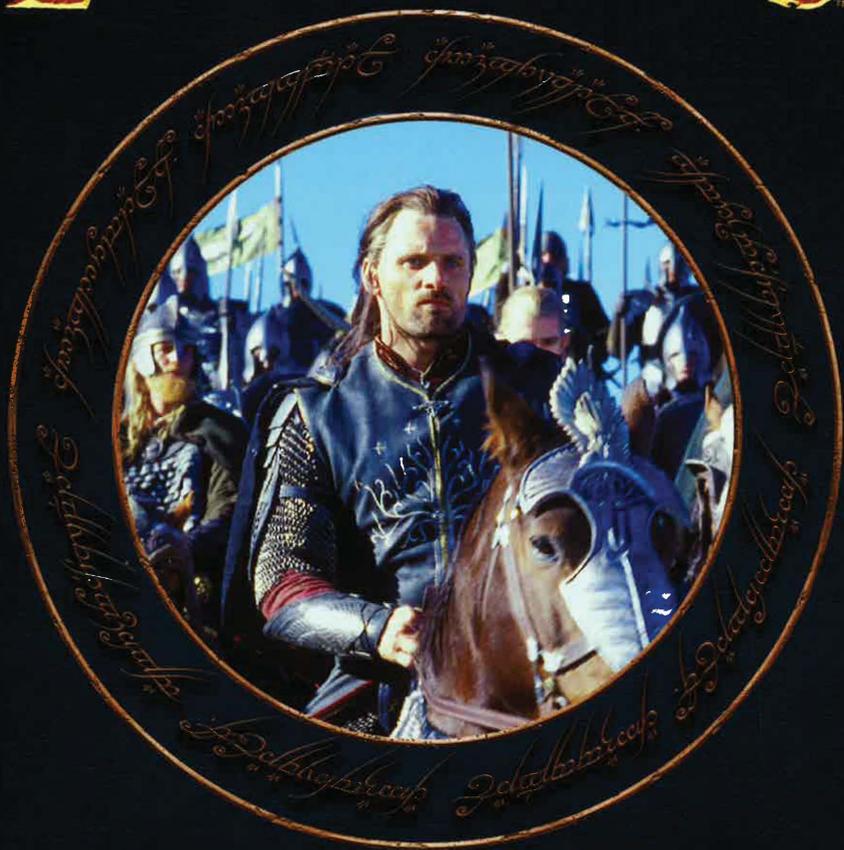


ARMIES OF
THE
LORD OF THE RINGS



MIDDLE-EARTH™

STRATEGY BATTLE GAME



ICE BAY

ANGMAR

hills of evendim

Lake Evendim

wenchea hills

the Shire

South Downs

ORLINDON

Gulf of Lune

Harlindon

minhikiath RIVER

acedglood RIVER

Dunland

AASHN RIVER

GAP OF



GREY MOUNTAINS

WICKED HEATH

THE DESOLATION OF SARUM

IRON HILLS



DALE

LONG LANE

COLDFELLS

GLADDEN FIELDS

FIELD OF CALIBRANT

LOTHLORIEN

MINAS MORITH

WEST EMNET

EAST EMNET

THE BROWN LANDS

LIMLIGHTE RIVER

WOLD

EMNET MOUNTAINS

THE DEAD MARCHES

ASH MOUNTAINS

ROHAN

THE GREAT RIVER

PERMASSET

THE GREAT RIVER

THE GREAT RIVER

RIVER RUNNING

THE BROWN LANDS

ROHAN

THE GREAT RIVER

PERMASSET

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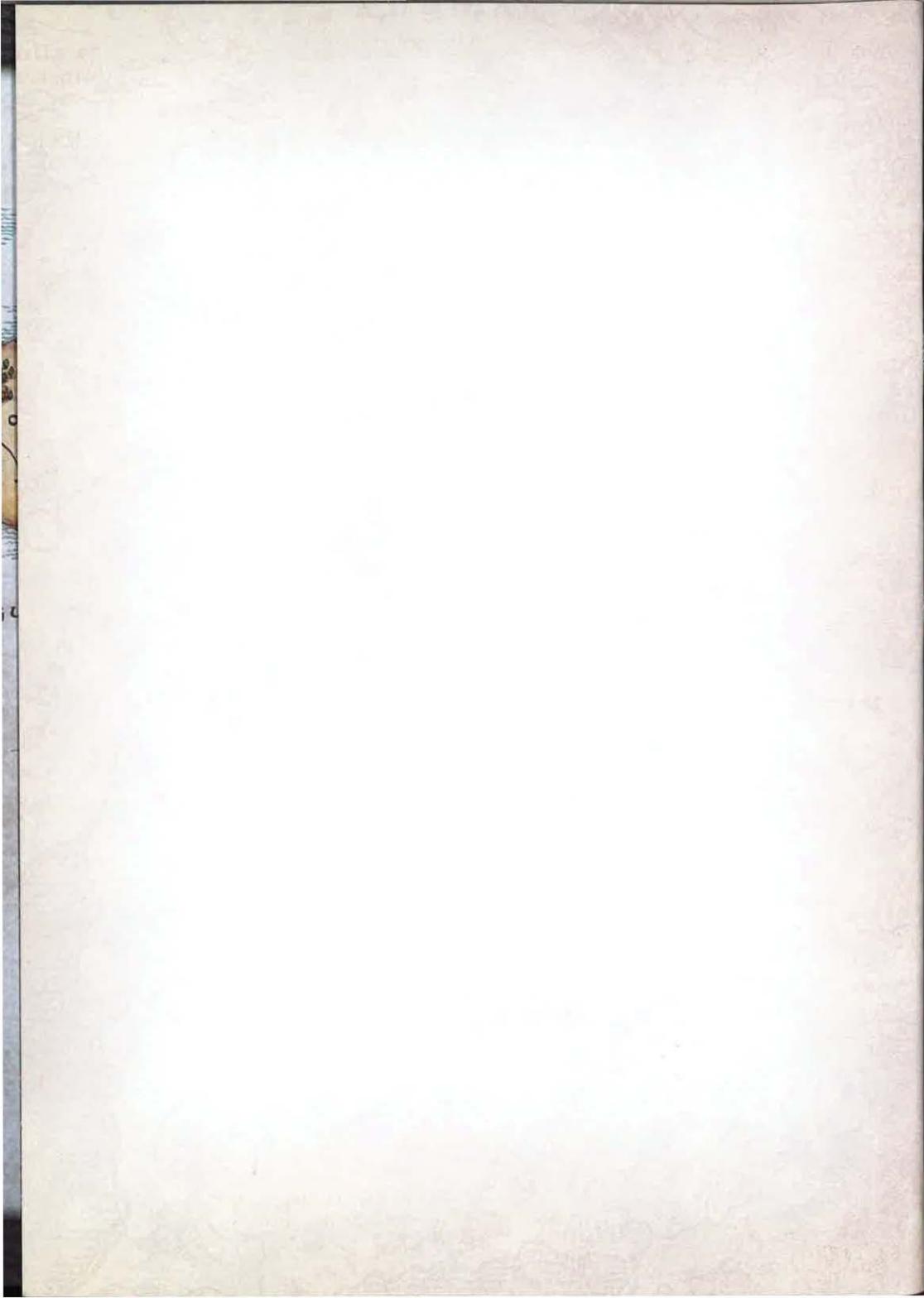
THE GREAT RIVER

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THE GREAT RIVER



MIDDLE-EARTH™

STRATEGY BATTLE GAME



"On the slopes of Mount Doom, they fought for the freedom of middle-earth."

- Galadriel, The Lord of the Rings: The Fellowship of the Ring

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UK
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

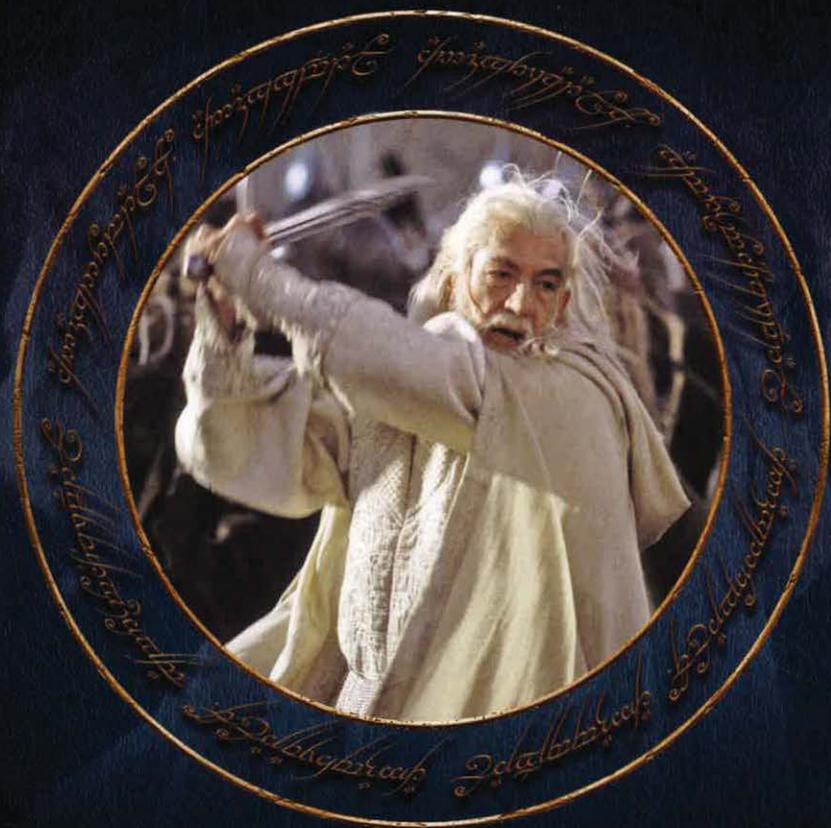
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Games Workshop Ltd,
Willow Rd, Lenton,
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NORTH AMERICA
Games Workshop Retail, Inc
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA
Games Workshop Oz Pty Ltd
23 Liverpool Street,
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INTRODUCTION



"War is coming. The enemy is on your doorstep."

- Gandalf the White, The Lord of the Rings: The Return of the King

INTRODUCTION

From the noble horse lords of the kingdom of Rohan, to the foul denizens of the deep that dwell and multiply within the depths of the black pit of Moria, the War of The Ring encompassed numerous armies, peoples and factions that would fight for the freedom of Middle-earth, or to see it fall into darkness and into the service of the Dark Lord Sauron.

Welcome to The Armies of The Lord of the Rings, the comprehensive guide to all of your favourite armies and factions for the forces of Good and the legions of Evil found in The Lord of the Rings trilogy. This tome is a companion to the Middle-earth Strategy Battle Game rules manual, which you will need a copy of to get the most out of this publication.

WHAT DOES THIS MANUAL CONTAIN?

ARMY LISTS

Within these pages you will find all of the profiles for the Heroes and Warriors from The Lord of the Rings, including their points values, characteristics, special rules and Heroic Tiers, all organised into a whopping 27 army lists! Ranging from the vast standing army of Minas Tirith, to the peaceful Hobbits of The Shire, there are army lists to represent almost every fighting force within Middle-earth. Each army list will contain all of the profiles available to that list, that army list's Army Bonus, a selection of background detailing the history and battles surrounding that particular faction, and anything else that you may need to know in order to game with your favourite armies.

ALLIES MATRIX

The Armies of The Lord of the Rings also includes the full Allies Matrix for both Good and Evil, containing all of the army lists from both The Lord of the Rings and The Hobbit. The full rules for each level of alliance (Historical, Convenient and Impossible), as well as all of the details for creating allies within your games, can also be found here.

