

# WAR IN ARDA

## REVISED RULES FOR MASS BATTLES IN MIDDLE EARTH

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# FORGING THE ARMY

To assembly your forces you have to respect the following steps:

1. **Choose Alligance.** The allegiance is very important, as this dictates the armies and allies you'll be able to take.
2. **Choose Army.** Each faction has its own specializations, bonuses and troop types that turn suit different playing styles.
3. **Choose Formations.** Every army must include at least one Common formation. The expenditure of your remaining points is governed by following three simple decrees:
  - ❖ The Decree of Rarity.
  - ❖ The Decree of Legends.
  - ❖ The Decree of Allies.
4. **Choose Leader.** Select any Hero from your army to be the Leader. Leaders are important for scoring Victory points in scenarios with objectives.
5. **Assign Epic Heroes to Formations.** All Epic Heroes must be assign to at least one formation.

**The Decree of Rarity.** You may never have more Rare formations of any kind than you have Common formations of any kind. Similarly, you may never have more Rare companies than you have Common companies. *Note that Legendary formations are not included in the Decree of Rarity, so you can take as many of them as you wish!*

**The Decree of Legends.** You are free to include as many Legendary formations and Epic Heroes in your army as you wish, however you may not include the same Legendary formation twice, or the same Epic Hero twice.

**The Decree of Allies.** You may spend up to a quarter (25%) of your total points on allies. Allies can be selected from any of the other factions with the same allegiance as your army — i.e. Good army can choose allies from any other Good factions and an Evil army can choose allies from any other Evil factions. It's important to note that the Decree of Rarity and the Decree of Legends apply across the whole army, not across each segment of the army chosen from different factions. As long as you never have more Rare formations than Common formations it does not matter whether they are allied formations or troops chosen from your main faction. *Note that your force may include multiple factions as allies, not just one!*

**Army Bonus.** Each army has a unique bonus. The bonus is lost if the army includes one or more allies that are not defined as "green".

# FORCES OF GOOD

*The Free Peoples of the World, also known as the Free Folk, were those people who were not under Sauron's domination. By the later Third Age Sauron had Orcs, Trolls and other creatures under his control, and other peoples like the Men of Darkness enslaved or allied with him. As such, the Free Peoples were the Elves, High and Middle Men, Hobbits, Dwarves, and any folk who opposed him.*

The following factions can fight together as allies:

- ❖ Rohan
- ❖ Gondor
- ❖ Arnor
- ❖ Rivendell & Lindon
- ❖ Lothlorien
- ❖ Woodland Realm
- ❖ Dale
- ❖ Durin's Folk
- ❖ Wildlands

## GREEN ALLIES MATRIX

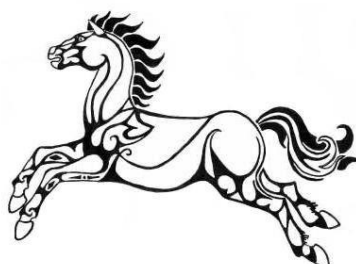
	ROHAN	GONDOR	ARNOR	RIVENDELL	LOTHLORIEN	WOODLAND REALM	DALE	DURIN'S FOLK	WILDLANDS
ROHAN									
GONDOR									
ARNOR									
RIVENDELL									
LOTHLORIEN									
WOODLAND REALM									
DALE									
DURIN'S FOLK									
WILDLANDS									

# The Kingdom of Rohan

*Rohan was a Mannish kingdom on the northern borders of Gondor. It was the territory of the Rohirrim, a people of herdsmen and farmers. Well-known for their horses and cavalry, they were Gondor's most important ally. In 2509, Cirion sent summons to the Éothéod for aid in stopping a combined invasion of Men from the north east of Middle-earth, and Orcs from the Misty Mountains. Eorl the Young, king of the Éothéod, who answered the summons, arrived unexpectedly at a decisive battle of the Field of Celebrant and received as a reward the land of Calenardhon for his people.*

## Strengths:

- ❖ Can deploy a huge variety of Cavalry.
- ❖ Relatively cheap and effective Heroes.



## Weaknesses:

- ❖ No Spellcasters.
- ❖ No artillery.

## Army Bonus:

### **Ride to ruin and the world's ending.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Cavalry* formations within 12" of the Hero gain a +1 bonus to their Defence value until the end of the turn. In addition, the Hero can declare a Heroic Charge without expending Might that turn.

## Additional Formations & Heroes:

- ❖ The Three Hunters (Wildlands)
- ❖ Woses Warband (Wildlands)

## Green Allies:

- ❖ Gondor
- ❖ Lothlorien



**Common Formation**

1 to 6 companies

**Oathsworn Militia****20 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Oathsworn militia</i>	<i>Men</i>	<i>Infantry</i>	6	3/+1	3	3	6	1	3	-

**Wargear:**

Each company has hand weapons, armor, thrown weapons and shields.

**Command:**

The Command Company may have the following options:

<i>Captain of Rohan</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Common Formation**

1 to 4 companies

**Oathsworn Bowmen****20 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Oathsworn Bowman</i>	<i>Men</i>	<i>Infantry</i>	6	3/+1	3	3	6	1	3	-

**Wargear:**

Each company has hand weapons, armor and bows.

**Command:**

The Command Company may have the following options:

<i>Captain of Rohan</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Common Formation**

1 to 6 companies

**Rohan Royal Guard****35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Rohan Royal Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	3	5	6	1	4	-

**Wargear:**

Each company has hand weapons, heavy armor, thrown weapons and shields.

**Command:**

The Command Company may have the following options:

<i>Royal Guard Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Common Formation**

1 to 6 companies

**Rohan Riders****30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Rohan Riders</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+1	3	4	2	2	3	-

**Wargear:**

Each company has hand weapons, armor, thrown weapons, shields, bows and horses.

**Command:**

The Command Company may have the following options:

<i>Captain of Rohan</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

Expert Riders.

**Common Formation**

1 to 6 companies

**Rohan Royal Knights****35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Rohan Royal Knights</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+1	3	5	2	2	4	-

**Wargear:**

Each company has hand weapons, heavy armor, thrown weapons, lances, shields and horses.

**Command:**

The Command Company may have the following options:

<i>Royal Guard Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

Expert Riders.

**Rare Formation**

1 to 4 companies

**Outrider Bowmen****30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Outrider Bowman</i>	<i>Men</i>	<i>Infantry</i>	6	3/+2	3	4	6	1	3	-

**Wargear:**

Each company has hand weapons, armor and bows.

**Command:**

The Command Company may have the following options:

<i>Captain of Rohan</i>	50 points
<i>Hornblower</i>	15 points

**Special Rules:**

Pathfinders(Woodland).

**Rare Formation**  
1 to 4 companies

**Outrider Éored**

**35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Rohan Outrider</i>	<i>Men</i>	<i>Cavalry</i>	12	3/+2	3	4	2	2	3	-



**Wargear:**

Each company has hand weapons, armor, bows and horses.

**Command:**

The Command Company may have the following options:

*Captain of Rohan*

50 points

*Hornblower*

15 points

**Special Rules:**

Expert Riders, Skirmishers.

**Rare Formation**  
1 to 6 companies

**The Sons of Eorl**

**45 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Knights of Eorl</i>	<i>Men</i>	<i>Cavalry</i>	12	4/+1	4	6	2	2	4	-
<i>Eorl the Young</i>	<i>Men</i>	<i>Cavalry</i>	-	5/-	-	-	2	3	6	3



**Wargear:**

Each company has hand weapons, heavy armor, thrown weapons, shields and barded horses.

**Command:**

The Command Company may have the following options:

*Eorl the Young*

120 points

*Banner Bearer*

25 points

*Hornblower*

15 points

**Special Rules:**

Expert Riders.

**Horns of the Eorlingas.** During a turn in which the Sons of Eorl make a successful charge, they cause Terror until the end of the turn.

**Hero of Legend.** The first time each turn Eorl the Young expend a Might point, roll a D6. On the result of a 4+, Eorl the Young regains a Might point.

*Note: If The Sons of Eorl include Eorl the Young, the formation is Legendary, rather than Rare.*

### Legendary Formation

1 to 6 companies

### The King's Guard

100 points + 35  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Rohan Royal Guard	Men	Infantry	6	4/+1	3	5	6	1	4	-
Gamling	Men	Infantry	-	5/-	-	-	1	2	4	2
Hàma	Men	Infantry	-	4/-	-	-	1	2	4	1

Or (choose which when the formation is selected)

Rohan Royal Knights	Men	Cavalry	10	4/+1	3	5	2	2	4	-
Gamling	Men	Cavalry	-	5/-	-	-	1	2	4	2
Hàma	Men	Cavalry	-	4/-	-	-	1	2	4	1



#### Wargear:

Each company has hand weapons, heavy armor, thrown weapons and shields. If mounted, they also have lances and horses.

#### Command:

The Command Company and has Gamling and Hàma included in the base cost. Gamling can carry the Royal Standard of Rohan for +50 points. The Command Company may have the following options:

Hornblower

15 points

**Royal Standard of Rohan.** The first time in each turn a Hero in the formation calls a Heroic action, roll a D6. On a score of 4+ the Heroic action may be called without expending any Might. Note that this rule does not apply to any Epic actions that are called. [The Royal Standard of Rohan counts also as an Army Banner.](#)

#### Special Rules:

##### Expert Riders (Cavalry only).

**Bodyguard.** While Hàma is alive, the controlling player can choose to have him fight any Heroic Duels directed at Gamling or any Epic Hero that has joined the formation.

*Note: you cannot include in the army list both King's Guard on foot and King's Guard mounted.*

### Legendary Formation

1 to 6 companies

### Grimbold's Helmingas

95 points + 30 per  
company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Westfold Militia	Men	Infantry	6	3/+1	4	3	6	1	4	-
Grimbold	Men	Infantry	-	4/-	-	-	1	2	5	2



#### Wargear:

Each company has hand weapons, armor, thrown weapons and shields.

#### Command:

The Command Company has Grimbold and a Banner Bearer included in the base cost. The Command Company may have the following options:

Hornblower

15 points

#### Special Rules:

**For Vengeance!** When the Grimbold's Helmingas perform a successful charge, their Strength value is improved by 1 until the end of the turn.

**Lock Shields!** Grimbold can expend 1 point of Might at the start of the Fight phase to declare an Epic Defence, provided that his formation has not charged.

### legendary Formation

1 to 6 companies

### Erkenbrand's Riders

**110 points + 35**  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Riders of Westfold</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+1	4	4	2	2	3	-
<i>Erkenbrand</i>	<i>Men</i>	<i>Cavalry</i>	-	5/-	-	-	1	2	4	3



#### Wargear:

Each company has hand weapons, armor, thrown weapons, bows, shields and horses.

#### Command:

The first company purchased is automatically the Command Company and has Erkenbrand and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Hornblower*

15 points

#### Special Rules:

**Expert Riders, Relentless Charge.**

**The Red Shield.** In Heroic Duels, Erkenbrand rolls two dice, rather than one, and use the highest result.

### legendary Formation

1 to 4 companies

### Elfhelm's Riders

**100 points + 40**  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Riders of Edoras</i>	<i>Men</i>	<i>Cavalry</i>	12	4/+2	3	4	2	2	3	-
<i>Elfhelm</i>	<i>Men</i>	<i>Cavalry</i>	-	5/-	-	-	1	2	4	2



#### Wargear:

Each company has hand weapons, armor, thrown weapons, shields, bows and horses.

#### Command:

The first company purchased is automatically the Command Company and has Elfhelm and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Hornblower*

15 points

#### Special Rules:

**Expert Riders, Pathfinders(Woodland).**

**Ride to Aid.** Whilst Elfhelm is still alive, Elfhelm's formation automatically pass rolls for moving *At the Double*.

**Epic Hero**  
Single Model

**Meriadoc Brandybuck,  
Esquire of Rohan**

**50 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Meriadoc Brandybuck	Hobbit	Hero	-	3/-	-	-	0	1	4	1



**Epic Actions:**  
Sacrifice

**Special Rules:**

**In the Name of the King.** Meriadoc's formation always Holds if drawing a fight. if Théoden is within 6", Meriadoc's formation always Holds if defeated in a fight.

**Courageous Intervention.** You may remove Peregrin from the game as a casualty to immediately modify a dice roll made by his formation (or another Hero in the formation) by up to 3.

*Note: You may not include Meriadoc Brandybuck, Esquire of Rohan in your army if your force also includes The Fellowship of the Ring.*

**Epic Hero**  
Single Model

**Eowyn, Shield-maiden of  
Rohan**

**100 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Eowyn	Men	Hero	-	5/-	-	-	1	2	5	2



**Epic Actions:**  
Challenge

**Special Rules:**

**Disguise.** She is not deployed in a formation at the start of the game. Instead, secretly record which formation Eowyn has joined. You may reveal Eowyn's presence at any point of the game, immediately placing her in that formation's command company.

**By My Hand Shall You Fall.** In a Heroic Duel Eowyn may choose to roll two dice, rather than one, using the highest result. However, if Eowyn fails to slay her opponent, remove her as a casualty. In addition, her Fight value is improved by 2 in duels against The Witch King.

**Epic Hero**  
Single Model

**Eomer, Marshall of the  
Riddermark**

**150 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Eomer	Men	Hero	-	6/-	-	-	3	3	5	3



**Epic Actions:**  
Challenge, Rage, Strike

**Special Rules:**

**Ride to Ruin.** If Theoden or Eowyn are slain, then for the rest of the game, Eomer and his formation must charge an enemy if possible in the Charge phase. If there is more than one eligible target, Eomer's controlling player may choose which to charge. In addition, Eomer must call an Epic Rage each turn but does so for free — he need not expend any Might.



**Epic Hero**  
Single Model

**Théodred, Prince of Rohan**

**120 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Théodred</i>	<i>Men</i>	<i>Hero</i>	-	5/-	-	-	3	2	5	3



**Epic Actions:**

Defence, Intervention, Sacrifice

**Epic Intervention.** Théodred may call an Epic Intervention only when an enemy Hero within 12" calls an Epic Action of their own — Théodred counts as having immediately called an Epic Action of identical type to the one called by the enemy Hero.

**Epic Hero**  
Single Model

**Théoden, King of Rohan**

**180 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Théoden</i>	<i>Men</i>	<i>Hero</i>	-	5/-	-	-	2	3	6	3



**Epic Actions:**

Challenge, Charge, Sacrifice

**Special Rules:**

**Inspiring Leader(Men), Touched by Destiny.**

**Heroic Example.** All friendly formations within 12" of Théoden may re-roll failed Courage tests.

**King of the Rohirrim.** If Théoden joins a Rohan formation, the entire formation uses his Fight value, rather than just his company.

**Epic Hero**  
Single Model

**Déorwine, Captain of the Royal Guard**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Déorwine</i>	<i>Men</i>	<i>Hero</i>	-	5/-	-	-	1	1	4	2



**Epic Actions:**

Sacrifice

**Special Rules:**

**In the Defence of the King.** If Déorwine is in the same formation as Théoden, Théodred or Eomer, roll a D6 each time one of the aforementioned Heroes suffer a hit. On a roll of 3+ all the blows directed to the aforementioned Heroes during that phase are resolved against Déorwine instead.

**The Horns of Rohan.** Deorwine's formation causes Terror when Charging.

**Epic Hero**

Single Model

**Helm Hammerhand****170 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Helm Hammerhand</i>	<i>Men</i>	<i>Hero</i>	-	6/-	-	-	3	3	5	3

**Epic Actions:**

Challenge, Rage, Strike

**Special Rules:****Inspiring Leader(Men). Terror.**

**Hammerhand.** If at the beginning of the game Helm Hammerhand is assigned to an Infantry formation, his formation counts as having the *Ambushers* Special Rule.

**Epic Hero**

Single Model

**King's Hunter****50 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>King's Hunter</i>	<i>Men</i>	<i>Hero</i>	-	3/-	-	-	1	1	3	1

**Special Rules:**

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.

**Master Archer.** A formation that contains a King's Huntsman may re-roll failed To Hit rolls of '1' with shooting attacks.



# The Kingdom of Gondor

*After the Downfall of Númenor, the Exiles of Númenor, led by Elendil, established the Realms in Exile of Arnor and Gondor. Arriving at the Mouths of Anduin, Elendil's sons, Isildur and Anárion, ascended the great river and founded the realm of Gondor. Initially the lesser of the Realms in- Exile, Gondor survived to the end of the Third Age, unlike Arnor, and had an instrumental role in the War of the Ring. After the second and final defeat of Sauron, the Kingship of Gondor was restored and Aragorn II became the third King of Gondor and Arnor.*

## Strengths:

- ❖ Powerful Infantry and Cavalry.
- ❖ Powerful Archers.

## Weaknesses:

- ❖ No Spellcasters.
- ❖ Heroes cannot boost Strength values.



## Army Bonus:

**Never again, will the land of my people fall into enemy hands.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Infantry* formations within 12" of the Hero gain a +1 bonus to their Defence and Courage values until the end of the turn.

## Additional Formations & Heroes:

- ❖ .The Grey Company (Arnor)

## Green Allies:

- ❖ Arnor
- ❖ Rohan

### Common Formation

1 to 6 companies

### Minas Tirith Warriors

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Minas Tirith Warrior	Men	Infantry	6	3/+1	3	5	6	1	3	-



#### Wargear:

Each company has hand weapons, heavy armor and shields. [The entire formation may exchange their shields for bows, for free.](#)

#### Command:

The Command Company may have the following options:

Captain of Gondor	50 points
Banner Bearer	25 points
Hornblower	15 points

### Common Formation

1 to 4 companies

### Dunedain Rangers

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dunedain Rangers	Men	Infantry	6	4/+2	3	4	6	1	3	-



#### Wargear:

Each company has hand weapons, armor and bows.

#### Command:

The Command Company may have the following options:

Dunedain Rangers Captain	50 points
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#### Special Rules:

Pathfinders(Woodland).

### Common Formation

1 to 6 companies

### Minas Tirith Knights

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Minas Tirith Knight	Men	Cavalry	10	3/-	3	5	2	2	3	-



#### Wargear:

Each company has hand weapons, heavy armor, lances, [and horses](#). the entire formation may be given shields, for +5 points per company.

#### Command:

The Command Company may have the following options:

Captain of Gondor	50 points
Banner Bearer	25 points
Hornblower	15 points

**Common Formation**

1 to 6 companies

**Dol Amroth Men-at-Arms 30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Dol Amroth Men-at-Arms</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	5	6	1	4	-

**Wargear:**

Each company has hand weapons, heavy armor and pikes.

**Command:**

The Command Company may have the following options:

<i>Captain of Dol Amroth</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Horn Blower</i>	15 points

**Common Formation**

1 to 6 companies

**Dol Amroth Foot Knights 40 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Dol Amroth Foot Knight</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	4	5	6	1	4	-

**Wargear:**

Each company has hand weapons and heavy armor and shields.

**Command:**

The Command Company may have the following options:

<i>Captain of Dol Amroth</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:****Relentless Charge.****Common Formation**

1 to 6 companies

**Dol Amroth Knights 45 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Dol Amroth Knight</i>	<i>Men</i>	<i>Cavalry</i>	10	4/-	4	6	2	2	4	-

**Wargear:**

Each company has hand weapons, heavy armor, shields, lances and barded horses.

**Command:**

The Command Company may have the following options:

<i>Captain of Dol Amroth</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:****Relentless Charge.**

### Rare Formation

1 to 4 companies

### Citadel Guards

35 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Citadel Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	4	5	6	1	4	-

#### Wargear:

Each company has hand weapons, heavy armor and longbows, regardless of the model's armament.

#### Command:

The Command Company may have the following options:

<i>Citadel Guards Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

### Rare Formation

1 to 3 companies

### Citadel Guard Knights

35 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Citadel Guard Knight</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+1	4	5	2	2	4	-

#### Wargear:

Each company has hand weapons, armor, lances and horses. The entire formation may exchange their longbows for lances, for free.

#### Command:

The Command Company may have the following options:

<i>Dunedain Guards Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

Skilled Riders.

### Rare Formation

1 to 4 companies

### Guards of the Fountain Court

35 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Fountain Court Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	6	6	1	4	-

#### Wargear:

Each company has hand weapons and mithril armor. The entire formation may be given shields, for +5 points per company.

#### Command:

The Command Company may have the following options:

<i>Fountain Court Guard Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

Stalwart.

**Rare Formation**

1 to 6 companies

**Warriors of the Dead****50 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warrior of the Dead	Spirit	Infantry	8	3/-	3	5	6	1	5	-
King of the Dead	Spirit	Infantry	-	4/-	-	-	1	2	6	2

**Wargear:**

The warriors of the Dead count as armed with hand weapons, regardless of the equipment they are actually carrying.

**Command:**

The Command Company may have the following options:

*King of the Dead*

*75 points*

*Banner Bearer*

*25 points*

**Special Rules:**

**Ethereal**, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

**Death Strike.** Whenever the King of the Dead is involved in a Heroic or Epic duel, the opponent must use his Courage rather than his Fight value to resolve the duel.

*Note: If The Warriors of the Dead include the King of the Dead, the formation is Legendary, rather than Rare.*

**Rare Formation**

1 to 4 companies

**Riders of the Dead****55 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Rider of the Dead	Spirit	Cavalry	12	3/-	3	5	2	2	5	-

**Wargear:**

The warriors of the Dead count as armed with hand weapons, regardless of the equipment they are actually carrying.

**Command:**

The Command Company may have the following options:

*Warrior of the Dead Captain*

*50 points*

*Banner Bearer*

*25 points*

**Special Rules:**

**Ethereal**, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

**Rare Formation**  
Single company

**Avenger Bolt Thrower** 50 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Avenger Bolt Thrower	Men	Infantry	-	3/-	3	8	3	1	3	-

**Wargear:**

The company has hand weapons, heavy armor and Bolt Thrower.

	Range	Strength
Bolt Thrower	36"	6

**Special Rules:**

**Light Artillery.**

**Mechanical Reload.** The Avenger Bolt Thrower adds +4 dice when shooting, unless the result is a Miss on the Light Artillery Table.

*Note: 3 crew members are required. This Company uses a custom base of at least 80x60mm.*

**Rare Formation**  
Single company

**Battlecry Trebuchet** 100 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Battlecry Trebuchet	Men	Infantry	-	3/-	3	8	3	1	3	-

**Wargear:**

The company has hand weapons, heavy armor and Trebuchet.

	Range	Strength
Trebuchet	12-72"	10

**Special Rules:**

**Artillery.**

*Note: 3 crew members are required. This Company uses a custom base of at least 120x80mm.*

### Rare Formation

1 to 6 companies

### Clansmen of Lamedon

30 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Clansmen of Lamedon	Men	Infantry	6	4/-	3	4	6	1	4	-
Angbor the Fearless	Men	Infantry	-	5/-	-	-	2	2	5	3

#### Wargear:

Each company has two handed weapons and armor.

#### Command:

The Command Company may have the following options:

Angbor the Fearless	75 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

**Furious Charge.** Clansmen of Lamedon companies may charge up to D6+6" and receive a Charge bonus of +2, rather than 1.

*Note: If The Clansmen of Lamedon include Angbor the Fearless, the formation is Legendary, rather than Rare.*

### Rare Formation

1 to 6 companies

### The Axemen of Lossarnach

30 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Axemen of Lossarnach	Men	Infantry	6	4/-	3	5	6	1	3	-
Forlong the Fat	Men	Infantry	-	5/-	-	-	2	2	4	3

#### Wargear:

Each company has two handed weapons and heavy armor.

#### Command:

Command Company may have the following options:

Forlong the Fat	75 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

**Set to Receive.** At the start of the Fight Phase, the Axemen of Lossarnach can choose to count as being armed with pikes, rather than two handed weapons, until the end of the phase. [This Special Rule is not applied if the formation has moved more than half rate value during the previous Move phase.](#)

*Note: If The Axemen of Lossarnach include Forlong the Fat, the formation is Legendary, rather than Rare.*



### Legendary Formation

1 to 4 companies

### Denethor's Guard

75 points + 35 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Citadel Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	4	5	6	1	4	-
<i>Beregond</i>	<i>Men</i>	<i>Infantry</i>	-	4/-	-	-	1	2	4	2
<i>Irolas</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	5	2
<i>Denethor, Steward of Gondor</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	0	2



#### Wargear:

Each company has hand weapons, heavy armor and longbows, regardless of the model's armament.

#### Command:

The Command Company has Denethor and a Banner Bearer included in the base cost. The Command Company may have the following options:

<i>Irolas</i>	50 points
<i>Beregond</i>	50 points
<i>Hornblower</i>	15 points

#### Special Rules:

**Broken Mind.** Denethor always takes Courage Tests on 3D6. Whilst Denethor is alive, his formation must use his Courage when rolling for the purposes of Courage and Terror tests.

**He Had Long Forseen this Ruin.** While Denethor is alive, anytime an enemy Hero within 12" declares a Heroic or Epic Action, Denethor can immediately roll a D6. With a result of 6 the action is cancelled and any Might point spent is lost.

**Bodyguard.** While Beregond is alive, the controlling player can choose to have him fight any Heroic Duels directed at Denethor.

### Legendary Formation

1 to 4 companies

### Wardens of the Keys

120 points + 40 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Fountain Court Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	6	6	1	4	-
<i>Hurin the Tall</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	2	2	5	3
<i>Ingold</i>	<i>Men</i>	<i>Infantry</i>	-	4/-	-	-	1	2	4	2



#### Wargear:

Each company has hand weapons, mithril armor and shields.

#### Command:

The Command Company and has Hurin and a Banner Bearer included in the base cost. The Command Company may have the following options:

<i>Ingold</i>	50 points
<i>Hornblower</i>	15 points

#### Special Rules:

##### Stalwart.

**Lock Shields!** Hurin can expend 1 point of Might at the start of the Fight phase to declare an Epic Defence, provided that his formation has not charged.

**Bodyguard.** While Ingold is alive, the controlling player can choose to have him fight any Heroic Duels directed at Hurin.



### Legendary Formation

1 to 6 companies

### Osgiliath Veterans

**115 points + 35**  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Osgiliath Veterans</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	4	5	6	1	4	-
<i>Lieutenant Cirion</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	5	3



#### Wargear:

All Osgiliath Veterans wear heavy armor and are considered to carry a hand weapon, shield and bow, regardless of the model's armament.

#### Command:

The Command Company has Cirion and a Banner Bearer included in the base cost. The command company may have following option:

*Hornblower*

*15 points*

#### Special Rules:

**Bold Beyond Belief.** Whilst Cirion is alive, the Osgiliath Veterans automatically pass Terror Tests.

### Legendary Formation

1 to 3 companies

### Rangers of Ithilien

**125 points + 35**  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gondor Ranger</i>	<i>Men</i>	<i>Infantry</i>	6	4/+2	3	4	6	1	3	-
<i>Madril</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	4	2
<i>Damrod</i>	<i>Men</i>	<i>Infantry</i>	-	4/-	-	-	1	2	3	1



#### Wargear:

Each company has hand weapons, armor, bows.

#### Command:

The Command Company has Madril and Damrod included in the base cost.

#### Special Rules:

**Ambushers, Pathfinders(Woodland).**

**Surprise Attack.** Whenever the Rangers of Ithilien are within a Defensible Terrain Feature, they have their Shooting value (Sh) improved by 1. This special rule is lost if Madril is slain.

**Bodyguard.** While Damrod is alive, the controlling player can choose to have him fight any Heroic or Epic Duels directed at Madril or any Epic Hero that has joined the formation.

## Legendary Formation

1 to 4 companies

## Blackroot Vale Archers

75 points + 30 per company



### Name

Blackroot Vale Archers  
Duinhir

### Race

Men  
Men

### Type

Infantry  
Infantry

### M

6  
-

### F/Sh

3/+2  
4/-

### S

3  
-

### D

4  
-

### A

6  
1

### R

1  
2

### C

2  
3

### Mt

-  
2

### Wargear:

Each company has hand weapons, armor and longbows.

### Command:

The first company purchased is automatically the Command Company and has Duinhir and a Banner Bearer included in the base cost. The Command Company may have:

Hornblower

15 points

### Special Rules:

Ambushers, Pathfinders(Mountains).

## Epic Hero

Single Model

## Peregrin Took, Guard of the Citadel

50 points



### Name

Peregrin Took

### Race

Hobbit

### Type

Hero

### M

-

### F

3/-

### S

-

### D

-

### A

0

### R

1

### C

4

### Mt

1

### Epic Actions:

Defence

### Special Rules:

**Prince of the Halflings.** Peregrin's formation always Holds if drawing a fight. if Faramir is within 6", Peregrin's formation always Holds if defeated in a fight.

**Courageous Intervention.** You may remove Peregrin from the game as a casualty to immediately modify a dice roll made by his formation (or another Hero in the formation) by up to 3.

Note: You may not include Peregrin Took, Guard of the Citadel in your army if your force also includes The Fellowship of the Ring.

## Epic Hero

Single Model

## Faramir, Captain of Ithilien

140 points



### Name

Faramir

### Race

Men

### Type

Hero

### M

-

### F

5/-

### S

-

### D

-

### A

2

### R

3

### C

5

### Mt

4

### Epic Actions:

Sacrifice, Strike

### Special Rules:

**Inspiring Leader(Men).**

**Valour Unbound.** This ability can be used when a friendly formation within 6" is called upon to take a Courage test. If the controlling player chooses to employ this ability, the test is passed automatically. Valour Unbound can be used once per turn.

**Epic Hero**  
Single Model

**Boromir, Captain of the  
White Tower**

**175 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Boromir	Men	Hero	-	6/-	-	-	3	3	5	6



**Epic Actions:**

Challenge, Sacrifice, Strike

**Wargear:**

Boromir can carry the Banner of Minas Tirith for +30 points, he then counts as an [Army Banner](#).

**Special Rules:**

**Inspiring Leader(Men).**

**Mighty Blow.** Boromir can choose to expend a Might Point at the start of any Fight Phase. If he does so, each hit [his company](#) makes will cause a casualty, regardless of the foe's Resilience.

**The Horn of Gondor.** Boromir can blow his horn at the start of the Charge phase. Each Gondor formation within 12" gets a +1 bonus to their Courage when rolling to resolve Terror tests until the end of the phase.

**Epic Hero**  
Single Model

**Prince Imrahil of Dol Amroth**

**160 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Prince Imrahil	Men	Hero	-	7/-	-	-	2	3	6	3



**Epic Actions:**

Challenge, Charge, Strike

**Special Rules:**

**Inspiring Leader(Men).**

**Epic Hero**  
Single Model

**Aragorn, Isildur's Heir**

**200 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Aragorn	Men	Hero	-	7/-	-	-	3	3	6	3



**Epic Actions:**

Challenge, Duel, Journey, Strike

**Special Rules:**

**Inspiring Leader(Men).**

**Anduril.** This blade contains great power in combat, Aragorn's company adds +2 to their rolls To Hit.

**Mighty Hero.** Aragorn may expend a single point of Might each turn without reducing his store. It does not work if the Might is 0.

