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# The Wolves of Winter

— *Article by Adam Troke*



As part of our Season of Strife, we present this downloadable scenario for The Lord of the Rings Strategy Battle Game. In the year 2911, a great cold descended upon Eriador. Great many packs of white Wargs, driven south by hunger, crossed the frozen barrier, and began to wreak havoc in the shire. Fortunately for the Shirefolk, Gandalf the Grey came to their aid once again.

WolvesOfWinter.pdf
(0.6 MB)

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# THE WOLVES OF WINTER

This scenario was first featured in the Scouring of The Shire sourcebook – it's a tense encounter that pits the beleagured Shirelings against the fury of the Wargs. Although a couple of small changes have been made to it here, it remains largely the same. One of the great things about this scenario is the potential that its core mechanics offer for customisation. With a little tinkering you could have Dwarves fighting against Moria Goblins in the depths of Khazad–dûm, with the fires replaced by mirrors casting pools of light. Perhaps you could make some templates that represent pillars of sunlight penetrating the thick canopy of Mirkwood Forest and have Elves fighting against Giant Spiders? In short, there are lots of settings you can twist this scenario into to get an interesting and exciting scenario – all you need to do is put your imagination to it.

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In the year 2911, a great cold descended upon Eriador. It was not only streams that froze in the chill embrace of the winter winds, but also the mighty rivers that bordered the Shire to the north and west. Even the Baranduin (or Brandywine as the Shirefolk would have it) was locked solid. In this window of vulnerability, a great many packs of White Wargs, driven south by hunger, crossed the frozen barrier. They savaged the patrolling Rangers of the North and began to wreak havoc in the Shire. Though the Bounders did what they could to stay the fearsome beasts, they were too few and already half dead from the cold. Fortunately for the Shirefolk, Gandalf, the Grey Pilgrim, came to their aid once again...

## PARTICIPANTS

| GOOD | EVIL |
|------|------|
| Gandalf the Grey | 1 White Warg Chieftain |
| 8 Hobbit Militia | 8 White Wargs |
| 4 Hobbit Archers | |
| 4 Shirriffs | |

## LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The board should have four Hobbit holes scattered across it, as well as several trees. Four large fires (about the size of a 40mm base) have been lit in the centre of the board (see map) – the Hobbit-holes should be organised around these, but no closer than 6"/14cm to them.

## STARTING POSITIONS

The Good player deploys the Hobbits so that there are four Hobbits within 3"/8cm of each fire. He then deploys Gandalf within 3"/8cm of any of the fires.

When this has been done, two Wargs start on each table edge. One of each pair must be in base contact with the edge, and the other must be 6"/14cm in from the table edge. The Warg Chieftain may be set up on any table edge, up to 6"/14cm in from the edge.

## OBJECTIVES

For the Good player to win, the Warg Chieftain must be slain and all other Wargs must have been killed or have fled the board.

The Evil player wins if the Good player does not achieve his objectives before being slaughtered to the last Man and Hobbit.