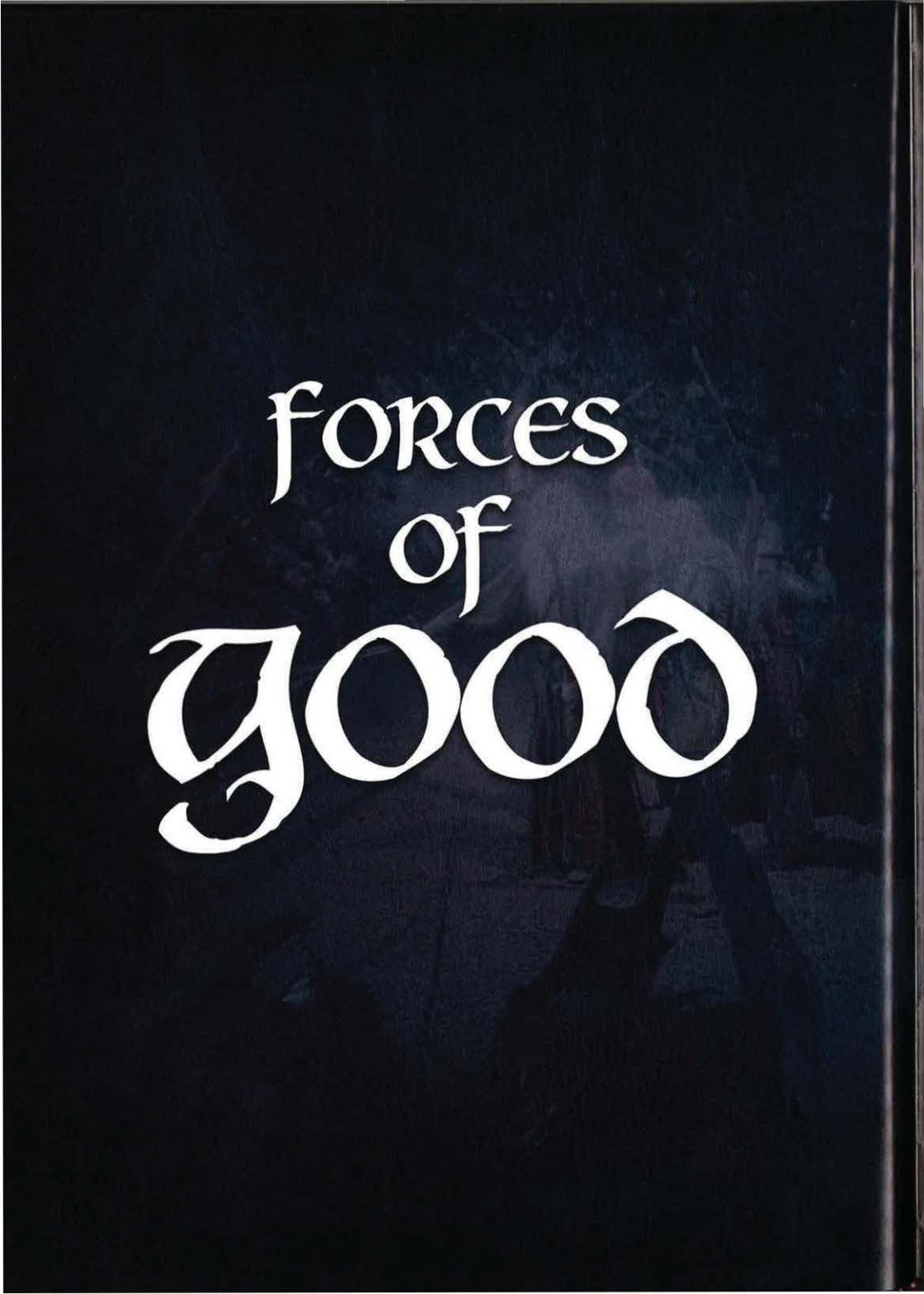
NARRATIVE PLAY SCENARIOS

Alongside all of the profiles and Allies Matrix is a selection of 11 Narrative Play Scenarios. These Scenarios feature events and battles from across the history of Middle-earth, with a particular focus on the armies and factions present at the time of the War of The Ring and those from the history of Middle-earth that directly relate to them. The broad spectrum of Narrative Play Scenarios means that almost every army list features within at least one Scenario in one way or the other, giving collectors a chance to play a Narrative Scenario with their favourite faction, or to experience new armies and tactics.

WHAT ABOUT THE HOBBIT?

Fear not fans of the models from The Hobbit, all of the profiles, army lists, rules and Scenarios that focus on the characters and events from The Hobbit are presented in The Armies of The Hobbit. The Armies of The Hobbit works in much the same way as this manual, and is fully compatible with the Middle-earth Strategy Battle Game.





forces
of
good



THE FELLOWSHIP

In all the long history of Middle-earth, there are few Heroes as celebrated and admired as The Fellowship of the Ring. Formed at the Council of Elrond in Rivendell, this unlikely band of nine companions set out to do the impossible – destroy the Ring of Power and free Middle-earth from darkness.

Led by the wandering Istari Gandalf the Grey, The Fellowship contains representatives from all of the races of the Free Peoples of Middle-earth. From the race of Men, a Ranger of the North going by the name of Strider, and the noble Boromir from the city of Minas Tirith lent their swords in defence of their people. The Dwarves were represented by Gimli son of Glóin, a steadfast and proud warrior, who pledged to see the Ring destroyed. Legolas Greenleaf, an Elf of the woodland realm, joined The Fellowship – ensuring that the Elves would finally see that the power of the Ring was ended as it should have been over 3,000 years before.

Most importantly, however, The Fellowship would contain four Hobbits – the most unlikely of creatures to join such a quest. Frodo Baggins, accompanied by Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took, set out from The Shire to deliver the Ring to Rivendell – only to be thrust into adventure beyond their wildest imaginations. Frodo would bear the Ring, as he had proven himself resilient to its powers in bringing it to Rivendell.

The journey to Mordor was fraught with peril, although many early challenges were overcome. They escaped the clutches of the Watcher in the Water and fled the ruins of Balin's Tomb. But upon the Bridge of Khazad-dûm, Gandalf was forced to confront a dreaded Balrog of Morgoth in order to cover The Fellowship's escape from Moria, an encounter that would leave The Fellowship one member short – at least for a time.

However, it was upon Amon Hen, by the banks of the Anduin, where The Fellowship was broken. Frodo, along with his companion, Sam, set off for Mordor alone, not wishing to bring any more death upon those who pledged themselves to this quest. Determined to make right his wrong-doings towards Frodo through his failed attempt to take the Ring, Boromir fought off the Uruk-hai who came to claim the Hobbits and take them to Isengard. Ultimately however, Boromir was slain and Merry and Pippin were captured. Aragorn, Gimli and Legolas were faced with a decision – to go after Frodo and forsake Merry and Pippin to torture and death; or to give chase to the Uruk-hai and allow Frodo to venture into Mordor alone.

As the three hunters gave chase to the scouts of Isengard, Frodo edged ever closer to the Mountain of Fire, unsure of how he could go about accomplishing his task – however, it is often the smallest things in Middle-earth that can make the biggest of differences...

ARMY COMPOSITION

This army may include: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider; Legolas Greenleaf; Gimli son of Glóin; Boromir of Gondor; Bill the Pony and Sméagol.

ADDITIONAL RULES

Unlike normal warbands, a Fellowship warband is comprised entirely of Hero models. Additionally, a Fellowship warband that contains Samwise Gamgee may also contain Bill the Pony. If the warband only contains Frodo Baggins and Samwise Gamgee, then it may also include Sméagol.

ARMY BONUS

"You have my Sword" – As long as Frodo is alive and on the table (or escapes the board in Scenarios where this applies), all models from The Fellowship army list gain the Fearless special rule. Additionally, a force that consists solely of models from The Fellowship army list will never be considered Broken if Frodo is alive and on the table (or escapes the board in Scenarios where this applies).



HEROES OF THE FELLOWSHIP



FRODO BAGGINS60 POINTS
HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	P
4"	3/3+	2	3	1	2	6	2	3	3

WARGEAR

Dagger and The One Ring.

HEROIC ACTIONS

- Heroic Defence

OPTIONS

Mithril Coat 15 points

Sting 5 points

Elven Cloak 5 points

Mithril Coat **PASSIVE** – This rare metal coat worn beneath his clothing is as light as a feather, yet as hard as dragon-scales.

Whilst wearing the Mithril Coat, a model adds +3 to their Defence.

Sting **ACTIVE** – Made by the Elves, Sting was handed down to Frodo by his uncle.

Sting is an Elven-made dagger. Additionally, whilst carrying Sting, a model adds +1 to their Strength when making Strikes.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).



SAMWISE GAMGEE 40 POINTS
HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	P
4"	3/3+	2	3	1	2	6	2	2	2

WARGEAR

Dagger.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

Elven Cloak 5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

Let him go or I'll have you, Longshanks! **ACTIVE** – Sam will protect Frodo from any danger, no matter the cost.

If Frodo is Engaged in a Fight within 6" of Sam, then Sam may call a Heroic Combat without using Might. If the Heroic Combat is successful then Sam must use the following move to join Frodo's combat. If this is not possible then Sam must move as close as possible to Frodo.

Before setting out with The Fellowship, Sam had been a gardener and was happily content with his simple life. However, when the time has called for it, Sam has proven to be fiercely loyal to Frodo, overcoming seemingly insurmountable odds to help his companion in his struggle with the Ring. In fact, without Sam, it is likely that Frodo would not have got very far at all...



MERIADOC BRANDYBUCK10 POINTS
HOBBIT, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Dagger.

OPTIONS

Elven Cloak..... 5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

"For the Shire!" **ACTIVE** – Boromir began to train Merry and Pippin, and when they fight alongside him, the Hobbits seem to find their inner strength.

Whilst within 3" of Boromir of Gondor, Merry may spend Boromir's Might points as if they were his own.

Often called Merry, this Hobbit is a known troublemaker and practical joker – more than once he has been responsible for setting off Gandalf's fireworks, much to the annoyance of the Grey Wizard. However, Merry is ready to help Frodo in his quest and sets out from The Shire into a life of adventure and discovery that will change him forever.



PEREGRIN TOOK10 POINTS
HOBBIT, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Dagger.

OPTIONS

Elven Cloak..... 5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

"For the Shire!" **ACTIVE** – Boromir began to train Merry and Pippin, and when they fight alongside him, the Hobbits seem to find their inner strength.

Whilst within 3" of Boromir of Gondor, Pippin may spend Boromir's Might points as if they were his own.

Peregrin, or Pippin to those who know him, is a carefree Hobbit who is content with his life of mischief alongside his best friend, Merry. But when Pippin volunteers himself as part of The Fellowship of the Ring, he has little idea of the perils that lie ahead – and the fact that he will have to leave second breakfast behind in The Shire.



GANDALF THE GREY 170 POINTS

WIZARD, INFANTRY, HERO – HERO OF LEGEND

One of the Istari, Gandalf has been sent to Middle-earth to see to the fall of Sauron once and for all, although he is there to guide the peoples of Middle-earth rather than to accomplish it himself. Over the years, Gandalf has become very fond of The Shire and the Hobbits who reside there, seeing them for the remarkable creatures they truly are. After discovering the Ring in The Shire, Gandalf sets about formulating a plan to see it destroyed, and the Evil of Sauron finally defeated.

Mv F S D A W C
6" 5/4+ 4 5 1 3 7

M W F
3 6* 3

WARGEAR

Staff of Power*, Glamdring and Narya.

Glamdring **ACTIVE** – Known as the Foe Hammer, Glamdring is a sword of incredible Elven craftsmanship.

Glamdring is an Elven-made hand-and-a-half sword. Additionally, Glamdring increases Gandalf's Strength by 1 when making Strikes with it.

Narya **PASSIVE** – The Ring of Fire, one of the three Elven rings forged by Celebrimbor.

Gandalf may re-roll his dice when making Fate rolls.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channelling
- Heroic Strike

OPTIONS

Cart 25 points
Horse 10 points

CART

Gandalf's cart is a mount that uses the following profile:

Mv F S D A W C
8" 0 3 5 0 3 3

Gandalf's cart often houses the odd batch of fireworks, ready for a special occasion should it arise. These explode with a loud bang and, if launched at another being, could inflict serious harm.

