you can use its contents to create your own version of Sauron's dark fortress. Here are just a few examples of what can be achieved with multiple kits, and a bit of imagination thrown into the mix! Hopefully, this will provide some inspiration for how you can add that extra bit of diversity to your gaming tables when fighting battles set in the Ruins of Dol Guldur.





FORCES OF GOOD



Elrond, Master of Rivendell



Saruman the White



Gandalf the Grey



Mirkwood Ranger Captain

Mirkwood Rangers



Radagast the Brown



Thrain the Broken



Galadriel, Lady of Light

FORCES OF EVIL



The Abyssal Knight



The Lingerin Shadow



Khamul the Easterling



The Slayer of Men



The Slayer of Men



The Abyssal Knight



The Witch-king



The Forsaken



The Dark Headsman



Castellans of Dol Guldur



Keeper of the Dungeons



"Go back to the void from whence you came!"

- Galadriel, The Hobbit: The Battle of the Five Armies™



ICE BAY

ANGMAR

hills of evendim

Lake evendim

weather hills

FORLINDON
Fokland

BLUE MOUNTAINS

the Shire

GULF OF LUNE

hakland

HARLINDON

minhiriath

enedwaith

dunland

CAEN DŪN

Fornost

chee wood

weatherup

the grey havens

the great east road

south downs

↑

hoagwell

the pheasant inn

the old forest

the old stone road

the gap of adorn

the gap of isen

swanfleet river

old stone road

the gap of adorn

the gap of isen

the gap of adorn

the gap of isen

the gap of adorn

the gap of isen

the gap of adorn

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the gap of isen



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