*Note: You may not include Aragorn, Isildur's Heir in your army if your force also includes The Fellowship of the Ring or The Three Hunters.*

Epic Hero

Single Model

Knight of the White Tower

50 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Knight of the White Tower</i>	<i>Men</i>	<i>Hero</i>	-	5/-	-	-	1	1	4	1



Special Rules:

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.

**Blademaster.** The Knight of the White Tower when involved in Heroic Duels rolls 2 dice, rather than 1, and uses the highest result.

# The Fallen Kingdom of Arnor

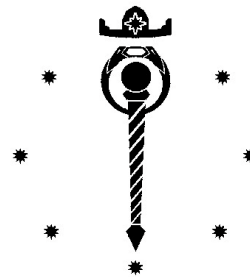
*Arnor, or the Northern Kingdom, was a kingdom of the Dúnedain founded by Elendil in SA 3320. However, the Kingdom soon divided into 3 successor realms: Arthedain, Cardolan and Rhudaur, often in struggle with each other for power and supremacy over the many people of Eriador. The Witch King took advantage of the continuous civil wars to invade the lands of the former Arnor, crushing one by one the Dunedain realms. Many perished during these wars, and the land became mostly inhabited. Only few enclaves survived, such as Bree and the Shire, kept safe thanks to the watchful eyes of the now wandering people of the Dunedain.*

## Strengths:

- ❖ Relatively cheap infantry and Heroes
- ❖ Powerful Archers

## Weaknesses:

- ❖ No Spellcasters
- ❖ No Artillery
- ❖ Low Courage values



## Army Bonus:

**For the valour of the Edain shall ever remembered.**

Nominate one friendly *Men* formation at the start of the Move phase. The formation gains the Stalwart special rule and automatically Holds if defeated in combat, until the end of the turn.

**An alliance once existed between Elves and Men, long ago we fought and died together.**

This army can be composed up to 50% of allies from the Refugee of Rivendell & Lindon and/or the Kingdom of Gondor, rather than 25%.

## Additional Formations & Heroes:

- ❖ Dunedain Rangers (Gondor)
- ❖ Aragorn, Isildur's Heir (Gondor)
- ❖ Elladan & Elrohir (Rivendell)
- ❖ Meriadoc Brandibuc (Rohan)
- ❖ Peregrin Took (Gondor)

## Green Allies:

- ❖ Gondor
- ❖ Rivendell

### Common Formation

1 to 6 companies

### Arnor Warriors

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Arnor Warriors	Men	Infantry	6	4/-	3	5	6	1	2	-



#### Wargear:

Each company has hand weapons, heavy armor and shields.

#### Command:

The Command Company may have the following options:

Captain of Arnor	50 points
Banner Bearer	25 points
Hornblower	15 points

### Common Formation

1 to 6 companies

### Numenorean Warriors

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Numenorean Warriors	Men	Infantry	6	4/+1	4	4	6	1	3	-



#### Wargear:

Each company has hand weapons, armor and shields. [The entire formation may exchange their shields for bows, for free.](#)

#### Command:

The Command Company may have the following options:

Captain of Numenor	50 points
Banner Bearer	25 points
Hornblower	15 points

### Common Formation

1 to 4 companies

### Numenorean Knights

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Numenorean Knight	Men	Cavalry	10	4/-	4	4	2	2	3	-



#### Wargear:

Each company has hand weapons, armor, lances, shields [and horses.](#)

#### Command:

The Command Company may have the following options:

Captain of Numenor	50 points
Banner Bearer	25 points
Hornblower	15 points

**Common Formation**  
1 to 4 companies

**Hobbit Militia**

**10 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Hobbit militia</i>	<i>Hobbit</i>	<i>Infantry</i>	4	1/+2	2	2	6	1	3	-



**Wargear:**

Each company has [thrown weapons](#) and a mix of weapons counting as hand weapons.

**Command:**

The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**Stalk Unseen.** The entire formation count as [equipped with](#) enchanted cloaks.

**Well to Get Quickly Under Cover.** When shooting with their thrown weapons, Hobbits don't halve their dice.

**Common Formation**  
1 to 4 companies

**Hobbit Archer Militia**

**15 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Hobbit Archer militia</i>	<i>Hobbit</i>	<i>Infantry</i>	4	1/+2	2	2	6	1	3	-



**Wargear:**

Each company has [thrown weapons](#), [shortbows](#) and a mix of weapons counting as hand weapons.

**Command:**

The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**Stalk Unseen.** The entire formation count as [equipped with](#) enchanted cloaks.

**Well to Get Quickly Under Cover.** When shooting with their thrown weapons, Hobbits don't halve their dice.

**Common Formation**  
1 to 3 companies

**Hobbit Shirriffs**

**20 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Hobbit Shirriffs</i>	<i>Hobbit</i>	<i>Infantry</i>	4	3/+2	2	3	6	1	3	-



**Wargear:**

Each company has thrown weapons and two-handed weapons.

**Command:**

The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**Indomitable.**

**Stalk Unseen.** The entire formation count as equipped with enchanted cloaks.

**Well to Get Quickly Under Cover.** When shooting with their thrown weapons, Hobbits don't halve their dice.




### Rare Formation

1 to 4 companies

### Fornost Guards

35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Fornost Guard</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	4	5	6	1	3	-



**Wargear:**  
Each company has hand weapons and mithril armor and shields.

**Command:**  
The Command Company may have the following options:

*Captain of Arnor* 50 points  
*Banner Bearer* 25 points  
*Hornblower* 15 points

**Special Rules:**  
Stalwart.

### Rare Formation

1 to 4 companies

### Rangers Riders

35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Ranger Rider</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+2	3	4	2	2	3	-



**Wargear:**  
Each company has hand weapons, armor, thrown weapons, bows and horses.

**Command:**  
The Command Company may have the following options:

*Dunedain Rangers Captain* 50 points  
*Banner Bearer* 25 points  
*Hornblower* 15 points

**Special Rules:**  
Skilled Riders, Skirmishers.


### Legendary Formation

1 to 4 companies

### The Dunedain of Arnor

75 points + 35 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Dunedain Rangers</i>	<i>Men</i>	<i>Infantry</i>	6	4/+2	4	4	6	1	3	-
<i>Arathorn</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	4	3



**Wargear:**  
Each company has hand weapons, armor and longbows.

**Command:**  
The Command Company has Arathorn included in the base cost.  
The Command Company may have:

*Hornblower* 15 points

**Special Rules:**  
Pathfinders(Master).  
**Take Aim.** Arathorn can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.



**Legendary Formation**  
1 to 6 companies

**Arnor Royal Guard**

**125 points + 25**  
**per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warrior of Arnor	Men	Infantry	6	4/-	3	5	6	1	2	-
King Arvedui	Men	Infantry	-	5/-	-	-	1	2	5	2
Malbeth the Seer	Men	Infantry	-	3/-	-	-	0	1	3	1



**Wargear:**

Each company has hand weapons, heavy armor and shields.

**Command:**

The Command Company has King Arvedui, Malbeth the Seer and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**The Gift of Foresight.** Each time the formation suffers a hit, roll a D6. On a roll of 6 the hit is prevented and the formation does not suffer a casualty. This ability is lost if Malbeth is slain.

**Legendary Formation**  
1 to 4 companies

**The Grey Company**

**75 points + 50 per**  
**company**

Name	Race	Type	M	F/St	S	D	A	R	C	Mt
Rangers of the North	Men	Infantry	8	4/+2	4	5	6	1	4	-
Halbarad	Men	Infantry	-	5/-	-	-	1	2	5	3



**Wargear:**

Each company has hand weapons, heavy armor and longbows.

**Command:**

The Command Company and has Halbarad included in the base cost. Halbarad may carry "The Banner of the King" for +50 points.

**The Banner of the King.** If Halbarad carries the Banner of the King, all companies in the formation have +1 Fight. If Aragorn joins the formation, **all companies in the formation use Aragorn's Fight value instead of their own.** The Banner of the King follows the standard rules for Army Banners.

**Special Rules:**

**Stalwart, Pathfinders(Master), Indomitable.**

**The Valour of Forgotten Arnor.** In a fight, the Grey Company strike at the same time as Cavalry.

**Legendary Formation**  
Single Company

**Farmer Maggot's Pack**

**30 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Farmer Maggot's Pack</i>	<i>Hobbit</i>	<i>Infantry</i>	4	3/-	2	3	4	2	4	1



**Wargear:**

Each company has sickle, fangs and teeth counting as hand weapons.

**Special Rules:**

**Pathfinders (Woodland), Indomitable, Terror.**

**Company oh Heroes.** Each Hero in the Farmer Maggot's Pack contributes a particular Special Rule and 1 attack. The controlling player is free to remove casualties in whichever order he desires, but once a Hero is removed as a casualty, the associated Special Rule is lost. Heroes in the company cannot fight any duels.

**A Shortcut to Mushrooms (Farmer Maggot):** At the start of the Move phase the Farmer Maggot may choose to expend a Might point. If he does so, all Hobbit formations within 12" have their Strength and Move values improved by 1 until the end of the turn.

**Come On Lads! (Grip, Fang and Wolf):** As long as at least one of the dogs is alive, the formation has 3 Strength and 5 Move. Moreover, if the formation is within 6" from a defensible terrain feature at the start of the Move phase, roll a D6: on a die roll of 4+ any enemy Ambushers formations hidden inside must be revealed and immediately placed on the battlefield.

*Note this formation is composed by the Farmer Maggot and Grip, Fang and Wolf. This company uses a custom base of at least 80x60mm.*

**Epic Hero**  
Single model

**Samwise Gamgee**

**50 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Sam</i>	<i>Hobbit</i>	<i>Hero</i>	-	3/-	-	-	0	1	5	1



**Epic Actions:**

Defence

**Special Rules:**

**Master Frodo Will Not Move Without Me.** Sam gains +2 to his Fight value as long as he is within the same formation as Frodo. In addition, the controlling player may choose to let Sam fight any heroic or Epic duel declared against Frodo.

*Note: You may not include Sam Gamgee in your army if your force also includes The Fellowship of the Ring.*

**Epic Hero**  
Single model

**Bandobras Took**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Bandobras Took</i>	<i>Hobbit</i>	<i>Hero</i>	-	4/-	-	-	1	2	5	2



**Epic Actions:**

Strike

**Special Rules:**

**Inspiring Leader(Hobbit).**

**Hero of the Greenfield.** If Bandobras Took slains his opponent in a duel, all *Hobbit* formations within 12" have their Strength, Defence and Courage values increased by 1 until the end of the turn.

<b>Epic Hero</b> Single Model	<b>Frodo Baggins</b>	<b>75 points</b>
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Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Frodo Baggins</i>	<i>Hobbit</i>	<i>Hero</i>	-	3/-	-	-	0	2	3	1



#### Epic Actions:

Renewal

#### Wargear:

Frodo can choose the following options:

<i>Sting</i>	+15 points
<i>The Light of Earendil</i>	+15 points
<i>The One Ring</i>	+25 points

#### Special Rules:

##### Touched by Destiny.

**Sting.** If Frodo carries Sting, he can nominate an empty Defensible Terrain Feature within 8", at the beginning of his movement, then roll a D6. On a die roll of 4+ any Ambusher formation from the race of *Orc*, *Uruk* or *Goblin* in the nominated feature must be revealed and immediately placed on the battlefield. In addition, Sting increase Frodo's Fight value to 4.

**The Light of Earendil.** If Frodo carries the Light of Earendil, choose an enemy formation within 6" as a target at any time during Frodo's movement. The target must immediately roll a Courage test. If the test is failed the target cannot move, shoot, charge and until the end of the turn. This special rule can be used only once per turn.

**The One Ring.** If Frodo carries the One Ring, the controlling player may choose not to deploy Frodo in a formation at the start of the game. Instead, secretly record which formation Frodo has joined. You may reveal Frodo's presence at any point of the game, immediately placing her in that formation's command company. The controlling player can also decide to hide Frodo, once per turn, at the beginning of any phase. Each time Frodo hides using the One Ring, roll a D6. With a result of 2+ remove Frodo from the table and secretly record any friendly formation within 12" to which Frodo has been assigned. Frodo can be revealed again at any point of the game. However, with a result of a 1, Frodo remains in the formation and his Resilience value is reduced by 1 until the end of the game. If his Resilience should be reduced to 0, remove Frodo from game as casualty. Each time Frodo uses the One Ring the dice roll suffer a penalty of -1 (-1 first time, - 2 second, etc.).

*Note: You may not include Frodo Baggins in your army if your force also includes The Fellowship of the Ring, The Thorin's Company, Bilbo Baggins or Isildur as Epic Hero.*

<b>Epic Hero</b> Single Model	<b>Isildur, Prince of Gondor</b>	<b>135 points</b>
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Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Isildur</i>	<i>Men</i>	<i>Hero</i>	-	6/-	-	-	3	3	6	3



#### Epic Actions:

Strike

#### Wargear:

Isildur can choose the following options:

<i>The One Ring</i>	+25 points
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#### Special Rules:

Inspiring Leader(Men).

**Epic Hero**  
Single Model

**High King Elendil of Arnor**

**200 points**

**Name**

*Elendil*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

10/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

6

**Mt**

4



**Epic Actions:**

Challenge, Sacrifice

**Special Rules:**

**Inspiring Leader(Men).**

**Narsil.** This blade contains great power in combat, Elendil's company adds +2 to their rolls to hit.

**Epic Hero**

Single Model

**Barliman Butterbur**

**50 points**

**Name**

*Barliman*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

-/-

**S**

-

**D**

-

**A**

-

**R**

1

**C**

-

**Mt**

-



**Epic Actions:**

Renewal

**Special Rules:**

**At Your Service.** Barliman can use one Renewal each turn without expending any Might.

**Honest Innkeeper.** Barliman can only join infantry formations from the Arnor Army roster. Whenever Barliman's formation is involved in close combat, roll a D6. With a result of 1-2 he flees the field and it is removed from play as casualty. Barliman cannot be involved in duels.

**Epic Hero**

Single Model

**King of Men**

**50 points**

**Name**

*King of Men*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

4/-

**S**

-

**D**

-

**A**

0

**R**

1

**C**

4

**Mt**

1



**Epic Actions:**

Defence

**Special Rules:**

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.

**High Lineage.** The King of Men can call an Epic Defence each turn without spending Might points.

# The Refuges of Rivendell & Lindon

*Rivendell, or Imladris in Sindarin, was the name of an Elven settlement in Eastern Eriador and the valley containing it. Founded by Elrond Half-elven, it was first a stronghold and refuge in the Elves' first war with Sauron in the Second Age, but in the Third Age became a renowned, peaceful haven for wayward Elves, Rangers of the North, and other travelers. Lindon was the Kingdom of the Noldor in exile during the Second and Third Age, founded by Gil-galad. After the death of the High King, during the War of the Last Alliance, the havens of Lindon became a refuge for all those elves seeking to departure from Middle-earth.*

## Strengths:

- ❖ Powerful Archers and Cavalry
- ❖ Powerful Spellcasters

## Weaknesses:

- ❖ Expensive formations and Heroes
- ❖ Limited formations choice



## Army Bonus:

### Tangalo Haid, Leitho i Philinn.

Nominate one of your Heroes at the start of the Move phase. All friendly Infantry formations within 12" of the Hero gain a +1 bonus to their Strength value in combat and with shooting attacks until the end of the turn.

## Additional Formations & Heroes:

- ❖ Wood Elves Warband (Lothlorien)
- ❖ Elven Stormcaller (Lothlorien)
- ❖ The White Council (Wildlands)

## Green Allies:

- ❖ Arnor
- ❖ Lothlorien

**Common Formation**

1 to 6 companies

**High Elf Regiment****50 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
High Elf Warrior	Elf	Infantry	8	6/-	3	5	6	1	5	-

**Wargear:**

Each company has glaives and heavy armour. [The entire formation may be given shields, for +5 points per company.](#)

**Command:**

The Command Company may have the following options:

High Elf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Pathfinders(Master), Terror.**

**Common Formation**

1 to 4 companies

**High Elf Archer Regiment****50 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
High Elf Archer	Elf	Infantry	8	6/+2	3	5	6	1	5	-

**Wargear:**

Each company has hand weapons, heavy armour and longbows.

**Command:**

The Command Company may have the following options:

High Elf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Pathfinders(Master), Terror.**

**Rare Formation**

1 to 6 companies

**High Elf Knights****55 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
High Elf Knights	Elf	Cavalry	12	6/+2	3	5	4	2	5	-

**Wargear:**

Each company has glaives, heavy armour, longbows, and horses. The entire formation may be given shields, for +5 points per company.

**Command:**

The Command Company may have the following options:

High Elf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Terror, Expert Riders.**

### Rare Formation

1 to 4 companies

### High Elf King's Guard

60 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
High Elf Bodyguard	Elf	Infantry	8	6/-	4	5	6	1	5	-



#### Wargear:

Each company has glaives, heavy armour and shields.

#### Command:

The Command Company may have the following options:

Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

Pathfinders(Master), Terror.

**Veterans of the Last Alliance.** Each time this formation suffers a hit, roll a D6. With a result of 6 the hit is immediately discarded.

### Legendary Formation

1 to 6 companies

### Rivendell Guards

125 points + 55  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
High Elf Cohort	Elf	Infantry	8	6/-	3	5	6	1	5	-
Erestor	Elf	Infantry	-	7/-	-	-	2	2	6	2
Lindir	Elf	Infantry	-	6/-	-	-	0	2	5	1



#### Wargear:

Each company has glaives, heavy armour and shields.

#### Command:

The Command Company and has Erestor and a Banner Bearer included in the base cost. The Command Company may have the following options:

Lindir	75 points
Hornblower	15 points

#### Special Rules:

Pathfinders(Masters), Terror, Stalwart.

**Master of Blades.** Whilst Erestor is still alive, the Rivendell Guards have their Strength value improved by 1.

**Wise Counsellor.** If Elrond is within the same formation as Lindir, Elrond can expend one Might point each turn for free and can re-roll a single failed Focus roll each turn.



### Legendary Formation

1 to 3 companies

### Gildor's Household

125 points + 50 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Noldor Exiles Warband	Elf	Infantry	8	6/+2	3	3	6	1	5	-
Gildor Inglorion	Elf	Infantry	-	7/-	-	-	1	2	6	2



#### Wargear:

Each company has hand weapons, enchanted cloaks and Longbows.

#### Command:

The Command Company has Gildor Inglorion and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Hornblower*

15 points

#### Magic:

Gildor knows all the spells of Wilderness. He has a Mastery Level of 2.

#### Special Rules:

**Ambushers, Pathfinders(Master), Terror.**

**Finest Archers in Middle-Earth.** The Gildor's Household may re-roll failed To Hit rolls of '1' with shooting attacks.

### Legendary Formation

Single Model

### Glorfindel on Asfaloth

250 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Glorfindel	Elf	Monster	12	7/-	4	7	4	2	5	3



#### Wargear:

Each company has glaives, armour and horses.

#### Magic:

Glorfindel knows all the spells of Command. He has a Mastery Level of 2.

#### Special Rules:

**Pathfinders(Masters), Terror, Orcbane, Spiritbane, Very Hard to Kill.**

**Asfaloth.** Glorfindel on Asfaloth can charge up to D6+6" and receives the same dice bonus of Flying Monsters.

*Note: you may not include Glorfindel on Asfaloth in your army if your force also includes Glorfindel as Epic Hero.*



**Epic Hero**  
Single Model

**Glorfindel, Lord of the West**

**200 points**



**Epic Actions:**

Challenge, Charge, Strike

**Magic:**

Glorfindel knows all the spells of Command. He has a Mastery Level of 2.

**Special Rules:**

**Terror, Inspiring Leader(Elves), Orcbane, Spirit Bane.**

*Note: you may not include Glorfindel as Epic Hero in your army if your force also includes Glorfindel on Asfaloth.*

**Epic Hero**  
Single Model

**Arwen Evenstar**

**120 points**



**Epic Actions:**

Renewal

**Magic:**

Arwen knows all the spells of Wilderness. She has a Mastery Level of 2.

**Special Rules:**

**Terror.**

**Epic Hero**  
Single Model

**Cirdan of the Havens**

**120 points**



**Epic Actions:**

Defence

**Magic:**

Cirdan knows all the spells of Command. He has a Mastery Level of 1.

**Special Rules:**

**Counsellor, Terror.**

**The Gift of Foresight.** Whenever Cirdan's formation suffers a hit, roll a D6. On a roll of 5+ the hit is immediately discounted. This special rule is lost if Cirdan is slain.

**Epic Hero**  
Single Model

**Elladan & Elrohir**

**150 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Elrohir</i>	<i>Elf</i>	<i>Hero</i>	-	6/-	-	-	1	2	5	2
<i>Elladan</i>	<i>Elf</i>	<i>Hero</i>	-	6/-	-	-	1	2	5	2



**Epic Actions:**

Defence (Elrohir), Strike (Elladan)

**Special Rules:**

**Orcbane, Terror.**

**The Twins.** Elladan & Elrohir must be included together in the army. If they are deployed in the same formation, the latter gains +1 to its Strength value whilst the Twins are both alive. If one of the twins is slain, the other, due to his rage, gains +1 to his Fight value for the remainder of the game.

**Hunter of Orcs.** Elladan and Elrohir and their respective formations are automatically steadfast if defeated in close combat by Orcs.

**Unbreakable Bond.** Elrohir may take advantage of Heroic Actions called by his twin. If Elladan calls a Heroic action, Elrohir can immediately call a Heroic action of the same type without expending any Might. This rule does not affect Epic Actions.

**Epic Hero**  
Single Model

**Elrond, Master of Rivendell**

**200 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Elrond</i>	<i>Elf</i>	<i>Hero</i>	-	7/-	-	-	2	3	6	3



**Epic Actions:**

Defence, Renewal, Restoration

**Magic:**

Elrond knows all the spells of Command and all the spells of Wilderness. He has a Mastery Level of 3.

**Special Rules:**

Terror, Inspiring Leader(Elves), Orcbane.

**Epic Hero**  
Single Model

**Gil-Galad, High King of the Noldor**

**250 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Gil-Galad</i>	<i>Elf</i>	<i>Hero</i>	-	10/-	-	-	3	3	6	6



**Epic Actions:**

Defence, Leadership, Sacrifice

**Special Rules:**

Terror, Inspiring Leader(Elves).

**Aiglos.** This mighty spear contains great power in combat, Gil Galad's company adds +2 to their rolls to hit.

# The Realm of Lothlorien

*Lothlórien, also known as Lórien, was the vast woodland realm of the Galadhrim elves located near the lower Misty Mountains in northern Middle-earth. It was first settled by the Silvan Elves, but they were later joined by a small number of Ñoldor and Sindar under Celeborn of Doriath and Galadriel, who became their Lord and Lady. Galadriel's magic, later revealed as the power of her ring Nenya, enriched the land and made it a magic forest into which evil could not enter without difficulty. The only way that Lothlórien could have been conquered by the armies of Mordor is if Sauron had come there himself.*

## Strengths:

- ❖ Powerful Archers and Cavalry
- ❖ Powerful Spellcasters

## Weaknesses:

- ❖ Expensive formations and Heroes
- ❖ Limited formations and Heroes choice



## Army Bonus:

### Tangalo Haid, Leitho i Philinn.

Nominate one of your Heroes at the start of the Move phase. All friendly Infantry formations within 12" of the Hero gain a +1 bonus to their Strength value in combat and with shooting attacks until the end of the turn.

## Additional Formations & Heroes:

- ❖ The White Council (Wildlands)
- ❖ The Fellowship of the Ring (Wildlands)

## Green Allies:

- ❖ Rivendell
- ❖ Rohan
- ❖ Woodland Realm

**Common Formation**

1 to 4 companies

**Wood Elf Warband****50 points per company****Wargear:**

Each company has hand weapons, thrown weapons, enchanted cloaks and longbows. The entire formation may exchange their longbows for glaives, for free.

**Command:**

The Command Company may have the following options:

Wood Elf Captain 50 points  
Banner Bearer 25 points  
Hornblower 15 points

**Special Rules:**

Pathfinders(Master), Terror.

**Common Formation**

1 to 6 companies

**Galadhrim Regiment****45 points per company****Wargear:**

Each company has glaives and armor. The entire formation may be given shields, for +5 points per company.

**Command:**

The Command Company may have the following options:

Galadhrim Captain 50 points  
Banner Bearer 25 points  
Hornblower 15 points

**Special Rules:**

Pathfinders(Master), Terror.

**Common Formation**

1 to 4 companies

**Galadhrim Archer Regiment****45 points per company****Wargear:**

Each company has hand weapons, armor and longbows.

**Command:**

The Command Company may have the following options:

Galadhrim Captain 50 points  
Banner Bearer 25 points  
Hornblower 15 points

**Special Rules:**

Pathfinders(Master), Terror.

### Rare Formation

1 to 6 companies

### Galadhrim Knight Regiment

50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Galadhrim Knight	Elf	Cavalry	12	5/+2	3	4	4	2	5	-
Galadhrim Knight Captain	Elf	Cavalry	-	6/-	-	-	-	2	6	2



#### Wargear:

Each company has glaives, armor, longbows and horses. The entire formation may be given shields, for +5 points per company.

#### Command:

The Command Company may have the following options:

Galadhrim Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

Expert Riders, Terror.

### Legendary Formation

1 to 4 companies

### Guardians of Caras Galadhon

125 points + 60 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Galadhrim Guard	Elf	Infantry	8	6/-	4	5	6	1	5	-
Rumil	Elf	Infantry	-	7/-	-	-	1	2	6	3
Orophin	Elf	Infantry	-	6/-	-	-	1	2	5	2



#### Wargear:

Each company has hand weapons, heavy armour and pikes.

#### Command:

The first company purchased is automatically the Command Company and has Rumil, and a Banner Bearer included in the base cost. The Command Company may have the following options:

Orophin	75 points
Hornblower	15 points

#### Special Rules:

Pathfinders(Masters), Terror, Orcbane, Stalwart.

**Resilient.** Whilst Rumil is alive, roll a D6 each time his formation suffers a hit. With a result of 6 the hit is immediately discarded.

**Bodyguard.** While Orophin is alive, the controlling player can choose to have him fight any Heroic Duels directed at Rumil.

**Legendary Formation**  
1 to 4 companies

**Haldir's Elves**

**125 points + 50 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Galadhrim Warriors</i>	<i>Elf</i>	<i>Infantry</i>	8	5/+2	3	4	6	1	5	-
<i>Haldir</i>	<i>Elf</i>	<i>Infantry</i>	-	6/-	-	-	2	2	6	3



**Wargear:**

Each company has [glaives](#), armor and Longbows [regardless of the model's armament](#).

**Command:**

The Command Company and has Haldir and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**Pathfinders(Masters), Terror.**

**Take Aim.** Haldir can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.

**Epic Hero**  
Single Model

**Celeborn, Lord of Lothlorien**

**175 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Celeborn</i>	<i>Elf</i>	<i>Hero</i>	-	7/-	-	-	2	3	6	3



**Epic Actions:**

Defence, Challenge

**Magic:**

Celeborn knows all the spells of Command. He has a Mastery Level of 2.

**Special Rules:**

**Terror.**

**The Lord of Lothlorien.** If Celeborn is [within any formation of the Lothlorien roster](#), the entire formation uses his Fight value, not just Celeborn's company.

**Epic Hero**  
Single Model

**Galadriel, Lady of Lothlorien**

**200 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Galadriel</i>	<i>Elf</i>	<i>Hero</i>	-	5/-	-	-	0	2	6	3



**Epic Actions:**

Defence, Channelling, Renewal

**Magic:**

Galadriel knows all the spells of Command and all the spells of Dismay. She has a Mastery Level of 3.

**Special Rules:**

**Counsellor, Terror, Touched by Destiny.**

*Note: you may not include Galadriel, Lady of Lothlorien in your army if your force also includes Galadriel, Protectress of Lothlorien or The White Council.*

**Epic Hero**  
Single Model

**Galadriel, Protectress of  
Lothlòrien**

**200 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Galadriel	Elf	Hero	-	10/-	-	-	3	3	6	3



**Epic Actions:**

Challenge, Charge, Rage

**Magic:**

Galadriel must focus her will to maintain this war-form. This is why she has no Magical powers.

**Special Rules:**

**Spirit Grasp.**

**Deep Terror.** Galadriel causes Terror in her foes, but with a penalty of -1 to their Courage value.

*Note: you may not include Galadriel, Protectress of Lothlorien in your army if your force also includes Galadriel, Lady of Lothlorien or The White Council.*

**Epic Hero**  
Single Model

**Elven Stormcaller**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Elven Stormcaller	Elf	Hero	-	5/-	-	-	0	1	5	1



**Magic:**

The Elven Stormcaller knows all the spells of Wilderness. He has a Mastery Level of 1.

**Special Rules:**

**Terror.**

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.



# The Woodland Realm

*The Sindar Elf Oropher, who was the grandfather of Legolas, established the Woodland Realm proper, and it became the primary settlement of the Silvan Elves from the Second Age onward. Those of the Woodland Realm were known to be less wise and more dangerous than other Elves. However, they slowly retreated into the deep of the forest with the growing fear spreading from Dol Guldur. It was around this time that Men, such as the Beornings, began making permanent settlements in and around the forest. These people fought valiantly together against the forces of Sauron from Dol Guldur during the War of the Ring.*

## Strengths:

- ❖ Powerful Archers and Cavalry
- ❖ Can deploy Monsters and Spellcasters

## Weaknesses:

- ❖ Expensive formations and Heroes
- ❖ Limited formations and Heroes choice
- ❖ No Artillery



## Army Bonus:

### **Tangalo Haid, Leitho i Philinn.**

Nominate one of your Heroes at the start of the Move phase. All friendly Infantry formations within 12" of the Hero gain a +1 bonus to their Strength value in combat and with shooting attacks until the end of the turn.

## Additional Formations & Heroes:

- ❖ Radagast the Brown (Wildlands)

## Green Allies:

- ❖ Lothlorien
- ❖ Dale

### Common Formation

1 to 6 companies

**Mirkwood Elves Regiment** 45 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mirkwood Elf</i>	<i>Elf</i>	<i>Infantry</i>	8	5/+2	3	4	6	1	5	-



#### Wargear:

Each company has glaives and armor. The entire formation may be given longbows or shields, for +5 points per company.