At the start of every friendly Shoot phase, select a single enemy model within 6" of the cart and roll a D6. On a 4+, that model suffers one Strength 2 hit.

MAGICAL POWERS

	Range	Casting
Blinding Light	-	2+
Terrifying Aura	-	2+
Immobilise	12"	3+
Command	12"	4+
Protection of the Valar	-	4+
Strengthen Will	12"	4+
Collapse Rocks	6"	5+
Sorcerous Blast	12"	5+



Known in the wild as Strider, the enigmatic Aragorn has traversed vast swathes of Middle-earth, fighting the servants of the Enemy. It is in Bree where Strider first meets Frodo and the other Hobbits, saving them from the Black Riders that hunt them and vowing to lead them to the sanctuary of Rivendell. Yet it is not until the Council of Elrond that Strider's true lineage is uncovered, revealing him to be Aragorn – heir to the throne of Gondor.

ARAGORN – STRIDER.....160 POINTS

MAN, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March
- Heroic Accuracy
- Heroic Strike
- Heroic Strength
- Heroic Defence
- Heroic Challenge

OPTIONS

- Andúril, Flame of the West..... 40 points
- Horse..... 10 points
- Armour..... 5 points
- Bow..... 5 points
- Elven Cloak..... 5 points

Andúril, Flame of the West **ACTIVE** – Reforged by the Elves from the shards of Narsil, Aragorn wields Andúril with unrivaled skill.

Andúril is an Elven-made hand-and-a-half sword. Additionally, when making Strikes with Andúril, Aragorn never requires more than a 4 for his To Wound rolls. Note that if Aragorn elects to use Andúril as a two-handed weapon, he will still get the +1 To Wound bonus, meaning that he will essentially wound on a 3+.

SPECIAL RULES

Horse Lord, Mighty Hero*.



The eldest son of the Steward of Gondor, Boromir is arguably the greatest warrior in The Fellowship. Sent to Rivendell following his father's prophetic visions, Boromir sought to use the Ring as a weapon against Sauron. Desperate to do his father's will, Boromir pleaded for the Ring to be allowed to go to Gondor. However, it was this desperation that allowed the Ring to poison Boromir's mind and drive him into madness and thus to his doom.

BOROMIR OF GONDOR..... 95 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	6/4+	4	5	3	3	6	6	1	0

WARGEAR

Armour, sword and the Horn of Gondor.

Horn of Gondor **ACTIVE** – An heirloom of the Stewards of Gondor. Tradition said that if this horn was blown within the boundaries of Gondor that it would summon aid to its bearer.

Boromir can blow the horn at the start of a Fight if he is outnumbered by two-to-one or more. The enemy combatant in the Fight with the highest Courage value must take a Courage test. If the test is passed, the combat is fought as normal. If the test is failed, Boromir automatically wins the fight and can strike blows against his enemies.

HEROIC ACTIONS

- Heroic March
- Heroic Strike
- Heroic Strength
- Heroic Defence

OPTIONS

- Horse..... 10 points
- Elven Cloak..... 5 points
- Shield..... 5 points



Legolas is the son of Thranduil and a Prince of Mirkwood. There are few, if any, in Middle-earth who can rival Legolas' skill with a bow, as he is able to put an arrow between the eyes of an enemy with incredible accuracy. Joining The Fellowship in their quest to the Mountain of Fire, Legolas forms a rivalry with the Dwarf Gimli that later grows into an unbreakable friendship.

LEGOLAS GREENLEAF 100 POINTS

ELF, MIRKWOOD, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	4	2	2	6	3	2	3

WARGEAR

Elven-made daggers and Elf bow

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

OPTIONS

Horse..... 10 points
 Armour..... 5 points
 Elven Cloak..... 5 points

SPECIAL RULES

Woodland Creature

Deadly Shot **ACTIVE** – Legolas may fire his bow three times in the Shoot phase rather than once. Each of these shots may be made against a different target. Alternatively, Legolas may instead choose to make one shot, but in this case he will always hit on the roll of a 2+, regardless of In The Way tests, if the target is Engaged in combat or any other factors including modifiers, Magical Powers and so forth. If Legolas uses this one shot to target a Cavalry model, he may choose whether he hits the rider or the mount.

Final Count, 42 **ACTIVE** – If Legolas and Gimli are in the same army then keep a track of how many models they have both killed. If at any point Legolas has fewer kills than Gimli, then Legolas' Shoot value is improved by 1.



Accompanying his father Glóin to the Council of Elrond, Gimli volunteers his axe in service to the Ringbearer. Although a brash and stubborn Dwarf, Gimli is a fierce warrior, capable of slaying hordes of foes with a grim determination – especially if a certain pointy-eared Elvish princeling happens to be slaying the enemy in greater numbers than him!

GIMLI SON OF GLÓIN..... 100 POINTS

DWARF, EREBOR, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
5"	6/4+	4	8	2	2	6	3	2	2

WARGEAR

Heavy Dwarf armour, Master Forged two-handed axe, two axes and throwing axes

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

Elven Cloak..... 5 points

SPECIAL RULES

Axes of the Dwarves! **ACTIVE** – At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his two-handed axe.

I myself am sitting pretty on 43 **ACTIVE** – If Legolas and Gimli are in the same army then keep a track of how many models they have both killed. If at any point Gimli has fewer kills than Legolas, then Gimli receives a +1 bonus To Wound whilst in combat.



BILL THE PONY25 POINTS

PONY, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
8"	1/6+	3	4	1	2	3	0	1	1

WARGEAR

Iron-shod hooves.

SPECIAL RULES

Official Meals **PASSIVE** – As Bill carries all of the food for The Fellowship, he is well looked after, and protected, by the Hobbits of the Shire.

Hobbit models treat Bill the Pony as a banner.

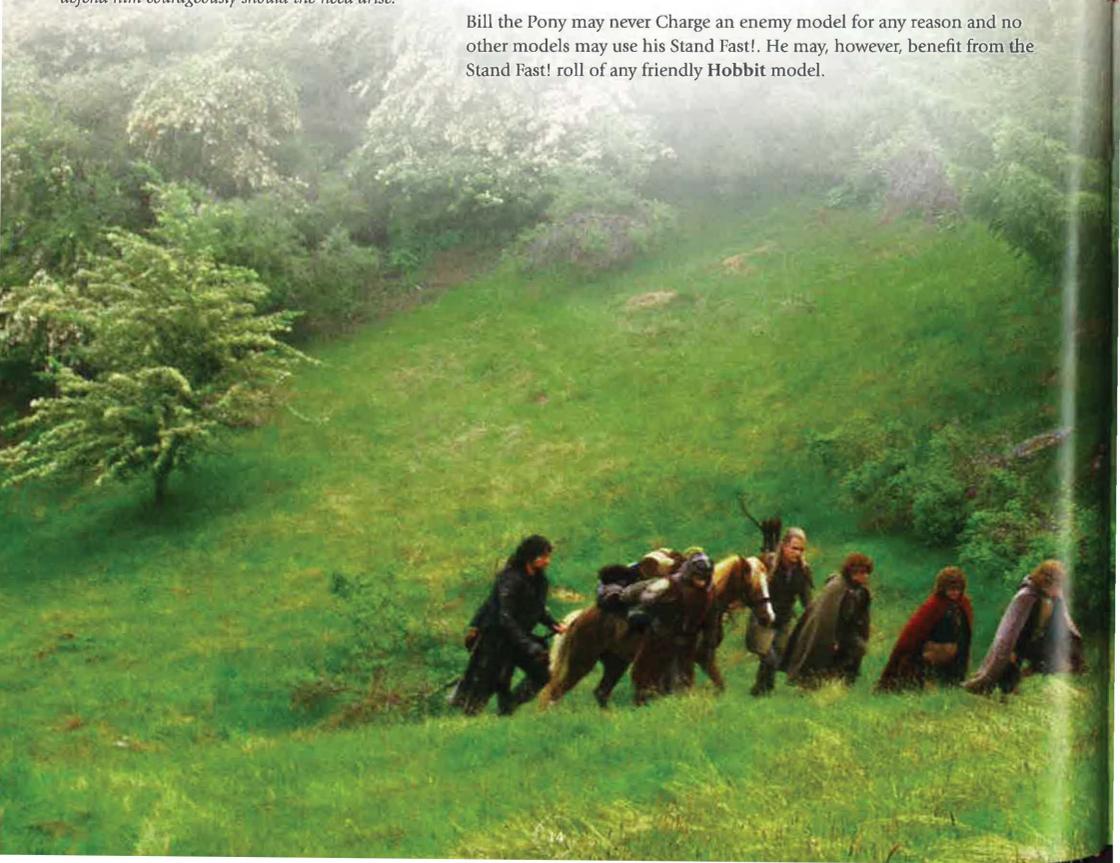
Second Breakfast **PASSIVE** – The provisions carried by Bill allow The Fellowship to often replenish their strength for the journey ahead.

Each turn, a single member of the Fellowship that ends their move in base contact with Bill the Pony may attempt to regain a point of Might, Will or Fate spent earlier in the battle. Roll a dice – on the score of a 5+, the point is restored.

Only a Pony **PASSIVE** – Bill is an animal, and certainly not a warrior versed in the ways of combat.

Bill the Pony may never Charge an enemy model for any reason and no other models may use his Stand Fast!. He may, however, benefit from the Stand Fast! roll of any friendly Hobbit model.

Formally a weak and frail pony belonging to Bill Ferny, Bill the Pony was enlisted into The Fellowship in order to carry their provisions and was cared for well by those he served, giving him a new lease of life. Sam was especially fond of Bill and would defend him courageously should the need arise.



SMÉAGOL30 POINTS

HOBBIT, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
5"	4/4+	4	4	2	2	4	1	0	1

WARGEAR

Sméagol has strong strangling fingers, so is never considered unarmed. Ever!

SPECIAL RULES

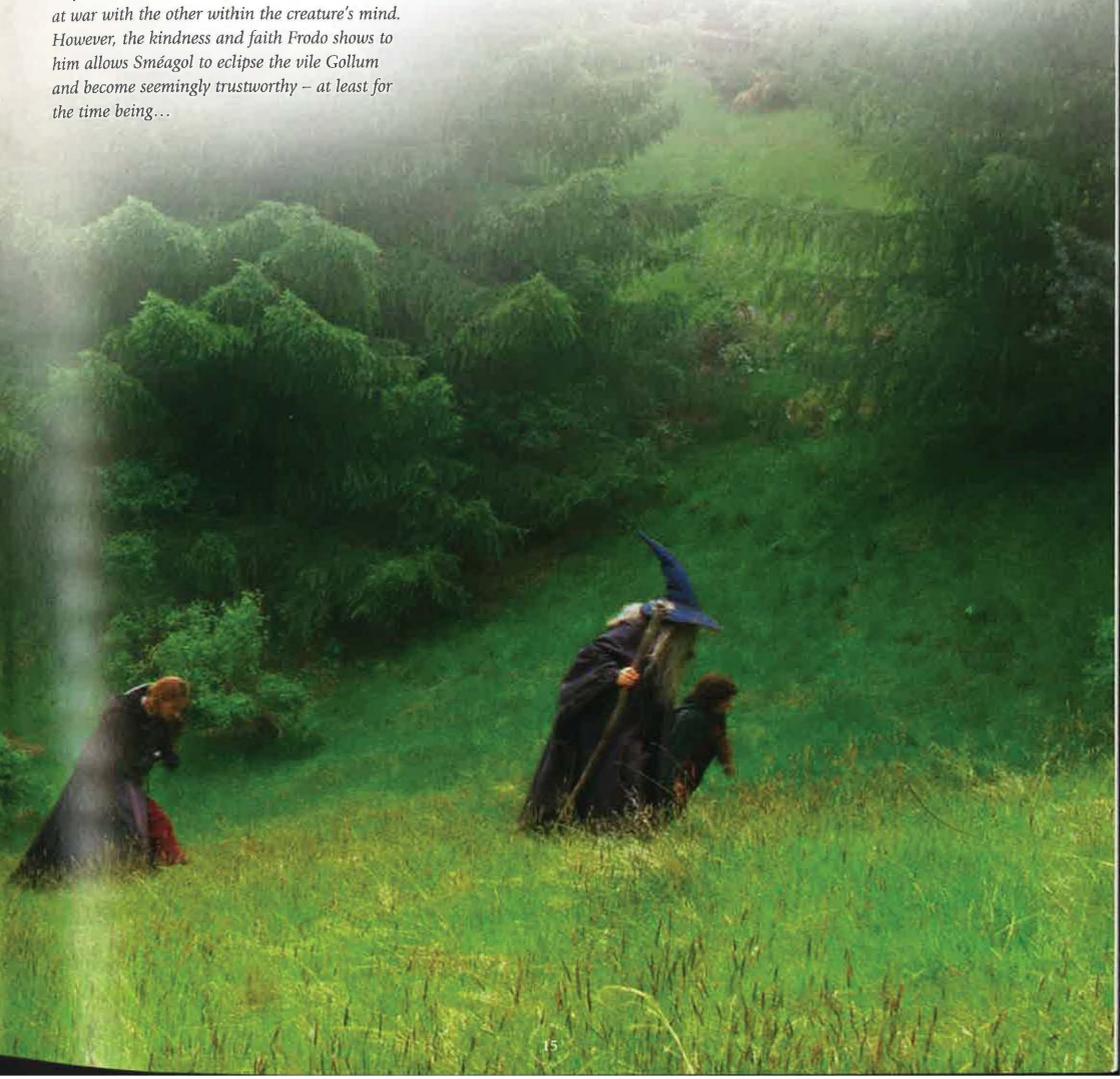
Cave Dweller.

