

# THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

## NARRATIVE Scenarios



MIDDLE-EARTH™  
STRATEGY BATTLE GAME



GAMES  
WORKSHOP

THE LORD OF THE RINGS

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MINIATURES

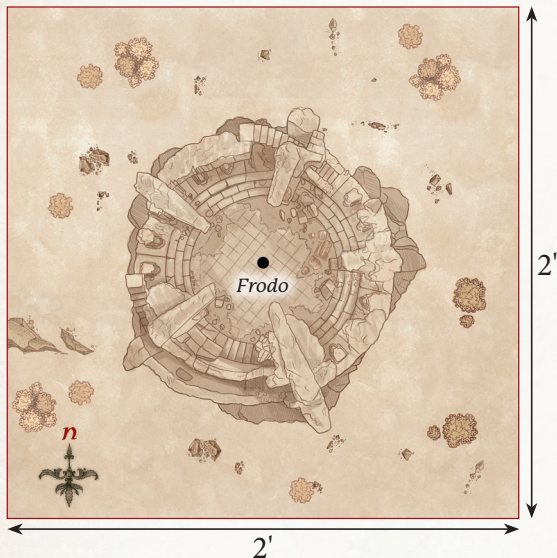
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# WEATHERTOP™



## PARTICIPANTS

**Good:** Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn (Strider) with bow.

**Evil:** The Witch-king of Angmar (1 Attack, 1 Might, 10 Will, 1 Fate) with Morgul Blade; 4 Ringwraiths (1 Attack, 0 Might, 7 Will, 0 Fate).

## LAYOUT

The board represents the ruined watchtower of Amon Sûl, which has a diameter of 12" and should occupy the centre of the board. The rest of the board can have the odd pile of rubble, trees and hedges dotted around.

## STARTING POSITIONS

The Good player deploys Frodo in the centre of Weathertop and then deploys the other Hobbits in base contact with Frodo. The Evil player then deploys the Witch-king and the other Ringwraiths in base contact with the edge of Amon Sûl. Aragorn is kept aside for later in the game.

## OBJECTIVES

The Nazgûl have come to claim the One Ring for their master; only by driving them off can Frodo and his companions hope to keep the Ring from their clutches.

The game lasts until one side has completed their objective. The Evil player wins immediately if Frodo is slain. The Good player wins if all Evil models are slain before this can happen.

## SPECIAL RULES

**Flaming Brands** – With the Nazgûl having arrived, the Hobbits have picked up flaming brands to protect themselves.

Aragorn, Sam, Merry and Pippin have flaming brands in this scenario in addition to their normal wargear. If a Ringwraith loses a Combat against a model with a flaming brand, then after Backing Away they will retreat D6" away from that model, in a direction chosen by their controlling player. Additionally, once per game, Aragorn may choose to use his flaming brand as a throwing weapon. If Aragorn hits with this flaming brand do not roll To Wound; instead the hit model is automatically Set Ablaze. Once Aragorn has thrown his flaming brand, remove it from his wargear.

**Aragorn** – Aragorn has been scouting ahead and foraging for food; only by hearing the cries of the Hobbits will he know to return to protect them.

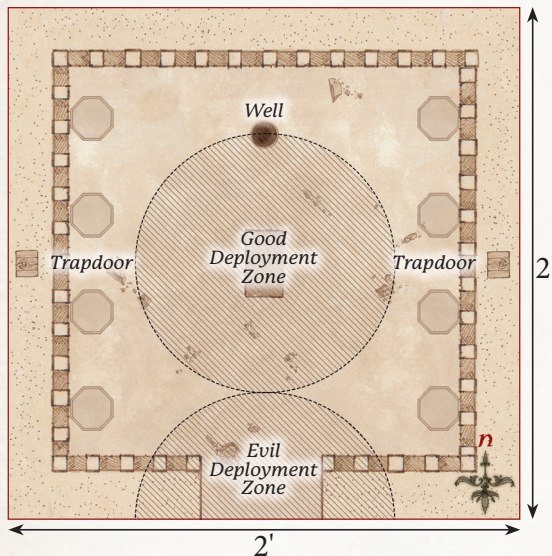
From turn 2 onwards, the Good player may roll a D6 at the end of each of their Activation Phases. On a 4+, Aragorn has arrived; place him in base contact with any edge of Amon Sûl. Aragorn may not Activate during the Activation Phase, but may otherwise act normally.

**Cry of the Nazgûl** – The piercing cry of the Nazgûl is enough to freeze the hearts of all who hear it.

Once per game, at the start of any Move Phase, the Evil player can declare they are unleashing the screech of the Nazgûl. If they do, then until the End Phase of the turn all Good models suffer an additional -3 to any Courage Tests they are required to take. If this is used before Aragorn has arrived, he will automatically arrive this turn.



# BALIN'S TOMB™



## PARTICIPANTS

**Good:** Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn (Strider) with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

**Evil:** 2 Moria Goblin Captains; 24 Moria Goblin Warriors: 8 with shield, 8 with spear, 8 with Orc bow; 1 Cave Troll with hand-and-a-half weapon.

## LAYOUT

The board represents Balin's Tomb. In the centre of the southern board edge is the doorway to the tomb. There is a raised edge that runs all the way around the edge of the board that is 3" wide. In the centre of the board is the tomb itself, and the well is placed 6" from the centre of the northern board edge. A selection of pillars should be placed as shown on the map, as well as two trapdoors on the raised area in the centre of the eastern and western board edges.

## STARTING POSITIONS

The Good player deploys the Fellowship wholly within 6" of the centre of the board. The Evil player then places the Goblins wholly within 6" of the doorway of the tomb, but not within the Control Zone of any Good models. The Cave Troll is kept aside for later in the game.

