

The Wheel of Time



The Eye of the World Journeybook

An unofficial rules supplement for Games Workshop's
The Lord of the Rings Strategy Battle Game

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Introduction

Welcome to The Wheel of Time supplement for Games Workshop's The Lord of the Rings Strategy Battle Game. This is an unofficial fan-made project, aimed at bringing Robert Jordan's world to life on the tabletop.

The supplement consists of two main parts. The first is a set of core rules. These are an addition to the main The Lord of the Rings rulebook, and introduce concepts from the The Wheel of Time setting such as Channelling, the Forsaken and the Sword Forms.

The second part is a series of journeybooks, each one covering one of Robert Jordan's novels. These contain profiles, scenarios and hobby tips relating to the events within that novel. This is the first of these, and covers the first Wheel of Time novel: The Eye of the World. This part contains all the profiles, scenarios and hobby tips you will need to recreate the events of the book from the attack on Emond's Field right up to Tarwin's Gap and the confrontation at the Eye of the World.

The development of this supplement is currently taking place in our own forum, with a dedicated section for this journeybook: <http://tomanhead.proboards80.com/>

All your feedback, ideas and suggestions are welcome, and we're always looking for more players to join the development team, whether you just want to test the rules or help write them yourself, write hobby articles, all of those contributions are welcome. We shall continue this project until we have covered all of the novels, so there shall be plenty of work available for any who wish to contribute.

The Story

"The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades into myth, and even myth is long forgotten when the Age that gave it birth comes again. In one Age, called the Third Age by some, an Age yet to come, an Age long past, a wind rose in the Mountains of Mist. The wind was not the beginning. There are neither beginnings nor endings to the turning of the Wheel of Time. But it was a beginning."

Winternight, the day before the festival of Bel Tine. Tam al'Thor and his son Rand return to their farm a few miles outside of the village of Emond's Field. As they settle in for the night, their farm is attacked by Trollocs: twisted cross-breeds of man and beast, and servants of the Dark One. Fortunately, they evade these creatures by fleeing into the Westwood, a great forest between their home and the village, but Tam is injured and falls into a deep fever.

As dawn breaks, Rand manages to reach the village, with his father in tow on a makeshift litter. He is greeted with a terrible sight: Emond's Field was also attacked by the Trollocs. They were driven back by the magic of the Aes Sedai Moiraine and her fighting companion Lan, recent visitors to the village. Moiraine uses her powers to heal Tam, and tells Rand and his two friends Mat and Perrin that they are in danger and must leave with her to travel to Tar Valon, the centre of Aes Sedai power. They leave, along with Thom and Egwene, the mayor's daughter and close friend of Rand.

They make for the town of Baerlon where they are caught up with by Nynaeve, the village Wisdom of Emond's Field. She joins the party on their journey. They also meet a young girl named Min, whose visions of them give a glimpse into their futures, although they are too cryptic to make much sense for now. Rand is confronted by one of the dark One's servants but it flees, and the group decides to leave Baerlon with all haste.

As they ride from Baerlon to Caemlyn, they are ambushed by Trollocs and are forced off the road. They make their way to the ruined city of Shadar Logoth in a desperate gamble to lose their pursuers. The three boys explore the ruins and encounter the evil spirit Mordeth, and a horde of treasure. Mat takes a dagger, but they flee the spirit before they can take any more of the city's treasures. They rejoin the party, and shortly after Trollocs enter the city. They are once more forced to flee, from both Trollocs and the ancient evil of the city: Mashadar. This fog-like being seeps through the city, killing any who touch it. In the confusion, the party are separated but all manage to escape.

Rand, Mat and Thom make for the nearby river and manage to board a passing ship, the *Spray*. They buy passage to the town of Whitebridge. Nynaeve finds Moiraine and Lan, and they make their way south in search of the boys. Perrin meets up with Egwene, and the pair decide to make for Caemlyn. On their way they encounter Elyas Machera, a man who has the ability to communicate with wolves and this ability begins to awaken in Perrin also. They meet with a band of Tinkers: travelling folk who will do no violence.

Rand, Mat and Thom reach Whitebridge, but find no sign of their friends, only signs of pursuit. As they leave, they encounter a Myrddraal, one of the Dark One's agents. Thom tells the boys to flee as he holds it off. They believe him to have died at its hands, for few can hope to best a Myrddraal in combat.

Moiraine, Lan and Nynaeve reach Whitebridge to find the aftermath of the boys' stay, but are too late to meet them. They decide instead to search north for the third.

Perrin, Egwene and Elyas leave the company of the Tinkers and journey to an Ogier *stedding*, which protects them from the Dark One's spies. Perrin and Egwene are captured by Whitecloaks, but Elyas manages to evade them.

Rand and Mat continue their journey, having to sing in taverns and work farms to afford food and beds. They reach Four Kings, where a group of Darkfriends, humans sworn to the Dark One, attempt to capture them. Rand channels to escape, and they continue on the road to Caemlyn, evading two more Darkfriend attacks along the way. They arrive in Caemlyn in time to see the false Dragon Logain paraded through the streets having been captured by Aes Sedai. They meet an Ogier named Loial at the inn they are staying at.

Moiraine, Lan and Nynaeve manage to find Perrin and Egwene in the Whitecloak camp, and pull off a daring rescue, with the unexpected aid of Elyas and several wolves.

Rand decides to watch the procession taking Logain to the Queen. He climbs up the palace wall to get a view, but falls into the garden where he is discovered by Elayne and Gawyn, daughter and son of Queen Morgase. He is brought before the Queen, and her Aes Sedai advisor Elaida has a Foretelling about his future. After a few questions he is released. After returning to the inn, the rest of the party arrive. They discover that the dagger Mat took from Shadar Logoth is corrupting him, and acting as a beacon for the Dark One's servants, but they cannot take it from him or he will die shortly afterwards. Loial tells the group that a man gave the people of his *stedding* a message that the Dark One intends to blind the Eye of the World, which matches the message given to the Tinkers Perrin and Egwene travelled with by one of the Aiel. Thus they decide to find it before he does, in order to prevent this from happening.

They must take the Ways, a series of gates connected by dark paths, which are much quicker than travelling normally. However, an evil wind blows through the Ways, and an encounter with it could prove fatal. Luckily, they manage to narrowly avoid it and emerge near Fal Dara, a fortified settlement of the Borderlands, close to the Blight.

They reach Fal Dara and meet with its ruler, Agelmar Jagad. The group has been followed by Fain, but he is captured and questioned. He reveals that he is a Darkfriend, and he led the Trollocs to Emond's Field after the boys.

The next day, Agelmar and his army march out for Tarwin's Gap, where they will join forces with the rest of their countrymen to repel a Trolloc attack. The party head for the Blight to try and find the Eye of the World. Just as they are about to be overwhelmed by the Blight's creatures, they are saved by the appearance of the Green Man's sanctuary, where the Eye is located. They are attacked the Forsaken named Aginor and Balthamel, two of the Dark One's most powerful agents. The Green Man and Balthamel slay each other, and Aginor is consumed by *saidin* as he tries to draw more of the Eye's power than Rand.

Rand appears at Tarwin's Gap to see the armies in battle. He assails the Dark One's hordes with fire and lightning, and blows the earth up from beneath them, before returning to the Eye.

The Eye of the World is gone, but in its place the party find several powerful relics. The Horn of Valere, the Dragon Banner, and one of the seals to the Dark One's prison, which is shattered. Moiraine tells them the Horn must be brought to Illian. They leave the dying sanctuary and return to Fal Dara, where they hear of the victory at Tarwin's Gap.

And so ends the first part of the tale.

Heroes

Rand al'Thor (Man)

Points value: 55

	F	S	D	A	W	C	M/W/F
Rand	3/3+	3	3	2	2	3	2/2/3

Wargear

Rand carries a sword (hand weapon). At an additional cost he may have the following:

<i>Two Rivers longbow</i>	5pts
<i>Horse</i>	5pts

Weaves

Rand may select any number of the following weaves for the points costs shown:

Lightning Attack. Range 6"/14cm. Dice score to use: 5+.	10pts
Fire Attack. Range 18"/42cm. Dice score to use: 5+.	20pts
Earth Attack. Range 18"/42cm. Dice score to use: 5+.	20pts

Rand was a young farmer from Emond's Field living and working on his father's farm. But the events of Winternight shattered his quiet life, thrusting him into a series of events he could never have dreamed of and forcing him to face a great many startling realizations about himself and the future he faces.

Matrim Cauthon (Man)

Points value: 30

	F	S	D	A	W	C	M/W/F
Mat	3/3+	3	3	1	2	3	1/1/3

Wargear

Mat carries a dagger and a Two Rivers Longbow. At an additional cost he may have the following:

<i>Dagger of Shadar Logoth</i>	10pts
<i>Horse</i>	5pts

Dagger of Shadar Logoth

This evil blade was taken from the dead city of Shadar Logoth and still carries the taint of its cursed origins. Any attacks made using this dagger have the Drain Soul ability, as the victim's wound festers and corrupts their body.