Serve the Master of the Precious **PASSIVE** – Sméagol was only able to come forward due to the kindness of Frodo Baggins.

Sméagol may only be taken if Frodo is also in the same army.



The twisted creature known as Gollum has two very distinct sides to his personality, each constantly at war with the other within the creature's mind. However, the kindness and faith Frodo shows to him allows Sméagol to eclipse the vile Gollum and become seemingly trustworthy – at least for the time being...



THE SHIRE

The Hobbits that reside within The Shire are a peaceful race, quite content to ignore, and be ignored by, the world of the big folk. In fact, to many who live in Middle-earth, Hobbits seem to be of little or no relevance at all, and are not considered as warriors or counted among the wise. Hobbits will seldom leave the boundaries of the four Farthings of The Shire, preferring to stay within the comfort of what and where they know.

On the whole, the Hobbits of The Shire live peaceful lives and enjoy the simple things life offers, such as good food, the brewing of ales and the smoking of pipe-weed. However, where a Hobbit's heart truly lies is in peace and quiet and good tilled earth, for all Hobbits share a love of things that grow – it is for those reasons that a Hobbit makes an excellent gardener.

ARMY COMPOSITION

This army may include: Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire; Peregrin, Captain of the Shire; Paladin Took; Farmer Maggot; Lobelia Sackville-Baggins; Fredegar Bolger; Gandalf the Grey; Dúnedain; Bilbo Baggins; Bandobras Took; Hobbit Militia; Hobbit Archers and Hobbit Shirriffs.

The profile for Dúnedain can be found on page 27. Dúnedain count as Minor Heroes if taken as part of a The Shire army list. You may only include Dúnedain in a The Shire force if it also contains Gandalf the Grey.

The Grey Wizard, Gandalf, has always found Hobbits to be remarkable creatures and he will often visit The Shire to show off his fireworks at one of the Shire's famous parties; in fact, the display at old Bilbo's 111th birthday is still talked about decades later. However, Gandalf has come to the aid of The Shire more than once when they have been in great peril, and he has also sought out the aid of the Dúnedain to keep a watchful eye upon its borders in order to keep it safe from those who mean it harm.

However, even The Shire has been thrust into turmoil and war at times. Following his defeat at Isengard, the Wizard Saruman, going by the guise of Sharkey, invaded The Shire and enslaved its people. Upon their return, Frodo, Sam, Merry and Pippin rallied those with the courage to stand with them in rebellion against the invaders in the fight to reclaim their home.

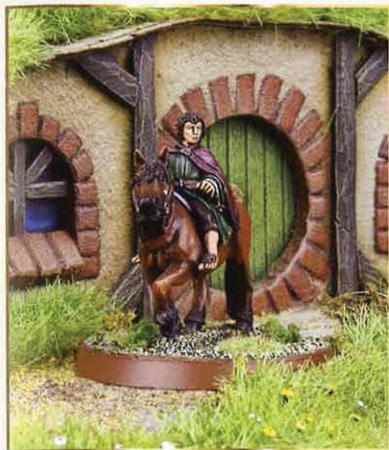
The profile for Gandalf the Grey can be found on page 11. Gandalf the Grey counts as a Hero of Valour if taken as part of a The Shire army list. If your army includes Gandalf, it may not include Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire or Peregrin, Captain of the Shire.

ARMY BONUS

"Fear! Fire! Foes!" – Hobbit models from this army list gain the Woodland Creature Special Rule.



HEROES OF THE SHIRE



FRODO OF THE NINE FINGERS.....60 POINTS HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
4*	3/3+	2	6	1	2	6	1	3	1

WARGEAR

Mithril Coat. Frodo is considered to be Unarmed.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Defence

OPTIONS

- Elven Cloak..... 5 points
- Pony..... 5 points

Mithril Coat **PASSIVE** – Whilst wearing the Mithril Coat, a model adds +3 to their Defence (this has already been included in the profile above).

SPECIAL RULES

Resistant to Magic.

It will never really Heal **PASSIVE** – *Wishing to see no more death; Frodo will refuse to spill blood, even in the heat of battle.*

Frodo may never Charge enemy models. In a Fight he will make no Strikes if his side wins the Fight.

Home is the Hero **PASSIVE** – *Other Hobbits look to Frodo for guidance and to inspire them to victory.*

All Hobbit models within 6" of Frodo count as being in range of a banner.

Returning to The Shire following his quest to destroy the Ring of Power, Frodo is a very different Hobbit to the one who set out from Bag End over a year previously. The wounds he suffered will stay with him for the rest of his life, and the great tragedies that he witnessed have caused Frodo to vow that he will never again deal out death and judgement. In the battles for The Shire, courage and wisdom will be required – two things that Frodo has gained from his ordeals in Mordor.



SAMWISE THE BRAVE.....45 POINTS HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
4*	3/3+	2	3	1	2	6	2	2	3

WARGEAR

Sting.

Sting **ACTIVE** – *Made by the Elves, Sting was passed to Sam by Frodo following their ordeals in Mordor.*

Sting is an Elven-made dagger. Additionally, whilst carrying Sting, a model adds +1 to its Strength when making Strikes.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike

OPTIONS

- Elven Cloak..... 5 points
- Pony..... 5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

On the quest to Mordor, Sam proved his courage, determination and strength of will many times over. Yet upon his return home, Sam discovers the grim fate that has befallen The Shire and the people that he holds dear. Sam must prove himself once again in the battles to liberate The Shire from the clutches of Sharky.



MERIADOC, CAPTAIN OF THE SHIRE.....45 POINTS

HOBBIT, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
4"	3/3+	2	4	2	2	5	2	2	2

WARGEAR

Armour, sword and the Horn of the Riddermark.

Horn of the Riddermark **ACTIVE** – Whilst carrying the Horn of the Riddermark, all Hobbit models gain +1 to their Courage value. If Merry is slain, the horn is lost.

HEROIC ACTIONS

- Heroic March
- Heroic Strike
- Heroic Challenge

OPTIONS

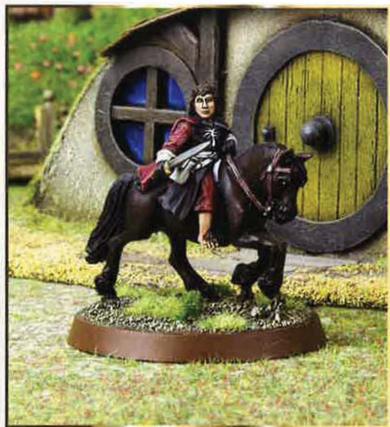
- Elven Cloak..... 5 points
- Pony..... 5 points
- Shield..... 5 points

There are few who can say that they have stood in the presence of the Witch-king of Angmar and lived, and almost none can say that they had a hand in his downfall – yet Merry can truthfully claim both. Merry's deeds upon the Pelennor earned him the title of Knight of the Mark, an honour he treasures greatly. It is Merry who leads the Hobbits at the Battle of Bywater, and personally slays the leader of the Ruffian's forces.

If your army includes Merry, you may upgrade any number of Hobbit Militia in Merry's warband to Battlin' Brandybucks at the cost of +1 point per model. Battlin' Brandybucks have a Strength of 3.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).



PEREGRIN, CAPTAIN OF THE SHIRE.....45 POINTS

HOBBIT, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
4"	3/3+	2	4	2	2	5	2	2	2

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Accuracy
- Heroic Strike

OPTIONS

- Elven Cloak..... 5 points
- Pony..... 5 points
- Shield..... 5 points

If your army includes Pippin, you may upgrade any number of Hobbit Archers in Pippin's warband to Tookish Hunters at the cost of +1 point per model. Tookish Hunters have a Fight value of 3/3+.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

Against all Odds **ACTIVE** – Having proved himself against Trolls, Heroes and other foes, Pippin is confident in his own abilities.

Pippin may re-roll any failed To Wound rolls when making Strikes against **Monster** or **Hero** models.

After swearing fealty to Denethor, Pippin is given the title of Guard of the Citadel. Following his brief period of training, Pippin is soon thrust into the battle for Minas Tirith, fighting Orcs atop the walls of the city. Yet it is at the Black Gate where Pippin makes his greatest accomplishment – the slaying of a Troll Chieftain. No longer reckless and immature, Pippin leads the Hobbits against the Ruffian hordes to liberate the Shire.



PALADIN TOOK..... 25 POINTS

HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Walking cane (club).

HEROIC ACTIONS

- Heroic Accuracy

If your army includes Paladin, you may upgrade any number of Hobbit Archers in Paladin's warband to Tookish Hunters at the cost of +1 point per model. Tookish Hunters have a Fight value of 3/3+.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

To me Shire-folk! **ACTIVE** – *Paladin is the Thain of The Shire, and as such holds great sway over the Hobbits of the four Farthings.*

Paladin's Stand Fast! only affects Hobbit models, however, his Stand Fast! is 12" rather than 6".

By the time the four travellers had returned to The Shire, it was already under the control of Sharkey. However, in Tuckborough, Paladin Took, Thain of The Shire, has stood defiant against the invaders, rallying those loyal to him to his side in a bid to drive out Sharkey's Ruffians from the peaceful lands of the Hobbits.



FARMER MAGGOT..... 45 POINTS

HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Two-handed scythe (pick) and Grip, Fang and Wolf (see below).

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

Grip, Fang and Wolf **PASSIVE** – *Farmer Maggot is always accompanied by his three loyal guard dogs.*

GRIP, FANG AND WOLF

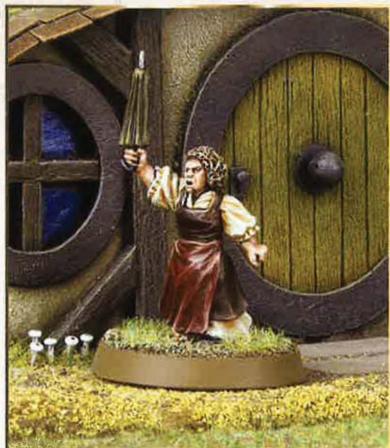
Grip, Fang and Wolf are automatically the first three members of Farmer Maggot's warband. Grip, Fang and Wolf have the following keywords – **Dog, Infantry, Warrior**. They will always use his Courage value while he is alive and on the battlefield. They use the profile below:

Mv	F	S	D	A	W	C
8"	3/4+	3	3	1	1	3

WARGEAR

Claws and Teeth.

