

The Ruin of Arnor Special Rules & Magical Powers Summary

Arvedui, Last King of Arnor

The King in the North. Leading by example on the field of battle, Arvedui commands great respect from his followers. Arvedui's Stand Fast! has a range of 12"/28cm.

Malbeth the Seer

Gift of Foresight. Malbeth is able to read the skeins of fate to determine the course of the future and so warn those nearby of impending doom. Every time a Good model within 6"/14cm of Malbeth suffers a wound, roll a D6. On the roll of a 5+ the wound is prevented, exactly as if a point of Fate had been expended.

Aragorn

Andúril, Flame of the West. When fighting with Narsil reformed, Aragorn never needs to roll more than 4+ to score a wound, regardless of the opponent's Defence (this rule has no effect against targets that have Batter Points instead of Wounds).

* **Mighty Hero.** Aragorn is a mighty hero – the heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.

Halbarad Dunádan

The Banner of Arwen Evenstar. The Banner of Arwen Evenstar counts as a banner but will affect all friendly models within 6"/14cm, not 3"/8cm. In addition, every Good model within 6"/14cm of the banner automatically passes any Courage test they are required to take. Halbarad may still use his bow if he carries this banner.

Elladan and Elrohir

Woodland Creature. See the main rules manual for details.

Twin Elven Blades. The twins are experts at fighting with two swords, or a sword and a long dagger. When fighting on foot the brothers may choose one to fight in one of three different ways in each Fight phase. Each brother may fight either with a single sword (counts as two-handed weapon), fight with two swords (for +1 Attack) or parry (counts as shielding).

Unbreakable bond. If one of the twins is killed, the other will be driven mad by grief. The surviving one's Strength is increased to 5 and his Defence is reduced to 4. The survivor always passes Courage tests and must do everything he can to charge the model that killed his brother as quickly as possible. Once that model is killed, the surviving twin

will then move as fast as possible towards the closest visible enemy for the rest of the game, charging if possible.

Frodo Baggins

Sting. Sting is a magical blade that shines with a blue light when Orcs are near. When Frodo carries Sting, he adds +1 to his Strength characteristic, giving him a Strength value of 3. Sting is a hand weapon.

Mithril Coat. Mithril is a rare metal that is as light as a feather, and as hard as dragon scale. The wearer's Defence value is increased by +3, in Frodo's case from Defence 3 to 6.

The Ring. See the main rules manuals.

Frodo of the Nine Fingers

It will never really heal. Frodo may never charge an enemy for any reason. He will still fight to defend himself if he is himself charged, but will not strike blows if he wins.

Home is the Hero. When Frodo returns to the Shire in its darkest hour, Hobbits rally to his side, trusting that he will help them cast out their enslavers. Frodo counts as being a Banner (note that he cannot, of course, be picked up and wielded by another model).

Peregrin, Guard of the Citadel

Guard of the Citadel. Faithful companion of the King Elessar and veteran of Minas Tirith's defence, Peregrin counts as a Hero of Gondor.

Meriadoc, Knight of the Mark

Defender of the Mark. Prepared to defend Éowyn and Théoden to the death, Meriadoc counts as a Hero of Rohan.

Horn of the Riddermark. If Merry carries the Horn of the Riddermark, all Hobbits gain +1 Courage. If Merry is slain, the horn is lost.

Farmer Maggot

Grip, Fang and Wolf. Farmer Maggot's dogs are a legend unto themselves in the surrounding area. Fast, intelligent and incredibly loyal, they tirelessly guard Maggot's farm, and their presence has convinced more than a few young Hobbits not to steal his crops. Maggot's dogs move 8"/20cm and may always use his Courage while he is still alive and on the battlefield.

Paladin Took

To me Shirefolk! The Thain of the Shire is a symbol of resistance against the ruffians of Lotho and Sharkey. Only Hobbits may benefit from Paladin's Stand Fast! rule. However, the range of Paladin's Stand Fast! is 12"/28cm instead of the normal 6"/14cm.

Lobelia Sackville-Baggins

Furious Tirade. No warrior (Good or Evil) may use a Hero's Stand Fast! rule if Lobelia is within 6"/14cm. Warriors cannot benefit from Lobelia's Stand Fast! rule.

The Umbrella is not Mightier than the Sword. If Lobelia wins a combat, she will not strike blows (she will still gamely batter her opponent, but with no effect beyond a damaged ego).

Bilbo Baggins

The Ring. If Frodo is not in the force, Bilbo can carry the Ring.