Mat is a roguish young lad from Emond's Field. He was raised as a farmer and has a good eye for horses, but his main interests lie in gambling, drinking and girls. The events of Winternight have done little to change this, and wherever his journeys take him he can often be found separating fools from their gold.

Perrin Aybara (Man)

Points value: 30

	F	S	D	A	W	C	M/W/F
Perrin	3/4+	4	3	1	2	3	1/1/3

Wargear

Perrin carries an axe (hand weapon) and a sling. At an additional cost he may ride a horse:

<i>Horse</i>	5pts
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Perrin was an apprentice blacksmith in the village of Emond's Field, and childhood friend of Rand and Mat. Like the others his life was turned upside down on the eve of Bel Tine. His journey has brought about great changes in how he sees the world around him.

Tam al'Thor (Man)**Points value: 45**

	F	S	D	A	W	C	M/W/F
Tam	4/3+	4	4	2	2	4	2/1/1

Wargear

Tam carries a sword (hand weapon). At an additional cost he may carry a bow:

Two Rivers longbow

5pts

Despite his humble appearance as a farmer and father to Rand, Tam has traveled far from the Two Rivers during his past. However he was unaware that what he brought back from his journeys would bring great change not only to his life but the fate of the entire world.

Egwene al'Vere (Woman)**Points value: 15**

	F	S	D	A	W	C	M/W/F
Egwene	2/4+	3	3	1	1	3	1/3/2

Wargear

Egwene carries a dagger. At an additional cost she may ride a horse:

Horse

5pts

Daughter to the mayor of Emond's Field, Egwene was in training to become village Wisdom. But her life is about to take her on a far greater path.

Nynaeve al'Meara (Woman)**Points value: 25**

	F	S	D	A	W	C	M/W/F
Nynaeve	2/4+	3	3	1	1	3	1/3/2

Wargear

Nynaeve carries a dagger. At an additional cost she may ride a horse:

Horse

5pts

Nynaeve was the village Wisdom of Emond's Field until the events of Winternight, when she left to follow the young lads on their journey. Unknown to her, her ability to "listen to the wind" and heal are actually a crude form of channeling.

Weaves

Heal. Dice score to use: 5+.

Moiraine Damodred (Woman)

Points value: 155

	F	S	D	A	W	C	M/W/F
Moiraine 4/4+	3	3	2	2	5	2/6/2	

Wargear

Moiraine carries a staff (two-handed weapon) and an *angreal*. At an additional cost she may ride a horse:

Horse

5pts

Special Rules

Bonded with al'Lan Mandragoran

Weaves

Fire Attack. Range: 12"/28cm. Dice score to use: 5+.

Heal. Dice score to use: 3+.

Hide. Dice score to use: 4+.

Lightning Attack. Range 12"/28cm. Dice score to use: 5+.

Terrify. Dice score to use: 4+.

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

Moiraine is an Aes Sedai of the Blue Ajah, dedicated to great causes and events throughout the world. In particular, she concerns herself with three young men in Emond's Field, knowing something of the greatness they will one day achieve.

al'Lan Mandragoran (Man)

Points value: 195

	F	S	D	A	W	C	M/W/F
Lan	6/3+	4	5	3	3	6	3*/3/3

Wargear

Lan carries a sword (hand weapon) and is wearing armour. At an additional cost he may ride a horse:

Horse

5pts

Special Rules

Warder to Moiraine Damodred

Uncrowned King of Malkier

Lan is the last remaining heir to the dead nation of Malkier, and before becoming bonded to Moiraine he fought to reclaim it from the Blight. Such a life has shaped him into a mighty warrior. He may expend one 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.

Stealth

A combination of his skills in sneaking and his colour-shifting warder cloak makes Lan almost impossible to spot if he wishes it. Lan has the Stealth ability.

Sword Forms

Lan is a Mighty Swordsman and may use the following forms:

The Boar Rushes Down the Mountain

Swallow Rides the Air

Lizard in the Thornbush

Sheathing the Sword

Lan is warder to the Aes Sedai Moiraine. A mighty warrior, he is almost without equal in armed combat having lived a life battling Shadowspawn in the Borderlands. He will gladly lay down his life to protect Moiraine.

Thom Merrilin (Man)

Points value: 45

	F	S	D	A	W	C	M/W/F
Thom	4/3+	3	3	2	2	4	2/1/1

Wargear

Thom carries an assortment of knives (hand weapon and throwing weapons). At an additional cost he may ride a horse:

Horse

5pts

Special Rules

Expert Shot

Thom is allowed to use his throwing knives two times in the Shoot phase instead of once.

Agile

Thom's acrobatic skills are still as strong in his old age as they were in his youth. Thom automatically passes any Jump Test that he takes.

Thom is a gleeman; a traveling performer specializing in telling tales and legends, juggling, and playing music. Despite his old appearance he is still a very agile man, and his skill with throwing knives is hard to match.

Min Farshaw (Woman)**Points value: 20**

	F	S	D	A	W	C	M/W/F
Min	3/4+	3	3	1	1	3	0/1/1

Special Rules**Viewings**

Min often sees auras surrounding people, giving her a glimpse into their future. Once per game, any force including Min may choose who wins priority at the start of a turn instead of rolling for priority.

Min is a tomboyish young woman from the town of Baerlon. As well as being handy with knives, she has the ability to see and understand auras surrounding people foreshadowing events in their future.

Loial, son of Ardent (Ogier)**Points value: 60**

	F	S	D	A	W	C	M/W/F
Loial	5/4+	5	4	2	2	4	2/2/2

Wargear

At an additional cost Loial may ride a horse:

Horse

5pts

Loial is one of the Ogier, a race of large humanoid creatures with a love of knowledge, craftsmanship and nature. He left his home of stedding Shangtai a great many years earlier than is thought proper, and so is considered hasty by Ogier standards, but to humans he still appears slow and methodical.

Elyas Machera (Man)**Points value: 70**

	F	S	D	A	W	C	M/W/F
Elyas	5/4+	4	4	2	2	5	2/1/1

Wargear

Elyas carries a long dagger (hand weapon) and a bow.

Special Rules**Affinity With Nature****Stealth**

Elyas is one of the few who has mastered the rare and ancient ability to communicate with wolves. He is known among them as Long Tooth, on account of using a large dagger when fighting.

King Easar Togita (Man)

Points value: 100

	F	S	D	A	W	C	M/W/F
Easar	5/4+	4	6	2	2	6	3/2/2

Wargear

Easar carries a sword (hand weapon), greatsword (two-handed weapon), and wears heavy armour. At an additional cost he may ride a horse:

Armoured horse

15pts

King Easar Togita rules the nation of Shienar. On his shoulders rests the burden of holding back the creatures of the Blight along the northern border of his land, and he rides with his men into battle against the darkness.

Special Rules

King of Shienar

As the King of Shienar, Easar inspires great heroism in his men, causing them to stand and fight no matter the odds. The range for Easar's Stand Fast rule is 12"/28cm.

Agelmar Jagad (Man)

Points value: 85

	F	S	D	A	W	C	M/W/F
Agelmar 5/4+	4	6	2	2	5	3/1/1	

Wargear

Agelmar carries a sword (hand weapon), greatsword (two-handed weapon), and wears heavy armour. At an additional cost he may ride a horse:

Armoured horse

15pts

Lord Agelmar is the Lord of Fal Dara, a heavily fortified Shienaran town close to the Blight. Like his people he faces a death holding the line against the Blight, accepting this fate and doing his duty for all those who walk in the light.

Special Rules

Lord of Fal Dara

Agelmar is highly respected by his men who will follow him to death if their duty requires it. The range for Agelmar's Stand Fast rule is 12"/28cm.

Ingtar Shinowa (Man)

Points value: 60

	F	S	D	A	W	C	M/W/F
Ingtar	5/4+	4	6	2	2	5	2/1/1

Wargear

Ingtar carries a sword (hand weapon), greatsword (two-handed weapon), and wears heavy armour. At an additional cost he may ride a horse:

Armoured horse

15pts

Ingtar is a lord and warrior of the Shienaran people. Well practiced in various weapons, he is a fearsome warrior to face on the field of battle.

Shienaran Captain (Man)

Points value: 60

	F	S	D	A	W	C	M/W/F
Captain 5/4+	4	6	2	2	5	2/1/1	

Wargear

The Shienaran Captain represented by this profile carries a sword (hand weapon), greatsword (two-handed weapon), and wears heavy armour. At an additional cost he may ride a horse:

Horse

5pts

Armoured horse

15pts

Shienaran Captains are the best of some of the world's most renowned soldiers. They hold the line against the corrupt armies of the Blight, sacrificing themselves to protect the southern lands from such evil.