A down-to-earth Hobbit, Farmer Maggot usually keeps himself to himself and his three dogs – Grip, Fang and Wolf. Many a young Hobbit has been caught thieving mushrooms from Farmer Maggot's crop, an act that leads to a harsh word and a sharp sting from the farmer's stick. However, many travellers that encounter his farm recognise that behind his eyes lies a shrewdness and a backbone of steel seldom found in The Shire.



A rather unpleasant, if not outright rude, Hobbit, it wouldn't be wrong to suggest that Lobelia wasn't well-liked in The Shire. However, none can deny the fact that she showed admirable courage when Sharkey's Ruffians dragged her off to the Lockholes, as she spouted a relentless tirade of sharp insults at her capturers.

LOBELIA SACKVILLE-BAGGINS.....15 POINTS

HOBBIT, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Umbrella.

SPECIAL RULES

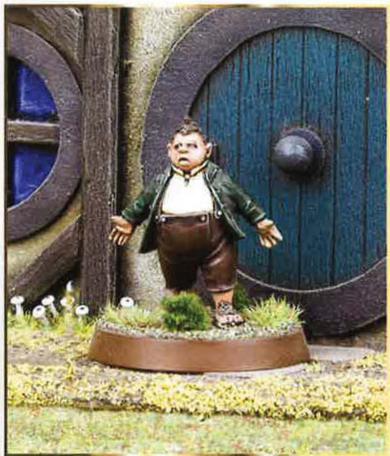
Resistant to Magic; Throw Stones (range 8", Strength 1).

Furious Tirade **ACTIVE** – Not one to hold her tongue, many an adversary has felt a stinging tirade from Lobelia Sackville-Baggins.

No Warrior model, from either player's force, may benefit from a Hero model's Stand Fast! whilst within 6" of Lobelia.

The Umbrella is not Mightier than the Sword **PASSIVE** – Many of Sharkey's Ruffians have been on the wrong end of a swift, but not fatal, thwack from Lobelia's umbrella.

If Lobelia wins a combat, she will not make Strikes (in fact she will most likely give her opponent a good, but ultimately painless, battering with her umbrella).



The aptly named 'Fatty' Bolger received this nickname due to his girth, which is impressive even by Hobbit standards. A close friend of Frodo before the Ringbearer left to embark upon his quest, Fredegar opted to stay behind in The Shire to keep up appearances. When Sharkey took over The Shire, Fatty was one of the few to openly resist his rule and paid for his defiance with a spell in the infamous Lockholes.

FREDEGAR BOLGER10 POINTS

HOBBIT, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Fredegar Bolger is Unarmed.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).





Many years have passed since under Gandalf's influence Bilbo first left The Shire to join Thorin's Company, and now Bilbo's days of grand adventures and foreign travels are behind him. It is Bilbo's good heart and strength of will that have preserved him against the Ring's powers for such a long time, yet as he becomes older and more stretched, the Ring begins to take a hold of him.

BILBO BAGGINS 40 POINTS

HOBBIT, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
4"	3/3+	2	2	1	2	6	1	3	3

If your force contains Bilbo and any of Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire or Peregrin Took, Captain of the Shire, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

WARGEAR

Dagger.

HEROIC ACTIONS

- Heroic Resolve

OPTIONS

If no other model wears the Mithril Coat then Bilbo may wear it 15 points
 If no other model carries Sting then Bilbo may take Sting..... 5 points
 If Frodo is not in the force, Bilbo may carry the Ring Free

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).



Known as the Bullroarer, Bandobras Took is a legend in The Shire. He was so large that he was able to ride a fully-grown horse – a true phenomenon amongst Shire-folk. It was at the Battle of Greenfields that Bullroarer made his name, hitting the Orc leader's head clean off its shoulders, sending it soaring through the air and straight down a rabbit hole – an act that both ended the battle and invented the game of golf at the same time.

BANDOBTRAS TOOK 40 POINTS

HOBBIT, CAVALRY, HERO – HERO OF VALOUR

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

If your force contains Bandobras Took and any other named **Hobbit Hero** models, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

WARGEAR

Club and horse.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

WARRIORS OF THE SHIRE



HOBBIT MILITIA 4 POINTS
HOBBIT, INFANTRY, WARRIOR

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

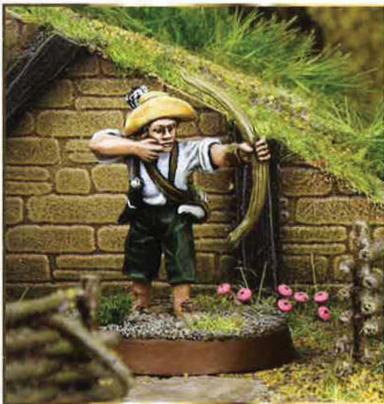
WARGEAR

Dagger, axe or hammer.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

The majority of Hobbits have no fighting ability whatsoever, as it is not a skill generally needed within The Shire. Hobbits are pleasant and peaceful folk, taking jobs such as gardeners, farmers or millers. In fact, most Hobbits dislike the idea of adventures – nasty things that make you late for dinner. But when threatened, Hobbits will defend themselves, and their strength is much greater than the sum of its parts.



HOBBIT ARCHER..... 5 POINTS
HOBBIT, INFANTRY, WARRIOR

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

WARGEAR

Dagger and short bow

OPTIONS

War horn 30 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

There are a small group of Hobbits, known as the Bounders, which guard the borders of the Shire. Practiced with the use of a bow, these Hobbit archers are more used to preventing dangerous animals from entering The Shire rather than protecting The Shire from evil-doers. Yet their skills will be put to good use come the arrival of Sharkey's Ruffians and the Battle of Bywater.



HOBBIT SHIRRIFF 5 POINTS
HOBBIT, INFANTRY, WARRIOR

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

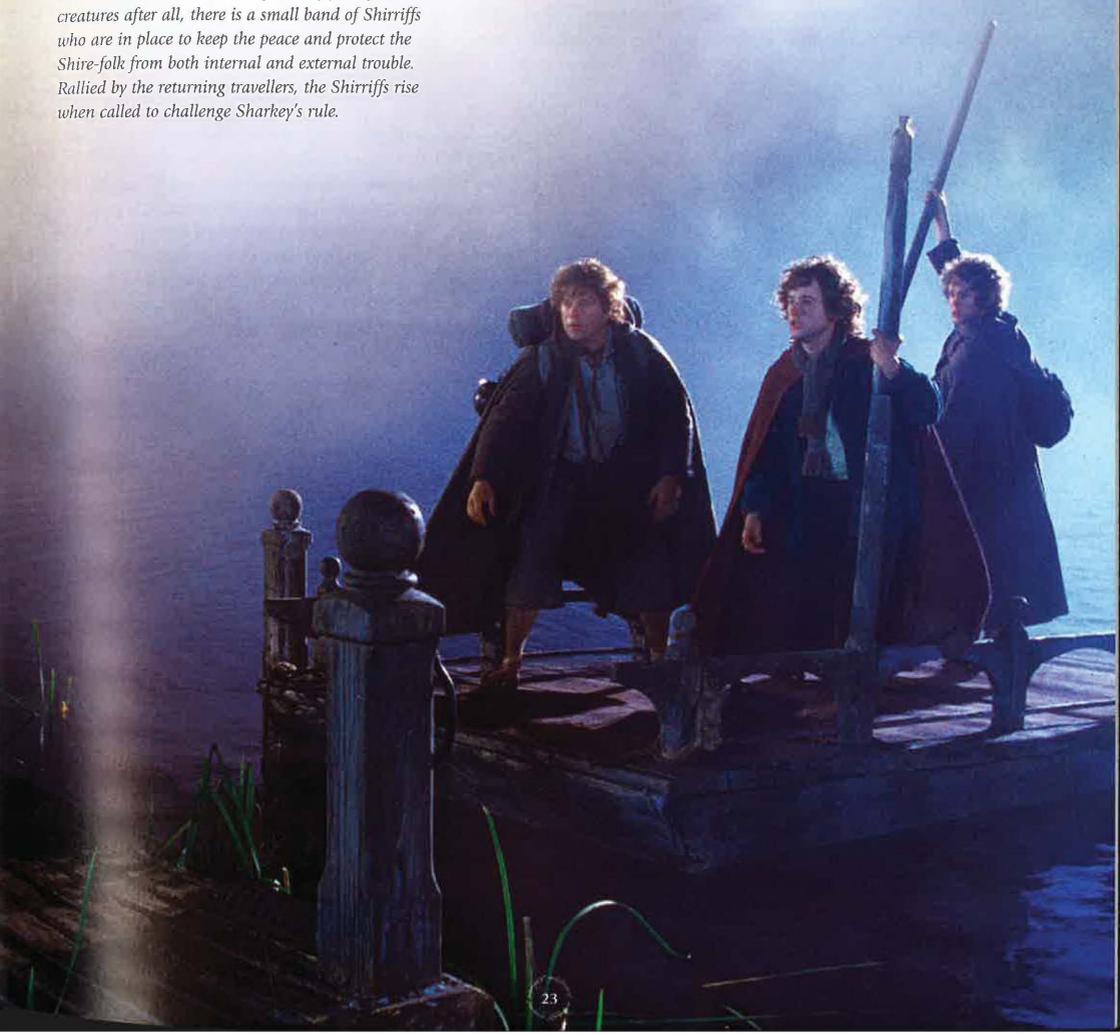
WARGEAR

Hand-and-a-half club.

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

Whilst there is little need for any form of law-keeping in The Shire, as Hobbits are generally peaceful creatures after all, there is a small band of Shirriffs who are in place to keep the peace and protect the Shire-folk from both internal and external trouble. Rallied by the returning travellers, the Shirriffs rise when called to challenge Sharkey's rule.



THE RANGERS

The Rangers of the North are the descendants of the forgotten kingdom of Arnor. Although their land is naught but the ruins of cities long since fallen, among its people the bloodline of Númenor still endures, hidden in the wilds of Eriador in the form of the chieftains of the Dúnedain.

Travelling in small numbers, these Rangers will often protect those settlements that are ill-equipped to do so for themselves. It is through these selfless acts that the Rangers of the North have made many allies and friends throughout Middle-earth.

The Rangers that defend the northern lands are all skilled with a bow, capable of hitting a mark from concealment, and can move swiftly and quietly through the woods and forests that they have spent their lives living in. It is these skills that make them so deadly

to any intruders that foolishly trespass upon their territory. Many a raiding Orc warband has disappeared from existence without so much as a cry for help as they have been picked off one-by-one.

Across the years since the fall of Arnor, there have been many chieftains of the Dúnedain, each ensuring that the blood of Númenor is passed on to the next generation. In more recent years, Arathorn led the Rangers of the North and proved himself to be a leader worthy of the blood that ran through his veins. However, shortly after becoming a father, Arathorn was tragically slain by an Orc raiding party. Years later, following his fostering by the Elves of Rivendell, it was Arathorn's own son, Aragorn, that took up the mantle of Chieftain of the Dúnedain, embarking on a quest that would see him claim his true heritage as heir to the throne of Gondor.

ARMY COMPOSITION

This army may include: Arathorn; Aragorn – Strider; Halbarad; Dúnedain and Rangers of the North.

The profile for Aragorn – Strider can be found on page 12. Aragorn – Strider counts as a Hero of Valour if taken as part of a Rangers of the North army list.

ARMY BONUS

"They're dangerous folk, wandering the wilds" – All models from this army list gain the Woodland Creature special rule, and the Rangers of the North and Dúnedain may benefit from the Stand Fast! of Arathorn, Halbarad and Aragorn – Strider. Additionally, the Rangers of the North and the Dúnedain increase their Attacks value to 2, while they have the **Infantry** keyword.



HEROES OF THE RANGERS



ARATHORN75 POINTS MAN, INFANTRY, HERO – HERO OF VALOUR

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

If your force contains Arathorn and Aragorn – Strider, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

Like all Dúnedain chieftains that came before him, Arathorn is a descendant of Isildur and heir to the throne of Gondor. A fierce and skilled warrior, Arathorn is also a noble leader who has seen many victories. Although his life was cut short by an Orcish raiding party, his legacy was passed on to his son, Aragorn – a son that, when his time came, would change the fate of Middle-earth.