If the Wargs are driven off or slain, but all the Hobbits have died, the game is a draw.
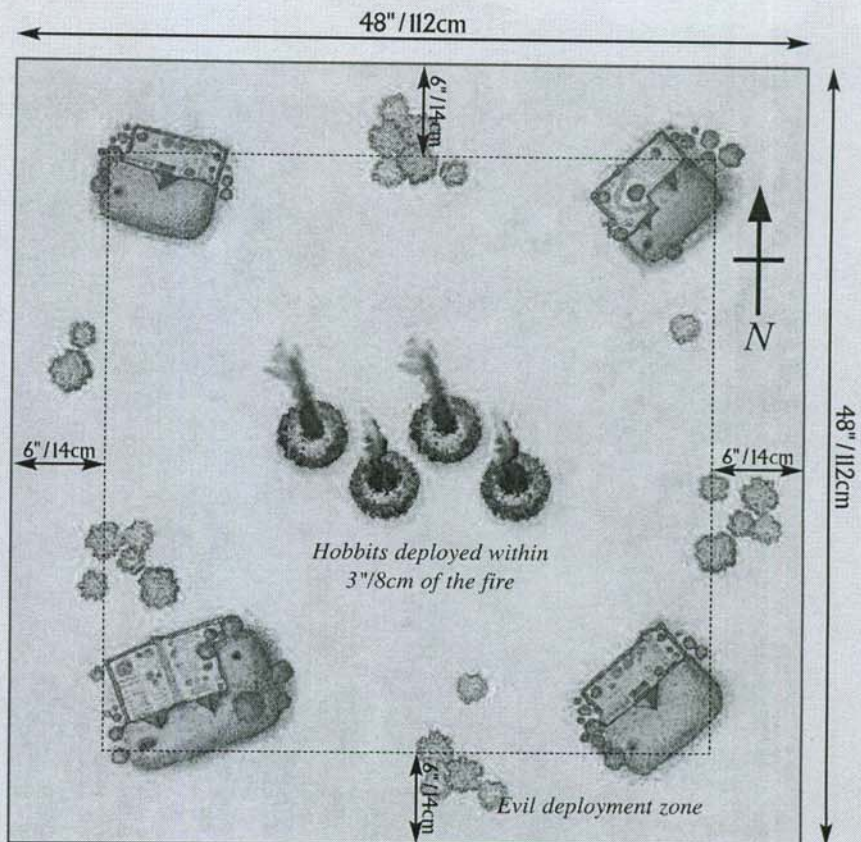
## SPECIAL RULES

**Surprise Attack.** The Evil player has Priority in the first turn.

**The Leader of the Pack.** The Wargs are almost without number, having swept down from the icy coasts of Forochel. The only chance the defenders have against this horde is to slay its leader.

The Wargs must always move at full rate directly towards an enemy model. The only exception is if they end their move in base contact with an enemy model (ie, have charged an enemy) in which case they may move how they wish. In addition, whenever a White Warg is removed as a casualty it is kept to one side. Whilst the Warg Chieftain is still in play, the Evil player moves up to two White Wargs (slain earlier in the game) onto the board from any edge at the end of his Move phase. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

While the Warg Chieftain is still alive and on the table, the White Wargs do not take Courage tests of any kind (although the Chieftain will). Once the Warg Chieftain has been slain, the White Wargs return to the normal rules for Courage and so will start taking tests when five Evil models have been slain.

**Dead of Night.** It is a moonless night and there is no light save for that given out by the fires that burn in the centre of Whitfurrows. Gandalf and the Hobbits may not charge, shoot at, or target Wargs with magical powers unless they are within 6"/14cm of their target. In addition, any models within 6"/14cm of a fire (or 12"/28cm of Gandalf if he is using the Cast Light magical power) can be seen clearly from any distance.

48"/112cm

6"/14cm

N

48"/112cm

6"/14cm

6"/14cm

*Hobbits deployed within 3"/8cm of the fire*

6"/14cm

*Evil deployment zone*

## POINTS MATCH

*To play this scenario with alternate forces, choose about 200 points for each side. The most expensive model on the Evil side takes the role of the Warg Chieftain, while the most expensive model on the Good side takes the role of Gandalf (or vice versa if you want the Evil side to defend instead).*

*The Moria Deeps – If you're fighting in the pitch-black of Moria, why not replace the fires with mirrors. Good models within 3"/8cm of a mirror counts as in range of a banner. If an unengaed Evil model is touching a Mirror in the Fight phase, it is tipped over and removed from play. If all the mirrors are destroyed, the Evil side automatically win.*

*The Eaves of Mirkwood – Try replacing the fires with pools of bright sunshine. Evil models touching these areas of light suffer a Strength 1 hit in the End Phase of each turn.*

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Winter War - Environment Rules

# Frozen Lakes

A frozen lake or river is a common enough feature in the cold of winter. Should the ice freeze hard enough, such an obstacle can be crossed safely and with relative ease - in fact frozen lakes can even provide suitable sites for a battle, should occasion demand.