Bayle Domon (Man)

Points value: 40

	F	S	D	A	W	C	M/W/F
Bayle	4/4+	4	4	2	2	4	2/1/1

Wargear

Bayle carries a sword (hand weapon).

Bayle is the captain of the Spray, a river vessel which he uses to make money through trade and smuggling.

Someshta, The Green Man (Nym)

Points value: 160

	F	S	D	A	W	C	M/W/F
Someshta	6/4+	5	6	2	2	5	2/6/1

Special Rules

Affinity With Nature

Weakness to Fire

Weaves

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

Someshta is the last of the Nym, a large humanoid race deeply rooted in nature. He is more commonly known as the Green Man, and guards the Eye of the World, which hides several powerful artifacts for use against the Dark One. He and his sanctuary are said to appear only when need is extremely dire, and that a person may only visit once in their lifetime.

Queen Morgase Trakand of Andor (Woman) Points value: 50

	F	S	D	A	W	C	M/W/F
Morgase 2/4+	3	3	1	2	5	0/2/2	

Special Rules Queen of Andor

The presence of their Queen ensures that the men of Andor will never waver. The range of Morgase's Stand fast rule is 12" for any friendly Andor Warriors and Heroes. In addition, all Andor models within 6" of Morgase automatically pass any Courage tests they are required to take.

Morgase is the current Queen of Andor. She is well-loved by her people as a kind and strong Queen, and Andor has prospered under her reign.

Elaida a'Roihan (Woman)

Points value: 50

	F	S	D	A	W	C	M/W/F
Elaida	2/4+	3	3	1	2	4	1/4/1

Special Rules Foretelling

Elaida has a limited ability to foresee certain events that are yet to pass. Once per game, any force including Elaida may choose who wins priority at the start of a turn instead of rolling for priority.

Weaves

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

Heal. Dice score to use: 5+.

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

Elaida is an Aes Sedai of the Red Ajah, and serves as an advisor to Queen Morgase of Andor. She has the ability to foretell events in the future, although she cannot choose what she sees or when these visions come to her.

Captain-General Gareth Bryne (Man)

Points value: 140

	F	S	D	A	W	C	M/W/F
Bryne	5/4+	4	4	2	2	5	2/2/2

Wargear

Gareth Bryne carries a sword (hand weapon). At an additional cost he may have the following:

<i>Armour</i>	<i>5pts</i>
<i>Heavy armour</i>	<i>10pts</i>
<i>Horse</i>	<i>5pts</i>

Special Rules Commanding Presence

As well as from being able to read the battlefield, Bryne earned his reputation through being an inspiring leader. The range for Gareth Bryne's Stand Fast rule is 12".

Skilled General

Bryne is one of the most famed generals in the world, and is deserving of that title due to his skill in battlefield strategy. Bryne may call a Heroic Move without expending Might to do so.

Gareth Bryne is one of the most famed and skilled generals in the world. He currently serves as Captain-General of the Queen's Guard, as part of a long service with Andor.

Elayne Trakand (Woman)**Points value: 12**

	F	S	D	A	W	C	M/W/F
Elayne	2/4+	3	3	1	1	3	0/2/2

Elayne is Daughter of Queen Morgase and Daughter-Heir to the throne of Andor. Although still young, she is already being schooled for her future reign, and faces training with the Aes Sedai as part of long-standing relations between the White Tower and Andor.

Gawyn Trakand (Man)**Points value: 15**

	F	S	D	A	W	C	M/W/F
Gawyn	3/4+	3	3	1	1	3	1/0/1

Wargear

Gawyn carries a sword (hand weapon).

As brother to the Daughter-Heir it is Gawyn's duty to protect her from harm. To that end he is training as a swordsman and is already a proficient fighter.

Galad Damodred (Man)**Points value: 30**

	F	S	D	A	W	C	M/W/F
Galad	4/4+	3	3	2	1	3	2/0/1

Wargear

Galad carries a sword (hand weapon).

Galad is half-brother to Elayne and Gawyn. He always does what he feels is the right thing, regardless of the consequences to himself or to others.

Guardsmen-Lieutenant Tallanvor (Man)**Points value: 60**

	F	S	D	A	W	C	M/W/F
Tallanvor	4/4+	4	6	2	2	4	2/1/1

Wargear

Tallanvor carries a sword (hand weapon) and wears heavy armour.

Special Rules**Loyal to His Queen**

As long as Queen Morgase, Elayne Trakand, Gawyn Trakand and/or Galad Damodred are on the table, Tallanvor will automatically pass all Courage tests he is required to take. If none of these models are on the table, he reverts to the normal rules for Courage. In addition, Queen Morgase counts as a banner for him.

Tallanvor is a young bodyguard to Queen Morgase of Andor. His loyalty to her is strong and completely unwavering, and he will not hesitate to put his life on the line for her.

Queen's Guard Captain (Man)

Points value: 50

	F	S	D	A	W	C	M/W/F
Captain 4/4+	4	6	2	2	4	2/1/1	

Wargear

The Queen's Guard Captain represented by this profile carries a sword (hand weapon) and wears heavy armour. At an additional cost he may ride a horse:

Horse

5pts

The Captains of the Queen's Guard of Andor are chosen from the best of the Guard. They have proven themselves time and again to be proficient fighters, skilled leaders and most importantly, loyal to Andor and her Queen.

Special Rules

Loyal to Andor

As long as Queen Morgase, Elayne Trakand, Gawyn Trakand and/or Galad Damodred are on the table, the Queen's Guard Captain will automatically pass all Courage tests he is required to take. If none of these models are on the table, he reverts to the normal rules for Courage.

Aes Sedai (Woman)

Points value: 35

	F	S	D	A	W	C	M/W/F
Aes Sedai	2/4+	3	3	1	2	4	1/4/1

Wargear

Any Aes Sedai can be given additional items at the following cost:

angreal

5pts

Horse

5pts

Warder Bond

5pts

The Aes Sedai are an organization of channelers that have their roots far back in history. They are famed wielders of the One Power, treated with a mix of awe and fear by common folk. Their seat of power is the White Tower in the city of Tar Valon.

Special Rules

Warder Bond

If the Warder Bond upgrade is chosen, then the army must include one or more Warders to bond to the Aes Sedai. The upgrade cost is paid for each Warder.

Weaves

The Aes Sedai may select up to three weaves at the points costs shown. One of the weaves may be upgraded to a talent for 5pts, which reduces the minimum score to cast by one (so a weave that normally requires a 4+ would be improved to a 3+).

Air Attack. Range: 12". Dice score to use: 5+.

10pts

Cut. Range: 12". Dice score to use: 4+.

5pts

Earth Attack. Range 12". Dice score to use: 5+.

10pts

Fire Attack. Range: 12". Dice score to use: 5+.

10pts

Heal. Dice score to use: 4+.

10pts

Hold. Range: 12". Dice score to use: 5+.

5pts

Lightning Attack. Range 12". Dice score to use: 5+.

10pts

Shield. Range 12". Dice score to use: 5+.

10pts

Terrify. Dice score to use: 4+.

5pts

Throw. Range: 12". Dice score to use: 5+.

10pts

Water Attack. Range 12". Dice score to use: 4+.

5pts

Warder (Man)

Points value: 70

	F	S	D	A	W	C	M/W/F
Warder	5/4+	4	4	2	2	6	2/2/1

Wargear

The Warder represented by this profile carries a sword (hand weapon). At an additional cost he may have the following:

Armour	5pts
Two-handed weapon	5pts
Bow	5pts
Horse	5pts

It is common among most Aes Sedai to bond a man as a Warder. He acts as a traveling companion and bodyguard to her, and they can both draw upon each other's strength and resilience. Most only take one, but it is common for Aes Sedai of the Green Ajah to take two or more, and Red Ajah never bond Warders.

Special Rules

Warder

A Warder may only be chosen if the army contains one or more Aes Sedai, and must be bonded to one of them.

Sword Forms

A Warder is a Skilled Swordsman and may select up to two forms of the first level.

Geofram Bornhald (Man)

Points value: 55

	F	S	D	A	W	C	M/W/F
Geofram 5/4+	4	6	2	2	5	2/1/0	

Wargear

Geofram Bornhald carries a sword (hand weapon) and wears heavy armour. At an additional cost he may ride a horse:

Horse	5pts
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A great leader in the Children of the Light, Geofram Bornhald is both a great general and a skilled swordsman. Despite being a Child of the Light he is somewhat less fanatical than many of his fellows, although no more tolerant of suspected Darkfriends.

Dain Bornhald (Man)

Points value: 55

	F	S	D	A	W	C	M/W/F
Dain	4/4+	4	6	2	2	4	2/1/1

Wargear

Dain Bornhald carries a sword (hand weapon) and wears heavy armour. At an additional cost he may ride a horse:

Horse	5pts
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Dain Bornhald is the son of Geofram Bornhald and faces a promising career in the Children of the Light. In contrast to his father, he is often hot-headed and quick to anger.