#### Command:

The Command Company may have the following options:

<i>Mirkwood Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

**Pathfinders(Master), Terror.**

**Ancient Enemies.** The formation always Holds if defeated in a fight that involves Orcs or Dwarves.

### Common Formation

1 to 6 companies

**Mirkwood Knight Regiment** 45 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mirkwood Knight</i>	<i>Elf</i>	<i>Cavalry</i>	12	5/-	3	5	4	2	5	-



#### Wargear:

Each company has glaives, armor and horses. The entire formation may be given shields, for +5 points per company. In addition, the entire formation may exchange their horses for elks, for +5 points per company.

**Elks.** Mirkwood Knights mounting Elks receive a +1 bonus to their Strength value and have the Pathfinders(Woodland) special rule.

#### Command:

The Command Company may have the following options:

<i>Mirkwood Knight Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

**Terror.**

**King's Guard.** The Mirkwood Knight Regiment gains +1 to its Strength value when Thranduil is within the formation.

**Rare Formation**  
1 to 4 companies

**Mirkwood Sentinels**

**50 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mirkwood Ranger</i>	<i>Elf</i>	<i>Infantry</i>	8	5/+2	3	3	6	1	5	-
<i>Tauriel</i>	<i>Elf</i>	<i>Infantry</i>	-	5/-	-	-	1	2	5	1



**Wargear:**

Each company has hand weapons, enchanted cloaks and longbows.

**Command:**

The Command Company may have the following options:

*Tauriel*

*50 points*

*Mirkwood Ranger Captain*

*50 points*

**Special Rules:**

**Pathfinders(Master), Terror.**

**Enrapturing Song.** Any enemy formation in base contact with one or more formation of Mirkwood Sentinels at the start of the Fight phase must pass a Courage test or have its Strength reduced to 1 for the remainder of the phase.

**Archery finesse.** *Tauriel's company gains D3 additional attacks when shooting.*

*Note: If The Mirkwood Sentinels include Tauriel, the formation is Legendary, rather than Rare.*

**Rare Formation**  
1 to 4 companies

**Palace Guard Cohort**

**55 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Palace Guard</i>	<i>Elf</i>	<i>Infantry</i>	8	6/-	3	5	6	1	5	-



**Wargear:**

Each company has hand weapons, heavy armor and pikes. The entire formation may be given shields, for +5 points per company.

**Command:**

The Command Company may have the following options:

*Palace Guard Captain*

*50 points*

*Banner Bearer*

*25 points*

*Hornblower*

*15 points*

**Special Rules:**

**Pathfinders(Master), Terror, Stalwart.**

**King's Guard.** The Palace Guard Cohort gains +1 to its Strength value when Thranduil is within the formation.

### Rare Formation

1 to 3 companies

### Wardens of the Carrock

70 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Beornings	Men	Infantry	8	4/+1	4	4	6	2	5	-
Grimbeorn	Men	Infantry	-	5/-	-	-	2	3	5	2



#### Wargear:

Each company has hand weapons and **two handed weapons**. The entire formation may exchange their two handed weapons for longbows, for free.

#### Command:

The Command Company may have the following options:

Grimbeorn

75 points

#### Special Rules:

Ambushers, Pathfinders(Woodland), **We Stand Alone**.

**Blessing of the Bear.** Charging Beornings receive +D6 bonus dice in the ensuing Fight phase, rather than +1. In addition, the Wardens of the Carrocks cause Terror when charging.

Note: If The Wardens of the Carrock include Grimbeorn, the formation is Legendary, rather than Rare. You may not include Grimbeorn in The Wardens of the Carrock if your force also includes Grimbeorn the Wild Bear.

### Legendary Formation

Single model

### Grimbeorn the Wild Bear

160 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Grimbeorn the Wild Bear	Bear	Monster	8	6/-	6	7	3	2	5	1



#### Epic Actions:

Strike

#### Wargear:

The Monster has hand weapons.

#### Special Rules:

Very Hard to Kill, Pathfinders(Woodland), Terror, Berserk.

Note: You may not include Grimbeorn the Wild Bear in your army if your force also includes Grimbeorn in The Wardens of the Carrock.

### Legendary Formation

Single model

### Beorn

200 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Beorn	Bear	Monster	8	7/-	6	7	3	2	6	3



#### Epic Actions:

Strike, Rampage

#### Wargear:

The Monster has hand weapons.

#### Special Rules:

Very Hard to Kill, Pathfinders(Woodland), Terror, Berserk, Orcbane.

## Legendary Formation

Single Model

### Thranduil on Elk

200 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Thranduil	Elf	Monster	10	7/-	4	7	3	2	6	3



#### Wargear:

The Monster has glaives, heavy armor and elks.

#### Magic:

Thranduil knows all the spells of Wilderness. He has a Mastery Level of 2.

#### Special Rules:

**Pathfinders(Woodland), Terror, Orcbane, Relentless**

**Charge, Very Hard to Kill.**

**The Stag of Orome.** Thranduil on Elk can charge up to D6+6" and receives the same dice bonus as Cavalry.

*Note: You may not include Thranduil on Elk in your army if your force also includes Thranduil, King of Mirkwood as Epic Hero.*

## Epic Hero

Single Model

### Thranduil, King of Mirkwood

200 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Thranduil	Elf	Hero	-	7/-	-	-	3	3	6	3



#### Epic Actions:

Strike, [Rampage](#)

#### Magic:

Thranduil knows all the spells of Wilderness. He has a Mastery Level of 2.

#### Special Rules:

**Terror, [Orcbane](#), [Inspiring Leader\(Elves\)](#).**

*Note: You may not include Thranduil King of Mirkwood in your army if your force also includes Thranduil on Elk.*

## Epic Hero

Single Model

### Legolas Greenleaf, Prince of Mirkwood

165 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Legolas	Elf	Hero	-	6/-	-	-	1	2	6	3



#### Epic Actions:

Defence, Shot

#### Special Rules:

**Terror.**

**Crippling Shot.** Legolas can use Crippling Shot once per turn, at any point during his Move phase. Nominate an enemy Monster or Flying Monster within 24" and roll a D6, on a 4+ that model's Resilience is reduced by 1 for the remainder of the turn. This is a special kind of attack and does not prevent Legolas from moving full speed or charging.

**Swift Strike.** If Legolas is in an infantry formation, his company strikes at the same time as cavalry. If Legolas is in a cavalry formation, his company strikes at the same time as Monsters.

*Note: You may not include Legolas Greenleaf, Prince of Mirkwood in your army if your force also includes The Fellowship of the Ring or The Three Hunters.*

# The Kingdom of Dale

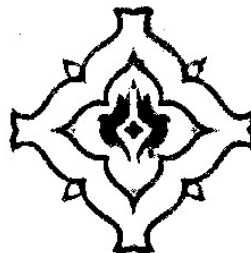
*Dale was first a sovereign township of the Northmen in northeastern Middle-earth that was destroyed by the dragon Smaug in TA 2770. It was then rebuilt after Smaug's demise, becoming the capital city of a great realm of Men. Dale was known as a merry town, a financial center that traded, mainly in food-supplies, for the skills and craft-pieces of the Dwarves of Erebor. Dale's toy market was considered by some the wonder of the North, reason why during its history it was repeatedly attacked by the armies of the Easterlings, in search of slaves and plunder.*

## Strengths:

- ❖ Cheap formations and Heroes
- ❖ Can deploy cheap Longbows

## Weaknesses:

- ❖ Limited formations and Heroes choice
- ❖ Small Formations
- ❖ No Spellcasters and Cavalry



## Army Bonus:

**And there was a great battle at the Mountain's feet.**

Nominate one friendly *Men* formation at the start of the Move phase. The formation gains the Stalwart special rule and automatically Holds if defeated in combat, until the end of the turn.

**This was no forsaken town on a lake, this was the centre of all trade in the North.**

This army can be composed up to 50% of allies from Durin's Folk and/or the Woodland Realm, rather than 25%.

## Additional Formations & Heroes:

- ❖ None

## Green Allies:

- ❖ Woodland Realm
- ❖ Durin's Folk



### Common Formation

1 to 4 companies

### Lake-Town Guard Warband 15 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Lake-Town Guard	Men	Infantry	6	3/+1	3	4	6	1	2	-
Lake-Town Captain	Men	Infantry	-	4/-	-	-	-	2	3	2



#### Wargear:

Each company has hand weapons and armor. The entire formation may be given shields, or bows, for +5 points per company.

#### Command:

The Command Company may have the following options:

Lake-Town Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

### Common Formation

1 to 4 companies

### Lake-Town Militia Warband 20 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Lake-Town Militia	Men	Infantry	6	2/+0	3	3	6	1	3	-
Lake-Town Militia Captain	Men	Infantry	-	3/-	-	-	-	2	4	2



#### Wargear:

Each company in the formation wears an armor and is considered to carry hand weapons, shields and bows, regardless of the model's armament.

#### Command:

The Command Company may have the following options:

Lake-Town Captain	50 points
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### Common Formation

1 to 4 companies

### Warriors of Dale 25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warrior of Dale	Men	Infantry	6	4/+1	3	4	6	1	3	-
Captain of Dale	Men	Infantry	-	5/-	-	-	-	2	4	2



#### Wargear:

Each company has hand weapons, armor and shields. The entire formation may exchange their shields for longbows, for +5 points per company.

#### Command:

The Command Company may have the following options:

Captain of Dale	50 points
Banner Bearer	25 points
Hornblower	15 points



**Rare Formation**  
Single Company

**Wind Lance Ballista**

**60 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Wind Lance Ballista	Men	Infantry	-	4/-	3	8	2	1	3	-



**Wargear:**

Each company has hand weapons, armor and a Wind Lance Ballista.

	Range	Strength
Ballista	36"	7

**Special Rules:**

**Light Artillery.**

**Accurate:** The Wind Lance Ballista does not suffer the -1 penalty to the rolls on the Artillery table when targeting a single company formation.

*Note: 2 crew members are required. This Company uses a custom base of at least 100x80mm.*

**Rare Formation**  
1 to 3 companies

**Knights of Dale**

**35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Knights of Dale	Men	Infantry	6	4/-	4	5	6	1	3	-
Bard II	Men	Infantry	-	5/-	-	-	2	2	4	3



**Wargear:**

Each company has hand weapons, heavy armor and shields.

**Command:**

The Command Company may have the following options:

Bard II	75 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Spearwall.** Enemies that charge the front facing of the Knights of Dale never receive bonus dice for charging. This Special Rule is not applied if the formation is engaged by one or more companies to the flank or rear or has moved more than half their Movement value during the previous Move phase.

### Legendary Formation

1 to 4 companies

### The Survivors of Lake-Town

100 points + 20  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Lake-Town Militia	Men	Infantry	6	2/+0	3	3	6	1	3	-
Percy	Men	Infantry	-	4/-	-	-	1	2	4	2
Hilda	Men	Infantry	-	3/-	-	-	0	2	3	1



#### Wargear:

Each company in the formation wears an armor and is considered to carry hand weapons, shields and bows, regardless of the model's armament.

#### Command:

The Command Company has Percy and Hilda included in the base cost.

#### Special Rules:

**Stand by our Men.** Whilst Hilda is alive, when the Survivors of Lake-Town perform a successful charge, their Strength value is counted as being 4.

**Take Aim.** Percy can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.

### Legendary Formation

1 to 4 companies

### The Master of Lake-Town's Personal Guard

100 points + 15 per  
company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Lake-Town Guard	Men	Infantry	6	3/+1	3	4	6	1	2	-
Braga, Captain of the Guard	Men	Infantry	-	4/-	-	-	1	2	3	2
The Master of Lake-Town	Men	Infantry	-	3/-	-	-	0	2	2	2
Alfrid	Men	Infantry	-	-/-	-	-	-	1	-	2



#### Wargear:

Each company has hand weapons and armor. The entire formation may be given shields, or bows, for +5 points per company.

#### Command:

The Command Company has The Master of Lake-Town and Alfrid included in the base cost. The Command Company may have the following options:

Braga, captain of the Guard	50 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

**Moneybags.** The Master of Lake-Town may expend a Might Point at the start of the Fight Phase to give his formation +1 Fight and +1 Strength until the end of the phase.

**Dubious Counsel.** Alfrid may choose to expend 1 Might Point at the start of the Priority Phase. If he does so, select a friendly Hero within 6" and roll a D6. On roll of 2-5, the Hero gains a Might Point, on the roll of a 6, the hero gains D3 Might Points, on the roll of a 1, the hero loses D3 Might Points and Alfrid gains the same amount of Might Points. Alfrid may never be involved in any Heroic Duels.

**Bodyguard.** While Braga is alive, the controlling player can choose to have him fight any Heroic Duels directed at The Master of Lake-Town.

**Epic Hero**  
Single Model

**Girion, Lord of Dale**

**100 points**

**Name**

*Girion*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

1

**R**

2

**C**

5

**Mt**

3



**Epic Actions:**

Shot

**Special Rules:**

**Inspiring Leader(Men).**

**Dead-eye Shot.** Whenever Girion wins a Heroic or Epic Duel with a Monster, he may re-roll a single D6 on the Duel Table.

**Epic Hero**  
Single Model

**King Brand of Dale**

**125 points**

**Name**

*King Brand*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

2

**R**

2

**C**

5

**Mt**

3



**Epic Actions:**

Defence, Sacrifice

**Special Rules:**

**Inspiring Leader(Men).**

**Stoic Fighter.** When Brand's formation is involved in a fight with one or more enemy formations, Brand's company gets +2 extra attacks per enemy company which surpasses Brand's formation in terms of quantity of companies.

**Epic Hero**  
Single Model

**Bard the Bowman**

**165 points**

**Name**

*Bard*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

1

**R**

3

**C**

6

**Mt**

3



**Epic Actions:**

Strike, Shot

**Special Rules:**

**Inspiring Leader(Men), Dragonbane.**

**Take Aim.** Bard can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.

**The Black Arrow.** Once per game Bard may elect to use his Black Arrow in the Shoot Phase. For the remainder of the phase, Bard's company adds +1 to the Strength of their shooting weapons.

# The Durin's Folk

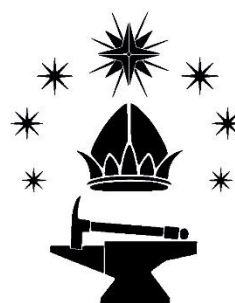
*The Dwarves are an old race, hardy as the rock from which they hew their mountain halls. Iron and gold are their playthings, and from these the Dwarves fashion weapons and armour that have been the envy of some peoples, and the doom of countless Orcs. The Longbeards, or as they call themselves "the Durin's Folk", are the founders of some of the mightiest and richest kingdoms in Middle-Earth, such as Erebor and Khazad Dûm. Under the mountains they fought valiantly and stubbornly many wars to defend their homes from the ancient evils of the earth, suffering great irreparable losses during the ages, but never bending.*

## Strengths:

- ❖ Huge variety of formations and Heroes
- ❖ Powerful infantry

## Weaknesses:

- ❖ Slow and expensive formations
- ❖ Small formations
- ❖ No Spellcasters



## Army Bonus:

**Dwarves are the most resistant to corruption and influence of Morgoth and Sauron.**

Nominate one of your Heroes at the start of the Move phase. He and all friendly *infantry* formation within 12" may try to resist a single spell without expending Might until the end of the turn, even if these formations are without Heroes.

## Additional Formations & Heroes:

- ❖ None

## Green Allies:

- ❖ Dale

**Common Formation**  
1 to 4 companies

**Dwarf Warrior Kinband 40 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Warrior	Dwarf	Infantry	5	4/-	4	6	6	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor and two handed weapons. The entire formation may exchange its two handed weapons for shields, for free.

**Command:**

The Command Company may have the following options:

Dwarf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

Stalwart.

**Common Formation**  
1 to 4 companies

**Dwarf Archer Kinband 35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Archer	Dwarf	Infantry	5	4/+1	4	6	6	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor and shortbows.

**Command:**

The Command Company may have the following options:

Dwarf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

Stalwart.

**Common Formation**  
1 to 4 companies

**Dwarf Ranger Kinband 35 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Ranger	Dwarf	Infantry	5	4/+2	4	5	6	1	4	-



**Wargear:**

Each company has hand weapons, thrown weapons and armor. The entire formation may be given two handed weapons or bows for +5 points per company.

**Command:**

The Command Company may have the following options:

Dwarf Ranger Captain	50 points
Hornblower	15 points

**Special Rules:**

Pathfinders(Mountain), Stalwart.

**Common Formation**  
1 to 4 companies

**Iron Hills Mattocks Kinband** 45 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Iron Hills Mattocks</i>	<i>Dwarf</i>	<i>Infantry</i>	5	4/-	4	6	6	1	4	-



**Wargear:**

Each company has two-handed weapons and heavy armor.

**Command:**

The Command Company may have the following options:

<i>Iron Hills Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

**Stalwart.**

**Bash Hammer.** All companies in the Iron Hills Mattocks Kinband may re-roll failed To Hit rolls of '1' with close combat attacks.

**Common Formation**  
1 to 3 companies

**Iron Hills Crossbows Kinband** 40 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Iron Hills Crossbows</i>	<i>Dwarf</i>	<i>Infantry</i>	5	4/+1	4	6	6	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor and crossbows.

**Command:**

The Command Company may have the following options:

<i>Iron Hills Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

**Stalwart.**

**Common Formation**  
1 to 6 companies

**Iron Hills Warriors Kinband** 50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Iron Hills Warrior</i>	<i>Dwarf</i>	<i>Infantry</i>	5	4/-	4	6	6	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor, pikes and shields.

**Command:**

The Command Company may have the following options:

<i>Iron Hills Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

**Stalwart.**



### Common Formation

1 to 4 companies

### Erebor Legionaries

35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Erebor Legionaries Warband	Dwarf	Infantry	5	4/-	4	5	6	1	4	-
Erebor Legionaries Captain	Dwarf	Infantry	-	5/-	-	-	-	2	5	2



#### Wargear:

Each company has hand weapons, heavy armor and shields. The entire formation may exchange their shields for pikes, for free.

#### Command:

The Command Company may have the following options:

Captain of Erebor	50 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

Stalwart.

### Rare Formation

1 to 4 companies

### Grim Hammers

50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Grim Hammer Warrior	Dwarf	Infantry	5	5/+0	4	7	6	1	4	-
King Thror	Dwarf	Infantry	-	6/-	-	-	1	3	0	3



#### Wargear:

Each company has two-handed weapons, heavy armor and thrown weapons.

#### Command:

The Command Company may have the following options:

King Thror	80 points
Grim Hammer Captain	50 points
Hornblower	15 points

#### Special Rules:

Stalwart, Orcbane.

**Arkenstone.** Thror counts as an Army Banner. In addition, Thror always takes Courage Tests on 3D6. Whilst Thror is alive, his formation must use his Courage when rolling for the purposes of Courage and Terror tests.

Note: If The Grimm Hammers include King Thror, the formation is Legendary, rather than Rare.

### Rare Formation

1 to 3 companies

### Vault Warden Regiment

70 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Vault Warden	Dwarf	Infantry	5	5/-	5	6	6	1	5	-



#### Wargear:

Each company has hand weapons, heavy armor, pikes, tower shields and dwarf-masks.

**Tower Shields.** This formation's Defence value to the front is improved by 4 when forming the Shieldwall.

#### Special Rules:

Stalwart, Indomitable, We Stand Alone.



**Rare Formation**  
1 to 4 companies

**Khazad Guard Kinband**      **50 points per company**



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Khazad Guard	Dwarf	Infantry	5	4/-	5	7	6	1	5	-

**Wargear:**

Each company has hand weapons, two handed weapons, [mithril armor](#) and [dwarf-masks](#).

**Command:**

The Command Company may have the following options:

Dwarf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Stalwart.**

**Rare Formation**  
1 to 4 companies

**Iron Guard Kinband**      **50 points per company**



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Iron Guard	Dwarf	Infantry	5	5/+2	5	7	6	1	5	-

**Wargear:**

Each company has hand weapons, thrown weapons, [mithril armor](#) and [dwarf-masks](#).

**Command:**

The Command Company may have the following options:

Dwarf Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Stalwart.**

**Rare Formation**  
1 to 4 companies

**Ered Luin Rangers**      **50 points per company**



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Ranger	Dwarf	Infantry	5	4/+2	4	5	6	1	4	-

**Wargear:**

Each company has hand weapons, thrown weapons, two handed weapons and armor.

**Command:**

The Command Company may have the following options:

Dwarf Ranger Captain	50 points
Hornblower	15 points

**Special Rules:**

**Pathfinders(Master), Stalwart, Ambushers.**

**Rare Formation**  
Single Company

**Dwarf Light Ballista** 50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Light Ballista	Dwarf	Infantry	-	4/-	4	8	2	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor and a Dwarf Light Ballista.

	Range	Strength
Dwarf Light Ballista	36"	8

**Special Rules:**

**Light Artillery.**

*Note: 2 crew members are required. This Company uses a custom base of at least 80x60mm.*

**Rare Formation**  
Single Company

**Iron Hills Ballista** 100 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Iron Hills Ballista	Dwarf	Infantry	-	4/-	4	8	4	1	4	-



**Wargear:**

Each company has hand weapons, heavy armor and a Iron Hills Ballista.

	Range	Strength
Iron Hills Ballista	48"	8

**Special Rules:**

**Light Artillery.**

**Old Twirly Whirlies.** Any formation which has suffered at least one casualty from the Iron Hills Ballista during the shooting phase must immediately roll a D6. On a roll of 1-3 that company is unable to perform shooting attacks until the end of the turn. On a roll of 4+ the shooting attack proceeds as normal.

*Note: 4 crew members are required. This Company uses a custom base of at least 120x80mm.*

**Rare Formation**  
1 to 6 companies

**Iron Hills Goat Riders** 45 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Iron Hills Goat Riders	Dwarf	Cavalry	8	4/-	4	6	2	2	4	-



**Wargear:**

Each company has hand weapons, heavy armor, lances and goats. The entire formation may be given shields, for +5 points per company.

**Command:**

The Command Company may have the following options:

Iron Hills Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Pathfinders(Mountain), Relentless Charge.**

**Rare Formation**  
Single Company

**Iron Hills War Chariot**

**200 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Iron Hills War Chariot	Dwarf	Monster	-	4/+3	6	7	3	2	5	-



**Wargear:**

The Monster has hand weapons, heavy armor and a Rapid Fire Crossbow.

**Rapid Fire Crossbow.** The Rapid Fire Crossbow is a shooting weapon with Radius 18" and Strength 4. It can shoot in a visual arc of 90° to the right and left of the axis passing from the center to the front point of its base.

**Special Rules**

**Very Hard to Kill, Expert Riders.**

**Trample.** The Iron Hills War Chariot moves D6+6" in the Move phase. Turn the model to face in the direction you want it to move and then roll the dice to see how far it goes. It must move the full distance rolled on the dice in a straight line, unless it encounters any difficult, defensible or impassable terrain, the board edge, a Massive or Huge Monster, or another Iron Hills War Chariot, in which case it will stop and suffer D6 automatic hits. The Iron Hills War Chariot will trample through friendly and enemy formations as it moves. Each formation that the Chariot moves through suffers D3 Strength 6 hits for each company that was moved over. The one exception is if the Chariot arrives as reinforcements, then it will stop 1" away from other formations. It will then Trample as normal in the following turn. If the Chariot ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must immediately perform a Fall Back move and any companies that fail to get clear of the Chariot's base are destroyed. This Fall Back move can be made even if the formation has already moved or Fallen Back this turn. Note that formations being forced to Fall Back in this manner are not disordered unless they were already before the trample.

**Charge of the War Chariot.** The Iron Hills War Chariot follows the normal rules for a charging Monster, with the following exceptions. Unless the charge stalls or cannot reach the enemy, the Chariot turns to face its target and then moves in a straight line. A Chariot that charges will not trample over the target, instead it stops in base contact with the foe. Note that friendly formations will be trampled over as described above, so take care not to leave them in the way.

**Stomp and Gore.** In the Fight phase, all formations the Iron Hills War Chariot is fighting suffer D3 hits per company they contain, at Strength 7 against enemies that the Chariot has charged, and Strength 8 against enemies that charged it. No combat modifiers apply to these rolls.

**Rare Formation**  
Single Model

**King's Champion**

**175 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
King's Champion	Dwarf	Monster	6	8/-	6	8	3	2	6	2



**Epic Actions:**

Challenge, Duel, [Strength](#)

**Wargear:**

[The Monster has hand weapons and mithril armor.](#)

**Special Rules:**

**Inspiring Leader(Dwarves), Terror, Very Hard to Kill.**

**For the King.** The king's Champion Warband receive +D3 bonus dice when charging, rather than 1.

*Note: This Company uses a custom round base of at least 60mm.*

**Rare Formation**  
1 to 4 companies

**Moria Expeditionaries**

**45 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Warrior	Dwarf	Infantry	5	4/-	4	6	6	1	4	-
Oin	Dwarf	Infantry	-	5/-	-	-	1	1	5	2
Ori	Dwarf	Infantry	-	5/-	-	-	1	1	5	1

**Wargear:**

Each company has hand weapons, heavy armor and shields.

**Command:**

The Command Company may have the following options:

Ori & Oin	75 points
Banner Bearer	25 points
Hornblower	15 points

**Special Rules:**

**Goblinbane, Pathfinders(Mountain) Stalwart.**

**Treasure Hunters.** At the start of the game, place anywhere on the board a counter to represent the treasure. Whilst one between Ori or Oin is still alive, each Moria Expeditionaries company within 6" of the counter have +1 to their Fight and Defence value.

Note: If The Moria Expeditionaries include Ori & Oin, the formation is Legendary, rather than Rare.

**Legendary Formation**  
1 to 3 companies

**Murin's Guard**

**100 points + 40 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Warrior	Dwarf	Infantry	5	4/-	4	6	6	1	4	-
Murin	Dwarf	Infantry	-	5/-	-	-	1	2	5	3

**Wargear:**

Each company has hand weapons, heavy armor and shields.

**Command:**

The Command Company and has Murin and a Banner Bearer included in the base cost. The Command Company may have the following options:

Hornblower	15 points
------------	-----------

**Special Rules:**

**Pathfinders(Mountain), Stalwart.**

**Lock Shields.** Murin can choose to expend a Might point at the start of any Fight phase, provided the formation did not charge that turn. If he does so, the Murin's Guard Defence is increased by 2 until the end of the turn.

### Legendary Formation

1 to 3 companies

### Drar's Hunters

75 points + 45 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dwarf Rangers	Dwarf	Infantry	5	4/+2	4	5	6	1	4	-
Drar	Dwarf	Infantry	-	5/-	-	-	1	2	5	2



#### Wargear:

Each company has hand weapons, armor, [thrown weapons](#) and bows.

#### Command:

The Command Company has Drar included in the base cost. [The Command Company may have the following options:](#)

[Hornblower](#)

15 points

#### Special Rules:

**Ambushers, Stalwart, Pathfinders(Woodland).**

**Take Aim.** [Drar](#) can choose to expend a Might point at the start of the Shoot phase. If he does so, [his entire formation's Shooting Value is improved by 2](#) until the end of the phase.

### Legendary Formation

1 to 4 companies

### Durin's Guard

170 points + 60 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Khazad Guard	Dwarf	Infantry	5	4/-	5	7	6	1	5	-
Mardin	Dwarf	Infantry	-	5/-	-	-	1	2	5	1
Durin	Dwarf	Infantry	-	6/-	-	-	2	3	6	3



#### Wargear:

Each company has [hand weapons](#), two handed weapons [Mithril armor](#) and [dwarf-masks](#).

#### Command:

The first company purchased is automatically the Command Company and has Durin and a Banner Bearer included in the base cost. [The Command Company may have the following options:](#)

[Mardin](#)

50 points

[Hornblower](#)

15 points

#### Special Rules:

**Stalwart, Orcbane, Goblinbane, Terror.**

**King of Legend.** Durin has the Inspiring Leader(Dwarves) special rule. In addition, each time Durin expend a point of Might roll a D6. With a result of 4+ Durin immediately regains the point spent.

**Bodyguard.** While Mardin is alive, the controlling player can choose to have him fight any Heroic Duels directed at Durin.



## Legendary Formation

Single Company

## The Champions of Erebor

500 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>The Champions of Erebor</i>	<i>Dwarf</i>	<i>Infantry</i>	5	4/-	4	6	14	3	5	5



### Wargear:

This company has hand weapons, mithril armor and two-handed weapons, regardless of the models armament.

### Special Rules

**Indomitable, Stalwart, Terror, We Stand Alone.**

**Company of Heroes.** Each Hero of The Champions of Erebor contributes a particular Special Rule. The controlling player is free to remove casualties in whichever order he desires, but once a Hero is removed as a casualty, the associated Special Rule is lost. Note that each group of Heroes associated to a defined special rule is considered as a single model and so as a single casualty (they must be removed all at once). Each casualty reduces the Champions of Erebor Attack value by 2. The Champions of Erebor cannot take part in a Heroic Dule.

**King Under the Mountain (Thorin).** Thorin counts as an Army Banner and has the *Inspiring Leader (Dwarf)* rule, but with a range of 18".

**Dauntless (Dori & Oin).** The Champions of Erebor count as being equipped with shields.

**Khazad Warriors (Nori & Gloin).** The Champions of Erebor's Strength value is increased to 6.

**Heroes of Azanulbizar (Balin & Dwalin).** The Champions of Erebor's Courage value is increased to 6 and they automatically pass all Terror tests.

**Horns of the King (Bombur & Bofur).** The Champions of Erebor count as having a Drummer/Hornblower.

**Orc-Hunters (Fili & Kili).** The Champions of Erebor count as having the *Orcbane* and *Goblinbane* Special Rule.

**Friendship (Bifur, Ori).** The Champions of Erebor and all friendly formations within 12" automatically Hold if defeated in close combat.

*Note: The company is composed by Thorin, Fili, Kili, Dwalin, Balin, Gloin, Oin, Dori, Nori, Ori, Bifur, Bofur Bombur. You may not include The Champions of Erebor in your army if your force also includes one or more of its components as Epic Heroes or The Thorin's Company. This Company uses a custom base of at least 150x75mm.*

## Epic Hero

Single Model

## Fili & Kili

120 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Fili</i>	<i>Dwarf</i>	<i>Hero</i>	-	5/-	-	-	1	2	5	2
<i>Kili</i>	<i>Dwarf</i>	<i>Hero</i>	-	5/-	-	-	1	2	5	2



### Epic Actions:

Sacrifice (Fili, Kili)

### Special Rules:

**Unbreakable Bond.** Fili may take advantage of Heroic Actions called by his twin. If Kili calls a Heroic action, Fili can immediately call a Heroic action of the same type without expending any Might. This rule does not affect Epic Actions.