## OBJECTIVES

The Fellowship have been ambushed and trapped by the Goblins, and must now fight them off to survive.

The game lasts for 10 turns. The Good player wins if at least five members of the Fellowship, including Frodo, are alive at the end of the game. The Evil player wins if five or more Good models are slain. Additionally, if Frodo is slain the Evil player automatically wins.

## SPECIAL RULES

**The Goblin Tide** – *Quite how many Goblins have swarmed the tomb is unknown, and more constantly find their way to the battle.*

Whenever a Goblin Warrior is slain, keep it to one side. At the end of each of the Evil player's Activation Phases, each Goblin Warrior kept aside in this manner may re-enter the board from one of the entry points. Up to one Goblin may enter from each trapdoor (providing no Good model is stood upon it), up to two Goblin models may enter from the well, and any others may enter via the doorway. Any Goblin models that cannot enter the board may try again next turn. Goblin models that arrive in this manner may Activate as normal when they enter the board, and may Charge if they wish.

**"They have a Cave Troll!"** – *It is not just hordes of Goblins that have attacked the Fellowship, but also a fearsome Cave Troll that has been led into battle.*

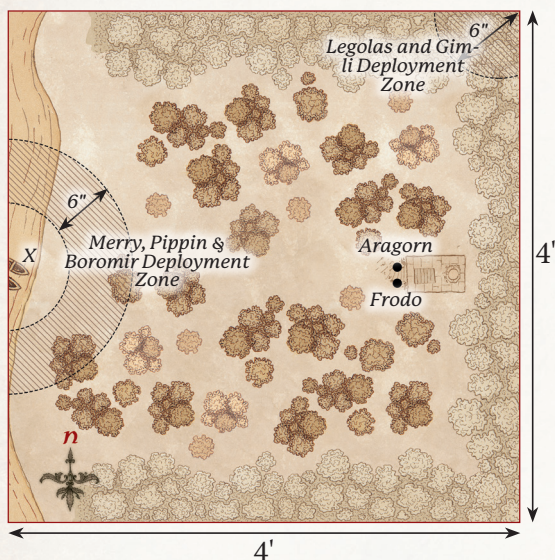
At the beginning of the Evil player's fourth Activation Phase, the Cave Troll may Move onto the board via the doorway, and may Activate and Charge as normal. During the turn it enters the board, the Cave Troll may Move 'through' friendly models. Any Goblin Moved through immediately suffers a Strength 3 hit, and any Goblin that the Cave Troll finishes its Move on is automatically slain.

**Troll Rampage** – *The Cave Troll that bursts through the doorway of Balin's Tomb has been whipped into a frenzy, and is about to unleash its full ferocity upon the Fellowship.*

The Cave Troll gains a bonus of +1 to its Fight Value during a turn in which it Charges.



# AMON HEN™



## PARTICIPANTS

**Good:** Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn (Strider) with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven cloak.

**Evil:** Lurtz, Uruk-hai Scout Captain; 1 Uruk-hai Scout Captain; 24 Uruk-hai Scouts: 8 with shield, 8 with Uruk-hai bow, 8 with no additional equipment.

## STARTING POSITIONS

The Good player deploys Aragorn and Frodo in base contact with the Seeing Seat, and then Legolas and Gimli anywhere wholly within 6" of the north-east corner of the board. Merry, Pippin and Boromir are then deployed wholly between 6" and 12" of the centre of the western board edge, and within 1" of each other.

The Evil player then deploys the Uruk-hai Scout Captain and 12 Uruk-hai Scouts wholly within 6" of the Seeing Seat, but not within 1" of a Good model. They then deploy Lurtz and the other 12 Uruk-hai Scouts wholly within 12" of Boromir, but no closer than 6".

Finally, Sam is deployed anywhere on the board at least 12" away from any other member of the Fellowship.

## OBJECTIVES

Frodo has made his decision; he is going to leave the Fellowship and journey to Mordor alone. The Uruk-hai are under strict orders to deliver the Hobbits to Saruman alive and unspoiled.

The game lasts until Frodo leaves the board under any circumstance. The Good player wins if Frodo can escape the board by moving into base contact with the boats. The Evil player wins if Frodo is captured by the Uruk-hai. The Evil player can claim a draw even if Frodo escapes the board via the boats, so long as they have captured any two of the remaining Hobbits.

## SPECIAL RULES

**"Find the Halflings!"** – Should a Hobbit model suffer their final Wound, then instead of being slain they will recover a single Wound and be knocked out – treat them as under the effects of the Paralyse Magical Power. Evil models treat a knocked out Hobbit as a Heavy Object (see page 134 of the *Middle-earth Strategy Battle Game Rules Manual*). Should a Good model end its Activation in base contact with a knocked out Hobbit model, they will automatically revive them and the Hobbit model may act as normal from then on, though they will begin their Activation Prone. Should an Evil model leave the board whilst carrying a knocked out Hobbit, then that Hobbit is captured. Evil models may not leave the board via the River Anduin on the western board edge.

**The Legions of Isengard** – At the start of each of the Evil player's Activation Phases, they may roll a D6 for each Evil Warrior that has previously been slain. On a 4+, that model may enter play anywhere along the northern, southern or eastern board edges via the rules for Reinforcements.

## LAYOUT

The board represents the area surrounding the Seeing Seat of Amon Hen. The board should be densely packed with trees and other foliage. The western board edge represents the River Anduin and should have two boats placed at the point marked X. The Seeing Seat should be placed in the eastern half of the board as per the map.