Jaret Byar (Man)**Points value: 50**

	F	S	D	A	W	C	M/W/F
Byar	4/4+	4	6	2	2	4	2/1/1

Wargear

Jaret Byar carries a sword (hand weapon) and wears heavy armour. At an additional cost he may ride a horse:

Horse

5pts

Jaret Byar is an officer in the Children of the Light, and is notoriously intolerant of suspected Darkfriends, even for a Whitecloak.

Whitecloak Captain (Man)**Points value: 50**

	F	S	D	A	W	C	M/W/F
Captain	4/4+	4	6	2	2	4	2/1/1

Wargear

The Whitecloak Captain represented by this profile carries a sword (hand weapon) and wears heavy armour. At an additional cost he may ride a horse:

Horse

5pts

Officers in the Children of the Light embody everything that the organisation stands for. Thus, they can often be bold, arrogant and bordering on the fanatical as well as being skilled in combat and strategy.

Myrddraal (Myrddraal)**Points value: 65**

	F	S	D	A	W	C	M/W/F
Myrddraal	5/4+	4	5	3	2	5	2/2/1

Wargear

The Myrddraal represented by this profile carries a sword (hand weapon) and wears armour. At an additional cost it may ride a horse:

Horse

5pts

Also known as Fades, Halfmen, and a host of other names, Myrddraal are the Dark One's servants. Partly as agents, partly as captains of his Trolloc armies, they carry out his will through fear and secrecy. Appearing as deathly pale humans with no eyes they move with serpentine grace, and are skilled fighters. It is said they can vanish by turning sideways, and their gaze can paralyse with fear.

Special Rules
Causes Terror.**The Look of the Eyeless is Fear****Shadowspawn Linking**

Aginor (Man)

Points value: 175

	F	S	D	A	W	C	M/W/F
Aginor	3/4+	3	3	1	2	6	2/6/0

Special Rules Old

Forsaken

Aginor was one of the first of the Forsaken to be freed, having been close to the surface of the Dark One's prison. However, his body was not protected from the ravages of time as well as those sealed deeper. He was responsible for the creation of Trollocs and Myrddraal during the War of Power.

Weaves

Earth Attack. Range 12". Dice score to use: 3+.

Fire Attack. Range 12". Dice score to use: 3+.

Lightning Attack. Range 12". Dice score to use: 3+.

Throw. Range: 12". Dice score to use: 3+.

Balthamel (Man)

Points value: 175

	F	S	D	A	W	C	M/W/F
Balthamel	3/4+	3	3	1	2	6	2/6/0

Special Rules Old

Forsaken

Weaves

Earth Attack. Range 12". Dice score to use: 3+.

Fire Attack. Range 12". Dice score to use: 3+.

Lightning Attack. Range 12". Dice score to use: 3+.

Throw. Range: 12". Dice score to use: 3+.

Like Aginor, Balthamel was trapped on the edge of the Dark One's prison and has emerged with an aged body. Because of this he conceals his face with a terrifying grinning mask and covers every inch of his skin with his clothing.

Warriors

Civilian (Man/Woman)

Points value: 4

	F	S	D	A	W	C
Civilian	2/4+	3	3	1	1	2

Wargear

None. Any civilian can be given additional items at the following cost:

The common people of the land, untrained and unaccustomed to battle. Only in the most desperate times will they be pressed to fight and aren't likely to last long against a skilled opponent.

<i>Armour</i>	<i>1pt</i>
<i>Hand weapon</i>	<i>free</i>
<i>Two-handed weapon</i>	<i>free</i>
<i>Spear</i>	<i>1pt</i>
<i>Short bow</i>	<i>1pt</i>
<i>Two Rivers longbow (Two Rivers only)</i>	<i>2pts</i>

Militia (Man/Woman)

Points value: 5

	F	S	D	A	W	C
Militia	3/4+	3	3	1	1	2

Wargear

The base profile for a militia includes a hand weapon. Any militia can be given additional items at the following cost:

Militia are merely one step up from civilians in terms of fighting ability, having basic combat skills and perhaps some serviceable equipment. Despite this they are little match for properly trained soldiers.

<i>Armour</i>	<i>1pt</i>
<i>Two-handed weapon</i>	<i>free</i>
<i>Spear</i>	<i>1pt</i>
<i>Short bow</i>	<i>1pt</i>
<i>Two Rivers longbow (Two Rivers only)</i>	<i>2pts</i>

Shienaran Warrior (Man)

Points value: 10

	F	S	D	A	W	C
Shienaran	4/4+	3	5	1	1	4

Wargear

The base profile for a Shienaran Warrior includes a sword (hand weapon), greatsword (two-handed weapon) and heavy armour. Any Shienaran Warrior can be given additional items at the following cost:

The men of Shienar constantly struggle against the Blight, fighting Trollocs and worse creature besides. They are a strong, honourable people, who value peace and life highly, for it is hard to come by in their homeland.

<i>Bow</i>	<i>1pt</i>
<i>Lance</i>	<i>1pt</i>
<i>Horse</i>	<i>5pts</i>
<i>Armoured horse</i>	<i>8pts</i>
<i>Banner (max. one per Hero included in the same force)</i>	<i>25pts</i>

Whitecloak (Man)

Points value: 8

	F	S	D	A	W	C
Whitecloak	3/4+	3	5	1	1	3

Wargear

The base profile for a Whitecloak includes a sword (hand weapon) and heavy armour. Any Whitecloak can be given additional items at the following cost:

The Whitecloaks are another name for the Children of the Light, on account of the brilliant white of their uniforms. They are trained soldiers and utterly fanatical. They take great pride in their appearance, marching into battle with rigorously polished arms and armour.

Bow	1pt
Lance	1pt
Horse	5pts
Banner (max. one per Hero included in the same force)	25pts

Queen's Guard (Man)

Points value: 8

	F	S	D	A	W	C
Queen's Guard	3/4+	3	5	1	1	3

Wargear

The base profile for a Queen's Guard includes a sword (hand weapon) and heavy armour. Any Queen's Guard can be given additional items at the following cost:

A frequent sight in Andor, the Queen's Guard patrol the roads and settlements of her realm acting as keepers of the peace.

Bow	1pt
Lance	1pt
Horse	5pts
Banner (max. one per Hero included in the same force)	25pts

Domon's Crewman (Man)

Points value: 6

	F	S	D	A	W	C
Crewman	3/4+	3	3	1	1	3

Wargear

The base profile for a crewman includes a hand weapon.

Bayle Domon's crew faithfully serve him aboard the Spray. They are more than capable of fighting to defend the vessel, although the thought of Trollocs greatly unnerves them.

Wolf (Wolf)

Points value: 10

	F	S	D	A	W	C
Wolf	4/-	4	3	2	1	4

There are a rare few people that can communicate with wolves, but those that do can often count on their aid. Wolves despise shadowspawn and go to great lengths to destroy them. An entire pack is willing to die to bring down a Myrddraal.

Trolloc (Trolloc)

Points value: 9

	F	S	D	A	W	C
Trolloc	3/5+	4	5	1	1	3

Wargear

The base profile for a Trolloc includes a hand weapon and armour. Any Trolloc can be given additional items at the following cost:

Two-handed weapon	free
Spear	1pt
Short bow	1pt
Catchpole	1pt
Banner (max. one per Hero included in the same force)	25pts

Trollocs are the Dark One's soldiers and make up the bulk of his armies. Standing at 10ft tall in armour of mail and spikes, with crude brutal weapons and bestial heads, they are a terrifying opponent made all the more so by their extremely violent and bloodthirsty nature.

Special Rules

Fear of Water

Trollocs are deathly afraid of water. No Trolloc model may willingly attempt to swim. If a Trolloc ends up in a body of water deep enough to require swimming it drowns automatically.

Dragkhar (Dragkhar)

Points value: 15

	F	S	D	A	W	C
Dragkhar	3/-	3	3	1	1	3

Special Rules

Dragkhar's Song

The song of the Dragkhar lures the hapless victim into the creature's deadly embrace compelling them to draw closer. Dragkhar have The Look of the Eyeless is Fear ability.

Drain Soul.

Dragkhar are Shadowspawn taking on the form of a pale human with wings and large eyes. Their kiss drains the very soul of a person, and it is said that interrupting a Dragkhar's feeding is a worse fate for the victim than allowing it to finish.

Blight Beast (Blight Beast)

Points value: 10

	F	S	D	A	W	C
Blight Beast	4/4+	5	4	D3	1	3

Special Rules

Mutated

Blight Beasts are horribly corrupted forms of life. When a Blight Beast is in combat, it will fight with D3 attacks. Roll for these afresh each turn, just before resolving the fight.