**The Twins.** Fili & kili must be included together in the army. If they are deployed in the same formation, the latter gains +1 to its Strength value whilst the Twins are both alive. If one of the twins is slain, the other, due to his rage, gains +1 to his Fight value for the remainder of the game.

*Note: You may not include Fili and Kili in your army if your force also includes The Thorin's Company or The Champions of Erebor.*

**Epic Hero**  
Single Model

**Glòin the Dwarf**

**125 points**

**Name**

Glòin

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

2

**R**

3

**C**

6

**Mt**

3



**Epic Actions:**

Challenge

**Special Rules:**

**Warrior Born.** Glòin's company can re-roll all failed to hit rolls of '1' and '2' in close combat.

*Note: You may not include Glòin the Dwarf in your army if your force also includes The Thorin's Company or The Champions of Erebor.*

**Epic Hero**  
Single Model

**Dwalin the Dwarf**

**165 points**

**Name**

Dwalin

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

6

**Mt**

3



**Epic Actions:**

Rampage, Rage, Strike

**Special Rules:**

**Orcbane, Goblinbane.**

**Fearless.** Dwalin may expend a point of Might at any time during the charge phase. If he does so, his formation automatically pass any Courage test.

*Note: You may not include Dwalin the Dwarf in your army if your force also includes The Thorin's Company or The Champions of Erebor.*

**Epic Hero**  
Single Model

**Balin, Lord of Moria**

**135 points**

**Name**

Balin

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

1

**R**

2

**C**

6

**Mt**

3



**Epic Actions:**

Challenge, Defence

**Special Rules:**

**Inspiring Leader(Dwaves), Goblinbane.**

*Note: You may not include Balin the Dwarf in your army if your force also includes The Thorin's Company or The Champions of Erebor.*



**Epic Hero**  
Single Model

**Flòi Stonehand, Loremaster of Moria**

**90 points**

**Name**

Flòi

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

0

**R**

2

**C**

4

**Mt**

2



**Epic Actions:**

Defence, Renewal

**Special Rules:**

**Loremaster.** At the start of each Priority phase, before the roll for priority has been made, Flòi may nominate an enemy formation and nullify one of the following special rules for the remainder of the turn: any kind of *Bane*, *Expert Rider*, *Pathfinder*, *Prowler*, *Skilled Rider*, *Spirit Grasp*, *Spirit Walk* or *Terror*.

**Epic Hero**  
Single Model

**Gimli, son of Glòin**

**175 points**

**Name**

Gimli

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

6

**Mt**

3



**Epic Actions:**

Rage, Rampage, Strike

**Special Rules:**

**Orcbane.**

**Baruk Khazad.** During the Shooting phase, Gimli's formation can choose to hurl him into the ranks of nearby enemy. There he will wreak havoc for a few moments, before picking his way back over the slain to join his companions once more. This special Shooting attack does have the following profile:

	Range	Strength
<b>Baruk Khazad</b>	6"	D3 automatic hits

Performing Baruk Khazad does not prevent Gimli's formation from charging that turn.

*Note: You may not include Gimli, Son of Glòin in your army if your force also includes The Fellowship of the Ring or The Three Hunters.*

**Epic Hero**  
Single Model

**Dàin Ironfoot, King Under the Mountain**

**200 points**

**Name**

Dàin

**Race**

Dwarf

**Type**

Hero

**M**

-

**F**

7/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

6

**Mt**

4



**Epic Actions:**

**Duel**, Rage, Rampage, Strike

**Special Rules:**

**Inspiring Leader**(Dwarves), **Orcbane**, **Goblinbane**, **Trollbane**, **Terror**.

**Epic Hero**  
Single Model

**Thorin III Stonehelm**

**150 points**

**Name**

*Thorin III*

**Race**

*Dwarf*

**Type**

*Hero*

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

2

**R**

3

**C**

5

**Mt**

3



**Epic Actions:**

Defence

**Special Rules:**

**Inspiring Leader(Dwarves).**

**Strategist.** Whenever an enemy Hero calls a Heroic or Epic action within 12", roll a D6. With a result of 4+ Thorin III may immediately call an identical action without expending a Might point. In this manner, Thorin III can even call an Epic action he would not otherwise be capable of. Note that this rule does not allow Thorin III to duplicate other abilities triggered by Might points.

**Epic Hero**  
Single Model

**King Thrain, Son of Thror**

**165 points**

**Name**

*Thrain*

**Race**

*Dwarf*

**Type**

*Hero*

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

2

**R**

3

**C**

5

**Mt**

3



**Epic Actions:**

Rage, Strike

**Special Rules:**

**Orcbane.**

**Blood Freud.** Thrain may re-roll results on the Heroic Duel Table when fighting against *Orcs* Heroes.

**The First of the Seven.** Thrain can disguise himself at the beginning of any phase by rolling a D6. On a 1-3 there is no effect, on a 4+ the controlling player removes Thrain from the table and secretly records any friendly formations within 12" to which Thrain is reassigned (note can be the same formation). The controlling player may reveal his presence at any point of the game by rolling a D6 and scoring a 4+ (no Might can be spent on this roll).

**Epic Hero**  
Single Model

**Thorin Oakenshield**

**200 points**

**Name**

*Thorin*

**Race**

*Dwarf*

**Type**

*Hero*

**M**

-

**F**

7/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

6

**Mt**

3



**Epic Actions:**

Strike, Rage, Sacrifice

**Special Rules:**

**Inspiring Leader(Dwarves).**

**Mighty Hero.** Thorin may expend a single point of Might each turn without reducing his store. It does not work if the Might is 0.

**The Orcrist.** Thorin's company has the *Orcbane* and *Goblinbane* Special Rules. In addition, Thorin's formation causes *Terror* to the formations of these races.

**The Oakenshield.** Whenever Thorin is involved in a Heroic Duel and survives, his formation gains +1 Defence until the end of the turn.

*Note: You may not include Thorin Oakenshield in your army if your force also includes The Thorin's Company or The Champions of Erebor.*

**Epic Hero**  
Single Model

**Shieldbearer**
50 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Shieldbearer	Dwarf	Hero	-	5/-	-	-	1	1	4	1



**Special Rules:**  
**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.  
**Stubborn Defender.** A formation that contains a Shieldbearer always Holds if defeated in close combat.

# The Wildlands

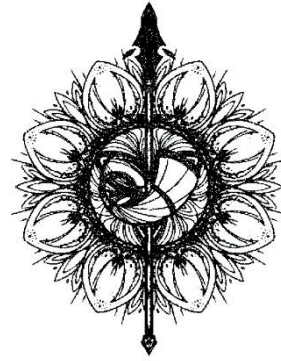
*At the close of the Third Age, a handful of great kingdoms control most of Middle-Earth, but there are other powers hidden in forests and vales. Largely forgotten by the outside world, these lesser realms are rarely roused to wrath, but they should not be underestimated by the servants of Sauron.*

## Strengths:

- ❖ Can deploy Flyers and Monsters
- ❖ Powerful Spellcasters

## Weaknesses:

- ❖ Very expensive infantry
- ❖ Formations can only be used as Ally.



## Army Bonus:

**I am on nobody's side because nobody is on my side.**

This army cannot be selected as a Primary faction, but only as an Ally.

## Additional Formations & Heroes:

- ❖ None

## Green Allies:

- ❖ None

**Common Formation**

Single model

**Ent****125 points****Name***Ent***Race***Ent***Type***Monster***M**

8

**F/Sh**

8/+1

**S**

8

**D**

8

**A**

3

**R**

2

**C**

5

**Mt**

-

**Wargear:**

The Monster has hand weapons.

**Special Rules:****Hard to Kill**, [Hurl Rocks](#), **Pathfinders(Woodland)**, **Terror**.**Tree Slumber.** The Ent can use the *Ambushers* Special Rule, but can only do so in woods and forests.**Common Formation**

Single model

**Great Eagle****140 points****Name***Great Eagle***Race***Eagle***Type***Monster***M**

12

**F/Sh**

6/-

**S**

6

**D**

6

**A**

4

**R**

2

**C**

4

**Mt**

1

**Wargear:**

The Monster has hand weapons.

**Special Rules:****Hard to Kill**, **Swoop Attack**, **Terror**.*Note: The Great Eagle is a Flying Monster and follows the relative rules for Move, Charge and Fight.***Legendary Formation**

Single model

**Gwaihir, the Great Eagle****200 points****Name***Gwaihir***Race***Eagle***Type***Monster***M**

12

**F/St**

7/-

**S**

7

**D**

7

**A**

4

**R**

2

**C**

5

**Mt**

3

**Epic Actions:**[Strength](#)**Wargear:**

The Monster has hand weapons.

**Special Rules:****Very Hard to Kill**, **Terror**, [Inspiring Leader\(Eagle\)](#), **Swoop Attack**.*Note: Gwaihir, the Great Eagle is a Flying Monster and follows the relative rules for Move, Charge and Fight.*

### Legendary Formation

Single model

### Treebeard

225 points

#### Name

Treebeard

#### Race

Ent

#### Type

Monster

#### M

8

#### F/St

9/+1

#### S

9

#### D

10

#### A

3

#### R

2

#### C

5

#### Mt

3



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Hurl Rocks**, **Very Hard to Kill**, **Pathfinders(Woodland)**, **Terror**.

**Tree Slumber**. Treebeard can use the *Ambushers* Special Rule, but can only do so in woods and forests.

### Legendary Formation

Single model

### Quickbeam

150 points

#### Name

Quickbeam

#### Race

Ent

#### Type

Monster

#### M

12

#### F/St

8/+1

#### S

8

#### D

7

#### A

3

#### R

2

#### C

5

#### Mt

1



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Hard to Kill**, **Hurl Rocks**, **Pathfinders(Woodland)**, **Terror**.

**Tree Slumber**. Quickbeam can use the *Ambushers* Special Rule, but can only do so in woods and forests.

### Legendary Formation

Single model

### Beechbone

135 points

#### Name

Beechbone

#### Race

Ent

#### Type

Monster

#### M

8

#### F/St

8/+1

#### S

8

#### D

8

#### A

3

#### R

2

#### C

5

#### Mt

1



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Hurl Rocks**, **Hard to Kill**, **Pathfinders(Woodland)**, **Terror**.

**Tree Slumber**. Beechbone can use the *Ambushers* Special Rule, but can only do so in woods and forests.

### Legendary Formation

1 to 6 companies

### Woses Warband

75 points + 25 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Woses Warband	Men	Infantry	8	3/+2	3	3	6	1	3	-
Ghàn-Buri-Ghàn	Men	Infantry	-	4/-	-	-	1	2	4	3



#### Wargear:

Each company has hand weapons and blowpipes.

#### Command:

The Command Company has Ghàn-Buri-Ghàn included in the base cost.

#### Special Rules:

**Ambushers, Pathfinders(Woodland), Orcbane.**

**Stalk Unseen.** The entire formation count as [equipped with enchanted](#) cloaks.

### Legendary Formation

Single Model

### The Three Hunters

150 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
The Three Hunters	Men	Infantry	8	7/+2	4	6	6	3	6	4



#### Wargear:

The Three Hunters have hand weapons, [thrown weapons](#), [two handed weapons](#) and enchanted cloaks.

#### Special Rules:

**Indomitable, Pathfinders(Master), We Stand Alone.**

**Company of Heroes.** Each Hero in the Three Hunters contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed a casualty, the associated special rule is lost. The Three Hunters cannot take part in Heroic Duels.

**Let's Hunt Some Orc (Aragorn).** The Three Hunters may re-roll failed To Hit rolls during the Fight phase.

**Marksmen.** The Three Hunters are counted as being armed with longbows and strike at the same time as monsters.

**Deadly Charge.** If The Three Hunters charge, they receive D6+3 bonus dice in the ensuring Fight phase, rather than +1.

*Note: This formation counts as a Monster and is composed by Aragorn, Legolas and Gimli. You may not include The Three Hunters in your army if your force also includes Aragorn, Legolas or Gimli as Epic Heroes, or The Fellowship of the Ring. This Company uses a custom round base of 60mm.*



## Legendary Formation

Single company

## The Fellowship of the Ring 500 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>The Fellowship of the Ring</i>	<i>Men</i>	<i>Infantry</i>	6	6/+2	4	5	10	3	6	10



### Wargear:

This company has hand weapons and enchanted cloaks.

### Command:

The Command Company may have the following options:

*Bill the Pony*

25 points

### Magic:

Whilst Gandalf is alive, the fellowship has a Mastery level of 3. These spells are considered to be cast by Gandalf for the purpose of range. Gandalf knows all the spells of Dismay and Command.

### Special Rules:

**Indomitable, Pathfinders(Master), We Stand Alone.**

**Company of Heroes.** Each Hero in the Fellowship of the Ring contributes a particular Special Rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated Special Rule is lost. Note that the four Hobbits are treated as a single model for the purposes of casualty removal — i.e. remove them all at once. In addition, The Fellowship of the Ring cannot take part in Heroic Duels.

**You have my Sword (Aragorn).** The Fellowship of the Ring receive +1 bonus to their dice results in a Fight.

**And my Bow (Legolas).** The Fellowship of the Ring is counted as being armed with longbows and strike at the same time as cavalry.

**And my Axe (Gimli).** The Fellowship of the Ring's Strength value is increased to 8.

**Gondor Will See it Done (Boromir).** The Fellowship of the Ring is counted as being armed with shields.

**Protect the Halflings (Hobbits).** The Fellowship of the Ring and friendly formations within 12" automatically Holds if they lose a fight.

**Supplies (Bill the Pony).** Bill the Pony cannot be removed as a casualty, but is removed if the last member of the Fellowship is slain. Bill the Pony increases the Fellowship's Move from 6 to 8.

*Note: The company is composed by Gandalf, Aragorn, Legolas, Gimli, Boromir, Sam, Frodo, Merry and Pippin. You may not include The Fellowship of the Ring in your army if your force also includes Gandalf, Aragorn, Legolas, Gimli, Boromir, Sam, Frodo, Merry or Pippin as Epic Heroes, The White Council, The Thorin's Company, The Three Hunters or Gandalf the Grey on Cart. This Company uses a custom base of at least 100x75mm.*

## Legendary Formation

Single Company

Thorin's Company

400 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Thorin's Company	Dwarf	Infantry	5	4/+0	4	5	13	3	4	5



**Wargear:**  
This company has hand weapons, two-handed weapons, thrown weapons and shortbows, regardless of the models armament.

**Magic:**  
Whilst Gandalf is within the company, Thorin's Company has a Mastery level of 3. Gandalf knows all the spells of Dismay and Command. These spells are considered to be cast by Gandalf for the purpose of range.

**Special Rules**  
**Indomitable, Pathfinders(Mountain), We Stand Alone.**

**Company of Heroes.** Each Hero in the Thorin's Company contributes a particular Special Rule. The controlling player is free to remove casualties in whichever order he desires, but once a Hero is removed as a casualty, the associated Special Rule is lost. Note that each group of Heroes associated to a special rule is treated as a single model for the purposes of casualty removal (you remove them all at once). Each casualty reduces the Thorin's Company Attack value by 2. Gandalf is an exception, read carefully his special rule. The Thorin's Company cannot take part in Heroic Duels.

**Oakenshield (Thorin).** Thorin's Company is counted as being equipped with shields.

**Undersized Burglar (Bilbo).** Whenever an Enemy hero spends a Might point within 6" of Thorin's Company, Thorin's Company immediately rolls a D6. With a result of 4+, an additional Might point must be spent or the deed, be it a dice modification or an Heroic/Epic Action, is cancelled and any Might already committed to it is lost.

**Veterans of Azanulbizar (Balin, Dwalin).** Thorin's Company's Courage value is increased to 6.

**Hunters and Warriors (Fili, Kili, Gloin, Oin).** Thorin's Company counts as equipped with Enchanted Cloaks and has its Strength value increased to 6.

**Miners, Toy Makers (Dori, Nori, Ori).** Thorin's Company always Holds if drawing a fight.

**And Makeshift Musicians (Bifur, Bofur, Bombur).** Thorin's Company counts as having a Drummer/Hornblower.

**A Wizard is Never Late (Gandalf).** Gandalf appears and disappears within the company: each turn, before the company moves, roll a D6. With a result of 4+ Gandalf will be present within the company, providing the use of Magic until the end of the turn. The first time Gandalf appears he also improves Thorin's company Might value by 2. Gandalf cannot be chosen as a casualty, but is removed along with the company when all the other heroes have been removed.

*Note: The company is composed by Gandalf, Thorin, Fili, Kili, Dwalin, Balin, Gloin, Bilbo, Oin, Dori, Nori, Ori, Bifur, Bofur Bombur. You may not include The Thorin's Company in your army if your force also includes one or more of its components as Epic Heroes, Gandalf the White, The Champions of Erebor, The White Council, The Council of Wizardry, The Fellowship of the Ring or Gandalf the Grey on Cart. This Company uses a custom base of at least 150x75mm.*

## Legendary Formation

Single company

The White Council

400 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
The White Council	Spirit	Infantry	8	6/-	4	5	4	3	6	5



### Wargear:

This company has hand weapons.

### Magic:

Each member of the White Council is treated as an individual spellcaster with a Mastery level of 2. Elrond knows all the spells of Wilderness, Galadriel all the spells of Dismay, Gandalf all the spells of Command and Saruman all the spells of Ruin. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of line of sight, etc.

### Special Rules:

**Counsellor, Indomitable, Pathfinders(Master), Terror, WeStand Alone.**

**Company of Heroes.** Each Hero in the White Council contributes a particular Special Rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated Special Rule is lost alongside his magical abilities. In addition, The White Council cannot take part in Heroic Duels.

**Channel Magic (Gandalf).** The White Council may re-roll failed Focus rolls.

**Voice (Saruman).** Any enemy formation wishing to charge The White Council must first roll a D6. On a roll of 4+ the charge proceeds as normal, otherwise it stalls.

**Aura of Dismay (Galadriel).** An enemy formation forced to take a Terror test due to the White Council must roll three dice, rather than two, and discard the highest roll.

**Blademaster (Elrond).** The White Council may re-roll failed ToHit rolls during the Fight phase. In addition, the White Council Strength value is increased by 1 after having successfully performed a charge. The bonus last until the end of the turn.

*Note: The company is composed by Gandalf, Saruman, Galadriel and Elrond. You may not include The White Council in your army if your force also includes Gandalf, Saruman, Galadriel or Elrond as Epic Heroes, The Fellowship of the Ring, The Thorin's Company, The Council of Wizardry, Gandalf the Grey on Cart, Radagast on Sled or Radagast on Great Eagle. This Company uses a custom base of at least 110x60mm.*

## Legendary Formation

Single company

The Council of Wizardry 500 points per company

Name	Race	Type	M	F/St	S	D	A	R	C	Mt
The Council of Wizardry	Spirit	Infantry	6	4/-	4	5	5	3	6	5



### Wargear:

This company has hand weapons.

### Magic:

Each member of the Council of Wizardry is treated as an individual spellcaster with a Mastery level of 2. Radagast knows all the spells of Wilderness, Pallando all the spells of Dismay, Alatar all the spells of Darkness, Gandalf all the spells of Command and Saruman all the spells of Ruin. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of line of sight, etc.

### Special Rules:

**Counsellor, Indomitable, We Stand Alone.**

**Company of Heroes.** Each Hero in the Council of Wizardry contributes a particular Special Rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated Special Rule is lost *alongside his magical abilities*. The White Council cannot take part in Heroic Duels.

**A Wizard is Never Late (Gandalf).** The controlling player may re-roll his Priority roll each turn.

**Will You Not Consult Me (Saruman).** Once per turn, at the start of the Council of Wizardry's move, nominate an enemy Hero within 12" and roll a D6, on a 4+ Saruman steals a Might point: increase the Council of Wizardry's Might by one (this may take the value beyond its starting level) and reduce the enemy Hero's Might by one.

**Master of Hues and Shapes (Radagast).** The Council of Wizardry's Move value is doubled to 12, and it attacks at the same time as cavalry.

**Blessed Brands (Pallando).** The Council of Wizardry's attacks have the *Bane* Special Rule against all foes.

**Thundercall (Alatar).** Once per Shoot Phase the Council of Wizardry can make an unlimited range shooting attack with a Strength of 10 (*the target must be in The Council of Wizardry's line of sight*).

*Note: The company is composed by Gandalf, Saruman, Radagast, Ròmeshàmo and Morinehtar. You may not include The Council of Wizardry in your army if your force also includes Gandalf, Saruman, or Radagast as Epic Heroes, The Fellowship of the Ring, The Thorin's Company or The White Council, Gandalf the Grey on Cart, Radagast on Sled or Radagast on Great Eagle. This Company uses a custom base of at least 90x60mm.*

**Legendary Formation**

Single model

**Gandalf the Grey on Cart****150 points****Name***Gandalf the Grey on Cart***Race***Spirit***Type***Monster***M**

8

**F**

4/-

**S**

3

**D**

5

**A**

3

**R**

2

**C**

6

**Mt**

3

**Wargear:**

The monster has hand weapons.

**Magic:**

Gandalf knows all the spells of Command and all the spells of Dismay. He has a Mastery level of 3.

**Special Rules:****Counsellor, Inspiring Leader(Master), Hard to Kill.**

**Fireworks.** Fireworks is a Special Shooting attack with Range 24". The target formation suffers D6 Strength 3 hits (long range penalty is not applied). Performing this Special Shoot Attack prevent Gandalf the Grey on Cart from charging that turn. To perform the Fireworks is required that Gandalf the Grey on Cart has not moved more than half his Move value.

*Note: You may not include Gandalf the Grey on Cart in your army if your force also includes Gandalf the White or Gandalf the Grey as Epic Hero, The White Council, The Council of Wizardry, Thorin's Company or the Fellowship of the Ring.*

**Legendary Formation**

Single model

**Radagast on Sled****150 points per company****Name***Radagast***Race***Spirit***Type***Monster***M**

12

**F**

4/-

**S**

3

**D**

5

**A**

3

**R**

2

**C**

5

**Mt**

3

**Wargear:**

Each company has hand weapons.

**Magic:**

Radagast knows all the spells of Command and all the spells of Wilderness. He has a Mastery level of 3.

**Special Rules:****Hard to Kill, Pathfinders (Woodland).****Birdsight.** Radagast does not need arc of sight or line of sight for any of his spells.

*Note: You may not include Radagast on Sled in your army if your force also includes Radagast as Epic Hero, Radagast on Great Eagle or The Council of Wizardry.*

**Legendary Formation**

Single model

**Radagast on Great Eagle****200 points per company****Name***Radagast***Race***Spirit***Type***Monster***M**

12

**F**

6/-

**S**

6

**D**

6

**A**

4

**R**

2

**C**

5

**Mt**

3

**Wargear:**

Each company has hand weapons.

**Magic:**

Radagast knows all the spells of Command and all the spells of Wilderness. He has a Mastery level of 3.

**Special Rules:****Hard to Kill, Swoop Attack, Terror.****Birdsight.** Radagast does not need arc of sight or line of sight for any of his spells, because he can always see the target.

*Note: Radagast on Great Eagle is a Flying Monster and follows the relative rules for Move, Charge and Fight. You may not include Radagast on Great Eagle in your army if your force also includes Radagast as Epic Hero, Radagast on Sled or The Council of Wizardry.*

## Epic Hero

Single Model

## Bilbo Baggins

75 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Bilbo Baggins	Hobbit	Hero	-	4/-	-	-	0	2	4	1



### Epic Actions:

Tranquillity

**Epic Tranquillity.** Radagast may call an Epic Tranquillity at the start of the Charge phase. [Any enemy formation wishing to charge Radagast's formation must roll a D6. On a roll of 1-4 the charge automatically stalls, on a roll of 5+, the charge proceeds as normal.](#)

### Wargear:

Frodo can choose the following options:

Sting	+15 points
The One Ring	+25 points

### Special Rules:

#### Touched by Destiny.

**Sting.** If Bilbo carries Sting, he can nominate an empty Defensible Terrain Feature within 8", at the beginning of his movement, then roll a D6. On a die roll of 4+ any Ambusher formation from the race of *Orc*, *Uruk* or *Goblin* in the nominated feature must be revealed and immediately placed on the battlefield. In addition, Sting increase Bilbo's Fight value to 4.

**The One Ring.** If Bilbo carries the One Ring, the controlling player may choose not to deploy Bilbo in a formation at the start of the game. Instead, secretly record which formation Frodo has joined. You may reveal Bilbo's presence at any point of the game, immediately placing her in that formation's command company. The controlling player can also decide to hide Bilbo, once per turn, at the beginning of any phase. Each time Bilbo hides using the One Ring, roll a D6. With a result of 2+ remove Bilbo from the table and secretly record any friendly formation within 12" to which Bilbo has been assigned. Bilbo can be revealed again at any point of the game. However, with a result of a 1, Bilbo remains in the formation and his Resilience value is reduced by 1 until the end of the game. If his Resilience should be reduced to 0, remove Bilbo from game as casualty. Each time Bilbo uses the One Ring the dice roll suffer a penalty of -1 (-1 first time, -2 second, etc.).

*Note: You may not include Frodo Baggins in your army if your force also includes The Fellowship of the Ring, The Thorin's Company, Bilbo Baggins or Isildur as Epic Hero.*

## Epic Hero

Single model

## Radagast the Brown

175 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Radagast	Spirit	Hero	-	4/-	-	-	0	3	5	3



### Epic Actions:

Defence, Renewal, Tranquillity

**Epic Tranquillity.** Radagast may call an Epic Tranquillity at the start of the Charge phase. [Any enemy formation wishing to charge Radagast's formation must roll a D6. On a roll of 1-4 the charge automatically stalls, on a roll of 5+, the charge proceeds as normal.](#)

### Magic:

Radagast knows all the spells of Command and all the spells of Wilderness. He has a Mastery level of 3.

### Special Rules:

**Beastwalk.** [Whilst Radagast is within an](#) infantry formation, his formation gains the *Pathfinders(Master)* Special Rule and may charge D6+6".

**Birdsight.** Radagast is treated as being able to see everywhere on the board — he does not need arc of sight or line of sight for any of his spells.

*Note: You may not include Radagast the Brown in your army if your force also includes The Council of Wizardry or Radagast on Sled or Radagast on Great Eagle.*



**Epic Hero**  
Single model

**Gandalf the Grey**

**200 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Gandalf</i>	<i>Spirit</i>	<i>Hero</i>	-	4/-	-	-	2	3	6	3



**Epic Actions:**

Channelling, Defence, Renewal

**Magic:**

Gandalf knows all the spells of Command and all the spells of Dismay. He has a Mastery level of 3.

**Special Rules:**

**Counsellor, Inspiring Leader (Master), Touched by Destiny.**

*Note: You may not include Gandalf the Grey in your army if your force also includes Gandalf the White as Epic Hero, The White Council, The Council of Wizardry, Thorin's Company, the Fellowship of the Ring or Gandalf the Grey on Cart.*

**Epic Hero**  
Single model

**Gandalf the White**

**260 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Gandalf</i>	<i>Spirit</i>	<i>Hero</i>	-	4/-	-	-	2	3	6	3



**Epic Actions:**

Channelling, Defence, Renewal

**Magic:**

Gandalf knows all the spells of Command and all the spells of Dismay. He has a Mastery level of 3. He also knows the following unique spell:

**Blinding Light (Focus 5).** Choose one enemy formation within 18" and in arc of sight and roll a D6. On a 2 to 5, the target must immediately take a Courage test. If the test is failed all companies in the target formation are reduced to Fight value 0 for the remainder of the turn. If the test is passed, all companies in the target formation have their Fight value halved (rounding up) for the remainder of the turn. A formation of *Spirits* targeted by Blinding Light will also suffers D3 automatic hits. If the roll is a 6, in addition to the effects of the Courage test, the target cannot move, shoot and charge until the end of the turn.

**Special Rules:**

**Counsellor, Inspiring Leader (Master), Overlord, Terror, Touched by Destiny.**

**Voice of Command.** All friendly formations within 6" of Gandalf the White have +1 Fight and +1 Courage.

*Note: You may not include Gandalf the White in your army if your force also includes Gandalf the Grey as Epic Hero, The White Council, The Council of Wizardry, Thorin's Company, the Fellowship of the Ring, or Gandalf the Grey on Cart.*



# FORCES OF EVIL

*For millennia Sauron mustered his forces from Mordor's vassal lands to get rid of his enemies and dominate the entire world. His armies consisted mostly of Orcs, as well as Trolls, Half-trolls of Far Harad, Black Uruks, Werewolves, Nazgûl and other foul things. The Dark Lord also drew nations of Men to his allegiance: the Haradrim, Black Númenóreans, Variags of Khand, and Easterlings of Rhûn.*

The following factions can fight together as allies:

- ❖ Mordor
- ❖ Isengard
- ❖ Dunland
- ❖ Angmar
- ❖ Misty Mountains
- ❖ Gundabad
- ❖ Dol Guldur
- ❖ Rhun
- ❖ Harad

## GREEN ALLIES MATRIX

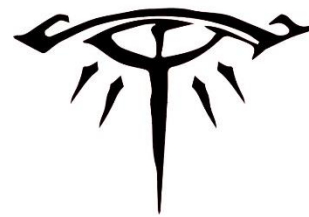
	MORDOR	ISENGARD	DUNLAND	ANGMAR	MISTY MOUNTAINS	GUNDABAD	DOL GULDUR	RHUN	HARAD
MORDOR									
ISENGARD									
DUNLAND									
ANGMAR									
MISTY MOUNTAINS									
GUNDABAD									
DOL GULDUR									
RHUN									
HARAD									

# The Dominion of Mordor

*During most of the Second and Third Ages Mordor was ruled by Sauron and it was his dwelling and base from which he attempted to conquer Middle-earth. This ruined and evil land is bent to but a single purpose: to breed, train and equip Sauron's armies. The land itself is polluted by the toxic fumes of Mount Doom and the malice of Orcs, their forges, earthworks and pits. The ground shakes to thousands of marching feet, while an endless horde of Orcs drill and train amongst the spoil heaps, preparing to launch their assault to the Free Peoples and comply with the will of their Master.*

## Strengths:

- ❖ Can deploy a huge variety of formations.
- ❖ Relatively cheap and effective Heroes.
- ❖ Powerful spellcasters.



## Weaknesses:

- ❖ Low Courage.
- ❖ Inferior Cavalry.