Any crossing such as a frozen lake or river must tread slowly and carefully, or risk death beneath the frozen surface.

### Warhammer
Any model wishing to move onto a frozen river or lake must declare how far it wishes to travel. If the total distance is greater than the model's armour save, then it must fail an armour save or suffer a wound. Large Targets must fail a Toughness test, instead of an armour save.

### Warhammer 40,000
Any model wishing to move onto a frozen river or lake must declare how far it wishes to travel. For models with a Wounds characteristic, if the total distance is greater than the model's armour save, then it must fail an armour save or suffer a wound. Models with an armour value (except skimmers, amphibious vehicles and flyers, which are unaffected) that travel over such features must roll over their highest armour value on 4D6 or be removed from play.

### The Lord of The Rings
Any model moving on the icy surface must roll a D6 and consult the following table.

1 - The ice shatters and the model plummets to a watery death.
2 - The ice shatters and the model falls partially within the water, suffering a wound (a successful Fate roll can prevent this wound as normal).
3-5 - The ice creaks, but holds out. The model must move at half-pace.
6 - The ice holds firm and the model may move as normal.

The following modifiers apply to the above test:
A model is wearing no armour: +1
A model is wearing light armour or mithril armour: no modifier
A model is wearing heavy armour: -1
A model is carrying a shield: -1
A model is mounted: -1

### War of The Ring
A company that moves across frozen rivers, lakes or ponds will suffer D6 hits. The following modifiers apply to the D6 roll.
+1 The company wears heavy armour
+1 The company carries shields
+1 The company is cavalry or a monster
-1 The company are Elves or Goblins

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Winter War - Environment Rules

# Icy Crags

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Icy crags make for perilous locations, but a degree of care enables warriors to traverse them without too much difficulty. Fighting in a swirling melee from the top of such a crag, however, can easily prove fatal, should you make even the slightest slip!

**Warhammer**
When rolling to hit in close combat, pay special attention to the dice rolls. For each roll of 1 (after any re-rolls are applied), one rank-and-file model in the opposing unit may immediately make an attack. In a challenge of any kind, this rule applies to both models involved in the fight.

**Warhammer 40,000**
When fighting close combats upon icy crags, pay special attention to your dice. Should you roll any 1s when rolling to hit, your warrior has momentarily lost his footing. One enemy model in base contact (chosen by the controlling player) may immediately make an additional attack.
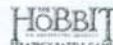


**The Lord of The Rings**
Models fighting on an icy crag cannot dodge aside so easily, and struggled to get out of harms way. Models on an icy crag always count as trapped, should they lose a fight.

**War of The Ring**
When rolling to hit in close combat, pay special attention to the dice rolls. For each roll of 1 (after any re-rolls are applied), one opposing company may immediately make one attack, applying all the usual modifiers.

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# Avalanche



Fighting in the treacherous winter is a deadly affair, especially within mountainous regions where the clamour and sound of combat can cause huge sheets of snow to come loose and sweep aside all in their path.

**Warhammer**
Each turn roll a D6. On the score of a 1, there has been an avalanche. Randomly determine which board edge it enters from. All models within 2D6" of that board edge (models within buildings are exempt) must pass a Strength Test or be swept away and removed as a casualty. The highest of the following modifiers apply to the roll to see if there is an avalanche.

-1 A cannon, mortar or stone thrower (or similar, such as the Helblaster or Organ gun) was fired in the previous turn.
-2 Three or more cannons, mortars or stone throwers (or similar) were fired in the previous turn.
-3 A Comet of Cassandora hit the board in the previous turn.

**Warhammer 40,000**
Each turn roll a D6. On the score of a 1, there has been an avalanche. Randomly determine which board edge it enters from. All models within 2D6" of that board edge (models within buildings are exempt) must pass a Strength test or be swept away and removed as a casualty. Vehicles must roll under their highest armour value on 3D6 (skimmers are unaffected). The highest of the following modifiers apply to the roll to see if there is an avalanche.