Blight Beasts are corrupted forms of life encountered in the northern wastelands. They are horribly twisted and mutated, and will attack anything that comes into their territory.

Worm (Worm)

Points value: 65

	F	S	D	A	W	C
Worm	6/-	6	6	2	3	3

Special Rules

Affinity With Nature

Stealth

Worms, also known as Jumara, are found in the Blight and are massive tunnelling predators. Few are fortunate enough to survive an encounter with them, and few among them can claim to have slain even one. So terrifying are they that even other creatures of the Blight flee from them.

Scenarios

The following scenarios represent the events that took place during The Eye of the World, from the attack on Emond's Field right up to the battle at Tarwin's Gap and the final confrontation with the Forsaken. They can be played as stand-alone encounters or linked together to let you play right through the story, perhaps even changing the course of events from those in the book. A suggested campaign of this style is presented after the scenarios.

The scenarios are presented in chronological order. Although the profiles have not been split into Good and Evil categories, the two players will be assigned these positions in accordance with the game mechanics. In most cases it will follow the Good and Evil divide presented in the novel.

Points Match

Although these scenarios have been balanced with the original participants in mind, you may wish to play with alternative forces. To that end, the Points Match box gives a rough guide as to how to build such a force. These points are not exact totals of the standard participants. Furthermore, the scenarios have not been as thoroughly tested with alternative forces, so they may be unbalanced.

The players will have to agree before the game how the alternative forces affect Objectives and Special Rules. Normally, it is recommended that the Good side should have at least one Hero to make adapting the Objectives easier.

Scenario 1 - Winternight: The al'Thor Farm

Description

On the eve of the Bel Tine Festival Tam and Rand al'Thor have returned to their farm from delivering cider to Emond's Field. After the talk of wars and false Dragons heard in the village, Tam gets out his sword as they sit in front of the fireplace to read. All of a sudden a small group of Trollocs attacks the farm, and Tam and Rand must fight a running battle to escape into the forest.

Participants

On the Good side are Tam al'Thor and Rand al'Thor. Tam carries his Heron-marked sword, Rand is unarmed.

On the Evil side are 10 Trollocs, of which 6 are armed with hand weapons and 4 with two-handed weapons.

Layout

This scenario should be played on a 48"/112cm square board. Place a small cottage 12"/28cm away from the western board edge; this is the al'Thor farmhouse. The roof should be removable in order for models to be placed within the house. There should also be a number of outbuildings, enclosures and various pieces of farm equipment within 24"/56cm of the house. An area of forest runs along the eastern board edge, about 6"/14cm deep.

Starting Positions

Tam and Rand are placed anywhere within the farmhouse.

The Trollocs are placed anywhere on the board, provided they are at least 12"/28cm away from the farmhouse.

Objectives

Tam and Rand are trying to escape to the woods in order to return to the safety of Emond's Field.

The Good side wins if both Tam and Rand can escape off of the eastern board edge.

The Evil side wins if they slay Rand.

If Tam is slain but Rand escapes, the result is a draw.

Special Rules

Fighting in the Farmhouse

Any Trollocs who enter the farmhouse are stunned by the brightness of the light within and find it difficult to maneuver within the confines of a building built for humans. They will therefore suffer a -1 penalty to the roll to win a fight if they are in close combat within the farmhouse, or with someone inside the farmhouse. For those with two-handed weapons the effect is cumulative. Trollocs will also count the inside of the houses as difficult terrain.

Burn it Down!

Trollocs are a race that thrive on destruction and will eagerly lay waste to anything in their way. The Evil player may attempt to burn a building down. To do so, any unengaged models in base contact with the building may roll one D6 each. If any score a 6 the building has caught fire.

The fire takes a whole turn to spread giving anyone inside the opportunity to escape before they suffer the effects. Starting on the turn after the building caught fire, any models inside the burning building will take D3 Strength 3 hits at the start of the turn. Human models may exit through any windows of the building by passing a Climb test (note that they are allowed to do this even if the building is not on fire).

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 100 points worth of Heroes. The Evil player should select 100 points worth of models.

Scenario 2 – Winternight: Emond's Field

Description

The al'Thors were not the only ones to come under attack on the eve of Bel Tine. A band of Trollocs also descended upon the peaceful village of Emond's Field. However, they had not counted on the stubbornness of Two Rivers folk, or the presence of a powerful Aes Sedai and her Warder.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Perrin Aybara, Matrim Cauthon, Egwene al'Vere, Nynaeve al'Meara, Thom Merrill and 8 civilians, of which 4 are armed with hand weapons, 2 with two-handed weapons and 2 with spears.

On the Evil side are 30 Trollocs, of which 20 are armed with hand weapons and 10 with two-handed weapons.

Layout

This scenario takes place in the village of Emond's Field. It should be played on a 48"/112cm square board, with a 6"/14cm wide river (the Winespring) running from east to west, 12"/28cm from the north edge. A road runs vertically down the middle of the board, with a 3"/8cm wide bridge over the river. The Winespring Inn, a two-storey building, is placed near the southern bank of the river on the eastern side of the road. A variety of smaller buildings lies clustered to the south of the Inn representing the houses of the village. The area to the west of the road is open lawn representing the village Green.

Starting Positions

Moiraine, Lan, Egwene, Thom and 4 civilians begin inside the Winespring Inn. Perrin, Mat and Nynaeve are placed in separate buildings. The remaining civilians are then placed within the buildings as the Good player wishes, although if possible no building should be left empty.

The Trollocs are set up anywhere on the board no closer than 24" to any building.

Objectives

The Trollocs have been sent to kill Mat and Perrin, but won't spare anyone else from a gruesome fate.

The Good side wins if all the heroes survive.

The evil side wins if they can slay Mat and Perrin.

In any other case, the result is a draw.

Special Rules

Fighting in the Buildings

The buildings in the village use the same rules as Fighting in the Farmhouse as per Scenario 1.

Burn it Down!

All the village buildings may be set fire to as per Scenario 1.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 500 points worth of models, with at least one Hero. The Evil player should select 300 points worth of models.

Scenario 3 – Watchers and Hunters

Description

After the attack on Emond's Field Moiraine takes Rand, Mat and Perrin away from the village, and Egwene wishes to go with them. Along with Thom, they all reach the small town of Baerlon where they plan their next move and are found by Nynaeve. However, they cannot stay long. A Fade confronts Rand but flees when Lan shows up. The party then decides to leave with all haste but are stopped by a small Children of the Light patrol. With Whitecloaks in front and a band of Trollocs not far behind, they must battle to escape the town of Baerlon.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Rand al'Thor, Matrim Cauthon, Perrin Aybara, Thom Merrilin, Egwene al'Vere and Nynaeve al'Meara, (all mounted) and 8 Militia, of which 4 are armed with spears and 4 with bows.

On the Evil side are Dain Bornhald and 4 Whitecloaks (all mounted and armed with lances), a Myrddraal on foot and 30 Trollocs, of which 18 are armed with hand weapons, 8 with two-handed weapons and 4 with catchpoles.

Layout

This battle takes place near the Caemlyn gate of Baerlon. It should be played on a 48" square board, with a 6" high wooden wall running parallel to the eastern edge, 6" from it. A couple of wooden towers should be dotted along the wall allowing access to and from the ramparts. A 6" wide gate is built into the wall about halfway down the board; the Caemlyn Gate. It begins the game closed. A 6" road runs across the board from west to east, passing through the gate and off the board edge. On the western side of the wall should be placed a variety of buildings to represent the town, with a few streets and alleyways between them.

Starting Positions

Moiraine, Lan, Rand, Mat, Perrin, Thom, Egwene and Nynaeve begin 6" away from the Caemlyn Gate, within the town. 4 Militia are placed 2" away from the gate, and the rest are deployed on the walls and towers.

Dain and the Whitecloaks begin 6" to the north of Moiraine's party. The Trollocs and Myrddraal are set up within 12" of the western board edge.

Objectives

Moiraine must get the Emond's Fielders out of the city at all costs, holding back both the Whitecloaks and the Shadowspawn.

The Good player wins if more than half of the heroes escape off of the eastern board edge. These must include Rand, Mat and Perrin.

The Evil player wins if Rand, Mat and Perrin are all slain.

Any other outcome will result in a draw.

Special Rules

Whitecloaks

Although the Whitecloaks wish to stop Moiraine and her companions, they will not fight the town guard, nor will they tolerate the presence of Shadowspawn. Dain and his Whitecloaks cannot charge the militia, although they will fight back if charged. If any Trollocs or Myrddraal come within 12" of Dain or one of his Whitecloaks, then control of he and the Whitecloaks will be transferred to the Good player so long as any Trollocs or the Myrddraal remain alive. If they are in combat when control is transferred, then fight the combat as normal.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 600 points worth of models, with at least one Hero. The Evil player should select 500 points worth of models. At least 100 points worth of these will take the place of the Whitecloaks, and the rest act as the Trollocs.