## Army Bonus:

**Send forth all legions, do not stop the attack until the city is taken.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Infantry* formations within 12" of the Hero gain a +2 bonus to their Movement value and can re-roll a single failed Courage test, until the end of the turn.

## Additional Formations & Heroes:

- ❖ Black Numenorean Regiment (Harad)
- ❖ Black Numenorean Knights (Harad)

## Green Allies:


- ❖ Harad
- ❖ Rhun

**Common Formation**  
1 to 9 companies

**Orc Warband**

**15 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mordor Orc Warband</i>	<i>Orc</i>	<i>Infantry</i>	6	3/+0	3	3	6	1	2	-



**Wargear:**  
Each company has hand weapons and armor. For +5 points per company, the entire formation may be given either shields, bows or two-handed weapons.

**Command:**  
The Command Company may have the following options:

*Orc Captain* 50 points  
*Banner Bearer* 25 points  
*Taskmaster* 15 points  
*Drummer* 15 points


**Special Rules:**  
Mob rule, **Prowlers**.

**Common Formation**  
1 to 6 companies

**Morannon Orc Warband**

**20 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Morannon Orc Warband</i>	<i>Orc</i>	<i>Infantry</i>	6	3/-	4	5	6	1	2	-



**Wargear:**  
Each company has hand weapons and heavy armor. The entire formation may be given shields, for +5 points per company.

**Command:**  
The Command Company may have the following options:


*Orc Captain* 50 points  
*Banner Bearer* 25 points  
*Taskmaster* 15 points  
*Drummer* 15 points

**Common Formation**  
1 to 6 companies

**Mordor Uruk-Hai Warband**

**25 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mordor Uruk-Hai Warband</i>	<i>Uruk</i>	<i>Infantry</i>	6	4/-	4	4	6	1	3	-



**Wargear:**  
Each company has hand weapons and armor. For +5 points per company, the entire formation may be given either shields or two-handed weapons.

**Command:**  
The Command Company may have the following options:

*Mordor Uruk Captain* 50 points  
*Banner Bearer* 25 points  
*Drummer* 15 points

**Special Rules:**  
**Stalwart**.

### Common Formation

1 to 6 companies

### Warg Riders

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warg Rider	Orc	Infantry	10	3/+0	4	4	2	2	2	-



#### Wargear:

Each company has hand weapons armor, thrown weapons and bows. The entire formation may exchange their bows for shields, for free.

#### Command:

The Command Company may have the following options:

Warg Captain	50 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

Skilled Riders, Prowlers, Relentless Charge.

### Common Formation

1 to 4 companies

### Orc Tracker Warband

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Orc Tracker Warband	Orc	Infantry	6	3/+1	3	3	6	1	2	-



#### Wargear:

Each company has hand weapons, armor and bows, regardless of the model's armament.

#### Special Rules:

Ambushers, Pathfinders(Mountain), Prowlers.

### Rare Formation

1 to 3 companies

### Morgul Stalkers

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Morgul Stalker	Orc	Infantry	6	3/-	4	4	6	1	2	-



#### Wargear:

Each company has hand weapons and enchanted cloaks.

#### Special Rules:

Ambushers, Prowlers.

### Rare Formation

1 to 3 companies

### Black Guard of Barad-dûr

50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Black Guard of Barad-dûr</i>	<i>Uruk</i>	<i>Infantry</i>	6	5/-	5	5	6	1	3	-

#### Wargear:

Each company has hand weapons, heavy armor and shields.

#### Command:

The Command Company may have the following options:

*Black Guard Captain*

50 points

*Banner Bearer*

25 points

*Drummer*

15 points

#### Special Rules:

**Berserk, Stalwart.**



### Rare Formation

Single company

### Great Beast of Gorgoroth

175 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Great Beast of Gorgoroth</i>	<i>Beast</i>	<i>Monster</i>	-	4/-	6	7	3	2	4	-
<i>Orc Crew</i>	<i>Orc</i>	<i>Monster</i>	-	3/+0	-	-	10	-	-	-

#### Wargear:

The Monster has hand weapons, armor and bows.

#### Special Rules:

**Terror, Very Hard to Kill.**

**The Crew.** The Crew is composed by 10 orc figures. They may shoot with their bows in the Shooting phase without preventing the Great Beast of Gorgoroth from charging during the same turn. The number of attacks they provide is equal to the number of the crew divided by 2 (rounding up), plus the accuracy bonus. The Crew never fights in the Fight phase, nor provides support attacks.



**Huge Monster.** The Great Beast of Gorgoroth count as an elevated position. It can therefore see and be seen over the top of other formation but other Huge or Massive monsters. This monster cannot occupy any kind of Defensible terrain.

**Trample.** The Great Beast of Gorgoroth moves D6+6" in the Move phase. Turn the model to face in the direction you want it to move and then roll the dice to see how far it goes. It must move the full distance rolled on the dice in a straight line, unless it encounters any difficult, defensible or impassable terrain, the board edge, or another Huge or Massive Monster, in which case it will stop and suffer D6 automatic hits. The Great Beast of Gorgoroth will trample through friendly and enemy formations as it moves. Each formation that the Great Beast of Gorgoroth moves through suffers D3 Strength 6 hits for each company that was moved over. The one exception is if the Great Beast of Gorgoroth arrives as a reinforcements, then it will stop 1" away from other formations. It will then Trample as normal in the following turn. If the Great Beast of Gorgoroth ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must make a Fall Back move and any companies that fail to get clear of the Great Beast of Gorgoroth's base are destroyed. This Fall Back move can be made even if the formation has already moved or Fallen Back this turn. Note that formations being forced to Fall Back in this manner are not disordered unless they were already before the trample.

**Charge of the Beast.** The Great Beast of Gorgoroth follows the normal rules for a charging Monster, with the following exceptions. Unless the charge stalls or cannot reach the enemy, the Great Beast of Gorgoroth turns to face its target and then moves in a straight line. It will not trample any enemy formations on the way to the target. The charge stalls if in order to be performed the Great Beast of Gorgoroth impacts other enemy formations on the way to the target. A Great Beast of Gorgoroth that charges will not trample over the target, instead it stops in base contact with the foe. Note that friendly formations will be trampled over as described above, so take care not to leave them in the way.

**Stomp and Gore.** In the Fight phase, all formations the Great Beast of Gorgoroth is fighting suffer D3 hits per company they contain, at Strength 7 against enemies that the Great Beast of Gorgoroth has charged, and Strength 5 against enemies that charged it.

**Rare Formation**  
Single company

**Siege Bow Battery** 50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Siege Bow Battery	Orc	Infantry	-	3/-	3	8	3	1	3	-



**Wargear:**

Each company has hand weapons, armor and a Siege Bow.

	Range	Strength
Siege Bow Battery	36"	8

**Special Rules:**

Light Artillery.

Note: 3 crew members are required. This Company uses a custom base of at least 80x60mm.

**Rare Formation**  
Single company

**Mordor Catapult Battery** 100 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Mordor Catapult Battery	Orc	Infantry	-	3/-	3	8	3	1	3	-



**Wargear:**

Each company has hand weapons, armor and a Catapult.

	Range	Strength
Catapult	12-72"	10

**Special Rules:**  
Artillery.

Note: 3 crew members are required. This Company uses a custom base of at least 120x80mm. Troll is not included in the formation.

**Rare Formation**  
Single model

**Mordor Battery Ram** 30 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Mordor Battery Ram	Orc	Monster	6	3/-	3	3	3	2	2	-

Insert Picture

**Wargear:**

The Monster has hand weapons, armor and a ram.

**Special Rules:**

Very Hard to Kill.

**Break it Down.** Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes a Mordor Battery Ram.

**Rare Formation**  
Single Model

**Mordor Troll**

**100 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mordor Troll</i>	<i>Troll</i>	<i>Monster</i>	8	7/+1	7	7	3	2	4	-



**Wargear:**

The Monster has hand weapons and armor.

**Special Rules:**

Hard to Kill, [Hurl Rocks](#), Terror.

**Rare Formation**  
Single Model

**Mordor Troll Drummer**

**120 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mordor Troll Drummer</i>	<i>Troll</i>	<i>Monster</i>	8	7/-	7	7	3	2	4	-



**Wargear:**

The Monster has hand weapons and armor.

**Special Rules:**

Hard to Kill, Terror.

**Drums of Doom.** Any friendly formation within 12" of the Mordor Troll Drummer counts as having a Drummer in the formation.

**Rare Formation**  
Single Model

**Mordor Troll Chieftain**

**200 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mordor Troll Chieftain</i>	<i>Troll</i>	<i>Monster</i>	8	8/+1	8	8	3	2	5	2



**Wargear:**

The Monster has hand weapons and heavy armor.

**Special Rules:**

[Hurl Rocks](#), Very Hard to Kill, Terror, Inspiring Leader(Troll).



### Legendary Formation

1 to 6 companies

### Gorbag's Morgul Rats

100 points + 15  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Mordor Orc Warband	Orc	Infantry	6	3/-	3	3	6	1	2	-
Gorbag	Orc	Infantry	-	4/-	-	-	1	2	3	3



#### Wargear:

Each company has hand weapons and armor. For +5 points per company, the entire formation may be given either shields or two-handed weapons.

#### Command:

The Command Company has Gorbag and a Banner Bearer included in the base cost. The Command Company may have the following options:

Drummer	15 points
Taskmaster	15 points

#### Special Rules:

**Mob Rule, Prowlers.**

**Move it You Slugs.** Whilst Gorbag is still alive, Gorbag's formation automatically pass rolls for moving *At the Double*.

### legendary Formation

1 to 4 companies

### Shagrat's Tower Guard

125 points + 25  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Mordor Uruk-Hai Warband	Uruk	Infantry	6	4/-	4	4	6	1	3	-
Shagrat	Uruk	Infantry	-	5/-	-	-	2	3	4	3



#### Wargear:

Each company has hand weapons and armor. For +5 points per company, the entire formation may be given either shields — increasing the Defence to 4(6) — or two-handed weapons.

#### Command:

The Command Company has Shagrat, and a Banner Bearer included in the base cost. The Command Company may have the following options:

Drummer	15 points
---------	-----------

#### Special Rules:

**Stalwart.**

**Brutal Discipline.** If Shagrat's Tower Guard fail a Courage test, Shagrat may immediately expend a point of Might. If he does so, not only are Shagrat's Tower Guard counted as having passed the test, for the remainder of the turn they automatically pass any other Courage tests and have the Berserk special rule.

1 to 6 companies

## Morgul's Legion

100 points + 25  
per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Morannon Orc Warband</i>	<i>Orc</i>	<i>Infantry</i>	6	3/-	4	5	6	1	2	-
<i>Guritz</i>	<i>Orc</i>	<i>Infantry</i>	-	4/-	-	-	1	2	4	2
<i>Murgash, the Gothmog's Enforcer</i>	<i>Orc</i>	<i>Infantry</i>	-	4/-	-	-	0	1	3	1



### Wargear:

Each company has hand weapons, heavy armor and shields.

### Command:

The CommandCompany has Guritz and the Gothmog's Enforcer already included in the base cost. The Command Company may have the following options:

<i>Banner Bearer</i>	25 points
<i>Drummer</i>	15 points

### Special Rules:

**Gothmog's Right Hand.** Murgash counts as a taskmaster. In addition, if within 6" of Gothmog, Murgash' formation always Holds if defeated in a fight.

**Master of Reserves.** Guritz may expend a Might point at the start of the Move phase. If he does so, the Morgul Legion regains up to D3 casualties lost earlier in the game. Note that cannot restore companies that are already been removed from the game.

## Legendary Formation

1 to 3 companies

## Grishnakh's Trackers

75 points + 30 per  
company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Orc trakers Warband</i>	<i>Orc</i>	<i>Infantry</i>	6	3/+1	3	3	6	1	2	-
<i>Grishnakh</i>	<i>Orc</i>	<i>Infantry</i>	-	4/-	-	-	1	2	3	3
<i>Snaga</i>	<i>Orc</i>	<i>Infantry</i>	-	4/-	-	-	1	1	3	1



### Wargear:

Each company has hand weapons, armor and bows, regardless of the model's armament.

### Command:

The CommandCompany has Grishnakh included in the base cost. The Command Company may have the following options:

<i>Snaga</i>	50 points
<i>Taskmaster</i>	15 points
<i>Drummer</i>	15 points

### Special Rules:

**Ambushers, Pathfinders(Mountain), Prowlers.**

**Take Aim.** Grishnakh can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.

**Cunning Mind.** Each time a Heroic Duel targeting either Grishnakh or Snaga is declared, Snaga may immediately roll a D6. With a roll of 3+ the duel is cancelled and the point of Might spent is lost. This special rule is lost if Snaga is slain.

### Legendary Formation

Single Model

**Shelob**

**250 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Shelob</i>	<i>Spider</i>	<i>Monster</i>	8	7/-	7	7	4	2	5	3



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Ambushers, Very Hard to Kill, Prowlers, Terror.**

**Envenomed Bite.** Shelob may re-roll failed To Hit rolls with close combat attacks.

**Hunter's Pounce.** Shelob receives D6 dice when charging, rather than 1.

### Legendary Formation

Single company

**The Nine are Abroad**

**500 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Ringwraiths</i>	<i>Spirit</i>	<i>Infantry</i>	10	5/-	4	8	9	2	5	9



#### Wargear:

This company has hand weapons and heavy armor.

#### Command:

The first company purchased is automatically the Command Company and has the Witch King included in the base cost.

#### Magic:

The Nine are Abroad know all the spells of Darkness and all the spells of Dismay. **Each Ringwraith is a spellcaster with a Mastery Level of 1. The Witch King has a Mastery level of 2.**

Each time a Magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range.

#### Special Rules:

**Terror, Spirit Grasp, Spirit Walk, Indomitable, We Stand Alone.**

**The Nine United.** The company **may** benefit from all nine special rules of the individual Ringwraiths shown in their profile. As each **Ringwraith** is slain, the corresponding special rule is lost. **Moreover, the Ringwraiths cannot take part in Heroic Duels.**

*Note: This Company uses a custom base of at least 150x60mm. You may not include the Nine are Abroad in your army if your force also includes others Ringwraiths or Nazgûl.*

### Legendary Formation

Single model

### Winged Nazgûl

250 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Winged Nazgûl	Spirit	Monster	12	5/-	6	8	4	2	5	1
Winged Witch King	Spirit	Monster	12	6/-	6	8	4	2	5	3



#### Wargear:

The Monster has hand weapons and heavy armor.

A single Winged Nazgûl can be upgraded to be the Winged Witch King for +60 points.

#### Magic:

A Winged Nazgûl knows all the spells of Darkness and all the spells of Dismay. It has a Mastery Level of 3.

#### Special Rules:

**Hard to Kill, Swoop Attack, Terror, Spirit Grasp.**

**There Are Nine.** Each Winged Nazgûl has also a unique special rule, see their profile. [The Winged Witch King is Very Hard to Kill, rather than Hard to Kill.](#)

*Note: Your army may include up to 9 Nazgûl or Ringwraiths. Winged Nazgul is a Flying Monster and follows the relative rules for Move, Charge and Fight.*

### Legendary Formation

Single model

### Sauron, the Dark Lord of Mordor

500 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Sauron, the Dark lord of Mordor	Spirit	Monster	8	8/-	6	9	6	2	6	3



#### Epic Actions:

Channelling, Ruination, Strength, Strike

#### Wargear:

[The Monster has hand weapons and heavy armor.](#)

#### Magic:

Sauron knows all the spells of Ruin, all the spells of Dismay and all the spells of Darkness. He has Mastery level of 5.

#### Special Rules:

**Terror, Inspiring Leader(Master), Touched By Destiny, Very Hard to Kill.**

**Mighty Hero.** Sauron may expend a single point of might each turn without reducing his store. It does not work if themight is 0.

*Note: You may not include Sauron, the Dark Lord of Mordor in your army if your force also includes yet Sauron, the Necromancer of Dol Guldur.*

**Epic Hero**  
Single Model

**Gollum**

**25 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Gollum</i>	<i>Hobbit</i>	<i>Hero</i>	-	-/-	-	-	-	1	-	-



**Special Rules:**

**Strangling Horror.** Gollum is not assigned to a friendly formation but an enemy one. He is deployed in an enemy infantry formation after all other formations have been placed on the table. Whenever Gollum's formation suffers one or more casualties, it automatically suffers an additional casualty as Gollum takes the opportunity to strangle a laggard. However, Gollum can be discovered if [any Epic Hero is in the same formation](#). At the start of the formation's move roll a D6. On a roll of 6 Gollum has been hunted out, [and must be immediately removed as a casualty](#). On a roll of 1-5 he remains undiscovered. [Note that the formation only takes one roll to discover Gollum per turn in this fashion, even if the formation is composed by two or more Epic Heroes](#). When he joins a formation, Gollum count as a regular warrior, rather than a Hero.

**Epic Hero**  
Single Model

**Kardùsh, the Firecaller**

**100 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Kardùsh</i>	<i>Orc</i>	<i>Hero</i>	-	3/-	-	-	0	2	3	1



**Epic Actions:**

Cowardice, Ruination

**Magic:**

Kardùsh knows all the spells of Ruin. It has a Mastery Level of 2.

**Epic Hero**  
Single Model

**The Mouth of Sauron**

**100 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>The Mouth of Sauron</i>	<i>Men</i>	<i>Hero</i>	-	4/-	-	-	0	2	4	1



**Epic Actions:**

Cowardice

**Magic:**

The Mouth of Sauron knows all the spells of Darkness and all the spells of Dismay. It has a Mastery Level of 2.

**Special Rules:**

**Terror.**

**Epic Hero**  
Single Model

**Gothmog, Castellan of Minas Morgul**

**165 points**

**Name**

*Gothmog*

**Race**

*Orc*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

1

**R**

3

**C**

5

**Mt**

4

**Epic Actions:**

Defence, Strike

**Special Rules:**

**Overlord.**

**The Proud of Mordor.** Gothmog counts as a Banner Bearer.

**Strategist.** Whenever an enemy Hero calls a Heroic or Epic action within 12", roll a D6. With a result of 4+ Gothmog may immediately call an identical action without expending a Might point. In this manner, Gothmog can even call an Epic action he would not otherwise be capable of. Note that this rule does not allow Gothmog to duplicate other abilities triggered by Might points.



**Epic Hero**  
Single Model

**Orc Shaman**

**75 points**

**Name**

*Orc Shaman*

**Race**

*Orc*

**Type**

*Hero*

**M**

-

**F**

3/-

**S**

-

**D**

-

**A**

0

**R**

1

**C**

3

**Mt**

1

**Magic:**

The Orc Shaman knows all the spells of Darkness. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join infantry *Orc* formations from his Army roster and ignores the Decree of Legend.



**Epic Hero**  
Single Model

**Mordor Uruk-Hai Shaman**

**75 points**

**Name**

*Mordor Uruk-Hai Shaman*

**Race**

*Orc*

**Type**

*Hero*

**M**

-

**F**

4/-

**S**

-

**D**

-

**A**

0

**R**

1

**C**

3

**Mt**

1

**Magic:**

The Mordor Uruk-Hai Shaman knows all the spells of **Ruin**. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join infantry *Uruk* formations from his Army roster and ignores the Decree of Legend.





**Epic Hero**  
Single Model

**Ringwraith**

**150 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
Ringwraith	Spirit	Hero	-	5/-	-	-	1	2	5	1
The Witch-King	Spirit	Hero	-	6/-	-	-	3	3	5	3



A single Ringwraith can be upgraded to be The Witch King for +60 points.

**Epic Actions:**  
Strike

**Magic:**  
A Ringwraith knows all the spells of Dismay and all the spells of Darkness. It has a Mastery Level of 3.

**Special Rules:**  
**Spirit Grasp, Terror.**

**There Are Nine.** Each Winged Nazgûl has also a unique special rule. Each time you include a Ringwraith or a Winged Nazgûl in your army, you must choose which of the nine Ringwraiths it represents. You may field each of the Ringwraiths only once, either as a Ringwraith, or a Winged Nazgûl.

**(The Witch-King of Angmar) Shadow of Terror.** All enemy formations within 12" have a -1 penalty to their Courage value until the end of the turn. In addition, the Witch King has the *Overlord* Special Rule.

**(Khamûl the Easterling) Essence Leech.** Whenever Khamûl's formation suffers a hit, roll a D6. If a 5 is rolled, that hit is instead discounted. If a 6 is rolled, that hit is not only discounted but also applied to a formation within 12" (Khamûl's controlling player chooses).

**(The Undying) Arcana Leech.** The Undying adds +1 to his Focus rolls for each enemy spellcaster within 24". In addition, he has a +1 bonus to his Iron Will rolls.

**(The Tainted) Miasmatic Presence.** Enemy formation within 12" may not use the Hero's Courage value instead of their own.

**(The Dark Marshal) Rule Through Fear.** The Dark Marshal has the *Inspiring Leader(Master)* Special Rule. Also, you may choose a formation within 12" of the Dark Marshal at the start of the Fight phase. That formation's Fight value counts as being 5. If the Army includes the Dark Marshal, all formations of Black Numenorean Regiment and Black Numenorean Knights count as Common rather than Rare.

**(The Shadow Lord) Cloak of Darkness.** The Shadow Lord's formation counts as equipped with Enchanted Cloaks. In addition, enemy formations shooting at the Shadow Lord's formation do so with a -1 penalty to their Shooting value.

**(The Dwimmerlaik) Sap Fortude.** Whenever an Enemy hero spends a Might point within 12" of the Dwimmerlaik, roll a D6. On a 4+ an extra Might point must be spent an additional point of Might or the deed, be it a dice modification or an Heroic/Epic Action, is cancelled and any Might already committed to it is lost. If a 6 is rolled, however, the action is automatically cancelled and the Might point already committed to it is lost.

**(The Betrayer) The Bane of Knights.** The Betrayer's company must re-roll failed to Hit rolls with shooting or close combat attacks.

**(The Knight of Umbar) Combat Mimicry.** At the start of the Fight phase, the Knight of Umbar company may elect to use the Fight value or Strength (choose one) of any enemy Hero or company within 12" instead of its own for the remainder of the phase.



# The Fortress of Isengard

*Isengard is a mighty fortress built by Numenoreans south of the Misty Mountains to guard Gondor's ancient Northern borders. Soon the line of Gondorian Lords ruling the land came to an end, and the keys of Orthanc, the great tower in the center of Isengard was given to the Istari Saruman the White, as he was a precious ally of Gondor. However, during the War of the Ring, Saruman felt under the shadows: perhaps corrupted by the vision of Sauron through the Palantiri of Orthanc, he has betrayed the Free Peoples and has started to assemble an army of Uruk-Hai for his own thirst of dominion over the entire Middle-Earth.*

## Strengths:

- ❖ Powerful Infantry.
- ❖ Powerful spellcasters.

## Weaknesses:

- ❖ Limited choice of Heroes.
- ❖ Inferior Cavalry.



## Army Bonus:

**You do not know pain, you do not know fear, you will taste man-flesh.**

Nominate one friendly *Uruk* formations at the start of the Move phase. The formation gains the Stalwart special rule, a +1 bonus to their Strength value and automatically Holds if defeated in combat, until the end of the turn.

## Additional Formations & Heroes:

- ❖ Orc Warband (Mordor)
- ❖ Warg Riders (Mordor)
- ❖ Swarm of Crebain (Dunland)
- ❖ Orc Shaman (Mordor)

## Green Allies:

- ❖ Dunland

### Common Formation

1 to 6 companies

**Uruk-Hai Scout Warband** 25 points per company



#### Wargear:

Each company has hand weapons, and armor. The entire formation may be given either shields or bows, for +5 points per company.

#### Command:

The Command Company may have the following options:

*Uruk-Hai Scout Captain* 50 points

*Banner Bearer* 25 points

*Drummer* 15 points

#### Magic:

An Uruk-Hai Shaman knows all the spells of Ruin. He has a Mastery Level of 1.

#### Special Rules:

**Pathfinders(Woodland).**

### Common Formation

1 to 6 companies

**Uruk-Hai Warband** 30 points per company



#### Wargear:

Each company has hand weapons, shields and heavy armor. The entire formation may exchange their shields for pikes or crossbows, for free.

#### Command:

The Command Company may have the following options:

*Uruk-Hai Captain* 50 points

*Banner Bearer* 25 points

*Drummer* 15 points

### Rare Formation

Single company

**Uruk-Hai Sappers** 35 points



#### Wargear:

This company has hand weapons, heavy armor and a mine.

#### Special Rules:

**We Stand Alone, Indomitable.**

**Explosive Demise.** When the Uruk-Hai Sappers are removed from play they explode. Every formation within 2D6" suffers D6+4 Strength 10 hits. Formations inside defensible terrain features suffer D6+8 Strength 10 hits. The controlling player may attempt to have the Sappers explode voluntarily at the start of their move. The formation must pass a Courage test, if it does so, the formation explodes as detailed above, and is removed as a casualty.

*Note: The company is composed by 1 mine, 1 Uruk-Hai Berserker and 4 Uruk-Hai Engineers.*

**Rare Formation**  
1 to 3 companies

**Feral Uruk-Hai Warband 40 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Feral Uruk-Hai Warband</i>	<i>Uruk</i>	<i>Infantry</i>	6	5/-	5	4	6	1	5	-



**Wargear:**

Each company has hand weapons and armor.

**Command:**

The Command Company may have the following options:

*Uruk-Hai Captain*

50 points

**Special Rules:**

Ambushers, Berserk.

**Rare Formation**  
Single company

**Uruk-Hai Berserker Warband 110 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Uruk-Hai Berserker Warband</i>	<i>Uruk</i>	<i>Infantry</i>	8	5/-	6	5	6	2	5	-



**Wargear:**

Each company has two-handed weapons.

**Special Rules:**

Berserk, Indomitable, *We Stand Alone*.

**Headlong Fury.** Charging Uruk-Hai Berserkers receive +D6bonus dice in the ensuing Fight phase, rather than +1.

**Rare Formation**  
1 to 3 companies

**Uruk-Hai Shieldbearers 45 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Uruk-Hai Shieldbearer</i>	<i>Uruk</i>	<i>Infantry</i>	5	4/-	4	5	6	1	3	-



**Wargear:**

Each company has hand weapons, heavy armor and tower shields.

**Tower Shields.** This formation's Defence value to the front is improved by 4 when forming the Shieldwall.

**Command:**

The Command Company may have the following options:

*Uruk-Hai Captain*

50 points

**Special Rules:**

Stalwart.

### Rare Formation

Single model

### Isengard Battery Ram

50 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Isengard Battery Ram</i>	<i>Uruk</i>	<i>Monster</i>	6	4/-	4	5	3	2	3	-



#### Wargear:

The Monster has hand weapons, heavy armor and a ram.

#### Special Rules:

**Very Hard to Kill.**

**Break it Down.** Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes an Isengard Battery Ram.

### Rare Formation

Single company

### Isengard Assault Ballista

75 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Isengard Assault Ballista</i>	<i>Uruk</i>	<i>Infantry</i>	-	4/-	4	8	3	1	3	-



#### Wargear:

Each company has hand weapons, armor and a Isengard Assault Ballista.

	Range	Strength
Isengard Ballista	48"	9

#### Special Rules:


**Light Artillery.**

*Note: 3 crew members are required. This Company uses a custom base of at least 100x80mm.*

Rare Formation  
Single Model

Isengard Troll
100 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Isengard Troll	Troll	Monster	8	6/+1	7	8	3	2	4	-




**Wargear:**  
The Monster has hand weapons, armor and shields (the bonus provided by shields is already included in the profile).

**Special Rules:**  
Hard to Kill, [Hurl Rocks](#), Terror.

Rare Formation  
Single Model

Isengard Troll Captain
175 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Isengard Troll Captain	Troll	Monster	8	7/+1	7	8	3	2	5	2



**Wargear:**  
The Monster has hand weapons, armor and shields (the bonus provided by shields is already included in the profile).

**Special Rules:**  
[Hurl Rocks](#), Very Hard to Kill, Terror, [Inspiring Leader\(Troll\)](#).

### Legendary Formation

1 to 3 companies

### Mauhur's Marauders

**75 points + 30 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Uruk Scout Warband	Uruk	Infantry	7	4/-	4	4	6	1	3	-
Mauhur	Uruk	Infantry	-	5/-	-	-	1	2	4	3



#### Wargear:

Each company has hand weapons and armor. The entire formation may be given shields, +5 points per company.

#### Command:

The Command Company has Mauhur included in the base cost. The Command Company may have the following options:

Banner Bearer **25 points**

Drummer **15 points**

#### Special Rules:

**Pathfinders(Woodland), Ambushers.**

**Men Flesh.** Whilst Mauhur is alive, if Mauhur's Marauders win a combat, they inflict extra D6 automatic hits on the enemy. The number of hits is calculated before the enemy tests for panic.

### Legendary Formation

1 to 4 companies

### Ugluk's Raiders

**100 points + 30 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Uruk Scout Warband	Uruk	Infantry	7	4/-	4	4	6	1	3	-
Ugluk	Uruk	Infantry	-	5/-	-	-	2	2	4	3



#### Wargear:

Each company has hand weapons, armor and shields.

#### Command:

The first company purchased is automatically the Command Company and has Ugluk included in the base cost. The Command Company may have the following options:

Banner Bearer **25 points**

Drummer **15 points**

#### Special Rules:

**Pathfinders(Woodland).**

**Furious Charge.** Ugluk can choose to expend a Might point at the start of any Charge phase. If he does so, Ugluk's Raiders will charge D6+6" and receive a charge bonus of +2, rather than +1.

**Forward You Maggots.** Once per turn, If Ugluk's Raiders fail a Terror test, Ugluk may choose to immediately inflict D3 automatic hits on his formation. If he does so, the test is then treated as having been passed.

### Legendary Formation

1 to 3 companies

### Vrashkù's Talons

75 points + 30 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Uruk-Hai Warrior Warband	Uruk	Infantry	6	4/+1	4	5	6	1	3	-
Vrashkù	Uruk	Infantry	-	5/-	-	-	1	2	4	3



#### Wargear:

Each company has hand weapons, heavy armor and crossbows.

#### Command:

The Command Company has Vraskù included in the base cost. [The Command Company may have the following options:](#)

*Drummer*

15 points

#### Special Rules:

**Take Aim.** Vrashkù can choose to expend a Might point at the start of the Shoot phase. If he does so, his entire formation's Shooting Value is improved by 2 until the end of the phase.