HALBARAD70 POINTS MAN, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

OPTIONS

Banner of Arwen Evenstar40 points
Horse..... 10 points

Banner of Arwen Evenstar **PASSIVE** – The banner gifted by Arwen to Aragorn is borne aloft by Aragorn's closest companion.

This is a banner that affects all friendly models within 6" rather than 3". Friendly models within 6" gain the Fearless special rule. Additionally, Halbarad suffers no penalties for carrying the banner.

Halbarad is a kinsman of Aragorn and amongst his closest and most loyal companions. When Aragorn leaves to join The Fellowship, it is Halbarad that takes command of the Rangers of the Grey Company, and is quick to respond to his lord when Aragorn calls for them to fight upon the Pelennor.



RANGER OF THE NORTH.....30 POINTS
 MAN, INFANTRY, HERO - INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/3+	4	5	1	1	4	1	1	1

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy

OPTIONS

Horse..... 10 points

Spear1 point

The Rangers of the North are stern men that patrol the lands around Eriador in order to protect them from Sauron's forces. The descendants of the noble houses of Arnor, these Rangers answered Aragorn's call to arms and joined him at the Battle of the Pelennor.





DÚNEDAIN 25 POINTS
 MAN, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/3+	4	4	1	1	4	1	1	1

WARGEAR

Sword and bow.

HEROIC ACTIONS

- Heroic Accuracy

OPTIONS

Spear 1 point

The Descendants of the Men of Arnor, the Dúnedain have dwelled in the wild places following the collapse of their ancestors' kingdom. Seeking out Orcs and those creatures that threaten the safety of others, the Dúnedain keep an ever-watchful eye upon the borders of The Shire.



NÚMENOR

The Men of Númenor arrived upon the shores of Eriador late in the Second Age, borne out of the ruin of Westerness on their ships. The coming of Elendil and his people would change Middle-earth forever, for the Men of Númenor were a proud and noble race who founded the realms of Gondor and Arnor – the greatest kingdoms of Men in the history of Middle-earth.

Although they were exiles following the drowning of their homeland of Númenor, the lords of that forsaken place swiftly forged the realms of Gondor and Arnor in the north, lands that would one day recapture some of the splendour of their lost home. The magical Palantiri, that were brought to Eriador from the west, gave Elendil the ability to observe all corners of his domain and keep an ever-watchful eye upon his people and enemies.

The sable-clad armies of Númenor quickly became a strong martial power in Middle-earth. Casting down evil warlords from their footholds, driving the cruel Haradrim back to the southlands and besting the warlike fanatics that resided in the east, the armies of Númenor prevailed in every contest – proving that the combination of valour and Númenórean steel could win out over the black-hearted cruelty that resided within lesser Men.

Over many years, Elendil forged strong alliances with others who resided in Middle-earth. However, the greatest alliance that Elendil forged was no doubt with Gil-galad, the High King of the Elves. Such an alliance was a truly formidable one, joining Elves and Men in friendship and combining the might of their armies. Yet, despite this alliance, peace always seemed to be but a finger out of Elendil's reach. The Haradrim and Easterlings harboured a deep hatred for the Men of Númenor, which continued to grow as the years went on, and they attacked the borders of his domain ceaselessly. Bands of Orcs also managed to grow within the dark places of the world as the power of Sauron began to rise, a portent of darker times to come...

When the time finally came for Sauron to strike against his enemies, his hammer blow fell first upon the realm of Gondor, for it lay upon his own doorstep. It was these terrible acts of war that prompted the Last Alliance of Men and Elves to march upon the strongholds of Sauron, in a bid to prevent the Dark Lord from conquering Middle-earth. Although these wars would eventually claim Elendil's life, the legacy he would leave behind endured for Ages to come, with the sister realms of Arnor and Gondor standing as proud bastions against the darkness that would attempt to poison Middle-earth.

ARMY COMPOSITION

This army may include: Elendil, High King of Gondor and Arnor; Isildur; Captains of Númenor and Warriors of Númenor.

ARMY BONUS

"One by one the Free Lands of Middle-earth fell to the Power of the Ring. But there were some who resisted"
– Friendly Númenor models from this army list increase their Courage value by 1.



HEROES OF NÚMENOR



ELENDIL, HIGH KING OF GONDOR AND ARNOR 185 POINTS MAN, NÚMENOR, INFANTRY, HERO – HERO OF LEGEND

Arguably the greatest Man in the history of Middle-earth, it was Elendil who led the Men of Númenor to Eriador following the drowning of Westerosse. A wise and noble king, Elendil was unmatched by Men in battle. Together with his sons, Elendil led his followers in the war of the Last Alliance against Sauron, and following a gruelling battle with the Dark Lord, was slain upon the slopes of Mount Doom... although it is without a doubt that this act delivered Middle-earth from the hands of the Lord of the Rings.

Mv F S D A W C
6" 7/4+ 5 7 3 3 6

M	W	F
3	3	1

SPECIAL RULES

High King of Gondor and Arnor **ACTIVE** – Such is the bravery that Elendil inspires in his followers, they will follow him into battle undaunted.

The range of Elendil's Stand Fast! is 12" rather than 6".

Unbending Resolve **PASSIVE** – Even the powers of the Dark Lord himself seemed to find little purchase upon Elendil.

Elendil always counts as having had the Fortify Spirit Magical Power cast upon him. This is always in effect, even if his Will is reduced to 0.

WARGEAR

Heavy armour and Narsil.

Narsil **ACTIVE** – Forged during the First Age, Narsil is the sword of Elendil. It was with the shards of this sword that the Ring was cut from the hand of Sauron.

Narsil is a Master-forged hand-and-a-half sword. Additionally, Elendil may call a Heroic Combat each turn without expending Might.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence
- Heroic Challenge

OPTIONS

Horse..... 10 points
Shield..... 5 points





History will remember Isildur as the victor of the war of the Last Alliance, for it was he that took up the shards of Narsil and cut the Ring from the hand of Sauron. Alas, the spirit of the Dark Lord was still potent and Isildur was swiftly corrupted by the power of the Ring, refusing to destroy it. The Ring betrayed Isildur to his death, and the will of Sauron was allowed to endure.

ISILDUR120 POINTS

MAN, NÚMENOR, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	6/4+	5	7	3	3	6	3	2	2

WARGEAR

Heavy armour and hand-and-a-half sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

Horse.....	10 points
Shield.....	5 points
The Ring	Free

The Ring – As long as your force does not contain either Elendil or Anárion, then Isildur may carry The Ring.

SPECIAL RULES

Blood of Númenor PASSIVE – The courage of the Men of Númenor was inspired by their lords and kings.

A model with this special rule gains the Resistant to Magic special rule whilst they are within 6" of Elendil, Isildur or Anárion.



Experienced captains, those who have fought and won many wars against the Orcs, Haradrim and Easterlings, are put in command of the armies of Númenor. Fighting for the glory of their kings and for Númenor itself, these noble warriors forged a great many legends.

CAPTAIN OF NÚMENOR50 POINTS

MAN, NÚMENOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Horse.....	10 points
Bow	5 points
Heavy armour.....	5 points
Lance.....	5 points
Shield	5 points

SPECIAL RULES

Blood of Númenor PASSIVE – The courage of the Men of Númenor was inspired by their lords and kings.

A model with this special rule gains the Resistant to Magic special rule whilst they are within 6" of Elendil, Isildur or Anárion.

WARRIORS OF NÚMENOR



WARRIOR OF NÚMENOR 8 POINTS
 MAN, NÚMENOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	4	1	1	3

WARGEAR

Armour and sword.

OPTIONS

Banner	25 points
Bow	1 point
Shield	1 point
Spear	1 point

SPECIAL RULES

Blood of Númenor **PASSIVE** – The courage of the Men of Númenor was inspired by their lords and kings.

A model with this special rule gains the Resistant to Magic special rule whilst they are within 6" of Elendil, Isildur or Anárion.

The founders of the realms of Gondor and Arnor, the Men of Númenor were amongst the first to resist the powers of the Dark Lord. Stronger than the Men of later Ages, these courageous warriors marched upon Mordor and laid siege to Barad-dûr in order to bring the reign of Sauron to an end.



MINAS TIRITH

To the south of Rivendell and Rohan lies the ancient and powerful realm of Gondor, the first and foremost bastion against the armies of Mordor. By the end of the Third Age, Gondor is but a shadow of her former self, yet still a dominant force in Middle-earth. The high kings of old no longer rule Gondor, for their line was doomed to fail. The realm's leadership has passed into the hands of the stewards – tasked with the rule of Gondor until a rightful heir returns.

Like many realms, war is a constant companion of Gondor, for Sauron's power has risen once more and his armies assail its borders. With the former capital of Osgiliath now a crumbling ruin, power in Gondor resides within the walls of the White City of Minas Tirith. Built into the very bones of Mount Mindolluin and fashioned of seven levels, Minas Tirith is the greatest fortress of the race of Men. Each circle of the city is protected by walls of elegantly crafted stone, showcasing the craftsmanship of the city's people. Should one circle fall, the gates to the upper levels can be closed and the defence of the city can start anew. However, such is the stoutness of the walls, that the first circle has never been taken.

The armies of Minas Tirith are the greatest in the realm of Men at the closing of the Third Age. Each warrior is trained to fight with a variety of weapons, from the keen-edged steel sword each wears at their hip, to the use of a bow. Indeed, those who excel in the latter may well be chosen to join the ranks of the Rangers of Gondor, serving under the command of Faramir. Others are trained to ride upon fine steeds and as such form the Knights of Minas Tirith. The most skilled warriors in Minas Tirith are tasked with guarding its walls, above all else. They become Guards of the Citadel, a great honour amongst the warriors of Gondor.

If Minas Tirith is renowned for its armies clad in gleaming plate, it is nonetheless best known for its mighty heroes, such as Boromir, who reclaimed the city of Osgiliath, or his brother, Faramir, who leads the rangers of Ithilien in the protection of the realm by patrolling tirelessly along Gondor's border with Mordor. However, the greatest hero of Gondor in the Third Age is undoubtedly Aragorn, Isildur's own heir, who returned to Minas Tirith to lead her armies against the might of Sauron at the height of the War of The Ring.

ARMY COMPOSITION

This army may include: Aragorn, King Elessar; Gandalf the White; Denethor, Steward of Gondor; Boromir, Captain of the White Tower; Faramir, Captain of Gondor; Peregrin Took, Guard of the Citadel; Beregond, Guard of the Citadel; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Cirion, Lieutenant of Amon Barad; Knights of the White Tower; Captains of Minas Tirith; Kings of Men; Warriors of Minas Tirith; Knights of Minas Tirith; Rangers of Gondor; Citadel Guards; Guards of the Fountain Court; Osgiliath Veterans; Gondor Battlecry Trebuchets and Gondor Avenger Bolt Throwers.

ARMY BONUS

"You are Men of Gondor. Whatever comes through that Gate, you will stand your Ground!" – Friendly Gondor models from this army list increase their Courage value by 1.



HEROES OF MINAS TIRITH



ARAGORN, KING ELESSAR 225 POINTS MAN, GONDOR, INFANTRY, HERO – HERO OF LEGEND

Although he is the heir of Elendil, Aragorn turned from that path long ago, choosing instead the life of a Ranger, and therefore, exile. Yet it is at the Battle of Pelennor Fields that Aragorn returns to Minas Tirith, bringing with him an army to turn the tide of the battle. It is following this great victory that Aragorn finally claims his birthright, albeit reluctantly. He rallies his allies to march upon the Black Gate, providing Frodo with the much needed distraction to allow him to cross Mordor unimpeded. The coming of King Elessar not only heralds the ending of the Dark Lord, but also a change in the fortunes of Gondor and the Free Peoples of Middle-earth.

Mv	F	S	D	A	W	C
6"	6/3+	4	7	3	3	6

M	W	F
3*	3	3

OPTIONS

Armoured horse 15 points

WARGEAR

Heavy armour and Andúril, Flame of the West.