Scenario 4 – The Caemlyn Road

Description

For three days the companions made their way east along the Caemlyn Road. But their easy trip was about to be cut short, when the horns of Trollocs sounded behind them. Hearing more horns on the road ahead of them the party has no choice but to flee north into the wilderness. However, with the Trollocs gaining ground they must eventually stand and fight.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Rand al'Thor, Matrim Cauthon, Perrin Aybara, Thom Merrilin, Egwene al'Vere and Nynaeve al'Meara, (all mounted).

On the Evil side are a Myrddraal on foot and 30 Trollocs, of which 16 are armed with hand weapons, 8 with two-handed weapons and 6 with catchpoles.

Layout

The battle takes place in the wilderness north of the Caemlyn Road. Gentle hills, small patches of trees and rocks are dotted across the board, which should be 72" long and 48" wide. There should be little open ground so as to slow down the good heroes by forcing them to go through or around difficult terrain.

Starting Positions

The Good side deploys within 6" of the middle of the board. The Evil side deploys within 18" of the southern board edge.

Objectives

Moiraine and the Emond's Fielders must cripple the Trollocs' attack and at the same time escape to the north.

The Good player wins if more than half of the Evil troops are slain and more than half of the heroes escape off of the northern board edge. These must include Rand, Mat and Perrin.

The Evil player wins if Rand, Mat and Perrin are all slain.

Any other outcome will result in a draw.

Special Rules

Horns in the Distance

The Trollocs that have caught up the group are but one small band of many in pursuit. Every 12 turns, another group of Trollocs of the same size as the initial band moves on from the southern board edge led by a Myrddraal. These do not increase the number that the Good side must slay in order to win, they are only required to slay over half of the initial Evil force's numbers.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 600 points worth of models, with at least one Hero. The Evil player should select 400 points worth of models.

Scenario 5 – Shadow's Waiting

Description

Despite arguing against the idea to start with, Moiraine eventually agrees with Lan's suggestion that they should flee to Shadar Logoth, a ruined city of old that even Myrddraal are afraid to enter. Initially they are safe, but with Trollocs and Myrddraal being forced into the city and the ancient evil among the ruins awakening, they are forced once again to flee for their lives.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Rand al'Thor, Matrim Cauthon (now carrying the Dagger), Perrin Aybara, Thom Merrill, Egwene al'Vere and Nynaeve al'Meara, (all mounted).

On the Evil side are a Myrddraal on foot and 30 Trollocs, of which 16 are armed with hand weapons, 8 with two-handed weapons and 6 with catchpoles.

Layout

The game should be played on a square board of 48". The area should be covered in ruined buildings of various sizes and types, with alleys and streets running between them. Patches of rubble should litter the streets leaving few stretches of open road.

Starting Positions

The Good side sets up the heroes within 6" of the center of the board. The Evil side splits up into groups of no more than 7, and sets up anywhere on the board at least 12" away from the Good deployment zone. No two Evil groups may be within 6" of each other.

Objectives

The companions are trying above all to escape from the cursed city alive, even if it means becoming separated in the confusion.

The Good player wins if more than half of the heroes escape off of the northern board edge. These must include Rand, Mat and Perrin.

The Evil player wins if Rand, Mat and Perrin are all slain.

Any other outcome will result in a draw.

Special Rules

Mashadar

This ancient semi-sentient fog stalks the city of Shadar Logoth consuming the life of anything it touches. To represent Mashadar use a number of 6" lengths of cotton wool. At the beginning of the game place one each in the middle of the eastern and western board edges to represent branches of the fog. At the start of each turn including the first, after priority has been determined, each of these branches receives D3 further sections of fog. These are placed in contact with an existing piece of fog on that branch by the player who has won the priority roll. You may not place a new section attached to a section that was placed this turn, but two new pieces may contact each other if they are both attached to a piece placed in a previous turn. Any model that comes in contact with the fog is slain outright, although they may spend a Fate point to avoid this. If successful they are placed 1" away from the fog by the owning player. A model may take a Jump Test to bypass the fog if they become trapped by it.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 600 points worth of models, with at least one Hero. The Evil player should select 400 points worth of models.

Scenario 6 – Dust on the Wind

Description

Rand, Mat and Thom became separated from the rest and made their way towards the river with a group of Trollocs hot on their heels. Spotting the *Spray* moored in the river they jump aboard just as the Trollocs catch up. The crew of the ship face a rude awakener, and must cast off before more Trollocs arrive.

Participants

On the Good side are Rand al'Thor, Matrim Cauthon, Thom Merrilin, Bayle Domon and 8 of Domon's crew.

On the Evil side are 30 Trollocs, of which 16 are armed with hand weapons, 8 with two-handed weapons and 6 with catchpoles.

Layout

This scenario should be played on a square board of 48". A river runs along the north edge, the bank 12" from the edge. It is deep, so any models landing in it will have to swim. The *Spray* lies in contact with the bank halfway across the table with a boarding ramp leading onto land. The ship should be about 8-10" long. The land has various clumps of terrain scattered across it such as various trees, bushes and rock clusters.

Starting Positions

Rand, Mat and Thom are placed 12" from the *Spray's* boarding ramp, on foot. Bayle and his crew are placed on the *Spray's* deck. The Trollocs begin no further than 12" from the southern table edge.

Objectives

The Good player wins if Rand and Mat board the *Spray* and it reaches any point at least 10" from the riverbank while having no Trollocs on board.

The Evil player wins if Rand and Mat are slain.

Any other outcome will result in a draw.

Special Rules

The *Spray*

Initially, the *Spray* is tied to the riverside and may not move. In order to cast off the ropes must be cut. There are two ropes attached to the *Spray's* deck 4" apart from each other. Any model that spends a full turn in contact with a rope and not in combat may cut it. After both ropes are cut the *Spray* may move 3" per turn. The boarding ramp is treated like an access ladder (see page 57 of the rulebook). Models may attempt to jump onto the *Spray* as it moves off as long as it is within 6" of the riverbank. They must pass a Jump test to reach it (with a -1 modifier if the *Spray* is further than 4" from the bank), at which point they cling to the side. Any models that achieve this are placed in base contact with the *Spray*. In the following turn any models clinging to the side must pass a Climb test to scramble on board or else fall into the river. If there is an unengaged friendly model touching the edge of the boat above another clinging to the side, the Climb test can be re-rolled if failed, representing those on deck trying to pull them up.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 250 points worth of models, with at least one Hero. Half of these will be placed on the *Spray*, while the other half are placed in the zone 12" from the ship's ramp. The Evil player should select 350 points worth of models.

Scenario 7 - Whitebridge

Description

The Spray made its way downriver to the town of Whitebridge where Rand, Mat and Thom disembark to wait for the others. After hearing that a Fade has been asking for them they decide to flee the town. But fortune is not on their side, and as they enter a square the Myrddraal awaits them. Thom pushes the boys aside and charges it to buy them some time.

Participants

On the Good side are Rand al'Thor, Matrim Cauthon and Thom Merrilin.

On the Evil side is a Myrddraal on foot.

Layout

This fight takes place in the streets of Whitebridge, on a square board 36" wide. The center of the board is taken up by the town square, which is a square of open pavement 18" across, with streets leading from it to the board edges. Buildings fill the rest of the board.

Starting Positions

The Myrddraal is placed in the middle of the square. The Good heroes are set up in an alley between two buildings to the south of the square.

Objectives

The Good side wins if Rand and Mat can escape off the eastern board edge.

The Evil side wins if Rand and Mat are slain.

Any other outcome will result in a draw.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 150 points worth of models, with at least one Hero. The Evil player should select 75 points worth of models.

Scenario 8 – Children of Shadow

Description

After becoming separated from the others in Shadar Logoth, Perrin and Egwene meet a man named Elyas, who has the ability to communicate with wolves. Perrin's ability to do the same awakens within him. For several days they travel together, having to retreat to an abandoned Ogier *stedding* to hide from the Dark One's spies. But they are not safe there, for a Whitecloak patrol enters the *stedding* shortly afterwards.

Participants

On the Good side are Perrin Aybara, Egwene al'Vere, Elyas Machera and 4 wolves.

On the Evil side are a Whitecloak Captain and 10 Whitecloaks, all mounted and all but the Captain armed with lances.

Layout

The scenario should be played on a square board of 48". The hand of a giant statue sits atop a hill in the middle of the board. The rest is covered in clumps of trees and rocky clusters.

Starting Positions

Perrin and Egwene are set up within 3" of the center of the board. They are on foot, but with one horse (Bela) in base contact with Egwene. The Whitecloaks are set up to the west of them, no closer than 12" to the center. Elyas and the wolves are placed anywhere within 6" of any of the board edges but the eastern one.