### Legendary Formation

1 to 6 companies

### Sharku's Hunters

75 points + 30 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warg Raiders	Orc	Cavalry	10	3/+0	4	4	2	2	3	-
Sharku	Orc	Cavalry	-	4/-	-	-	1	2	4	3



#### Wargear:

Each company has hand weapons, armor, thrown weapons, [and bows](#). The entire formation may exchange their bows for shields, [for free](#).

#### Command:

The first company purchased is automatically the Command Company and has Sharku included in the base cost. [The Command Company may have the following options:](#)

*Banner Bearer*

25 points

*Drum*

15 points

#### Special Rules:

**Expert Riders, Prowlers, [Relentless Charge](#).**

**Savage Onslaught.** [Whilst Sharku is alive](#), if Sharku's Hunters perform a successful charge, they cause Terror until the end of the turn.



**Epic Hero**  
Single Model

**Lurtz**

**175 points**



**Name**

*Lurtz*

**Race**

*Uruk*

**Type**

*Hero*

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

5

**Mt**

4

**Epic Actions:**

Rage, Strike

**Special Rules:**

**Inspiring Leader(Uruk).**

**Mighty Blow.** Lurtz can choose to expend a Might point at the start of any Fight phase. If he does so, each hit caused by his company will cause a casualty, regardless of the foe's Resilience.

**Assassin's Shoot.** Lurtz may attempt an Assassin's Shoot at any point during his Shoot phase. Nominate a visible enemy Hero within 24" and arc of sight and roll a D6. On a 4 or more, the target's Resilience is reduced by 1 (Resilience cannot be below 1) for the remainder of the turn. This is a special kind of attack and does not prevent Lurtz from moving at full speed or charging.

**Epic Hero**  
Single Model

**Saruman of the White Hand**

**200 points**



**Name**

*Saruman*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

4/-

**S**

-

**D**

-

**A**

0

**R**

3

**C**

6

**Mt**

3

**Epic Actions:**

Challenge, Channelling, Ruination

**Magic:**

Saruman knows all the spells of Ruin and all the spells of Command. It has a Mastery Level of 3.

**Special Rules:**

**Inspiring Leader(Master), Overlord, Touched By Destiny.**

**The Voice of Saruman.** Any enemy formation wishing to charge Saruman's formation must roll a D6. On a roll of 1-3 the charge automatically stalls, on a roll of 4+, the charge proceeds as normal.

**Epic Hero**  
Single Model

**Grima Wormtongue**

**50 points**



**Name**

*Grima*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

-1/-

**S**

-

**D**

-

**A**

-

**R**

1

**C**

-2

**Mt**

-

**Special Rules:**

**Treacherous Snake.** Grima is not assigned to a friendly formation, but an enemy one. He is deployed after all other formations have been placed on the table. Grima's formation always suffers penalties to its Fight and Courage, as shown above. **Grima cannot move to a different formation as the game goes on.** If, however, Grima's formation ever passes or fails a Courage test on the roll of double, he is discovered to be a traitor and is removed from play as a casualty. **Grima may not take part in a Heroic Duels.**

**Epic Hero**  
Single Model

**Uruk-Hai Shaman**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Uruk-Hai Shaman</i>	<i>Orc</i>	<i>Hero</i>	-	4/-	-	-	-	1	4	1



**Magic:**

The Uruk-Hai Shaman knows all the spells of Ruin. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join infantry *Uruk* formations from his Army roster and ignores the Decree of Legend.

# The Wildmen of Dunland

*The Dunlendings, also known as the Wildmen of Dunland, were a race of Men living on the plains of Dunland. Bitter foes of the Rohirrim, their desire for vengeance made them pawns of Sauron the Dark Lord, and later Saruman the White. They were jealous that the rich lands of the old Númenórean province of Calenardhon were granted by the Gondorians to the Rohirrim instead of them. They sieged the Hornburg during the long winter, and later during the First Battle of the Fords of Isen, Dunlendings along with Orcs and Uruk-Hai of Isengard were sent to slay Prince Théodred and crush the Rohirrim.*

## Strengths:

- ❖ Relatively cheap and effective Infantry.
- ❖ Powerful against Cavalry.



## Weaknesses:

- ❖ Limited choice of formations and Heroes.
- ❖ No Artillery and spellcasters.

## Army Bonus:

**Take back the lands they stole from you. Burn every village!**

Nominate one friendly *Men* formation at the start of the Move phase. The formation gains the Stalwart special rule and automatically Holds if defeated in combat, until the end of the turn.

**We will fight for you, we will die for Saruman.**

This army can be composed up to 50% of allies from the Fortress of Isengard, rather than 25%.

## Additional Formations & Heroes:

- ❖ None.

## Green Allies:

- ❖ Isengard

### Common Formation

1 to 6 companies

### Dunlending Huscarls

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dunlending Warriors Warband	Men	Infantry	6	3/+1	4	4	6	1	2	-



#### Wargear:

Each company has hand weapons, armor and shields. The entire formation may either exchange their shields for bows, for free.

#### Command:

The Command Company may have the following options:

Dunlending Chieftain	50 points
Banner Bearer	25 points
Hornblower	15 points

#### Special Rules:

**For Vengeance.** During a turn in which the Dunlending Huscarls perform a successful charge, their Strength value is counted as being 5.

### Common Formation

1 to 9 companies

### Ruffians Warband

10 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Ruffians Warband	Men	Infantry	6	2/+0	3	3	6	1	1	-



#### Wargear:

Each company has hand weapons and shortbows, regardless of the model's armament.

#### Command:

The Command Company may have the following options:

Ruffians Chieftain	50 points
Taskmaster	15 points

### Common Formation

1 to 9 companies

### Swarm of Crebain

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Swarm of Crebain	Crow	Cavalry	12	2/-	1	2	2	2	5	-



#### Wargear:

Each company has hand weapons.

#### Special Rules:

##### We Stand Alone.

**Flock of Doom.** A Swarm of crebain moves and charges like a Flying Monster. In addition, its Defence counts as 7 during the Shoot phase.

**Menacing Presence.** Any enemy formation within 6" from the Swarm of Crebain fails its charging rolls with a score of 1-2, rather than 1.

**Rare Formation**  
1 to 6 companies

**Wild Men Warband** 20 points per company



**Wargear:**

Each company has a mix of weapons counting as hand weapons.

**Command:**

The Command Company may have the following options:

*Wild Men Chieftain*

50 points

*Hornblower*

15 points

**Special Rules:**

**Ambushers.**

**For Vengeance.** During a turn in which the Wild Men Warband perform a successful charge, their Strength value is counted as being 5.

**Rare Formation**  
1 to 4 companies

**Dunlending Nobles** 30 points per company



**Wargear:**

Each company has two-handed weapons and heavy armor.

**Command:**

The Command Company may have the following options:

*Dunlending Chieftain*

50 points

*Banner Bearer*

25 points

*Hornblower*

15 points

**Special Rules:**

**Set to Receive.** At the start of the Fight Phase, the Dunlending Nobles can choose to count as being armed with pikes, rather than two handed weapons, until the end of the phase. This Special Rule is not applied if the formation has moved more than half rate value during the previous Move phase.

**Rare Formation**  
1 to 4 companies

**Dunlending Horsemen** 25 points per company



**Wargear:**

Each company has hand weapons, armor, shields and horses.

**Command:**

The Command Company may have the following options:

*Dunlending Chieftain*

50 points

*Banner Bearer*

25 points

*Drummer*

15 points

**Special Rules:**

**Kill their Horses!** Dunlending Horsemen receive +6 bonus dice when charging enemy Cavalry formations, rather than 2.

## Legendary Formation

1 to 6 companies

## Wild Men Ravagers

50 points + 20 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Wild Men Warband	Men	Infantry	6	3/-	4	3	6	1	2	-
The Oathmaker	Men	Infantry	-	4/-	-	-	1	2	4	2



### Wargear:

Each company has a mix of weapons counting as hand weapons.

### Command:

The Command Company has The Oathmaker included in the base cost. The Command Company may have the following options:

*Hornblower*

15 points

### Special Rules:

#### Ambushers.

**For Vengeance.** During a turn in which the Wild Men Ravagers perform a successful charge, their Strength value is counted as being 5.

**Ancient Hatred.** Wild Men Ravagers automatically Holds if beaten in a close combat that involves one or more formations from the Rohan army roster. This Special Rule is lost if The Oathmaker is slain.

## Epic Hero

Single Model

## Frida Tallspear

50 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Frida	Orc	Hero	-	3/-	-	-	1	1	3	1



### Special Rules:

**Tallspear.** Whilst Frida is still alive, all enemy formation charging the front of Frida's formation do not receive bonus dice for the charge.

## Epic Hero

Single Model

## Gorulf Ironskin

90 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Gorulf	Orc	Hero	-	4/-	-	-	2	2	4	2



### Epic Actions:

Rampage

### Special Rules:

**Ironskin.** Each time Gorulf's formation suffer a hit, roll a D6. With a result of 6 the hit is discarded.

<b>Epic Hero</b> Single Model	<b>Thrydan Wolfsbane</b>	<b>100 points</b>
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Name	Race	Type	M	F	S	D	A	R	C	Mt
Thrydan Wolfsbane	Men	Hero	-	4/-	-	-	2	3	4	2



**Epic Actions**

Strike

**Special Rules:**

**Inspiring Leader(Men), Wargbane.**

**Death to the Forgoil.** Thrydan Wolfsbane's formation automatically Holds if beaten in a close combat that involves one or more formations from the Rohan army roster. In addition, Thrydan Wolfsbane receives +2 modifier to the roll to win Heroic Duel when fighting against a Rohan Hero.

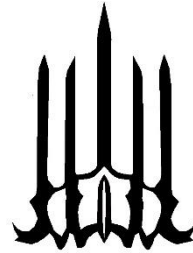


# The Fallen Realm of Angmar

*There are many desolate lands in Middle-Earth. Some have been left barren and lifeless by wars and plagues, other become the haunt of terrible creatures. Chief of these forsaken lands is the realm of Angmar. It is a chill place of shadows and ghosts, a bitter land made over into the image of its ruler: the Witch King. For a time the armies of Angmar were unstoppable, for many and varied were the foul creatures and men at the Lord of the Nazgul's command. Even when his armies were finally defeated at the battle of Fornost, many of the Witch King's vassals were only scattered but not destroyed. They fled into the mountains, waiting for the time for their vengeance.*

## Strengths:

- ❖ Powerful Infantry and Cavalry.
- ❖ Powerful against formations with high Defence values.



## Weaknesses:

- ❖ Limited choice of Heroes.
- ❖ No Artillery.

## Army Bonus:

**Do you know death when you see it? This is my hour.**

Nominate one of your Heroes at the start of the Move phase. All enemy formations within 6" of the Hero suffer a -1 penalty to their Courage value and must re-roll all successful Courage tests, until the end of the turn.

## Additional Formations & Heroes:

- ❖ Orc Warband (Mordor)
- ❖ Warg Riders (Mordor)
- ❖ Wildmen Warband (Dunland)
- ❖ Warg Pack (Misty Mountains)
- ❖ Cave Troll (Misty Mountains)
- ❖ Orc Shaman (Mordor)
- ❖ The Witch King (Mordor)
- ❖ The Dwimmerlaik (Mordor)
- ❖ The Tainted (Mordor)

## Green Allies:

- ❖ None

### Common Formation

1 to 4 companies

### Carn Dùm Warband

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Carn Dùm Warband	Men	Infantry	6	4/-	3	4	6	1	2	-



#### Wargear:

Each company has hand weapons, armor and shields.

#### Command:

The Command Company may have the following options:

Carn Dùm Chieftain	50 points
Banner Bearer	25 points
Taskmaster	15 points
Hornblower	15 points

#### Special Rules:

Berserk.

### Common Formation

1 to 6 companies

### Ghostly Legion

45 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warrior of the Dead	Spirit	Infantry	6	2/-	3	5	6	1	5	-



#### Wargear:

The warriors of the Dead count as armed with hand weapons, regardless of the equipment they are actually carrying.

#### Command:

The Command Company may have the following options:

Warrior of the Dead Captain	50 points
Banner Bearer	25 points

#### Special Rules:

**Ethereal**, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

### Common Formation

1 to 4 companies

### Spectral Host

50 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Spectral Host	Spirit	Infantry	8	2/-	3	4	6	1	5	-



#### Wargear:

Each company counts as armed with hand weapons, regardless of the equipment they are actually carrying.

#### Special Rules:

**Ethereal**, Spirit Grasp, Spirit Walk, Terror, **We Stand Alone**.

**Sap Strength.** Any enemy formation involved in a fight with Spectral Host must take a Courage test at the start of the Fight phase. If the test is failed, the enemy formation have their Strength reduced to 1 for the remainder of the phase.

**Rare Formation**  
1 to 4 companies

**Ghostly Riders**

**50 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Rider of the Dead</i>	<i>Spirit</i>	<i>Cavalry</i>	10	2/-	3	5	2	2	5	-



**Wargear:**

The warriors of the Dead count as armed with hand weapons, regardless of the equipment they are actually carrying.

**Command:**

The Command Company may have the following options:

*Warrior of the Dead Captain* 50 points  
*Banner Bearer* 25 points

**Special Rules:**

**Ethereal**, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

**Rare Formation**  
1 to 3 companies

**Werewolf Pack**

**55 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Werewolf Pack</i>	<i>Spirit</i>	<i>Cavalry</i>	10	5/-	5	4	4	2	4	-



**Wargear:**

Each company has hand weapons.

**Command:**

The Command Company may have the following options:

*Werewolf Chieftain* 50 points

**Special Rules:**

**Spirit Grasp**, Terror, We Stand Alone.

**Rare Formation**  
Single model

**Shade**

**100 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Shade</i>	<i>Spirit</i>	<i>Monster</i>	8	2/-	1	7	1	1	5	-



**Wargear:**

Shade counts as armed with hand weapons, regardless of the equipment it is actually carrying.

**Special Rules:**

**Spirit Grasp, Spirit Walk, Terror, Hard to Kill.**

**Chill Miasma.** All *non-Spirit* formation within 12" of the Shade, both friendly and enemy, have their Fight value reduced to 2, regardless of any other bonuses. Note that all other penalties, such as for fighting with two-handed weapons, can reduce the Fight value further.

**Rare Formation**  
Single Company

**Court of the Fallen King**

**110 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Barrow-wights</i>	<i>Spirit</i>	<i>Infantry</i>	8	3/-	3	7	6	2	5	-
<i>The Fallen King of Cardolan</i>	<i>Spirit</i>	<i>Infantry</i>	-	4/-	-	-	2	2	5	2



**Wargear:**

The Court of the Fallen King counts as armed with hand weapons, regardless of the equipment they are actually carrying.

**Command:**

The Command Company may have the following options:

*The Fallen King of Cardolan*

*75 points*

**Special Rules:**

**Spirit Grasp, Spirit Walk, Terror, Indomitable, We Stand Alone.**

**Paralysing Touch.** Each close combat hit caused by *the Court of the Fallen King* will cause a casualty, regardless of the foe's Resilience.

**Chill Gaze.** Whilst *the Fallen King of Cardolan* is in the formation, any enemy formation involved in a fight with *The Court of the Fallen King* have their Fight and Courage value reduced by 1 for the remainder of the phase.

*Note: If The Court of the Fallen King includes The Fallen King of Cardolan, the formation is Legendary, rather than Rare.*

**Legendary Formation**  
1 to 3 companies

**The Guards of Carn Dùm**

**100 points + 30  
per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Guard of Carn Dùm</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	5	6	1	3	-
<i>Mordirith the False King</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	5	3

**Or (choose which when the formation is selected)**

*Knights of Carn Dùm*  
*Mordirith the False King*

<i>Men</i>	<i>Cavalry</i>	10	4/-	3	6	2	2	3	-
<i>Men</i>	<i>Cavalry</i>	-	5/-	-	-	1	2	5	3



**Wargear:**

Each company has hand weapons, heavy armor and shields. If mounted, they have also lances and barded horses and cost 35 points, rather than 30.

**Command:**

The Command Company has Mordirith the False King and a Banner Bearer already included in the base cost. The Command Company may have the following options:

*Hornblower*

*15 points*

**Special Rules:**

**Terror.**

**Provocation.** Mordirith the False King can choose to expend a Might point at the start of any Move phase. If he does so, all enemy formations within 12" must immediately pass a Courage test, otherwise they must move at full speed or attempting *At the Double* if applicable, or immediately leave their Defensible Terrain feature, towards the direction of the closest enemy formation.

### Legendary Formation

Single Model

Buhrdùr

175 points

Name

Buhrdùr

Race

Troll

Type

Monster

M

8

F/St

7/+0

S

6

D

6

A

3

R

2

C

4

Mt

3



#### Epic Actions:

Strength, Strike

#### Wargear:

The Monster has hand weapons.

#### Special Rules:

Very Hard to Kill, Terror, Ambushers, **Inspiring Leader**(Trolls), **Hurl Rocks**.

### Legendary Formation

Single Model

Gùlavhar, the Terror  
of Arnor

200 points

Name

Gùlavhar

Race

Spirit

Type

Monster

M

12

F/Sv

6/-

S

7

D

6

A

4

R

2

C

4

Mt

3



#### Epic Actions:

Rage, Strike

#### Wargear:

The Monster has hand weapons.

#### Special Rules:

Very Hard to Kill, Terror.

**Predator's Instinct.** Gùlavhar may call a Heroic Fight without expending a Might point.

*Note: Gùlavhar is a Flying Monster and follows the relative rules for Move, Charge and Fight.*

### Epic Hero

Single Model

Runsig, Hillmen Lord

75 points

Name

Runsig

Race

Men

Type

Hero

M

-

F

4/-

S

-

D

-

A

1

R

2

C

3

Mt

3



#### Epic Actions:

Rage

#### Special Rules:

**The Puppet King of Rhudaur.** Whenever Runsig is targeted by a Heroic Duel, roll a D6. With a result of 6 the Duel is ignored and the point of Might spent is lost.

**Epic Hero**  
Single Model

**Golfimbùl**

**90 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Golfimbùl</i>	<i>Orc</i>	<i>Hero</i>	-	4/-	-	-	1	2	3	3



**Epic Actions:**

Cowardice

**Special Rules:**

**Iron Fist.** Golfimbùl has the Overlord special rule, but only formations from Angmar may benefit from it.

**Sudden Strike.** Golfimbùl may declare one Heroic Move each turn without expending Might points.

**Epic Hero**  
Single Model

**Necromancer**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Necromancer</i>	<i>Men</i>	<i>Hero</i>	-	4/-	-	-	0	1	3	1



**Magic:**

The Necromancer knows all the spells of Dismay. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.

**Necromantic Sorcery.** Until at least one Necromancer is present on the board, all friendly Ghostly Legion and Ghostly Riders formations gain +2 bonus to their Movement value. A Necromancer's company never uses his Fight value.

# The Misty Mountains

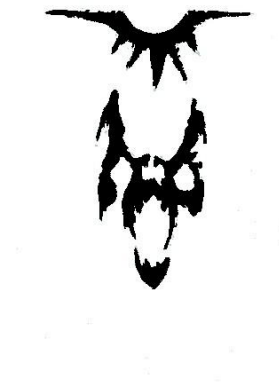
*Misty Mountains were once home to Khazad-Dûm, the greatest of all Dwarven strongholds. Yet the Dwarves could not prevail against the plague of Goblindkind that swept through mine and tunnel to bring ruin to the great city. In the deep of the mountains many creatures dwell, some of them from centuries, such as Durin's Bane, while the frozen northern lands are inhabited by wild Orcs and Dragons, all formerly servants of Morgoth. From Mount Gundabad to Moria, these host have claimed the Misty Mountains for themselves, and they do not allow any intruders into their domains.*

## Strengths:

- ❖ Powerful Monsters and spellcasters.
- ❖ Cheap infantry and Heroes.

## Weaknesses:

- ❖ Limited choice of Heroes.
- ❖ Weak Infantry.



## Army Bonus:

**The ground shakes, drums... drums in the deep.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Goblin* formations within 12" of the Hero gain a +2 bonus to their Movement value and can re-roll failed to Hit rolls of '1', until the end of the turn.

## Additional Formations & Heroes:

- ❖ None.

## Green Allies:

- ❖ None.



### Common Formation

1 to 9 companies

### Goblin-Town Warband

10 points per company



#### Name

Goblin-Town Warband

#### Race

Goblin

#### Type

Infantry

#### M

6

#### F/Sh

2/-

#### S

3

#### D

2

#### A

6

#### R

1

#### C

2

#### Mt

-

#### Wargear:

Each company has a mix of weapons counting as hand weapons.

#### Command:

The Command Company may have the following options:

Goblin-Town Captain

50 points

#### Special Rules:

Mob Rule, Pathfinders(Mountains), Prowlers.

### Common Formation

1 to 9 companies

### Moria Goblin Warband

15 points per company



#### Name

Moria Goblin Warband

#### Race

Goblin

#### Type

Infantry

#### M

6

#### F/Sh

2/-

#### S

3

#### D

3

#### A

6

#### R

1

#### C

2

#### Mt

-

#### Wargear:

Each company has a mix of weapons counting as hand weapons. The entire formation may be given shields or shortbows, for +5 points per company.

#### Command:

The Command Company may have the following options:

Moria Goblin Captain

50 points

Goblin Drums

55 points

**Goblin Drums.** The Goblin Drums combine the effects of a Banner Bearer, Drummer and Taskmaster. They are composed by 2 Goblin drummers.

#### Special Rules:

Mob Rule, Pathfinders(Mountains), Prowlers.

### Common Formation

1 to 9 companies

### Moria Prowler Warband

20 points per company



#### Name

Moria Prowler Warband

#### Race

Goblin

#### Type

Infantry

#### M

6

#### F/Sh

2/-

#### S

3

#### D

3

#### A

6

#### R

1

#### C

2

#### Mt

-

#### Wargear:

Each company has two-handed weapons and armor.

#### Command:

The Command Company may have the following options:

Moria Goblin Captain

50 points

Goblin Drums

55 points

#### Special Rules:

Mob Rule, Pathfinders(Mountains), Prowlers, Poisoned Weapons.

**Common Formation**

1 to 6 companies

**Spider Broodling Swarm** 20 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Spider Broodlings</i>	<i>Spider</i>	<i>Cavalry</i>	6	2/-	4	1*	2	2	3	-

**Wargear:**

Each company has hand weapons.

**Special Rules:****Pathfinder(Master), Prowlers, Ambushers, We Stand Alone.****Poisoned Bite.** All companies in the Spider Broodling Swarm re-roll failed To Hit rolls of '1' with close combat attacks.**Swarm.** The Spider Broodlings swarm counts its Defence as 10 for the purposes of shooting attacks and magical powers that inflict damage. However, the Spider Broodlings Swarm does not obstruct the line of sight of other formations.**Common Formation**

1 to 6 companies

**Giant Spider Brood** 30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Giant Spider</i>	<i>Spider</i>	<i>Cavalry</i>	8	3/-	5	3	2	2	3	-

**Wargear:**

Each company has hand weapons.

**Special Rules:****Pathfinders(Woodland), Prowlers, Ambushers.****Poisoned Bite.** All companies in the Giant Spider Brood re-roll failed To Hit rolls of '1' with close combat attacks.**Common Formation**

1 to 6 companies

**Cloud of Bats** 35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Cloud of Bats</i>	<i>Bats</i>	<i>Cavalry</i>	12	5/-	2	2	2	2	5	-

**Wargear:**

Each company has hand weapons.

**Special Rules:****Terror, We Stand Alone.****Flock of Doom.** A Cloud of Bats moves and charges like a Flying Monster, In addition, its Defence counts as 7 during the Shot phase.

### Common Formation

1 to 9 companies

### Warg Pack

20 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warg Riders	Warg	Cavalry	10	3/-	4	4	2	2	2	-



#### Wargear:

Each company has hand weapons.

#### Command:

The Command Company may have the following options:

Warg Chieftain

50 points

#### Special Rules:

Relentless Charge, Prowlers.

### Rare Formation

1 to 4 companies

### Warg Marauders

40 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Warg Marauders	Warg	Cavalry	10	3/+0	4	4	4	2	2	-



#### Wargear:

Each company has hand weapons, armor, shields and shortbows.

#### Special Rules:

Expert Riders, Relentless Charge, Prowlers.

### Rare Formation

1 to 6 companies

### Goblin Mercenary Warband

20 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Goblin Mercenary Warband	Goblin	Infantry	6	2/-	3	3	6	1	2	-



#### Wargear:

Each company wears armor and has a mix of weapons counting as hand weapons.

#### Command:

The Command Company may have the following options:

Goblin Mercenary Captain

50 points

#### Special Rules:

Ambushers, Mob Rule, Pathfinders(Mountains), Prowlers.

**Rare Formation**  
1 to 6 companies

**Goblin Blackshields** 25 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Goblin Blackshields	Goblin	Infantry	6	2/-	4	4	6	1	3	-

**Wargear:**

Each company has hand weapons, armor and shields.

**Command:**

The Command Company may have the following options:

Goblin Captain	50 points
Goblin Drums	55 points

**Special Rules:**

**Mob Rule, Pathfinders(Mountains), Prowlers.**

**Ancient Enemies.** If this formation lose a fight that involves at least one formation of *Elves* or *Dwarves*, they automatically Holds.

**Rare Formation**  
Single Model

**Cave Troll** 75 points



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Cave Troll	Troll	Monster	8	6/+0	6	6	3	2	3	-

**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Hard to Kill, Hurl Rocks, Terror.**

**Rare Formation**  
Single Model

**Dweller in the Dark** 120 points



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Dweller in the Dark	Spirit	Monster	8	7/-	7	5	3	2	5	-

**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Hard to Kill, Terror.**

**Murderous Power.** For each kill the Dweller in the Dark scores in close combat, he must immediately roll a D6. On the roll of 6 one wound counter is removed from the Dweller in the Dark.

### Rare Formation

Single Model

### Stone Giant

250 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Stone Giant	Giant	Monster	10	10/+2	9	6	6	2	5	-



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Terror, Pathfinders(Mountains), Extremely Hard to Kill.**

**Massive Monster.** The Stone Giant counts as an elevated position. It can therefore see and be seen over the top of other formation.

However, it cannot occupy any kind of Defensible terrain.

**Hurl Boulders.** Stone Giant counts as equipped with a thrown weapon with range 18". To perform this shooting attack it is required that the Stone Giant has not moved during the preceding Move phase. Performing this shooting attack does not prevent the Stone Giant from charging that turn.

### Rare Formation

Single Model

### The Watcher in the Water

200 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
The Watcher in the Water	Kraken	Monster	6	6/+0	7	7	8	2	5	-



#### Wargear:

The Monster has hand weapons and tentacles.

**Tentacles.** The Watcher in the Water's Tentacles is a Special Shooting attack that counts as thrown weapons, but can be used even if the Watcher in the Water moved full speed during the previous Move phase.

#### Special Rules:

**Terror, Extremely Hard to Kill.**

**Water Dweller.** The Watcher in the Water can be deployed and move into Water Terrain Features like rivers, sea, lakes and swamps and his movement in this kind of feature is doubled. Water Terrain Features are never considered as impassable terrain for The Watcher in the Water, but instead they count as clear terrain.

**Water Ambusher.** The Watcher in the Water can use the *Ambushers* Special Rule, but can only do so in water features like rivers, sea, lakes and swamps. Note you can use this special rule only if there are one or more water features on the battlefield, big enough to host The Watcher in the Water.

### Rare Formation

Single Model

### Cave Drake

160 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Cave Drake	Dragon	Monster	10	6/-	7	7	3	2	5	-



#### Wargear:

The Monster has hand weapons.

#### Special Rules:

**Very Hard to Kill, Terror.**

**Gaping Maw.** At start of a fight involving a Cave Drake, the controlling player rolls a D6 — on a score of a 4+ the Cave Drake must **immediately** call a Heroic Duel (no Might points are required). If the Drake wins the duel, it does not roll on the Heroic Duel table, but instead automatically eats its foe — remove the enemy Hero from the game as a casualty.



### Rare Formation

Single Model

### Ancient Dragon

400 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Ancient Dragon	Dragon	Monster	12	8/+3	8	8	6	2	5	-



#### Wargear:

The Monster has hand weapons.

#### Magic:

The Ancient Dragon may be upgraded to a spellcaster with Mastery level of 2 and knowledge of all the spells of Ruin, for +75 points.

#### Special Rules:

**Terror, Extremely Hard to Kill.**

**Breathe Fire.** The Ancient Dragon's Breathe Fire is a Special Shooting attack with Range 12" and Strength 10. Performing this Special Shoot Attack prevents the Ancient Dragon from charging that turn. To perform this shooting attack the Ancient Dragon must not move more than half his Move value in the Movement phase.

*Note: The Ancient Dragon is a Flying Monster and follows the relative rules for Move, Charge and Fight.*

### Legendary Formation

Single Model

### Smaug

500 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Ancient Dragon	Dragon	Monster	12	8/+3	8	8	6	2	5	2



#### Wargear:

The Monster has hand weapons.

#### Magic:

Smaug knows all the spells of Ruin and has a Mastery level of 2.

#### Special Rules:

**Terror, Extremely Hard to Kill.**

**Breathe Fire.** Smaug's Breathe Fire is a Special Shooting attack with Range 12" and Strength 10. Performing this Special Shoot Attack prevents Smaug from charging that turn. To perform this shooting attack Smaug must not move more than half his Move value in the Movement phase.

**You Cannot Hide.** Enemy formations do not receive Defence bonuses from a defensible terrain feature if they are involved in close combat with Smaug.

*Note: Smaug is a Flying Monster and follows the relative rules for Move, Charge and Fight.*

### Legendary Formation

Single Model

### The Balrog of Morgoth

500 points

#### Name

The Balrog

#### Race

Spirit

#### Type

Monster

#### M

10

#### F/Sh

10/+1

#### S

10

#### D

7

#### A

6

#### R

2

#### C

6

#### Mt

3

#### Wargear:

The Monster has hand weapons and a Flame Whip.

**Flame Whip.** The Balrog's Flame Whip is a Special Shooting attack that works exactly as thrown weapons.

#### Magic:

The Balrog knows all the spells of Ruin. He has a MasteryLevel of 3.

#### Special Rules:

**Extremely Hard to Kill, Terror.**

**Demon from the Ancient World.** All formations (both friends and foes) within 5" from the Balrog suffer a -1 penalty to their Courage value.

### Legendary Formation

Single model

### The Great Goblin King

125 points

#### Name

The Great Goblin King

#### Race

Goblin

#### Type

Monster

#### M

8

#### F/St

5/+0

#### S

5

#### D

6

#### A

3

#### R

2

#### C

5

#### Mt

2

#### Wargear:

The Monster is equipped with hand weapons.

