

The Scouring of the Shire Special Rules & Magical Powers Summary

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).

Pony. A pony has a move of 8"/20cm and follows the normal rules for cavalry mounts (as described in the main rules manual). Ponies may only carry Hobbits and may never carry passengers. In addition, Hobbits mounted on ponies never receive any bonuses for charging. In fact, the ponies are unused to war and inclined to shy away from weapons, and so a model mounted on a pony must take a Courage test to charge any enemy, exactly as if the enemy caused terror.

SAMWISE GAMGE

Pony. See the entry for Frodo for details.

PEREGRIN TOOK, GUARD OF THE CITADEL

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

Pony. See the entry for Frodo for details.

MERIADOC BRANDYBUCK, KNIGHT OF THE MARK

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

Pony. See Frodo entry for details.

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.

PALADIN TOOK

To me Shirefolk! The Thain of the Shire and symbol of resistance against the ruffians of Lotho and Sharkey, Paladin is by all accounts a mighty leader in Hobbit terms. Only Hobbits may benefit from a Stand Fast! roll made by Paladin. However, the range of Paladin's Stand Fast! is 12"/28cm instead of 6"/14cm.

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.

LOBELIA SACKVILLE-BAGGINS

Furious Tirade. Lobelia's vitriolic temperament is incredibly discomfiting and distracting for both friends and enemies. No warrior (Good or Evil) may use a Hero's Stand Fast! roll if Lobelia is within 6"/14cm. Warriors cannot benefit from Lobelia's Stand Fast!

The Umbrella is not Mightier than the Sword. Lobelia's umbrella, though the scourge of many a Hobbit-child, is incapable of doing lasting damage to anything. If Lobelia wins a combat, she will not strike blows (in actual fact she will still gamely batter her opponent, but with no effect beyond a damaged ego).

HOBBIT ARCHERS

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.

SHARKEY AND WORM

Broken Loyalties. If Sharkey is reduced to one Wound and has no Fate remaining, Worm becomes a Good model and must move towards and attack Sharkey if possible. If Sharkey is slain, Worm reverts to being an Evil model.

Magical Powers

Terrifying Aura. Dice score to use: 2+. Once this power has been successfully cast, Sharkey counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0, the terrifying aura is extinguished.

Effortlessly Immobilise. Range 12"/28cm. Dice score to use: 2+. The victim can do nothing that turn. In combat, his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of the turn.

RUFFIANS

Whip. Whether a crafted lash of bound leather or simple length of rope, unless it is in skilled hands, a whip's chief power is its ability to cow frightened folk. A whip counts as a throwing weapon with a range of 2"/4cm and Strength 1.

TOM BOMBADIL

Movement. Tom has assumed the guise of a Man and therefore has a Move value of 6"/14cm.

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of 6 on the Jump and Climb charts (some say that rocks and trees reverently move aside to let him through...). Tom cannot be harmed by ranged attacks – this means that magical powers have no effect at all on him and missiles that hit Tom disappear and are discarded. No models can move into Tom's control zone unless the Good side player allows them (this includes models moved by a Sorcerous Blast spell). Tom can charge enemy models normally and his side will always win any fight Tom is involved in, but neither Tom nor any other Good model involved in the same fight will strike any blows. Tom and all Good models within 6"/14cm of him always automatically pass all Courage tests.

Tom's country ends here: he will not pass the borders. Tom cannot be used in any scenario that does not take place in the Barrow-downs or in the Old Forest.
Magical Powers

Magical Powers

Hey! Come merry dol! Range 12"/28cm. Dice score to use: automatic. Tom can instantly heal the body and mind of his friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).

GOLDBERRY

Movement. Goldberry has assumed the guise of a Woman and therefore has a Move value of 6"/14cm.

River-Daughter. Goldberry cannot be harmed by ranged attacks – this means that magical powers have no effect at all on her, and missiles that hit Goldberry disappear and are discarded. No Evil models can move into Goldberry's control zone (this includes models moved by a Sorcerous Blast spell). Goldberry will never enter the control zone of an Evil model. Goldberry and all Good models within 6"/14cm of her always automatically pass all Courage tests.

Tom has his house to mind, and Goldberry is waiting. Goldberry cannot be used in any force that does not include Tom Bombadil as well.

Magical Powers

Refreshing Song. Range 12"/28cm. Dice score to use: automatic. Goldberry can instantly heal the body and mind of her friends with a simple act of will and a merry song. This power can be used on a single friendly model. The affected model is instantly restored to the condition he started the game in (getting back all lost Wounds and points of Might, Will and Fate used up to that point in the game, as well as recovering from the effects of any enemy magical power).

BARROW-WIGHT

Movement. The Barrow-wights were once Men and therefore have a Move value of 6.

Terror. A Barrow-wight is a terrifying supernatural creature. Barrow-wights cause terror in their enemies, as described in the Courage section of the rules.

Magical Powers

Paralyse. Range 6"/14cm. Dice score to use 4+. The affected model is immediately paralysed. A paralysed victim 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 dice for each of his models that are paralysed, on the roll of a 6 that model recovers and is immediately stood up. Friendly models that spend the Fight phase in contact with a paralysed model without doing anything else can attempt to revive them. To do so, they roll a dice and need to obtain a 6, as described above. Note that Heroes can use Might to modify this roll.

GOBLIN SHAMAN

Magical Powers

Fury. Range 6"/14cm. Dice score to use: 3+. This power is targeted on the Shaman itself and, once in action, its 6"/14cm area of effect follows the Shaman as he moves around. The Shaman and all Moria Goblins (including Heroes) within range of the power are possessed by an insane fighting frenzy, which allows them to ignore the most serious of wounds. They automatically pass any Courage test they are required to take. In addition, every time they suffer a wound, they can roll a dice: if a 6 is rolled, the wound is recovered. This is effectively like using a point of Fate, with the only exception that the Wound is recovered only on the roll of a 6 rather than on a 4+. If the wound is not recovered, Heroes can then make use of their Fate as normal.

Once the magical power is in action, both its effects will last until the Shaman is engaged in a Fight and his side loses the fight. The Shaman can of course employ the power again later as long as he has Will left.

Transfix. Range 12"/28cm. Dice score to use: 5+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will, and Fate but cannot make any heroic actions. The effect lasts for the remainder of that turn.

WHITE WARG CHIEFTAIN

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

Terror. An enraged Warg Chieftain is a vicious and terrifying creature. White Warg Chieftains cause terror in their enemies, as described in the Courage section of the rules.

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