Objectives

The Good side wins if Perrin and Egwene escape off of the eastern board edge.

The Evil side wins if they can capture Perrin and Egwene and carry them off of any board edge.

Any other outcome will result in a draw.

Special Rules

Take Them Alive

The Whitecloaks merely want to capture Perrin and Egwene, not kill them. If an evil model successfully brings Perrin or Egwene down to zero wounds they are knocked unconscious. Do not remove them, instead place them on their side or replace with an unconscious model. A mounted model can spend one turn in contact with an unconscious model in order to pick them up and sling them across the saddle. They can then be carried at full speed. A model on foot may do the same to carry them over one shoulder at half speed, but will drop the unconscious model if charged. Wolves can drag an unconscious model at half of their normal movement speed. A model may only carry one unconscious model at a time. An unconscious model can be dropped voluntarily.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 150 points worth of models, with at least one Hero. The Evil player should select 200 points worth of models.

Scenario 9 – Four Kings in Shadow

Description

Rand and Mat make their way towards Caemlyn, paying for food and rooms by playing music and juggling or working on farms. Eventually they reach the village of Four Kings and stay at the Dancing Cartman. They soon discover that they are not likely to escape unharmed, and this proves true when a group of Darkfriends traps them in their room.

Participants

On the Good side are Rand al'Thor and Matrim Cauthon. Rand is now able to use his Lightning Attack.

On the Evil side are 8 militia armed with hand weapons.

Layout

This scenario is played inside the Dancing Cartman. There should be a 6" square common room with a door leading outside, a 6" long corridor (2" wide) leading to a square room 3" across. No other rooms are needed, but may be included.

Starting Positions

Rand and Mat begin in the small room, with the door closed. The militia are set up in the corridor and any other rooms.

Objectives

The Good side wins if Rand and Mat can escape the Inn.

The Evil side wins if both Rand and Mat are slain.

Any other outcome will result in a draw.

Special Rules

Tired

After entertaining the patrons all night Rand is beginning to feel fatigued. He only has one attack and may not spend a second Will point to boost his Lightning Attack.

Desperate Channeling

Rand may use his Lightning Attack to blast a hole through a wall. He may target a wall with his Lightning Attack and if he successfully channels the attack, roll a D6. On a 5 or 6 it blows through the wall creating a 2" gap. Models within 6" of the target point will be knocked to the ground due to the blast being so concentrated.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 100 points worth of models, with at least one Hero. The Evil player should select 50 points worth of models.

Scenario 10 – Rescue

Description

Moiraine, Lan and Nynaeve have tracked Perrin to the Whitecloak camp at which he and Egwene were being held prisoner. They begin to devise a plan to free the two Emond's Fielders, and as they put it into action they find themselves aided by unexpected allies.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Nynaeve al'Meara, Perrin Aybara, Egwene al'Vere and 6 wolves.

On the Evil side are a Whitecloak Captain and 12 Whitecloaks on foot.

Layout

This scenario is played on a square board 48" across. A number of tents should be placed within 12" of the centre of the board, with one tent in the centre. There should also be a couple of picket lines for horses and a couple of campfires, piles of equipment, supply wagons etc.

Starting Positions

Perrin and Egwene are placed in the central tent along with two Whitecloak guards. Four Whitecloaks are placed around the camp as sentries (see special rules), and the remaining Whitecloaks are placed anywhere within 12" of the centre of the board. Lan, Nynaeve, Moiraine and the wolves begin anywhere on the board no closer than 24" to the centre. Four riderless horses begin in contact with each picket line.

Objectives

The Good side wins if more than half of the heroes can escape off the board. They must include Perrin and Egwene.

The Evil side wins if they can slay or capture all the heroes.

Any other outcome will result in a draw.

Special Rules

Sentries

Four Whitecloak sentries patrol the outside of the camp in an effort to discourage intruders, although their methods are hardly enough to stop a determined effort. The four sentries are set up 18" from the centre of the board, one each to the northeast, southeast, northwest and southwest. They will walk a circular path staying 18" from the centre of the camp at all times. They will first head towards the horizontal meeting line (marked on the map), where they halt opposite their counterpart for one turn. They then double back and do the same at the vertical meeting point, and so on in that fashion until the camp is alerted. A sentry will sound the alarm if he is within 3" of a Good model at the end of the turn. A Good model may attempt to eliminate a sentry in close combat. If they kill the sentry the alarm will be raised on a 5+, or when the sentries reach a meeting point and find one or more to be missing. If all four are slain before they reach the next meeting point no alarm is raised.

Until the alarm is raised none of the other Whitecloaks may take any actions.

Prisoners

Perrin and Egwene are initially tied up. They begin with no Might points, may not move, shoot or fight so long as they are bound, nor may the Whitecloaks attack them in any way. If a Good model spends the Fight phase in contact with one of them and not in combat with an enemy then he will untie that one, and they are free to act, and also free to be attacked by the enemy.

Diversions

To cover the rescue effort Moiraine has hatched a plan to divert the attention of the Whitecloaks. First, a model can cut the ropes on the picket lines by spending a Fight phase in contact with them and not in combat. This will free the horses. If Moiraine uses a Lightning Attack or a wolf comes within 6" of a freed horse after this, the freed horses will panic. Each turn during the movement phase they will be moved by the player who has priority at a rate of 5". Additionally, the Whitecloak camp is thrown into chaos and any Whitecloaks that begin their turn more than 6" away from a Good model are controlled by the player who has priority, and may only move up to 3". Throwing the camp into chaos will set off the alarm if it has not already been done.

To Arms! To Arms!

After the alarm has sounded the Evil player will gain an extra Whitecloak on each turn they win priority. This extra Whitecloak can be placed inside any tent and is free to act right away.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 550 points worth of models, with at least one Hero. The Evil player should select 150 points worth of models.

Scenario 11 - The Dark One Stirs

Description

After becoming reunited in Caemlyn, meeting Loial and hearing news from him of a warning from the Aiel, Moiraine takes the companions through the Ways up to Fal Dara, a fortified town on the edge of the Blight. From there they must journey to the Eye of the World. But the Blight conspires to stop them, and only desperation can save them from death at the hands of the twisted wildlife around them.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Rand al'Thor (he may not channel), Matrim Cauthon, Perrin Aybara, Egwene al'Vere, Nynaeve al'Meara and Loial (all mounted).

On the Evil side are 12 Blight Beasts and 2 Worms.

Layout

The scenario should be played on a board 72" long and 48" wide. A path runs parallel to the long edges through the middle of the board. Either side of it is the rotten landscape of the blight. This should be thickly scattered clumps of twisted trees, bloated plants and rocky outcrops.

Starting Positions

The Good heroes are placed no more than 24" from the southern short board edge. The Worms are placed touching the southern board edge, and the Blight Beasts are set up anywhere on the board no closer to the path than 18".

Objectives

The Good side wins if more than half of the heroes escape by the northern edge. These must include Rand, Mat and Perrin.

The Evil side wins if Rand, Mat and Perrin are all slain.

Any other outcome will result in a draw.

Special Rules

Hostile Landscape

The trees in the Blight loathe living creatures, and will lash out at them. If a Good hero comes within 2" of a tree they will be attacked. Fight a combat in the fight phase as if they were in base contact. The trees have the following profile:

	F	S	D	A	W	C
Blight Tree	2/-	2	2	D3	1	-

If the tree is slain do not remove it. It will no longer attack any nearby heroes, having been subdued.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 600 points worth of models, with at least one Hero. The Evil player should select 250 points worth of models.

Scenario 12 – Meetings at the Eye

Description

Just when all hope seemed lost, the sanctuary of the Green Man appeared around the companions saving them from the fate that would have awaited them in the Blight. Moiraine wasted no time in getting to the Eye of the World. However, they were not the only ones to find it.

Participants

On the Good side are Moiraine Damodred, al'Lan Mandragoran, Rand al'Thor, Matrim Cauthon, Perrin Aybara, Egwene al'Vere, Nynaeve al'Meara, Loial and Someshta, all on foot.

On the Evil side are Aginor and Balthamel.

Layout

The scenario should be played on a square board 48" across. It takes place in the Green Man's sanctuary, so there should be a generous amount of trees and plants dotted over the board in clumps. There is a cliff following the southern edge of the board, and a cave containing the Eye of the World in the centre.

Starting Positions

The Good Heroes are placed within 6" of the cave entrance. The two Forsaken are then set up no closer than 12" to the heroes, and finally Someshta is placed anywhere on the table no closer than 12" to the Forsaken.

Objectives

The Good side wins if both the Forsaken are slain and more than half of the heroes survive. These must include Rand, Mat and Perrin.

The Evil side wins if Rand, Mat and Perrin are all slain.

Any other outcome will result in a draw.