-1 An Ordnance weapon was fired in the previous turn.
-2 Three or more Ordnance weapons were fired in the previous turn.
-3 A weapon that uses the Apocalyptic barrage or blast template was fired in the previous turn.

**The Lord of The Rings**
Each turn roll a D6. On the score of a 1, there has been an avalanche. Randomly determine which board edge it enters from. All models within 2D6" of that board edge (models within buildings are exempt) must roll equal to or under it's Strength value or be swept away and removed as a casualty. The highest of the following modifiers apply to the roll to see if there is an avalanche.

-1 A trebuchet or catapult of any kind has fired in the previous turn.
-2 Three or more trebuchets or catapults of any kind have fired in the previous turn.
-3 An Uruk-hai Demolition Charge has been detonated in the previous turn.

**War of The Ring**

Each turn roll a D6. On the score of a 1, there has been an avalanche. Randomly determine which board edge it enters from. All models within 2D6" of that board edge (models within buildings are exempt) must roll equal to or under their Strength value or suffer D6 hits. The highest of the following modifiers apply to the roll to see if there is an avalanche.

-1 A trebuchet or catapult of any kind has fired in the previous turn.
-2 Three or more trebuchets or catapults of any kind have fired in the previous turn.
-3 An Uruk-hai Demolition Charge has been detonated in the previous turn.

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Winter War - Environment Rules

# Doom Hail

Doom hail is no ordinary adverse weather, but a brutal and malign storm of ice that hammers the unwary with fist-sized lumps of hard-packed ice. Any caught in a protracted doom hail shower will, at best, find themselves bruised and battered, while the weak and unprepared are beaten to death by the relentless downfall.

**Warhammer**
Each player turn, before declaring charges, the controlling player may place the large blast marker anywhere on the tabletop, rolling for scatter as usual. Models touched by the template and not under cover suffer a Strength 3 hit.

**Warhammer 40,000**
Each player turn, before making any moves, the controlling player may place the large blast marker anywhere on the tabletop, rolling for scatter as usual. Models touched by the template and not under cover suffer a Strength 3 hit.

**The Lord of The Rings**
At the start of the turn, before rolling for priority, each player rolls 2D6 - this is the number of enemy models caught by the doom hail. Starting with the player with priority, players take it in turns to choose models to suffer a Strength 3 hit. Cavalry models that are selected suffer a hit to both the rider and the mount.

**War of The Ring**
- At the start of the turn, before rolling for priority, each player rolls D6 - this is the number of formations caught by the doom hail. Starting with the player with priority, players take it in turns to choose formations to suffer D6 Strength 3 hits for each company in the formation.

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Winter War - Environment Rules

# Blizzard

A constant, heavy snowfall combined with strong winds dramatically reduces visibility and makes long distance communication all but impossible. The ground underfoot is swiftly covered, making a swift advance perilous.

**Warhammer:**
- All missile weapon ranges and spells that require line of sight have the range reduced by 25%. Additionally all shooting at targets more than 6" away has a -2 to hit modifier.
- Battle Standard and General Leadership distances are reduced by 6".
- Flying models must pass a Leadership test or be unable to fly (and therefore must use their Movement characteristic).

**Warhammer 40,000**
- Models in the open receive a cover save of 5+.
- Dangerous Terrain will affect models on the roll of a 1 or 2, rather than just a 1.
- Unit coherency is reduced to 1".
- Flying vehicles that move more than 6" must take a Dangerous Terrain test.

**The Lord of The Rings**
- The range of missile weapons is reduced by 25% and all shooting attacks require an In the Way roll to hit.
- A successful Stand Fast test only affects models within 2"/4cm.
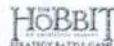- Climbing and Jumping tests are failed on the score of a 1 or 2.

**War of The Ring**
- All shooting attacks are halved (rounding up).
- At the Double! rolls are made with a -2 penalty to the roll.