Hobbit Archers

Signal Horns – Awake! Fear! Fire! Foes! Signal horns rouse the populace of the Shire to all manner of threats, from wolves to drunken Big Folk. Hobbits take great solace in strength of numbers – something that a fierce blast on a signal horn guarantees. If there is at least one signal horn on the battlefield, all Hobbits gain +1 Courage. If the bearer of the signal horn is slain, the horn is lost.

All Hobbits

All Hobbits have the following special rules:

Resistant to Magic. See the main rules manual.

Throw Stones. If a Hobbit does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 8"/20cm and a Strength of 1.

The Witch-king of Angmar

Morgul Blade. The Morgul blade can only be used once – the Evil player must declare he is using the Morgul blade before rolling to wound. An enemy that suffers a wound from the Morgul blade is automatically slain regardless of the number of wounds on its profile. Heroes can use Fate to avoid wounds suffered from the blade but if this is failed, they are slain.

Terror. See the main rules manual for details.

Might/Will/Fate. The Witch-king derives his powers directly from Sauron, and grows in power the closer he is to the Dark Lord. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and cost 70 points. When buying the Witch-king of Angmar for your force, decide how many extra points of Might/Will/Fate you are going to give him, up to the maximums shown in the profile. Each extra point of Might, Will or Fate costs an extra 5 points, so the Witch-king with 3 Might, 3 Fate and 20 Will costs 150 points.

The Will of Evil. See the main rules manual for details.

Harbinger of Evil. All Good models within 12"/28cm suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer similar penalties).

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 5+.

Compel. Range 12"/28cm. Dice score to use: 4+.

Drain Courage. Range 12"/28cm. Dice score to use: 2+.

Sap Will. Range 12"/28cm. Dice score to use: 3+.

Transfix. Range 12"/28cm. Dice score to use: 3+.

Your Staff is Broken! Range 12"/28cm. Dice score to use: 4+.

Fell Beast

Fly. See the main rules manual for details.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounts, the creature will automatically fail its Courage test and flee the field.

Buhrdûr

Terror. See the main rules manual for details.

Throw Stones. If Buhrdûr does not move at all, he can declare he's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, provided that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

Wild Warg Chieftain

Terror. See the main rules manual for details.

Packlord. A Warg Chieftain is little more than a cunning beast, and certainly has little or no grasp of tactics and leadership. Only Wargs may use his Stand Fast! rule or benefit from his heroic actions.

Shade

Terror. See the main rules manual for details.

Chill Aura. A Shade is a terrifying supernatural creature whose mere presence can sap vigour from the living. Any enemy model within 6"/14cm of a Shade suffers a -1 on its roll to win a Fight (this is cumulative with other such penalties, such as for wielding a two-handed weapon).

Barrow-wight

Terror. See the main rules manual for details.

Magical Powers

Paralyse. Range 6"/14cm. Dice score to use 4+. The target is immediately paralysed. It is knocked to the ground and may do nothing until it recovers. If engaged in close combat, the victim rolls no dice (automatically losing any Fight if no other friendly models are involved) and counts as trapped. At the end of the Fight phase, the opposing player must roll a D6 for each paralysed model – on the roll of a 6 that victim recovers and immediately stands up. Friendly models that spend the Fight phase in contact with a paralysed model without doing anything else can attempt to revive them. They roll a D6 and need to obtain a 6, as described above. Might can be used to modify this roll.

Gûlavhar, the Terror of Arnor

Resistant to Magic; Terror; Fly. See the main rules manual for details.

Immortal Hunger. Gûlavhar is able to restore himself from the blood of his victims. At the end of a turn in which Gûlavhar slays a model he regains a single Wound lost earlier in the battle.

Strength of Body, Strength of Will. As Gûlavhar suffers injury, his will to fight begins to ebb. Gûlavhar always has an Attacks and Courage value equal to his remaining Wounds.

Spectre

Terror. See the main rules manual for details.

A Fell light is in them. During the Move phase, choose a single enemy model within 12"/28cm of the Spectre. The target must pass a Courage test or it will make a full move under the control of the Evil player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action that would cause harm

to the target (such as jumping down a cliff, etc). Affected models may not move further that turn.

Cave Troll

Troll chain. This is treated as a throwing weapon with a range of 3"/8cm and a Strength of 4.

Terror. See main rules manual for details.

Throw Stones. If a Troll does not move at all, he can declare he's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, provided that he is not engaged in combat. This works like a crossbow with a range of 12"/28cm and a Strength of 8.

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