Andúril, Flame of the West **ACTIVE** – Reforged by the Elves from the shards of Narsil, Aragorn wields Andúril with the fury and zeal of his ancestors.

Andúril is an Elven-made hand-and-a-half sword. Additionally, when making Strikes with Andúril, Aragorn never requires more than a 4 for his To Wound rolls. Note that if Aragorn elects to use Andúril as a two-handed weapon, he will still get the +1 bonus To Wound meaning that he will Wound on a 3+.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March
- Heroic Strike
- Heroic Strength
- Heroic Defence
- Heroic Challenge

SPECIAL RULES

Horse Lord, Mighty Hero*.

Stand Men of the West! **PASSIVE** – Aragorn is able to inspire even the most humble of warriors to great deeds of valour.

Friendly models within 6" of Aragorn, King Elessar count as being in range of a banner.





GANDALF THE WHITE220 POINTS

WIZARD, INFANTRY, HERO – HERO OF VALOUR

Following his victory over the Balrog, Gandalf has been sent back to Middle-earth until his task is complete. Stripping Saruman of his power as Lord of the Istari, Gandalf is now a more powerful Wizard than he ever was before. During the battle for Minas Tirith, it is Gandalf that rallies Gondor's armies within the walls of the White City, inspiring them to hold back the Orc invaders.

Mv F S D A W C
6" 5/4+ 4 6 2 3 7

M W F
3 6* 3

WARGEAR

Staff of Power*, Glamdring and Narya.

Glamdring **ACTIVE** – Known as the Foe Hammer, Glamdring is a sword of incredible Elven craftsmanship.

Glamdring is an Elven-made hand-and-a-half sword. Additionally, Glamdring increases Gandalf's Strength by 1 when making Strikes with it.

Narya **PASSIVE** – The Ring of Fire, one of the three Elven rings gifted to Gandalf by Cirdan.

Gandalf may re-roll his dice when making Fate rolls.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- Heroic Strike

OPTIONS

Shadowfax 20 points

SHADOWFAX

Shadowfax is a mount that uses the following profile.

Mv F S D A W C M W F
12" 0 4 5 0 1 5 0 2 1

MAGICAL POWERS

	Range	Casting
Blinding Light	-	2+
Immobilise	12"	2+
Terrifying Aura	-	2+
Command	12"	3+
Fortify Spirit	12"	3+
Strengthen Will	12"	3+
Banishment	12"	4+
Sorcerous Blast	12"	4+
Your Staff is Broken	12"	4+



Although he was once a great man and has ruled Gondor for many years, Denethor's mind has been shattered by the loss of his beloved son Boromir. In the face of endless war, and with Sauron's dread legions upon his own doorstep, Denethor abandons all reason and opts to join the heathen kings of old, attempting to burn himself and Faramir atop a pyre.

DENETHOR STEWARD OF GONDOR.....35 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	5	2	2	5	0	3	0

WARGEAR

Armour and sword.

SPECIAL RULES

Broken Mind *Basic* – The loss of Boromir has driven Denethor into near madness.

At the start of every turn, before Priority is rolled, the controlling player must take a Courage test for Denethor. If the test is passed, all is fine. If the test is failed, Denethor is controlled by the opposing player until the End phase of that turn. Whilst under the control of the opposing player, friendly models cannot target Denethor with shooting attacks or Magical Powers that cause damage and may not make Strikes if they beat him in a fight.

If Boromir is part of the same army as Denethor, then Denethor will automatically pass these Courage tests so long as Boromir is alive. Should Boromir be slain, then Denethor will automatically fail the next Courage test he must take for this special rule.

"The rule of Gondor is mine, and no other's!" *Basic* – Years of ruling the White City have made Denethor reluctant to give up power – not even to the true King of Gondor.

If your force contains Denethor then he must be your leader, unless your force also contains Aragorn, King Elessar.



Having pledged his service to Denethor in payment for Boromir's saving of his life, Pippin joins the ranks of the Citadel Guard. During the battle for Minas Tirith, it becomes apparent that little remains of the impetuous Hobbit who set out from The Shire. Instead, Pippin has proven himself to be a valuable ally and has earned the respect of all of those within Minas Tirith.

PEREGRIN TOOK, GUARD OF THE CITADEL.....25 POINTS

HOBBIT, GONDOR, INFANTRY, HERO – INDEPENDENT HERO

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

WARGEAR

Armour and dagger.

HEROIC ACTIONS

- Heroic Defence

OPTIONS

Elven cloak.....5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).



BOROMIR, CAPTAIN OF THE WHITE TOWER 160 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

The boldest and most able commander that Minas Tirith has to offer, it is Boromir who has led the armies of the White City to victory in countless battles. Wherever he fights, the efforts of his troops are doubled and hope is rekindled. More than once has Boromir inspired those around him to steal victory from the very edge of defeat. Minas Tirith's fate is tied to that of Boromir and she will surely fall should Boromir be slain. That is, unless, another worthy hero takes up her defence...

Mv	F	S	D	A	W	C
6"	6/4+	4	6	3	3	6

M	W	F
6	3	3

OPTIONS

The Banner of Minas Tirith.....	40 points
Horse.....	10 points
Lance.....	5 points
Shield.....	5 points

WARGEAR

Heavy armour, sword and the Horn of Gondor.

Horn of Gondor **ACTIVE** – An heirloom of the Stewards of Gondor. Tradition said that if this horn was blown within the boundaries of Gondor that it would summon aid to its bearer.

Boromir can blow the horn at the start of a Fight if he is outnumbered by two-to-one or more. The enemy combatant in the Fight with the highest Courage value must take a Courage test. If the test is passed, the combat is fought as normal. If the test is failed, Boromir automatically wins the fight and can strike blows against his enemies.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence

The Banner of Minas Tirith **PASSIVE** – Those that fight alongside the Banner of Minas Tirith will give everything in order to ensure it stays aloft.

The Banner of Minas Tirith is a banner with a range of 6". Additionally, Boromir and all friendly **Gondor Warrior** models within 6" of it gain a +1 bonus to their Fight value. Note, this is cumulative with other bonuses to a model's Fight value. Boromir suffers no penalties for carrying the Banner of Minas Tirith. He may not carry the Banner of Minas Tirith if he is also carrying a lance.



Although he has forever lived in his brother's shadow, Faramir is still a capable captain in his own right. In fact, it is Faramir that commands the defence of Osgiliath following his brother's departure for Rivendell, and it was in Osgiliath where Faramir truly showed his quality – for there are not many Men who can say that they resisted the temptation of the Ring, not even Faramir's mighty brother.

FARAMIR, CAPTAIN OF GONDOR80 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Accuracy
- Heroic Strike
- Heroic Defence

OPTIONS

Armoured horse.....	15 points
Horse.....	10 points
Bow.....	5 points
Heavy armour.....	5 points
Lance.....	5 points
Shield.....	5 points

SPECIAL RULES

Woodland Creature.

"Is there a Captain here who still has the Courage to do his Lord's Will?" **PASSIVE** – Faramir will do anything, even forsaking his own life, in order to win the approval of his father.

If Denethor is part of the same army as Faramir, then Faramir will automatically pass all Courage tests he is forced to make whilst Denethor is alive and on the battlefield. However, whilst Denethor is on the battlefield, Faramir must always Charge an enemy model if he is able to do so.



A member of the Citadel Guard, Beregond not only possesses a strong sword arm but is also a skilled archer. Like all Citadel Guard, Beregond is unshakably loyal to the White Tower and dedicated to the ideals of Gondor. However, he is no unthinking servant. Without the timely intervention of Beregond and Pippin, Faramir would have perished upon the funeral pyre along with his father.

BEREGOND, GUARD OF THE CITADEL30 POINTS

MAN, GONDOR, INFANTRY, HERO – MINOR HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/3+	4	6	1	1	4	1	1	1

WARGEAR

Heavy armour, sword and longbow.

HEROIC ACTIONS

- Heroic Accuracy

OPTIONS

Horse.....	5 points
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SPECIAL RULES

Bodyguard.



Madril is an experienced Ranger and a veteran of many conflicts with the Orcs of Mordor. A captain under the command of Faramir, Madril fights at his commander's right hand when the armies of Mordor invade Osgiliath. It is the ambush put in place by Madril that keeps the Orcish invaders at bay for a time, ensuring that as much of Gondor's forces as possible can escape to safety.

MADRIL, CAPTAIN OF ITHILIEN..... 55 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic March
- Heroic Accuracy

SPECIAL RULES

Woodland Creature.

Master of Ambush *PASSIVE* – An experienced Ranger, Madril knows how best to execute a successful ambush upon his foes.

In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you may modify the Reinforcements roll for Madril's warband by +1 or -1. If Madril is already on the board, then all warbands from this army list may also modify their Reinforcements roll by +1 or -1. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.



Having spent many years fighting Sauron's minions alongside Faramir within the wilds of Ithilien, Damrod is an experienced Ranger in his own right. As Sauron's armies advance, Damrod takes up his sword and bow in defence of Gondor as the forces of Mordor invade the ruined city of Osgiliath, in a futile attempt to drive them back.

DAMROD, RANGER OF ITHILIEN..... 25 POINTS

MAN, GONDOR, INFANTRY, HERO – MINOR HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/3+	4	5	1	1	4	1	1	1

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

- Heroic Accuracy

SPECIAL RULES

Woodland Creature.





Hailing from a noble family, Cirion is amongst the younger captains of Gondor. Though he lacks the experience of warfare that many others have, he compensates for his lack of years with a self-confidence that few others possess, although it may one day prove to be his downfall.

CIRION, LIEUTENANT OF AMON BARAD..... 55 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6*	4/3+	4	6	2	2	4	3	1	1

WARGEAR

Armour, sword and shield.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike

SPECIAL RULES

Boldest of the Bold **ACTIVE** – Cirion is utterly sure of his abilities and is often far too reckless when charging into the fray.

When charging an enemy that causes Terror, Cirion receives a +2 bonus to his Courage value. Additionally, Cirion receives a bonus of +2 to his Courage when models with the Blades of the Dead special rule make Strikes against him.



The most experienced sword fighters in Minas Tirith can rise to the rank of Knight of the White Tower. They are the finest weapon-masters in the realm of Gondor and are tasked with the training of the sons of Gondor's noble families. It is said that even the mighty Boromir learned his skills from a Knight of the White Tower, and no doubt was dealt more than a few stinging blows as he mastered his trade.

KNIGHT OF THE WHITE TOWER.....60 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour, dagger and White Sword of Gondor.

White Sword of Gondor **ACTIVE** – A White Sword of Gondor is a two-handed sword. Additionally, Strikes made with this weapon have the Mighty Blow special rule.

HEROIC ACTIONS

- Heroic Strike

SPECIAL RULES

The Bladelord's Skill **ACTIVE** – A Knight of the White Tower is able to wield his White Sword as deftly as any rapier, as if it weighed a fraction of its true weight.

If a Knight of the White Tower scores a natural roll of a 6 in a Duel roll, he does not apply the penalty for using a two-handed weapon.



Gondor has been ruled over by many great kings since its founding by Elendil during the Second Age. Although nowadays the stewards rule Gondor, these kings once led the great realm against the forces of Mordor. Many of these rulers met a warrior's death, standing firm against Sauron's minions upon the field of battle.

KING OF MEN.....60 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

Kings of Men may not be included in any army that contains any other named Gondor Hero models.

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Defence

OPTIONS

Armoured horse	15 points
Horse.....	10 points
Heavy armour.....	5 points
Lance.....	5 points
Shield.....	5 points

Designer's Notes: These models are ideal, not only to represent the past kings of Gondor, but also the stewards that ruled Gondor in their stead.



Upon the field of battle, the warriors of Minas Tirith are led by Men of exceptional martial prowess. With many years of experience in battle, these captains have been trained in the art of war and their presence upon the battlefield is much needed to inspire their followers to fight back the armies of Mordor.