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## WARHAMMER 40,000   WARHAMMER   HOBBIT

and frame it in your own campaign.

To play this scenario you'll need winter-themed board and at least ten terrain pieces to represent clusters of crystal quartz. These should be between 3 and 10 inches in diameter but if they are a little bigger or smaller then that will not matter. Place D6+3 quartz clusters around the battlefield to represent the interior of the crystal forest at the start of the game. We've used some snow-covered stone pillars to represent the crystal clusters, but you could use a Citadel Wood painted to look crystalline, or any other appropriate terrain.

The scenario is an Annihilation mission with a Dawn of War deployment, with the addition of the following rules to represent the fact this battle is taking place in the alien surroundings of the Crystal Forest. As with the Warhammer scenario, feel free to use or discard any points below as you see fit.

• The crystal stalagmites are not stable entities - they seem to resent any invaders to their territory. New crystal clusters burst violently from the snow-covered ground, impaling those unfortunate enough to be standing under them at the time. At the start of every player's turn they must place D3 large blast markers anywhere on the battlefield. Roll the scatter dice and 3D6 to determine a hit or scatter. Any models under the template when it comes to rest are hit by the crystals and must take a Strength 8 AP 4 hit. When this is done, place a crystal cluster in the same location - the owning player then moves his squad to the side of the terrain piece in any direction he wishes. If no models are under the template, simply place a crystal cluster in that area. If the template scatters off the table then nothing happens.

• The surface of the planet is exceptionally cold, and this is only increased within the crystal forest. The quartz stalagmites seem to draw warmth away from any source, including the living. Some weapons struggle to work in such extremes. All types of flamer will only work on a D6 roll of a 4+ as the fuel struggles to ignite in the freezing conditions. Similarly, the range of melta weapons is halved as the super-heated vapour is quickly dissipated by the extreme cold of the environment.

• Natural interference around the Crystal Forest makes teleporting into it very hazardous. No teleport homing device can be used in this game and deep striking units roll 3D6 for scatter. The supernatural way Daemons enter the battlefield means they deploy using their normal rules.

• Vehicles will quickly succumb to the effects of the extreme cold in the Crystal Forest. If vehicles are left stationary for long they will cease to function as engines seize and axles freeze up. A vehicle that did not move in the previous turn must roll a 6 before it can function again; this includes firing any weapons as gun mounts and barrels ice over.

• Another effect the crystals have on the surrounding area is to absorb all sound even denying radio and psychic communications. No noise of any kind can be heard in the bounds of the crystal forest. This has an unnerving effect and seriously hampers any kind of military operation, as any communication other than visual signals is impossible. To represent this, all models incur a -1 penalty to their Leadership in this scenario. Additionally, sonic weapons, such as those wielded by Noise Marines, have their range halved, in the same way as melta weapons. Furthermore, the shroud of silence that encompasses the area can make it easier for troops sneaking onto the battlefield. Models that Outflank may choose to arrive on the long table edge in the enemy side of the battlefield if the owning player rolls a 5-6 when determining how the squad enters the game.

### The Lord of The Rings Scenario: Raid in the Snow



Whether you're looking to recreate a battle atop the snowy peaks of Middle-earth's many mountain ranges, or to delve deep into history and frame your events in the context of something such as the Fell Winter of 2911, there's plenty of scope to unleash a snowstorm onto your The Lord of The Rings miniatures.

The scenario presented here represents a battle fought in the depths of an icy cold winter - the snow lies deep upon the ground and winter stores run low. Such a scenario as this could reflect a raiding part from Dunland coming into Rohan to steal horses and food, or an Orcish attack across the borders into Gondor. Regardless of what you and your opponent have, it's certainly an opportunity to enjoy a winter-themed battle or two.

### Forces:
This scenario is written with two even sized armies of about 500-750 points in mind. You can of course play larger games, however, you might want to increase the size of the battlefield and the number of objectives.