#### Special Rules:

**Hard to Kill, Inspiring Leader(Goblins).**

**Relentless Advance.** The Great Goblin King may move through friendly *Goblin* formations, provided he does not end his movement on top of them. Each of these formations suffer D3 Strength 5 hits per company that was moved over by the Great Goblin King.

**Hurl Goblins.** If The Great Goblin King is within 3" to a friendly *Goblin* formation during the Shoot phase, he may decide to toss one Goblin to an enemy target formation within 8", dealing 2 Strength 5 hits to the target. The *Goblin* formation suffers 1 casualty as consequence for the toss.

### Epic Hero

Single Model

### Ashrak the Spiderkin

100 points

#### Name

Ashrak

#### Race

Goblin

#### Type

Hero

#### M

-

#### F

3/-

#### S

-

#### D

-

#### A

0

#### R

1

#### C

3

#### Mt

1

#### Epic Actions:

Cowardice

#### Magic:

Ashrak knows all the spells of Dismay and all the spells of Wilderness. He has a Mastery Level of 2.

#### Special Rules:

**Inspiring Leader(Spider).**

**Poison Blood.** Ashrak's formation may re-roll failed '1' and '2' to hit in close combat.



**Epic Hero**  
Single Model

**Groblog, King of the Deep**

**100 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Groblog</i>	<i>Goblin</i>	<i>Hero</i>	-	4/-	-	-	1	2	4	3



**Epic Actions:**  
Cowardice, Defence

**Special Rules:**  
**Inspiring Leader(Goblin).**  
**The Crown of Mithril.** Groblog's Fight value can be used by all Goblin companies in his formation, rather than just his company.

**Epic Hero**  
Single Model

**Durbùrz, Champion of Moria**

**130 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Durbùrz</i>	<i>Goblin</i>	<i>Hero</i>	-	4/-	-	-	2	3	5	4



**Epic Actions:**  
**Rage, Strike**

**Special Rules:**  
**Inspiring Leader(Goblin).**  
**Iron Fist.** Durbùrz has the Overlord special rule, but only formations from the Misty Mountains may benefit from it.

**Epic Hero**  
Single Model

**Drùzhag, The Beastcaller**

**120 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Drùzhag</i>	<i>Goblin</i>	<i>Hero</i>	-	3/-	-	-	0	2	4	3



**Epic Actions:**  
Cowardice

**Magic:**  
Drùzhag knows all the spells of Ruin and all the spells of Wilderness. He has a Mastery Level of 2.

**Special Rules:**  
**Inspiring Leader(Warg, Bats, Spider).**  
**Summon Beasts.** Drùzhag may expend a Might point at the start of his move. **If he does so, place a formation of Warg Pack, Spider Broodlings Swarm, Cloud of Bats, or Giant Spiders, that were kept in reserve, anywhere within 12" of Drùzhag. This formation can move during the same turn it is summoned, but cannot charge that very turn.**

**Epic Hero**  
Single Model

**Goblin Shaman**

**75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Goblin Shaman</i>	<i>Goblin</i>	<i>Hero</i>	-	3/-	-	-	-	1	3	1



**Magic:**

The Goblin Shaman knows all the spells of Ruin. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join infantry *Goblin* formations from his Army roster and ignores the Decree of Legend.

# The Fortress of Mount Gundabad

*Dwarves of Durin's Folk, including Durin the Deathless, oldest of the Seven Fathers of the Dwarves, awoke at Mount Gundabad shortly after the Awakening of the Elves in the Years of the Trees. Mount Gundabad then became a sacred place to the Dwarves. In the middle of the Second Age, however, Orcs invaded the mountains and took Gundabad. From that moment onward it became one of the main stronghold of the orcs in the North. Is from there that the host guided by Bolg, son of Azog marched to claim the Lonely Mountain during the Battle of the Five Armies.*

## Strengths:

- ❖ Powerful Monsters.
- ❖ Effective Infantry.



## Weaknesses:

- ❖ Limited choice of formations and Heroes.
- ❖ No Spellcasters.

## Army Bonus:

**They have forgotten the great Earth-eaters.**

Nominate one of your Heroes at the start of the Move phase. The Hero can declare a single Heroic Movement or Heroic Charge without expending Might that turn.

## Additional Formations & Heroes:

- ❖ Orc Trackers (Mordor)
- ❖ Goblin Mercenaries (Misty Mountains)
- ❖ Warg Pack (Misty Mountains)

## Green Allies:

- ❖ Dol Guldur

### Common Formation

1 to 6 companies

### Gundabad Orc Regiment 20 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Gundabad Orc Regiment	Orc	Infantry	6	3/-	4	5	6	1	2	-



#### Wargear:

Each company has hand weapons and heavy armor. The entire formation may be given shields, for +5 points per company.

#### Command:

The Command Company may have the following options:

Gundabad Orc Captain	50 points
Banner Bearer	25 points
Drum	15 points

#### Special Rules:

**Ancient Enemies.** If this formation lose a fight that involves at least one formation of *Elves* or *Dwarves*, they automatically Holds.

### Common Formation

1 to 6 companies

### Orc Hunters 25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Orc Hunters	Orc	Cavalry	10	3/+1	4	4	2	2	2	-



#### Wargear:

Each company has hand weapons, armor, bows and wargs, regardless of the model's armament.

#### Command:

The Command Company may have the following options:

Orc Hunters Captain	50 points
Drummer	15 points

#### Special Rules:

**Prowlers, Relentless Charge, Skilled Riders.**

### Common Formation

1 to 4 companies

### Giant Bats 35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Giant Bats	Bat	Cavalry	12	3/-	4	4	2	2	3	-



#### Wargear:

Each company has hand weapons.

#### Special Rules:

**Terror, We Stand Alone.**

**Flying Creatures.** The Giant Bats move and charge like a Flying Monster.

**Rare Formation**  
Single Model

**Gundabad Ogre**

**75 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gundabad Ogre</i>	<i>Troll</i>	<i>Monster</i>	8	5/-	6	6	3	2	3	-



**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Hard to Kill, Terror, Relentless Charge.**

**Rare Formation**  
Single Model

**Gundabad Troll**

**110 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gundabad Troll</i>	<i>Troll</i>	<i>Monster</i>	8	7/-	7	8	3	2	4	-



**Wargear:**

The Monster has hand weapons and heavy armor. It may be given Scythe Gauntlets, for +20 points.

**Scythe Gauntlets.** A Gundabad Troll equipped with Scythe Gountlets has its Attack value increased to 5.

**Special Rules:**

**Hard to Kill, Terror.**

**Rare Formation**  
Single Model

**Gundabad Troll Brute**

**150 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gundabad Troll Brute</i>	<i>Troll</i>	<i>Monster</i>	8	6/-	8	6	4	2	4	-



**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Very Hard to Kill, Terror.**

**Crushing Blow.** The Gundabad Troll Brute will trample through friendly and enemy formations as it moves. Each formation that the Gundabad Troll Brute moves through suffers D3 Strength 8 hits for each company that was moved over. Flying and Massive Monsters are not affected. If the Gundabad Troll Brute ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must make a Fall Back move and any companies that fail to get clear of the Gundabad Troll Brute's base are destroyed. This Fall Back move can be made even if the formation has already moved or fallen back this turn. Note that formations that are forced to Fall Back this manner are not disordered unless they were already so before the Gundabad Troll Brute trampled them.

**Rare Formation**  
Single Model

**Gundabad Troll-Catapult**

**200 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gundabad Troll-Catapult</i>	<i>Troll</i>	<i>Monster</i>	8	7/-	7	7	3	2	3	-



**Wargear:**

The Monster has hand weapons, armor and a Catapult.

	Range	Strength
Catapult	12-48"	9

**Special Rules:**

**Hard to Kill, Terror.**

**Troll Artillery.** A Gundabad Troll-Catapult can move and charge like a Monster formation. A Gundabad Troll-Catapult may not open fire during the shoot phase if it has moved any distance in the preceding Move phase. A Gundabad Troll-Catapult may not charge if it has made a shooting attack in the preceding Shoot phase. A Troll Artillery formation does not suffer the -1 Strength penalty for firing at targets at more than half range. When shooting at a single company, the dice roll suffers a -2 penalty. If the target formation consists between 4-6 companies, the roll on the Artillery table receives a -1 penalty. If the target formation consist of 7+ companies, the roll on the Artillery table receives a +1 bonus. If shooting at a formation in a building, the roll on the Artillery table receives a further +2 bonus. When the Troll Artillery formation shoots, roll a D6 and check the Artillery table.

**Rare Formation**  
1 to 3 companies

**Gundabad Berserkers**

**100 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Gundabad Berserker</i>	<i>Orc</i>	<i>Infantry</i>	8	4/-	4	5	6	2	4	-
<i>The Keeper of the Dungeon</i>	<i>Orc</i>	<i>Infantry</i>	-	5/-	-	-	2	2	5	2



**Wargear:**

Each company has two handed weapons and armor.

**Command:**

The Command Company may have the following options:

<i>The Keeper of the Dungeon</i>	<i>75 points</i>
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**Special Rules:**

**Berserk, Terror, Indomitable.**

**Ancient Enemies.** If this formation lose a fight that involves at least one formation of *Elves* or *Dwarves*, they automatically Holds.

**Take Them Alive.** As long as the Keeper of the Dungeon is in this formation, whenever the Gundabad Berserkers win a fight, they inflict extra D3+1 automatic hits to any enemy formations with which they were involved. The number of hits is calculated before the enemy tests for panic.

*Note: If The Gundabad Berserkers include the Keeper of the Dungeon, the formation is Legendary, rather than Rare.*

### Legendary Formation

1 to 3 companies

### Narzug's Stalkers

75 points + 30 per company

Name	Race	Type	M	F/St	S	D	A	R	C	Mt
<i>Orc Trackers Warband</i>	<i>Orc</i>	<i>Infantry</i>	6	3/+1	3	3	6	1	2	-
<i>Narzug</i>	<i>Orc</i>	<i>Infantry</i>	-	4/-	-	-	1	2	3	3



#### Wargear:

Each company has hand weapons, armor and bows, regardless of the model's armament.

#### Command:

The Command Company has Narzug included in the base cost. The Command Company may have the following options:

*Drummer*

*15 points*

#### Special Rules:

**Pathfinders(Mountain), Ambushers, Prowlers.**

**Lethal Aim.** Narzug may expend a point of Might at the start of his Shoot phase. If he does so, his formation can re-roll failed To Hit rolls of '1' and '2' with shooting attacks until the end of the turn.

### Legendary Formation

1 to 6 companies

### Fimbul's Hunters

75 points + 30 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Orc Hunters</i>	<i>Orc</i>	<i>Cavalry</i>	10	3/+1	4	5	2	2	2	-
<i>Fimbul</i>	<i>Orc</i>	<i>Cavalry</i>	-	4/-	-	-	2	2	3	2



#### Wargear:

Each company has hand weapons, armor, bows and wargs regardless of the model's armament.

#### Command:

The Command Company has Fimbul included in the base cost. The Command Company may have the following options:

*Drummer*

*15 points*

#### Special Rules:

**Expert Riders, Relentless Charge, Prowlers.**

**Warg Breeder.** Whenever Fimbul declares a Heroic Charge, all friendly formations of Warg Pack within 12" of Fimbul must immediately declare a Heroic Charge (whether or not they have Heroes), without spending Might points.



### Legendary Formation

Single Model

### Bolg on Fell Warg

175 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Bolg	Orc	Monster	10	5/-	5	5	3	2	5	3



#### Epic Actions:

Rage, Strike

#### Wargear:

The Monster has hand weapons and armor.

#### Special Rules:

##### Terror, Hard to Kill.

**The Bringer of Death.** If Bolg slays an enemy Hero in a duel, he immediately regains +1 Might point. This cannot bring Bolg's Might above his starting level.

**Fell Warg.** Bolg on Fell Warg moves and charges like Cavalry and has the Predators special rule.

*Note: You may not include Bolg on Fell Warg in your army if your force also includes Bolg, Castellan of Mount Gundabad as Epic Hero.*

### Legendary Formation

Single Model

### Azog on Fell Warg

200 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Azog	Orc	Monster	10	6/-	5	5	3	2	6	4



#### Epic Actions:

Challenge, Strike

#### Wargear:

The Monster has hand weapons and armor.

#### Special Rules:

##### Very Hard to Kill.

**I Am Master.** Azog always adds +1 to his rolls on the Heroic Duel table and when rolling to see who wins the duel.

**Fell Warg.** Azog on Fell Warg moves and charges like Cavalry and has the Predators special rule.

*Note: You may not include Azog on Fell Warg in your army if your force also includes Azog the Defiler as Epic Hero.*

### Epic Hero

Single Model

### Bolg, Castellan of Mount Gundabad

150 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Bolg	Orc	Hero	-	5/-	-	-	3	3	5	3



#### Epic Actions:

Rage, Strike

#### Special Rules:

##### Inspiring Leader(Orcs), Terror.


**The Bringer of Death.** If Bolg slays an enemy Hero in a duel, he immediately regains +1 Might point. This cannot bring Bolg's Might above his starting level.

*Note: You may not include Bolg, Castellan of Mount Gundabad as Epic Hero in your army if your force also includes Bolg on Fell Warg.*

**Epic Hero**  
Single Model

**Azog the Defiler**
200 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Azog	Orc	Hero	-	6/-	-	-	3	3	6	4



**Epic Actions:**  
Challenge, Rampage, Strike


**Special Rules:**  
**Inspiring Leader(Orcs), Overlord, Dwarfbane.**  
**I Am Master.** Azog allways adds +1 to his rolls on the Heroic Duel table and when rolling to see who wins the duel.

*Note: You may not include Azog the Defiler as Epic Hero in your army if your force also includes Azog on Fell Warg.*

**Epic Hero**  
Single Model

**Yazneg**
75 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
Yazneg	Orc	Hero	-	4/-	-	-	1	2	3	3



**Epic Actions:**  
Cowardice

**Special Rules:**  
**Hunter's Smelling.** Yazneg may expend one point of Might at the start of the Move phase. If he does so, on a dice roll of 4+ any hidden enemy Ambushers formations within 6" of the Hero must be revealed and immediately placed on the battlefield.

# The Dark Power of Dol Guldur

*Dol Guldur, also known as the Hill of Dark Sorcery, was Sauron's stronghold and base of operations while secretly regaining his power as "The Necromancer". For hundreds of years Sauron continued to increase in power, polluting and infesting the land with sorcery, while in his search for the One Ring. The children of Shelob, giant spiders, as well as bats and orcs in Dol Guldur's service occupied the forest nearby and most of it became thicker, darker and covered in cobwebs. Mirkwood remained a place of fear throughout the Third Age, due to the malice spread by Sauron and his servants from Dol Guldur, until his final defeat.*

## Strengths:

- ❖ Powerful Monsters and spellcasters.
- ❖ .

## Weaknesses:

- ❖ Limited choice of Heroes.
- ❖ .



## Army Bonus:

**They speak of a Necromancer living in Dol Guldur, a sorcerer who could summon the dead.**

Nominate one of your Heroes at the start of the Move phase. He gains a +1 bonus to his Focus rolls and may try to resist a single spell without expending Might, until the end of the turn.

**A darkness has fallen over it, the air is fouled decay, but worst are the webs.**

Nominate one of your Heroes at the start of the Charge phase. All friendly formations of *Spider*, *Warg* and *Bats* within 12" gains +1 to their Strength value until the end of the turn.

## Additional Formations & Heroes:

- ❖ Orc Warriors (Mordor)
- ❖ Orc Trackers (Mordor)
- ❖ Orc Shaman (Mordor)
- ❖ Warg Pack (Misty Mountains)
- ❖ Giant Spiders (Misty Mountains)
- ❖ Spider Broodling Swarm (Misty Mountains)
- ❖ Cloud of Bats (Misty Mountains)
- ❖ Spectral Host (Angmar)
- ❖ Khamul the Easterling (Mordor)
- ❖ The Shadow Lord (Mordor)
- ❖ The Dark Marshal (Mordor)
- ❖ The Undying (Mordor)

## Green Allies:

- ❖ Gundabad
- ❖ Easterlings

**Rare Formation**  
Single Model

**Mirkwood Spider**

**140 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mirkwood Spider</i>	<i>Spider</i>	<i>Monster</i>	8	3/-	5	5	3	2	3	-



**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Hard to Kill, Prowlers, Ambushers, Pathfinders(Woodland).**

**Poisoned Bite.** The Mirkwood Spider re-roll failed To Hit rolls of '1' with close combat attacks.

**Spider Web.** The Mirkwood Spider can attempt at any point during its move to slow down an enemy formation within 6" with its sticky web. If it tries to do so, roll a D6. With a result of 4+ the target can only move at half rate and has his Fight value reduced by 1.

**Rare Formation**  
Single Model

**Spider Queen**

**165 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Spider Queen</i>	<i>Spider</i>	<i>Monster</i>	8	7/-	7	5	3	2	5	1



**Wargear:**

The Monster has hand weapons.

**Special Rules:**

**Hard to Kill, Prowlers, Ambushers, Inspiring Leader(Spiders), Pathfinders(Woodland).**

**Poisoned Bite.** The Spider Queen re-roll failed To Hit rolls of '1' with close combat attacks.

**Summon Spiders.** The Spider Queen may expend a Might point at the start of his move. If he does so, place a formation of Spider Broodlings Swarm, that were kept in reserve, anywhere within 12" of the Spider Queen. This formation can move during the same turn it is summoned, but cannot charge that very turn.

**Rare Formation**  
1 to 3 companies

**Castellans of Dol Guldur**

**110 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Castellans of Dol Guldur</i>	<i>Spirit</i>	<i>Infantry</i>	8	3/-	5	7	6	2	5	-



**Wargear:**

Each company has hand weapons and heavy armor.

**Special Rules:**

**Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.**

### Legendary Formation

Single company

### Ringwraiths of Dol Guldur

300 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Ringwraiths of Dol Guldur	Spirit	Infantry	10	5/-	4	8	9	2	5	-



#### Wargear:

Each company has hand weapons and heavy armor.

#### Special Rules:

**Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.**

**Resurrection.** Whenever the Ringwraiths of Dol Guldur suffer a hit, roll a D6. With a result of 5+ the hit is discounted.

**Servants of Evil.** The Ringwraiths of Dol Guldur receive a bonus of +1 to their Strength and Fight value when within 12" of the Necromancer of Dol Guldur.

*Note: This Company uses a custom base of at least 150x60mm.*

*You may not include the Rubgwraiths of Dol Guldur in your army if your force also includes others Ringwraiths or Nazgûl.*

### Legendary Formation

Single model

### Sauron the Necromancer, Lord of Dol Guldur

300 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Sauron the Necromancer	Spirit	Monster	10	5/-	5	8	6	2	6	3



#### Epic Actions:

Challenge, Channelling, Ruination

#### Wargear:

The Monster has hand weapons and enchanted cloaks.

#### Magic:

Sauron knows all the spells of Ruin, all the spells of Dismay and all the spells of Darkness. He has Mastery level of 5.

#### Special Rules:

**Terror, Inspiring Leader(Spirit), Hard to Kill, Spirit Grasp, Spirit Walk.**

*Note: You may not include Sauron, the Necromancer of Dol Guldur in your army if your force also includes yet Sauron, the Dark Lord of Mordor.*

**Epic Hero**  
Single Model

**Razgùsh of the North**

**130 points**

**Name**

*Razgùsh*

**Race**

*Orc*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

2

**R**

3

**C**

5

**Mt**

3



**Epic Actions:**

Rage, Strike

**Special Rules:**

Inspiring Leader(Orcs, Warg, Spider), Overlord.

**Epic Hero**  
Single Model

**Muzgùr the Shaman**

**100 points**

**Name**

*Muzgùr*

**Race**

*Orc*

**Type**

*Hero*

**M**

-

**F**

3/-

**S**

-

**D**

-

**A**

-

**R**

2

**C**

4

**Mt**

1



**Epic Actions:**

Channelling

**Magic:**

Muzgùr knows all the spells of Dismay. It has a Mastery Level of 2.

**Special Rules:**

**Power from Death.** Whenever an enemy Hero or Monster is slain within 12" from Muzgùr, roll a dice. With a result of 4+ Muzgùr regains one point of Might spent earlier during the game. This cannot bring Muzgùr's Might above his starting level.

# The Easterlings of Rhun

*Rhûn, also called The East and Eastlands in the Westron tongue, was a large region in far-eastern Middle-earth. It was the home of the Easterlings in the Second and Third Ages. It had many different groups who often fought each other but who were united by Sauron in hatred of the West, and served him in the War of the Rings. The Easterlings fought many wars against the Free People, instigated by Sauron under the promess of land and slaves. They are not a single nation, but a confederation of tribes such as the Variags of Khand, and the Wainriders of the steppes, held together by the iron fist of Sauron's servants.*

## Strengths:

- ❖ Effective Infantry and spellcasters.
- ❖ Effective Heroes.

## Weaknesses:

- ❖ Limited choice of formations.
- ❖ No Artillery.



## Army Bonus:

**Wicked men, servants of Sauron, he is gathering all armies to Him.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Infantry* and *Cavalry* formations within 12" of the Hero gain a +1 bonus to their Fight value and can re-roll failed to Hit rolls of '1', until the end of the turn.

## Additional Formations & Heroes:

- ❖ Khamul the Easterling (Mordor)

## Green Allies:

- ❖ Mordor
- ❖ Dol Guldur



### Common Formation

1 to 6 companies

### Easterling Cohort

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Easterling Cohort	Men	Infantry	6	3/-	3	5	6	1	3	-



#### Wargear:

Each company has hand weapons, heavy armor and shields. The entire formation may be given pikes, for +5 points per company.

#### Command:

The Command Company may have the following options:

Easterling Captain	50 points
Banner Bearer	25 points
Drummer	15 points

### Common Formation

1 to 4 companies

### Easterling Archer Cohort

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Easterling Archers	Men	Infantry	6	3/+1	3	5	6	1	3	-



#### Wargear:

Each company has hand weapons, heavy armor and bows.

#### Command:

The Command Company may have the following options:

Easterling Captain	50 points
Banner Bearer	25 points
Drummer	15 points

### Common Formation

1 to 6 companies

### Easterling Kataphrakt

30 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Easterling Kataphrakt	Men	Cavalry	10	4/-	3	6	2	2	3	-



#### Wargear:

Each company has hand weapons, heavy armor, shields and barded horses.

#### Command:

The Command Company may have the following options:

Easterling Captain	50 points
Banner Bearer	25 points
Drummer	15 points


### Common Formation

1 to 4 companies

### Khandish Mercenary Warband

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Khandish Mercenary Warband	Men	Infantry	6	3/+1	4	4	6	1	3	-



**Wargear:**  
Each company has [hand weapons](#), two handed weapons and armor. The entire formation may exchange their two-handed weapons for bows, for free.

**Command:**  
The Command Company may have the following options:

*Khandish Captain* 50 points  
*Banner Bearer* 25 points  
*Horn Blower* 15 points

### Common Formation

1 to 4 companies

### Khandish Mercenary Riders

25 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Khandish Mercenary Riders	Men	Cavalry	10	3/+1	4	4	2	2	3	-



**Wargear:**  
Each company has hand weapons, armor, bows [and horses](#).

**Command:**  
The Command Company may have the following options:

*Khandish Riders Captain* 50 points  
*Banner Bearer* 25 points  
*Horn Blower* 15 points

**Special Rules:**  
**Skilled Riders**, [Skirmishers](#).


### Rare Formation

Single Model

### Khandish Charioteer

100 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Khandish Charioteer	Men	Monster	10	4/+1	6	5	4	2	4	-



**Wargear:**  
The monster [has hand weapons](#), armor, two-handed weapons and bows.

**Special Rules:**  
**Hard to Kill.**  
**Chariot.** A Charging Khandish Charioteer receives +4 bonus dice in the ensuing Fight phase, rather than 1.

**Rare Formation**  
1 to 3 companies

**Black Dragon Acolytes**      **45 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Black Dragon Acolytes</i>	<i>Men</i>	<i>Infantry</i>	6	6/+1	4	5	6	1	3	-



**Wargear:**

Each company has hand weapons, thrown weapons and armor.

**Special Rules:**

**Pathfinders**(Mountain), **Indomitable**, **Poisoned Weapons**.

**Rare Formation**  
1 to 3 companies

**War Drakes**      **40 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>War Drake</i>	<i>Dragon</i>	<i>Cavalry</i>	10	5/-	5	5	2	2	4	-



**Wargear:**

Each company has hand weapons and armor.

**Special Rules:**

**Terror**, **Prowlers**, **We Stand Alone**.

**Poisoned Bite.** All companies of War Drakes re-roll failed To Hit rolls of '1' with close combat attacks.

**Legendary Formation**  
1 to 4 companies

**Black Dragon Legion**      **100 points + 35 per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Black Dragon Cohort</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	4	5(7)	6	1	4	-
<i>Rutabi</i>	<i>Men</i>	<i>Infantry</i>	-	5/-	-	-	1	2	5	3



**Wargear:**

Each company has hand weapons, heavy armor and shields. The entire formation may be given pikes, for +5 points per company.

**Command:**

The Command Company has Rutabi and a Banner Bearer included in the base cost. The Command Company may have the following options:

*Drummer*

*15 points*

**Special Rules:**

**Strategist.** Whenever an enemy Hero calls a Heroic or Epic action within 12", roll a D6. With a result of 4+ Rutabi may immediately call an identical action without expending a Might point. In this manner, Rutabi can even call an Epic action she would not otherwise be capable of. Note that this rule does not allow Rutabi to duplicate other abilities triggered by Might points.

### Legendary Formation

Single Model

### The Dragon Emperor on Palanquin

190 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>The Dragon Emperor</i>	<i>Men</i>	<i>Monster</i>	6	7/-	4	7	3	2	5	4



#### Wargear:

The monster has hand weapons, and heavy armor.

#### Special Rules:

**Very Hard to Kill, Inspiring Leader(Men), Overlord.**

**Majestic Palanquin.** The Dragon Emperor counts as an Army Banner.

**Intimidating Presence.** Easterling Formations within 12" automatically pass *At the Double* rolls and Terror tests.

**Will of the Dragon.** All companies of Easterlings and Black Dragons have +1 Fight and +1 Courage whilst within 12" of the Dragon Emperor on Palanquin.

*Note: You may not include The Dragon Emperor on Palanquin in your army if your force also includes The Dragon Emperor as Epic Hero.*

### Legendary Formation

Single Model

### Khandish King on Chariot

150 points

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Khandish King on Chariot</i>	<i>Men</i>	<i>Monster</i>	10	5/+1	6	6	4	2	5	2



#### Wargear:

Each company has **hand weapons**, armor, two handed weapons and bows.

#### Special Rules:

**Inspiring Leader(Men), Hard to Kill.**

**Chariot.** A Charging Khandish King on Chariot receives +4 bonus dice in the ensuing Fight phase, rather than 1.

*Note: You may not include The Khandish King on Chariot in your army if your force also includes The Khandish King as Epic Hero.*

### Epic Hero

Single Model

### The Khandish King

130 points

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>The Khandish King</i>	<i>Men</i>	<i>Hero</i>	-	5/-	-	-	2	3	5	2



#### Epic Actions:

Charge

#### Special Rules:

**Inspiring Leader(Men).**

**The Banners of Khand.** The Khandish King counts as a Banner Bearer.

*Note: You may not include The Khandish King as Epic Hero in your army if your force also includes The Khandish King on Chariot.*

**Epic Hero**  
Single Model

**The Dragon Emperor  
of Rhun**

**190 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>The Dragon Emperor</i>	<i>Men</i>	<i>Hero</i>	-	7/-	-	-	2	3	5	4



**Epic Actions:**  
Challenge, Strike

**Special Rules:**  
**Inspiring Leader(Men), Overlord.**  
**Intimidating Presence.** Easterling Formations within 12" automatically pass *At the Double* rolls and Terror tests.  
**Will of the Dragon.** All companies of Easterlings and Black Dragons have +1 Fight and +1 Courage whilst within 12" of the Dragon Emperor.

*Note: You may not include The Dragon Emperor as Epic Hero in your army if your force also includes The Dragon Emperor on Palanquin.*

**Epic Hero**  
Single Model

**Brórgîr the Conjuror**

**100 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Brórgîr</i>	<i>Men</i>	<i>Hero</i>	-	4/-	-	-	0	2	4	1



**Epic Actions:**  
Channelling

**Magic:**  
Brórgîr knows all the spells of Darkness and all the spells of Ruin. He has a Mastery Level of 2.

**Special Rules:**  
**Touched by Destiny.**

**Epic Hero**  
Single Model

**Amdûr, Lord of Blades**

**165 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Amdûr</i>	<i>Men</i>	<i>Hero</i>	-	7/-	-	-	3	3	5	3



**Epic Actions:**  
Duel, Rampage, Strike

**Special Rules:**  
**Inspiring leader(Men).**



**Epic Hero**

Single Model

**Dragon Knight****50 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Dragon Knight</i>	<i>Men</i>	<i>Hero</i>	-	7/-	-	-	1	1	3	1

**Special Rules:**

**There Are Many.** This Hero can only join infantry formations from his Army roster and ignores the Decree of Legend.

**Epic Hero**

Single Model

**Easterling War Priest****75 points**

Name	Race	Type	M	F	S	D	A	R	C	Mt
<i>Easterling War Priest</i>	<i>Men</i>	<i>Hero</i>	-	3/-	-	-	-	1	3	1

**Magic:**

The Easterling War Priest knows all the spells of Darkness. He has a Mastery Level of 1.

**Special Rules:**

**There Are Many.** This Hero can only join Easterling formations from his Army roster and ignores the Decree of Legend.

# The Haradrim

*Sauron has ever found the race of Man apt to his deceitful promises, and there are many such realms that have fallen under his shadow. He has gathered under the banner of the Red-Eye all whom are willing to fight against the hated descendants of Numenor: the Gondorians. Peoples such as the Haradrim of the South have been bribed by the Dark Lord under the promises of lands and riches. Sauron has also corrupted to his cause some who share some of the ancient lineage of the Gondorians, the so called "Black Numenoreans", Lords of Umbar. At the head of such a terrible host, the victory of Sauron seem almost certain.*

## Strengths:

- ❖ Can deploy a huge variety of formations.
- ❖ Relatively cheap and effective Heroes.

## Weaknesses:

- ❖ Limited choice of formations.
- ❖ Inferior Cavalry.



## Army Bonus:

**Their horsemen were gathered about the standard of their chieftain, he was filled with a red wrath.**

Nominate one of your Heroes at the start of the Move phase. All friendly *Cavalry* formations within 12" of the Hero gain the Terror special rule until the end of the turn. If the formation already have Terror, it will cause it with a -1 penalty to Courage. In addition, the Hero can declare a Heroic Charge without expending Might that turn.