Special Rules

The Eye of the World

The Eye of the World is a pool of pure *saidin*, the male half of the True Source. Any male channeler nearby can draw from it, filling himself with the Power and boosting his abilities at the risk of being consumed by it. Rand and the Forsaken may spend one extra Will point whenever they attempt to channel without reducing their own Will store. Any further Will points spent in this turn will deplete their store as normal. The Forsaken may only do this if they choose only to use one weave this turn, and it is cumulative with their existing ability. However, if one of the Forsaken does this they risk getting burned out or worse. If two or more of the casting dice show the same value they have drawn on too much of the Power. They may not channel again for the duration of the game. If these duplicate rolls are ones or sixes they also suffer a number of wounds equal to those they have remaining, although they may use Fate as normal to reduce the number of wounds suffered.

Points Match

If you wish to play this scenario as a Point Match the Good side should contain up to 750 points worth of models, with at least one Hero. The Evil player should select 400 points worth of models.

Scenario 13 – Against the Shadow

Description

As Moiraine and her companions fight at the Eye of the World, so too do the Shienarans march to war. Armies from each of the border towns march to Tarwin's Gap in order to halt an invasion of Trollocs and Myrddraal. As the two hosts fight the Shienarans see a familiar young man appear on the field and start blasting at the Shadowspawn with Fire, Lightning and Earth.

Participants

On the Good side are Easar Togita, Agelmar Jagad, Rand al'Thor, 2 Shienaran Captains and 24 Shienaran Warriors. All the Shienaran heroes are mounted. 12 of the Shienaran Warriors are mounted on armoured horses of which 10 are armed with lances and 2 carry banners, 12 are mounted on unarmored horses, of which 6 are armed with lances and 6 with bows.

On the Evil side are 6 Myrddraal on horses, 6 Dragkhar and 54 Trollocs, of which 20 are armed with hand weapons, 10 with two-handed weapons, 10 with spears, 10 with bows and 4 carry banners.

Layout

This battle takes place on a board 72" by 48". Tarwin's Gap is an open plain with a few clusters of rock scattered around.

Starting Positions

The Good forces (minus Rand) are set up no more than 12" from one long board edge, and the Evil forces are set up no more than 12" from the opposite edge.

Objectives

Each side is aiming to destroy the other. The winner is the one who brings the enemy below 25% of their starting numbers while remaining above 25% strength themselves. If both sides fall below 25% strength during the same game turn, the result is a draw.

Special Rules

Rand al'Thor

Rand appears in the middle of the battle as the fighting gets thickest, blasting at the Shadowspawn before disappearing once more. If the Shienarans fall below 50% of their starting numbers Rand will appear in the centre of the board at the start of the next turn. Any model in that place will be moved aside so they are 1" away from him. He may not move, shoot, charge, be shot at, charged, or otherwise attacked in any way, but can wield the One Power and has all of his abilities available to him. Two turns after he is placed he is removed from the table. He does not count towards the strength of the Good force with regard to Objectives or when determining whether the Good force is Broken.

Points Match

If you wish to play this scenario as a Point Match both sides should choose forces of an equal points value.

Playing the Story

Each of these scenarios presents a fun challenge for both players, but the games are much more rewarding when linked to form a campaign. The outcome of each clash affects the next so players will have to carefully manage their resources. If you needlessly throw one hero away then they might not be around to help in later scenarios.

Since the scenarios are presented in chronological order, simply play through them as they come. However, in order to make things more realistic you may wish to introduce the recovery system.

Note that while Thom is separated from the group at Whitebridge and takes no further part in the novel's events, he may survive the scenario. If this should happen he will continue with Rand and Mat and then with the rest of the group when they are reunited for Scenario 11.

Recovery

Not everything will go according to plan for the heroes. They will take wounds and spend Might, Will and Fate to get out of their various tricky situations, and won't always be fully refreshed before the next fight.

To represent this there is a brief recovery phase between certain scenarios. During this time the Good heroes may attempt to recover wounds lost, as well as any Might, Will and Fate they spent. Even heroes who were slain may attempt this. Being slain does not always represent death; perhaps they were just knocked unconscious or injured too heavily to continue fighting.

For each wound lost or point spent roll a D6. On a 4+ it is recovered before the next fight. On a 1, 2 or 3 they will have to wait for the next recovery phase to try and recover it again. If any hero is reduced to zero wounds and fails to recover any they are dead and may take no further part in the adventure, and may not attempt any further recovery.

Since the heroes separate during the adventure, each recovery phase will specify which heroes are allowed to recover.

If Moiraine is with the group each hero gains one re-roll for recovery. They may use this once in the recovery phase, but it can be used on any type of point.

If Nynaeve is with the group each hero gains +1 on one recovery roll. This may be combined with Moiraine's ability if they are both in the group.

Lan's warder bond gives him +1 to any roll to recover Might and Wounds. This may be combined with Moiraine's ability, but not with Nynaeve's. He may use Nynaeve's ability on Will and Fate.

Rand, Mat and Perrin are *ta'veren*, and so get +1 to any roll to recover Fate. This may be combined with Moiraine's ability but not with Nynaeve's. They may use Nynaeve's ability on Might, Will and Wounds.

Order of Play

Scenario 1 – Winternight: The al'Thor Farmhouse

Scenario 2 – Winternight: Emond's Field

Recovery Phase: Moiraine, Lan, Rand, Mat, Perrin, Thom, Egwene and Nynaeve.

Scenario 3 – Watchers and Hunters

Scenario 4 – The Caemlyn Road

Recovery Phase: Moiraine, Lan, Rand, Mat, Perrin, Thom, Egwene and Nynaeve.

Scenario 5 – Shadow's Waiting

Scenario 6 – Dust on the Wind

Recovery Phase: Moiraine, Lan, Rand, Mat, Perrin, Thom, Egwene and Nynaeve.

Scenario 7 – Whitebridge

Scenario 8 – Children of Shadow

Scenario 9 – Four Kings in Shadow

Scenario 10 – Rescue

Recovery Phase: Moiraine, Lan, Rand, Mat, Perrin, Egwene and Nynaeve.

Scenario 11 – The Dark One Stirs

Recovery Phase: Moiraine, Lan, Rand, Mat, Perrin, Egwene and Nynaeve.

Scenario 12 – Meetings At The Eye

Recovery Phase: Rand recovers all of his Will points.

Scenario 13 – Against the Shadow

Hobby

This section will go into some detail describing various means of creating miniatures and terrain to represent the Wheel of Time setting. Most of these articles may also be found on our forums, where you may also find galleries of our Wheel of Time miniatures and terrain.

These articles will be presented in order based on the scenarios they are required for, so they will begin with Emond's Field and conclude with Tarwin's Gap.

All of the terrain presented here will be compatible with The Lord of the Rings setting. In fact you may already have some of the terrain presented here such as trees, houses and walls.

To begin with you will likely be best using proxies to represent the miniatures. That is, using the closest existing miniature you can find in your collection as a stand-in.

People of Emond's Field
(placeholder)

Shadowspawn

Myrddraal

You will need:

1 Ringwraith
1 bald head (from
amazonminiatures.com)

Step 1

Remove the head from the Ringwraith. It is best to use a fine saw (such as a jeweller's saw) for this.

Step 2

Glue the bald head on to the neck. You may wish to pin it for stability. Fill any gaps with green stuff.

Step 3

Prime the model black. The robes were base coated Chaos Black, then highlighted by adding increasing amounts of Codex grey to Chaos Black. The skin was painted Graveyard earth, then highlighted by adding increasing amounts of Skull White. The armour and sword were painted Boltgun Metal and given a wash with Badab Black.

Trollocs

You will need:

Warhammer Fantasy
Beastmen Regiment
40mm bases
Thin wire

Step 1

Remove the base rail from the beastman and glue the body to a 40mm round base. Assemble the rest as normal.

Step 2

To make a catchpole, simply remove the tip of a spear, drill a small hole in the top of the spear, bend a small length of wire into a hooked shape and glue it into the shaft of the spear.

Step 3

Prime the model black. The skin was painted Scorched Brown and given a wash of Badab Black. The weapons and armour were painted Boltgun Metal and given a wash of Devlan Mud. The horns were painted Kommando Khaki and washed with Devlan Mud. The fur was painted Chaos Black.

Emond's Field Houses
(placeholder)

Trees and undergrowth
(placeholder)

Winespring Inn
(placeholder)

Whitecloaks and Militia
(placeholder)

Baerlon Walls
(placeholder)

Ruins of Shadar Logoth
(placeholder)

Domon, Crew and the Spray
(placeholder)

Elyas, wolves and giant statue
(placeholder)

Whitecloak camp
(placeholder)

Creatures and terrain of the Blight
(placeholder)

Someshta, the Forsaken and the Eye
(placeholder)

Shienarans
(placeholder)

Tarwin's Gap
(placeholder)