### Layout:
This scenario is played on a board 48"/112cm by 48"/112cm. The board should have a small settlement of three or four buildings close to the centre, along with a watchtower and a corral where horses can be stored. Obviously, the board should look suitably

snowy too - so you might like to check out our article for making winter scenery here <<insert link here!>>.

### Starting Positions:
The defending player deploys up to five models (including a single Hero if he wishes) within 3"/8cm of the watchtower. The attacking player then deploys his own army anywhere on the board so long as each model is touching a board edge. The remainder of the defending force will enter play once the game has begun.

### Objectives:
This scenario is a raid, so the attacking player is seeking to carry away as much plunder as possible. The attacker wins if he is able to take away ten or more plunder markers. The defending player wins if he can prevent it. A horse is worth two plunder markers.

### Special Rules
**Plunder.** The defending player should place three plunder markers on the board (preferably touching houses, so that it looks and feels more like the attackers are raiding them for supplies). Any attacking model that moves into base contact with one of these may pick up a plunder marker (use a small token or counter to represent). Plunder markers count as heavy objects as described on page 65 of The Lord of The Rings Strategy Battle Game Rules Manual (it can be carried about in the same way as a demolition charge).

**The Corral.** The corral holds four horses. Each of these can be led away by any model in base contact with them - the horse will follow a model on foot, remaining in base contact at all times. Should the model leading the horse be charged, the horse will wander D3" (double the distance for cm) in a direction chosen by the defending player. A model leading a horse must release it (in which case it will wander, as described above) before moving, if he intends to charge into combat.
Winter Snows. Steady snow is falling on the battlefield, swirled around by strong, bitterly cold winds. As a result of this fearsome weather, shooting attacks made at targets further than 12"/28cm away require an additional In the Way roll. Additionally, the wind has the ability to whisk away sounds and dampen the spirits of even the sturdiest fighters. All successful Stand Fast tests have their range reduced by 2"/4cm.

### War of The Ring: Ice Storm



An ice storm is a freak occurrence that leaves every exposed surface covered in a thick carpet of ice. The overwhelming weight of this ice sheet can cause roofs to collapse under the strain. Even simple movement becomes treacherous and fighting becomes especially deadly.

This scenario allows you to recreate a battle fought between two bitter foes. Perhaps a company of Dwarves has come across a marauding Goblin warband, or a patrol of Warriors of Minas Tirith has been ambushed a band of prowling Orcs. Blood will soon scatter the icy ground as the two forces clash amid the fury of winter.

### To Battle
To prepare for this scenario, simply follow the process outlined in the War of The Ring rules manual. We recommend using either Shield Walls or Battle for the Pass deployments, and either the High Ground or Field of Swords objectives.

Regardless of the set-up and objectives you use, however, you'll find that these wintry themed rules will turn your game into an even bloodier affair than normal, as your armies rush to get to grips with one another amid the driving snow and ice.

### Recommended Forces
In theory this scenario would suit armies of any size, however the fact that the environment has the potential to kill off your formations makes larger armies more appropriate - the casualties caused can be crippling to small armies.

### Swirling Mists
The freezing cold air and swirling mists make visibility low. Any shooting attacks further than 24" away suffer a penalty of half of their total dice (rounding up). Shooting attacks from between 12"-24" suffer a 2 dice penalty.

### Biting Cold
The ice storm shows no mercy to those who would defy it's wrath - to stand still is to invite frostbite and worse. Companies that remain stationary suffer D6 Strength 1 hits.

### Frozen Footing
Upon the slippery surface of the ice, movement is difficult, while running is perilous. Any unit that moves At the Double! suffers D6 Strength 1 hits.

### Weight of Ice

Ice storms are wont to leave an inches thick layer upon any surface, and the weight can bring unstable roofs crashing down. Each turn roll a D6 for every building on the battlefield. On the score of a 1, part of the roof has been brought crashing down by the weight of ice. Each company within the building suffers D6 Strength 8 hits!