## Additional Formations & Heroes:

- ❖ The Betrayer (Mordor)
- ❖ The Knight of Umbar (Mordor)

## Green Allies:

- ❖ Mordor



### Common Formation

1 to 6 companies

### Haradrim Warband

20 points per company



#### Wargear:

Each company has hand weapons and armor. The entire formation may be given bows, for +5 points per company.

#### Command:

The Command Company may have the following options:

<i>Haradrim Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Taskmaster</i>	15 points
<i>Hornblower</i>	15 points

#### Special Rules:

Poisoned Weapons.

### Common Formation

1 to 6 companies

### Haradrim Riders Warband

25 points per company



#### Wargear:

Each company has hand weapons, armor, lances and horses. The entire formation may be given bows, for +5 points per company.

#### Command:

The Command Company may have the following options:

<i>Haradrim Riders Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

Poisoned Weapons.

### Common Formation

1 to 6 companies

### Serpent Riders Warband

30 points per company



#### Wargear:

Each company has hand weapons, armor, lances and horses.

#### Command:

The Command Company may have the following options:

<i>Serpent Rider Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

Poisoned Weapons.

### Common Formation

1 to 6 companies

**Serpent Guard Warband** 30 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Serpent Guard Warband</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	4	6	1	4	-

#### Wargear:

Each company has hand weapons, armor and War Spears.

**War Spears.** This formation gets a +1 bonus to Hit when is charged by enemy formations to the front.

#### Command:

The Command Company may have the following options:

<i>Serpent Guard Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

#### Special Rules:

Poisoned Weapons.

### Common Formation

1 to 6 companies

**Corsair Raiding Party** 20 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Corsair Raiding Party</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	3	3	6	1	3	-

#### Wargear:

Each company has hand weapons and thrown weapons. The entire formation may be given either shields or bows, for +5 points per company.

#### Command:

The Command Company may have the following options:

<i>Corsair Captain</i>	50 points
------------------------	-----------

### Rare Formation

1 to 4 companies

**Corsair Arbalesters** 30 points per company



Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Corsair Arbalesters</i>	<i>Men</i>	<i>Infantry</i>	6	4/+1	3	3	6	1	3	-

#### Wargear:

Each company has hand weapons, pavisse shields and crossbows.

**Pavisse Shields.** The Corsair Arbalesters' Defence value is increased to 3(6) when attacked to their front. However, Corsair Arbalesters companies receive a penalty of -2 to their Fight value when involved in close combat.

#### Command:

The Command Company may have the following options:

<i>Corsair Captain</i>	50 points
------------------------	-----------

**Rare Formation**  
Single Company

**Corsair Light Ballista**

**50 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Corsair Light Ballista</i>	<i>Men</i>	<i>Infantry</i>	-	4/-	3	8	3	1	3	-



**Wargear:**

Each company has hand weapons and a Light Ballista.

	Range	Strength
Light Ballista	36"	7

**Special Rules:**  
**Light Artillery.**

*Note: 3 crew members are required. This Company uses a custom base of at least 80x60mm.*

**Rare Formation**  
1 to 4 companies

**Black Numenorean Regiment**

**30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Black Numenorean Regiment</i>	<i>Men</i>	<i>Infantry</i>	6	4/-	3	5	6	1	3	-



**Wargear:**

Each company has hand weapons, heavy armor and shields.

**Command:**

The Command Company may have the following options:

<i>Black Num. Captain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**  
**Terror.**

**Rare Formation**  
1 to 4 companies

**Black Numenorean Knights** 35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Black Numenorean Knights</i>	<i>Men</i>	<i>Cavalry</i>	10	4/-	3	6	2	2	3	-



**Wargear:**

Each company has hand weapons, lances, heavy armor, [barded horses](#) and shields.

**Command:**

The Command Company may have the following options:

<i>Black Num. Knights Marshall</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**  
**Terror.**

**Rare Formation**  
1 to 6 companies

**Mahud Warband**

**30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mahud Warband</i>	<i>Men</i>	<i>Infantry</i>	8	4/+2	4	3	6	1	3	-



**Wargear:**

Each company has hand weapons and shields. The entire formation may be given blowpipes, for +5 points per company.

**Command:**

The Command Company may have the following options:

<i>Mahud Chieftain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

**Poisoned Darts.** All companies in the Mahud Warband re-roll failed To Hit rolls of '1' with shooting attacks.

**Rare Formation**  
1 to 6 companies

**Mahud Rider Warband**

**30 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Mahud Rider Warband</i>	<i>Men</i>	<i>Cavalry</i>	10	4/+2	4	3	2	2	3	-



**Wargear:**

Each company has hand weapons, shields and camels. The entire formation may be given blowpipes, for +5 points per company.

**Command:**

The Command Company may have the following options:

<i>Mahud Rider Chieftain</i>	50 points
<i>Banner Bearer</i>	25 points
<i>Hornblower</i>	15 points

**Special Rules:**

**Camel Stench.** The Mahud Rider Warband cause Terror into enemy Cavalry formations composed by horses or barded horses.

**Poisoned Darts.** All companies in the Mahud Rider Warband re-roll failed To Hit rolls of '1' with shooting attacks.

**Rare Formation**  
1 to 3 companies

**Half Troll Warband**

**100 points per company**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
<i>Half Troll Warband</i>	<i>Men</i>	<i>Infantry</i>	6	5/-	5	5	6	2	2	-



**Wargear:**

Each company counts as armed with two-handed weapons, regardless of the model's armament.

**Special Rules:**

Berserk, Indomitable, Terror.

### Rare Formation

1 to 3 companies

### Watchers of Khàrna

35 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Watchers of Khàrna	Men	Infantry	6	4/+2	3	4	6	1	4	-



#### Wargear:

Each company has hand weapons and bows, regardless of the model's armament.

#### Special Rules:

Ambushers, Poisoned Weapons.

### Rare Formation

1 to 4 companies

### Abrakhàn Guard

60 points per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Abrakhàn Guard	Men	Infantry	6	4/-	4	4	6	2	3	-
The Golden King	Men	Infantry	-	4	-	-	0	2	4	3



#### Wargear:

Each company has hand weapons and two-handed weapons.

#### Command:

Command Company may have the following options:

*The Golden King*

100 points

#### Special Rules:

**Indomitable.**

**The Golden Hoard.** At the start of the game *The Golden King* places a counter somewhere on the board. All companies of Abrakhàn Guard have +1 Fight and +1 Strength whilst within 6" of the hoard counter. If the Golden King is slain, the counter is immediately removed from the board.

**The Scorpion Crest.** The Golden King counts as a Banner Bearer.

Note: If The Abrakhàn Guard includes The Golden King, the formation is Legendary, rather than Rare.

### Legendary Formation

1 to 3 companies

### Corsair Reavers Party

90 points + 30 per company

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Corsair Reavers Party	Men	Infantry	6	4/+1	4	4	6	1	3	-
Delgamar	Men	Infantry	-	5/-	-	-	1	2	4	2



#### Wargear:

Each company has hand weapons and thrown weapons.

#### Command:

The first company purchased is automatically the Command Company and has Delgamar included in the base cost.

#### Special Rules:

**Berserk.**

**Mindless Killers.** Corsair Reavers Party companies automatically pass any terror test.

**Bo'sun.** Delgamar combines the effects of a Banner Bearer and a Drummer.



**Rare Formation**  
Single company

**War Mùmak of Harad**

**225 points**

Name	Race	Type	M	F/Sh	S	D	A	R	C	Mt
Mùmak	Mumak	Monster	-	4/-	9	8	-	2	4	-
Mùmak Crew	Men	Monster	-	-/+1	-	-	12	-	-	-



**Wargear:**

The mumak has hand weapons, the Crew has armor and bows.

For +25 points, the Mumak can be upgraded to the Mumak from Far Harad, it will gain +1 to its Fight and Courage values, and the crew +1 to its Shoot and Attack values.

**Special Rules:**

**Terror.**

**Ridiculously Hard to Kill.** The Mùmak uses the Hard to Kill rule, but with the following table:

1-3	No effect to the Mumak.
4-7	Gains 1 wound counter, 1 Crewman is slain.
8-11	Gains 2 wound counters, 2 Crewmen are slain.
12-14	Gains 3 wound counters, 3 Crewmen are slain.
15+	The Mùmak is slain.

**Massive Monster.** The Mùmak count as an elevated position. It can therefore see and be seen over the top of other formation but other Massive monsters. [However, it cannot occupy any kind of Defensible terrain.](#)

**Trample.** The Mùmak moves 3D6" in the Move phase. Turn the model to face in the direction you want it to move and then roll the dice to see how far it goes. It must move the full distance rolled on the dice in a straight line, unless it encounters any difficult, defensible or impassable terrain, the board edge, [or another Massive Monster](#), in which case it will stop and suffer D6 automatic hits. The Mùmak will trample through friendly and enemy formations as it moves. Each formation that the Mùmak moves through suffers D3 Strength 9 hits for each company that was moved over. The one exception is if the Mùmak arrives as a reinforcements, then it will stop 1" away from other formations. It will then Trample as normal [in the following turn](#). If the Mùmak ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must perform a Fall Back move and any companies that fail to get clear of the Mùmak's base are destroyed. This Fall Back move can be made even if the formation has already moved or Fallen Back this turn. Note that formations being forced to Fall Back in this manner are not disordered unless they were already before the trample.

**The Crew.** [The Crew is composed by 13 Haradrim figures.](#) They may shoot with their bows in the Shooting phase without preventing the Mùmak from charging during the same turn. The number of attacks they make is equal to the number of the crew divided by 2 (rounding up), [plus the accuracy bonus](#). The Crew never fights in the Fight phase, [nor provides support attacks](#). If all the Crew members are slain, the Mùmak flees and is removed from the battlefield counting as a casualty.

**Poisoned Darts.** The Crew can re-roll failed To Hit rolls of '1' with shooting attacks.

**Charge of the Mùmak.** The Mùmak follows the normal rules for a charging Monster, with the following exceptions. Unless the charge stalls or cannot reach the enemy, the Mumak turns to face its target and then moves in a straight line. [It will not trample any enemy formations on the way to the target. The charge stalls if in order to be performed the Mumak impacts other enemy formations on the way to the target.](#) A Mumak that charges will not trample over the target, instead it stops in base contact with the foe. Note that friendly formations will be trampled over as described above, so take care not to leave them in the way.

**Stomp and Gore.** In the Fight phase, all formations the Mumak is fighting suffer D3 hits per company they contain, at Strength 10 against enemies that the Mumak has charged, and Strength 8 against enemies that charged it.

**Stampede.** If The Mùmak has gained one or more wound counters this turn, roll 2D6 at the end of the turn and compare the total to the number of surviving Crew. If the score is greater than the surviving Crew, then The Mùmak will Stampede. In the next turn, during the Move phase, turn The Mùmak to face a random direction and move 3D6" in a straight line trampling other models as described above. If it encounters any difficult, defensible or impassable terrain, the board edge, a Great Beast of Gorgoroth or another Mùmak, it is slain and removed from play. A Stampeding Mùmak may not Charge nor shoot. At the end of the turn roll again to see if it continues to stampede or comes back under control. [The Crew cannot shoot during the Mumak's Stampede. A Stampeding Mumak cannot carry nor contest any objective.](#)

**Epic Hero**  
Single Model

**Raza, Fang of the Serpent**

**90 points**

**Name**

*Raza*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

2

**R**

2

**C**

4

**Mt**

2



**Epic Actions:**

Duel

**Special Rules:**

**Master of Assassins.** Raza can re-roll dice results on the Heroic Duel Table.

**Epic Hero**  
Single Model

**Dalamyr, Fleetmaster of Umbar**

**125 points**

**Name**

*Dalamyr*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

2

**R**

3

**C**

5

**Mt**

2



**Epic Actions:**

Challenge, Poison, Strike

**Epic Poison.** Dalamyr may call an Epic Poison at the start of the Fight phase. For the remainder of the phase, Dalamyr's [company](#) may re-roll any failed rolls to Hit.

**Special Rules:**

**Flashpowder and Caltrops.** Enemy formations do not receive charge bonuses in a turn in which they charge Dalamyr's formation. [This Special Rule it is not applied if Dalamyr's formation has moved more than half its movement value during the previous Move phase.](#)

**Epic Hero**  
Single Model

**Queen Berùthiel**

**130 points**

**Name**

*Berùthiel*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

3/-

**S**

-

**D**

-

**A**

0

**R**

2

**C**

4

**Mt**

2



**Epic Actions:**

Channelling, [Cowardice](#)

**Magic:**

Berùthiel knows all the spells of Darkness [and all the spells of Command](#). She has a Mastery Level of 2.

**Special Rules:**

**Terror, Spirit Grasp.**

**Feline Subjects.** Queen Berùthiel is treated as being able to see everywhere on the board — she does not need arc of sight or line of sight for any of her spells.



**Epic Hero**  
Single Model

**Suladàn, the Serpent Lord**

**175 points**

**Name**

*Suladàn*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

6/-

**S**

-

**D**

-

**A**

3

**R**

3

**C**

5

**Mt**

3



**Epic Actions:**

Challenge, Charge, Strike

**Special Rules:**

**Inspiring Leader(Men).**

**Perilous Hubris.** Suladàn must always call a Heroic Duel at the start of the Fight phase if he is fighting an enemy formation that includes a Hero. However, if Suladàn slays isfoe, he immediately gains a single Might point.

**Hero of Legend.** The first time each turn Suladàn expends a Might point, roll a D6. On the result of 4+, he immediately regains a single Might point.

**Epic Hero**

Single Model

**Mahud Warleader**

**50 points**

**Name**

*Mahud Warleader*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

1

**R**

1

**C**

4

**Mt**

1



**Epic Actions:**

Rampage

**Special Rules:**

**There Are Many.** This Hero can only join Mahud formations from his Army roster and ignores the Decree of Legend.

**Epic Hero**

Single Model

**Hasharin**

**50 points**

**Name**

*Hasharin*

**Race**

*Men*

**Type**

*Hero*

**M**

-

**F**

5/-

**S**

-

**D**

-

**A**

0

**R**

1

**C**

3

**Mt**

1



**Special Rules:**

**There Are Many.** This Hero can only join Infantry formations from his Army roster but Mahud and ignores the Decree of Legend.

**Master of Blades.** A Hasharin's company never uses his Fight value. Roll a D6 at the start of any Fight involving a Hasharin and consult the following table:

**1-3 Poisoned Flurry.** The Hasharin causes D3 automatic hits on one enemy formation in base contact. These hits are resolved at the same time as strikes made by Monsters.

**4-5 Assassin's Blade.** The Hasharin calls a Heroic Duel without expending Might against a target of the controlling player's choice. If there are no eligible targets, the Hasharin attacks with Poisoned Flurry instead.

**6 Sacrificial Strike.** The Hasharin causes D3+1 automatic hits on one enemy formation in base contact. These hits are resolved at the same time as strikes made by Monsters. Immediately after the Hasharin is removed as a casualty.

<b>Epic Hero</b> Single Model	<b>Bo'Sun</b>	<b>50 points</b>
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Name	Race	Type	M	F	S	D	A	R	C	Mt
Bo'Sun	Men	Hero	-	4/-	-	-	1	1	3	1



**Special Rules:**  
**There Are Many.** This Hero can only join Corsair formations from his Army roster and ignores the Decree of Legend.  
**Bo'sun.** This Hero combines the effects of a Banner Bearer and a Drummer.

# FORTUNES & FATES

Fortunes and Fates can be purchased as upgrades for your Heroes and formations. Fortunes are available to Good armies, whilst Fates can be chosen by Evil armies. Fortunes and Fates are selected when building your army. The number of Fortunes or Fates allowed varies with the army's size.

Army Size	Fortunes/Fates
0-1000 points	up to 1
1001-2000 points	up to 2
2001-3000 points	up to 3
each further 1000 points	+1

Note that this table shows the maximum number of Fortunes and Fates you may choose — you can select fewer if you wish, or even take to battle without!

Each Fortune or Fate has an associated points cost. This counts towards the cost of your army in the same way as formations and their upgrades. Generally speaking, the more expensive a Fortune or Fate, the more effective it will be.

Not all Fortunes and Fates are in effect at the beginning of the game — some have to be declared as the game goes on. There are two kinds of Fortunes and Fates: *Persistent effects* and *Intervention*.

- ❖ **Persistent effects.** They must be revealed and allocated to their target at the start of the game — they then last for the duration of the game, or until their target is removed from the board.
- ❖ **Intervention.** They can only be used once, so choose your moment wisely — once used, they will play no further part in battle. However, unlike *Persistent effects*, Interventions need not be revealed to your opponent until used! If one or more Intervention are activated at the same stage of the turn, they come into effect in order which they were declared.

## Fortunes (forces of Good).

### Athelas 75 points

*This little-known leaf has powerful healing properties in the hands of one who knows its secrets.*

**Intervention.** Use this Fortune when one of your Heroes (but not a Monstrous Hero) has been slain. That Hero is instantly returned to life with his Might reduced to 0 and his Resilience reduced to 1 — place him in a friendly formation within 12". If there is no friendly formation in range, you may not use Athelas.

### Indomitable Defiance 75 points

*Great deeds are often needed to oppose a great evil — no matter the sacrifice.*

**Intervention.** Use this Fortune when your side loses a fight and roll a D6 for each hit suffered during that fight. On a roll of a 5+ the hit is discounted. This may alter the outcome of the fight.

### Untainted Palantir 75 points

*The seeing stones of ancient Numenor are powerful tools in the hands of one who commands sorcery.*

**Persistent effect.** Choose one Epic Hero in your army to be the bearer of the Palantir. Whilst the bearer of the Palantir is still alive, the controlling player may add 1 to his Priority rolls.

### Steeds of Pure Blood 50 points

*Though the bloodline is thinning, there are yet some steeds in Middle-Earth that hark back to the fathers of horses.*

**Persistent effect.** Choose one cavalry formation in your army, that formation's Move characteristic is improved to 14".

### Wise Counsel 50 point

*With proper guidance, even the meekest and most inexperienced of warlord can perform tactical miracles on the battlefield.*

**Intervention.** Declare you are using this Fortune at the start of any Priority phase. You may automatically choose which player has priority that turn.

### Seat of Ancient Power 50 points

*There are yet places in Middle-Earth where a wholesome power pervades, giving fresh determination to nearby creatures of good heart.*

**Persistent effect.** Place a marker, or suitable terrain piece, to represent the Seat of Ancient Power anywhere on the board after forces are deployed but before the game begins. All of yours and allied formations within 6" of the Seat of Ancient Power have +1 Fight.

### The Blessing of Galadriel

50 points

*Her words can embolden the faintest heart and fan the flames of valour.*

**Persistent effect.** Choose one Hero or Epic Hero in your army, that Hero starts the game with additional D3 Might points.

### Fate Smiles Upon You

50 points

*The fortunes of a kingdom can turn on a single moment of serendipity.*

**Intervention.** Use this Fortune after you make a dice roll. You may alter the score of that dice roll by 1 (up or down).

### Inner Glory

50 points

*Many of Middle-Earth's Heroes let their true power remain shrouded until need is upon them. When revealed, such glory can set Evil creatures to flight.*

**Intervention.** Use this Fortune immediately before one of your formations causes an enemy to take a Terror test — that test is failed automatically.

### Desperate Heroics

50 points

*There is strength in fellowship, for a sacrifice made by one can benefit another.*

**Intervention.** Use this Fortune at the start of any Priority phase, before the roll for priority is made. Nominate one of your Heroes with at least 1 Might point remaining — that Hero's Might is immediately reduced to 0. However, you may immediately choose another Hero within 12" — that Hero's Might is immediately replenished to its starting value.

### Song of Elbereth

50 points

*A rousing verse of forgotten glories can awake courage in a trembling heart.*

**Intervention.** Use this Fortune before one of your formations takes a Courage or Terror test to pass automatically.

### Forgotten Fortifications

50 points

*Who can say how many forgotten bastions lie scattered throughout Middle-Earth waiting for a new cause?*

**Persistent effect.** Soon after forces are deployed on the board, nominate a single building or ruin. Each company shooting or fighting directly in close combat while inside — i.e. the terrain feature is occupied by your formation — that feature receives D3 bonus attacks.

### Banner of the Free Peoples

25 points

*The tokens of a mighty king, hoisted above the multitudes, can form a rallying point for the entire army.*

**Persistent Effect.** Choose one formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game.

### Dragonbane Weapons

25 points

*In the past at the high of their kingdom, the Dwarves of Erebor crafted many weapons so well-made to be able to penetrate even the scale of Dragons. The most renowned of these weapons are the Black Arrows used by Bard the Bowman against Smaug.*

**Persistent effect.** Choose one formation in your army, that formation gets the Dragonbane special rule.

### Orcbane Weapons

25 points

*Many long and terrible wars have been fought between the Elves and the Orcs, and many weapons forged with enchantment crafted to prove deadly to the foe.*

**Persistent effect.** Choose one formation in your army, that formation gets the Orcbane special rule.

### Hero of the Hour

25 points

*Wars have turned upon the deeds of one brave warrior in the right place and at the right time.*

**Persistent Effect.** Choose one Hero in your army (not an Epic Hero or a Hero leading a Legendary formation). That Hero has +1 Fight and +1 Courage.

### Galadhrim Longbows

25 points

*These are the finest of longbows — lovingly crafted, strung with the golden hair of Elf maidens and blessed by the Lady of Lothlorien herself.*

**Persistent effect.** Choose one formation equipped with bows in your army, that formation counts as equipped with longbows.

### Ancient Lore

25 points

*The wise have assembled great volumes of lore concerning the weaknesses of Evil creatures, the better to counter their machinations.*

**Intervention.** At the start of any Priority phase, before the roll for priority has been made, you may nominate an enemy formation and nullify one of the following special rules for the remainder of the turn: any kind of Bane, Expert Rider, Pathfinders, Prowler, Skilled Rider, Spirit Grasp, Spirit Walk or Terror.

### Trollbane Weapons

25 points

*In ages past the Dwarves of Khazad-dum crafted many weapons to slay Trolls. Though Kazad-dum has long since fallen into shadow, some of these weapons endure in the armouries of Middle-Earth.*

**Persistent effect.** Choose one formation in your army, that formation gains the Trollbane special rule.

### Barded Horses

25 points

*Heavy cavalry is composed by the tougher steeds capable to carry the weight of their own armour alongside the one of their rider.*

**Persistent effect.** Choose one cavalry formation with horses in your army, that formation's Defence characteristic is improved by 1.

### Mithril Coat

25 points

*As hard as dragonscale and light as a feather, Mithril coagts can stop even the most dolorous blow.*

**Persistent effect.** Choose one Hero or Epic Hero (but not a Monster Hero) in your army, that Hero's Resilience is increased by 1 (to a maximum of 3).

### Counterspell

25 points

*It is difficult to undo the sorceries of another. Difficult, but not impossible.*

**Intervention.** Use this Fortune when an enemy Hero uses a magical power but before they roll for the effect. The spell fails to have any effect, just as if a Will of Iron roll had been made.

## Fates (forces of Evil)

### Morgul Blades

75 points

*These blades have a ghastly intelligence for their shards will seek the heart of a wounded foe — even the slightest scratch becomes a fatal wound.*

**Intervention.** At the start of the game, secretly choose one formation in your army to bear the Morgul Blades (and make note). You may declare they are being used at the start of any Fight phase. For the remainder of the phase, the formation carrying the Morgul Blades will wound the opponents on a 3+, regardless of the enemy Defence value or other roll modifiers.

### Tainted Palantir

75 points

*The Palantiri were once powerful tools that answered only to Elendil and his sons. Now, several have fallen the hands of evil masters.*

**Persistent effect.** Choose one Epic Hero in your army to be the bearer of the Palantir. Whilst the bearer of the Palantir is still alive, the controlling player may add 1 to his Priority rolls.

### Greed for Glory

75 points

*The Dark Lord of Mordor knows the secret wishes of mortal creatures, and can fan those lusts to unthinking recklessness.*

**Intervention.** Use this Fate at the start of any Charge phase, after any Heroic or Epic Charges have been declared. Nominate one enemy formation that is not already involved in a fight — that formation must attempt to charge this turn, if there is an enemy in range, expending Might if needed (the opponent may choose which formation is charged, should there be a choice). The nominated formation will automatically pass any Terror or Courage test required, and may charge even if it has made a shooting attack or a Fall Back Move (but not if it is disordered) during the same turn.

### Cursed Armour of Udun

50 points

*Forged through knowledge stolen from Numenor, the suits of armour created in Udun are akin to Elven plate in hardness. Their wearers are to be feared.*

**Persistent effect.** Choose one formation in your army. That formation's Defence and Courage value are increased by 1. However, at the start of its Move phase the formation must pass a courage test or cannot move, shoot or charge until the end of the turn.

### Muster the Horde

50 points

*The Dark Lord has infused his will into his minions, increasing their cruelty and numbers, in order to obtain total dominion over the Free Peoples.*

**Persistent effect.** Choose one formation in your army. Each company in that formation will provide +3 bonus dice for supporting, rather than 1 (or 2).

### There Will be no Dawn

50 points

*Sauron sends a choking black sky to the battlefield, emboldening minions and sapping valour of foes.*

**Intervention.** Use this Fate at the start of any Priority phase, after the roll for priority is made. For the remainder of the turn all of yours and allied formations may re-roll failed Courage and Terror tests, and all enemy formations must re-roll successful Courage and Terror tests.

### Infestation

50 points

*The Lord of Mordor has many malignant pets that lurk in dark places. A nesting drake or a handful of giant spiders can make even the most formidable defensive position utterly untenable.*

**Persistent effect.** Soon after forces are deployed on the board, nominate a single defensible terrain feature. Each company shooting or fighting directly while inside — i.e. the terrain feature is occupied by your formation — that feature have their Attack value reduced by D3 (note that the Attack value cannot be lowered below 1 by this effect).

### Dark Plague

50 points

*A mysterious miasma covers the battlefield, draining all the life on its path.*

**Intervention.** Use this Fate at the start of any Priority phase, after the roll for priority is made. For the remainder of the turn all enemy formations on the battlefield must pass a Courage test or have their Strength reduced by 1 (note the Strength value cannot be below 1) until the end of the turn.

### Tormented Steeds

50 points

*Driven mad with fear and twisted by sorcery, even horses can be made to fight in Sauron's cause. What this same treatment does to Wargs is best left to the imagination.*

**Persistent effect.** Choose one cavalry formation in your army, that formation's Strength characteristic is increased by 1.



### Faltering Nerve

50 points

*How will the armies of Good fare, if their Heroes be struck down with fear and indecision?*

**Intervention.** Use this Fate when an enemy Hero declares a Heroic or Epic action. Roll a D6 — on a 2 or more, an extra Might point must be spent or that Heroic action does not take effect and any Might already committed is lost.

### Dark Shrine

50 points

*Sauron's touch withers and destroys, leaving only a blasted monuments to his power that sicken all creatures of a good heart.*

**Persistent effect.** Place a marker to represent the Dark Shrine anywhere on the board after forces are deployed but before the game begins. All enemy formations within 6" of the Dark Shrines have -2 Fight.

### Barded Horses

25 points

*Heavy cavalry is composed by the tougher steeds capable to carry the weight of their own armour alongside the one of their rider.*

**Persistent effect.** Choose one cavalry formation with horses in your army, that formation's Defence characteristic is improved by 1.

### Watcher in the Shadows

25 points

*These three-headed statues guard the passes into Mordor and other evil strongholds. Their gaze causes fear in the hearts of all but the boldest.*

**Persistent effect.** Place a marker, or a suitable terrain piece, to represent the Watcher in the Shadows anywhere on the board after forces are deployed but before the game begins. All Good formations within 6" of the Watcher in the Shadows have -1 Courage.

### Sigil of the Fallen Kings

25 points

*The fear and obedience that the Nazgul command are second only to the terror instilled by Sauron himself. Minions that bear the Nazgul's mark fight all the more fiercely, but suffer greatly should they fail.*

**Persistent effect.** Choose one formation in your army, that formation has +1 Strength for the remainder of the game. However, whenever the formation is defeated in combat, it immediately suffers D3-1 automatic hits per company.

### The Crown of Carn Dum

25 points

*This jagged shard of metal and ice was the Witch-King's gift to Carn Dum's line of vassal-kings. The dark sorcery within can make the bearer a formidable foe, but drains his lifeblood in payment.*

**Persistent effect.** Choose one Evil Hero. For the remainder of the game, whenever that Hero expends a Might point, immediately roll a D6. On a 3 or more, the crown provides the power for the act — the Might point is immediately regained. On a 1-2, the action is cancelled and the point of Might spent is lost. Might cannot be used to alter this roll.

### Haunted Wasteland

25 points

*On this blasted land the spirits of the dead lurk, trapped by necromancy and hungry to have the living join them in their confinement.*

**Intervention.** Use this Fate when a formation moves through difficult terrain. Any formation moving through that difficult terrain must make a Courage test but on a single D6 only. For every point the test is failed, the formation suffers an automatic hit as several of its warriors are lured to their doom.

### Black-hearted Trees

25 points

*Many of Middle-Earth's trees have fallen under shadow and malice now sleeps in their hearts. Only a fool risks their wrath lightly.*

**Intervention.** Use this Fate at the start of any phase. Nominate a single woodland defensible terrain feature. Any formation occupying that terrain feature immediately suffers D6+4 Strength 10 hits.

### Evil reputation

25 points

*Sauron's mightiest servants need not tread the battlefield to cause dismay — the shadow they cast in men's hearts is long indeed.*

**Persistent effect.** Choose one Hero or Epic Hero in your army — that Hero now causes Terror. If the Hero already caused Terror, any Terror test caused by the chosen Hero will be taken with a -1 penalty to Courage.

### Dwarfbane Weapons

25 points

*There have been many wars between the Dwarves and Goblins, and many weapons forged as a result. Though Goblin weapons are shoddy and crude, they sometimes carry vicious enchantments.*

**Persistent effect.** Choose one formation in your army. That formation gets the Dwarfbane special rule.

# NOTES

V.1.3 01/2024

In *Blue* are highlighted differences between War in Arda and War of the Ring (GW) rules.

Special thanks to J.White for inspiration and WotR 2.0 project.

Pictures and names are inspired from Middle-earth strategy battle game from Games Workshop, War of the Ring (2009) Mass battle in Middle-earth from Games Workshop and from The Lord of the Rings books written by J.R.R. Tolkien.

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