CAPTAIN OF MINAS TIRITH.....50 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Horse.....	10 points
Bow.....	5 points
Lance.....	5 points
Shield.....	5 points

SPECIAL RULES

Shieldwall.

WARRIORS OF MINAS TIRITH



WARRIOR OF MINAS TIRITH.....7 POINTS MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	3

WARGEAR

Heavy armour and sword.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Bow.....	1 point
Shield.....	1 point
Spear.....	1 point

SPECIAL RULES

Shieldwall.

The Men that make up the ranks of Minas Tirith's forces are the backbone of many of her armies. Skilled warriors clad in thick armour, they take to the field in disciplined battle formations that outclass those of their enemies. These Men have fought many battles and kept Gondor, and the rest of Middle-earth, safe against the armies of Sauron.



KNIGHT OF MINAS TIRITH.....13 POINTS MAN, GONDOR, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	3

WARGEAR

Heavy armour, sword, lance and horse.

OPTIONS

Banner.....	25 points
Shield.....	1 point

SPECIAL RULES

Shieldwall.

Those warriors that excel in riding a horse will join the Knights of Minas Tirith. Tall and stern, these knights are truly the pride of Gondor's armies. It is often the knights who lead the charge against Gondor's enemies, leaving the broken remnants of enemy formations in their wake.



RANGER OF GONDOR..... 8 POINTS
 MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	4/3+	3	4	1	1	3

WARGEAR

Armour, sword and bow.

OPTIONS

Spear 1 point

The most renowned of all those who protect Gondor's borders are the Rangers that dwell in Ithilien. Tasked with securing the crossings of the Anduin from those who serve the Dark Lord, these Rangers do not suffer trespassers into Gondor lightly. Skilled hunters, archers and trackers, they are seldom heard or seen until their arrows take flight.



CITADEL GUARD..... 9 POINTS
 MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	4/4+	3	5	1	1	3

WARGEAR

Heavy armour, sword and spear.

OPTIONS

Horse..... 7 points

Swap spear for longbow..... 1 point

SPECIAL RULES

Bodyguard.

The Citadel Guard were founded from the most elite warriors Gondor had to offer. Sworn to obey none but the king of Gondor, the Citadel Guard will obey his commands until released from their oath either by their lord or by death. In the absence of the true king, their commands are given by the Steward of Gondor.





GUARD OF THE FOUNTAIN COURT10 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	3

WARGEAR

Heavy armour, dagger and spear.

OPTIONS

Replace spear with banner 25 points

Shield 1 point

SPECIAL RULES

Bodyguard.

The most disciplined of warriors in Minas Tirith are selected to join the Guard of the Fountain Court, swearing to give their lives in defence of the White City should it be needed. Stalwart and proud, these warriors truly are the pinnacle of Gondor's armies. Although they are too few to form whole regiments of their own, these stoic warriors serve as bodyguards to Gondor's nobility.



OSGILIATH VETERAN 8 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	4

WARGEAR

Heavy armour and sword.

OPTIONS

Bow 1 point

Shield 1 point

Spear 1 point

SPECIAL RULES

Loyal to the Captains **PASSIVE** – The veteran's unyielding loyalty to the steward's sons is testament to the courage they inspired within their men.

If this model is within 6" of either Boromir or Faramir, then this model will receive a +1 bonus to its Fight value. This is cumulative with other Fight value bonuses.

The recapturing of Osgiliath was a difficult task, entrusted to the bravest warriors and led by the steward's favoured son Boromir and his brother Faramir. Those who survived became known as the Veterans of Osgiliath, grizzled warriors that stopped at nothing to return Osgiliath to her rightful place. Though their armour is battered and scarred and they bear many small wounds, their loyalty to their captains is unscathed.



GONDOR BATTLECRY TREBUCHET 80 POINTS

SIEGE ENGINE

As the forces of Mordor bear down upon the gates of Minas Tirith, her defenders unleash the power of the Battlecry Trebuchets against their enemy's ranks. Great wooden constructs, these machines may be slow to fire, but when they do, they hurl huge boulders across the battlefield to crash into the foe, crushing anything unfortunate enough to be caught in their path.

Siege Engine	Strength	Defence	Wounds
Battlecry Trebuchet	(10)	10	3

CREW

A Battlecry Trebuchet is a large **Siege Engine** and crewed by three Warriors of Minas Tirith with no additional wargear. One of the crew is automatically the **Siege Veteran**. All crew members have the **Man**, **Gondor**, **Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	3

OPTIONS

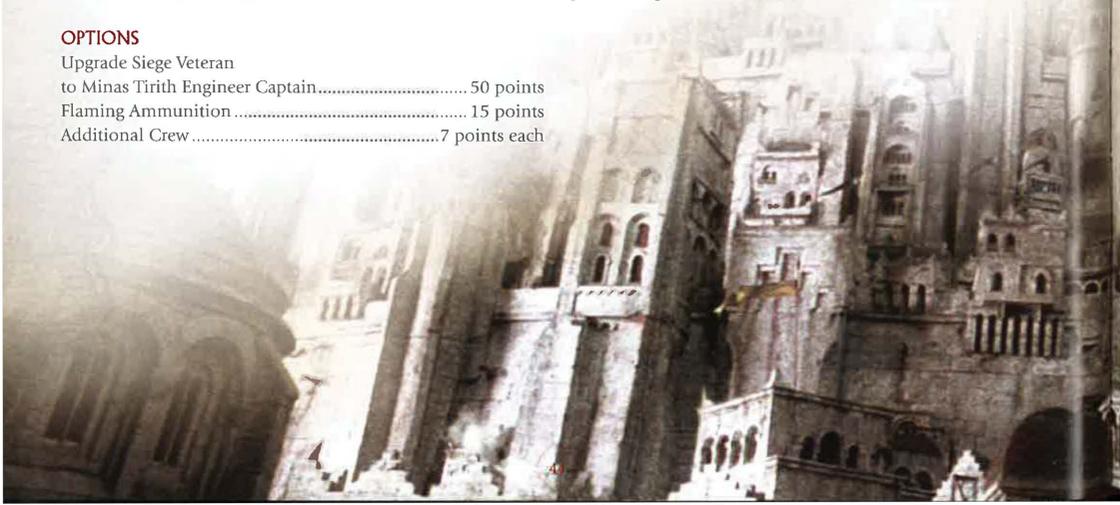
- Upgrade **Siege Veteran** to **Minas Tirith Engineer Captain**..... 50 points
- Flaming Ammunition** 15 points
- Additional Crew** 7 points each

SPECIAL RULES

Indirect Fire – A Trebuchet always fires using the rules for **Volley Fire**, with a range of 12"-96".

Area Effect – If a Trebuchet scores a hit against a **Battlefield** target, all models within 2" of the target suffer one **Strength 5** hit and are **knocked Prone** (this additional hit does not kill a target outright).

Wall-breaker – When a Trebuchet rolls **To Wound** against a **Siege** target, the controlling player may roll two dice and pick the highest.





GONDOR AVENGER BOLT THROWER 50 POINTS

SIEGE ENGINE

The Avenger Bolt Thrower is a work of mechanical genius, some say learned from the Dwarves, and completely unique to the forces of Gondor. Able to self-reload and fire multiple bolts in the same amount of time it takes most siege engines to fire one, the Avenger Bolt Thrower is one of the deadliest weapons available to the forces of Gondor.

Siege Engine	Strength	Defence	Wounds
Avenger Bolt Thrower	(7)	10	3

SPECIAL RULES

Short Range – An Avenger Bolt Thrower only fires 24" rather than 48".

CREW

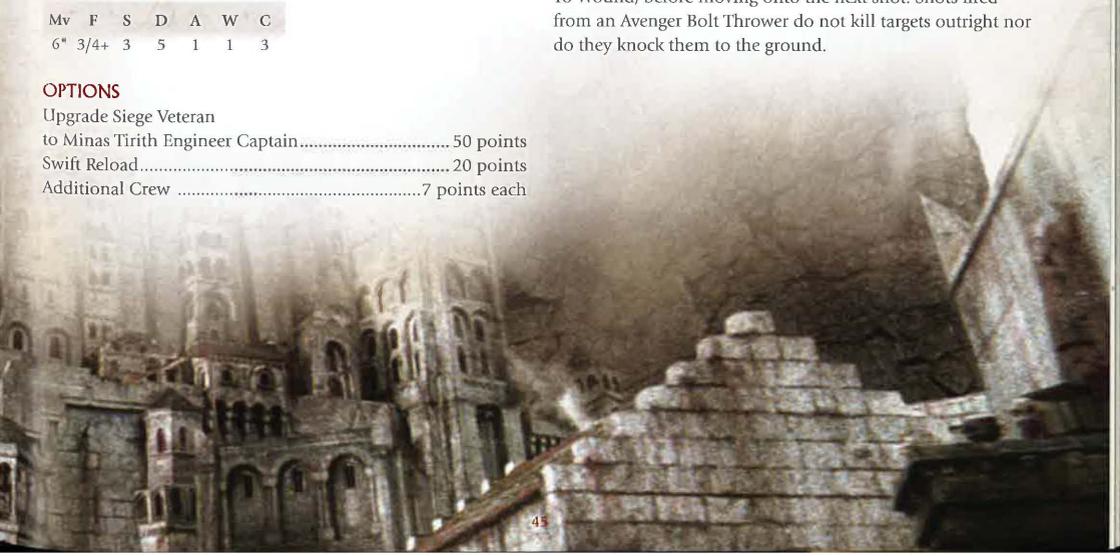
An Avenger Bolt Thrower is a small **Siege Engine** and is crewed by two Warriors of Minas Tirith with heavy armour and sword. One of the crew is automatically the **Siege Veteran**. All crew members have the **Man, Gondor, Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	3

Rapid Fire – An Avenger Bolt Thrower fire D6 shots each turn rather than one. Each shot is resolved in the same way as a shooting attack rather than a **Siege Engine**. This means that no scatter is rolled for an Avenger Bolt Thrower – it will either hit or miss. Resolve each shot individually, rolling To Hit and To Wound, before moving onto the next shot. Shots fired from an Avenger Bolt Thrower do not kill targets outright nor do they knock them to the ground.

OPTIONS

Upgrade Siege Veteran
 to Minas Tirith Engineer Captain..... 50 points
 Swift Reload..... 20 points
 Additional Crew 7 points each



THE FIEFDOMS

At the height of Gondor's power, her rule stretched far across many realms of Middle-earth. From beyond Isengard to the west and to the depths of Harad in the south, people knelt to the rule of Gondor and received the prosperity that came with her protection. Although the royal bloodline no longer sits upon the throne and Gondor's influence has been significantly reduced by war, there are provinces that still swear fealty to it – these Fiefdoms will answer Gondor's call for aid should it ever be needed.

Greatest amongst the Fiefdoms is the land of Dol Amroth, ruled over by Prince Imrahil. Although the prince holds no rule over the other realms, such is the respect held for him that many of the Fiefdom's lords will come to him seeking his counsel and advice. When the War of The Ring comes to Gondor, Imrahil leads his swan-helmed knights into battle upon the fields of the Pelennor. In fact, it is Imrahil and his Swan Knights that ride out with Gandalf in order to rescue Faramir from the Nazgûl, as well as lead Gondor's counter-attack against the forces of Mordor.

Whilst Dol Amroth may be the most notable of Gondor's Fiefdoms, they are by no means the only ones who answered her call for aid. The land of Lossarnach provides many of its finest and highly skilled axemen for Gondor's cause, led by their aptly named lord, Forlong the Fat. From Lamedon, Angbor the Fearless brings as many of his clansmen as he can muster, a brave and reckless force of formidable fighters that have become hardened by constant war in the mountains. The Rangers of the Blackroot Vale may not be as skilled in melee but their lives in the mountains of Morthond have allowed them to hone their accuracy with a bow, making them a valuable ally.

It is upon the fields of the Pelennor that these Fiefdoms will show the value of an oath sworn, fighting bravely for the freedom of all of those in Middle-earth. Each lord and warrior will win glory in life and death, both for themselves and for the Fiefdoms that they represent. Although eventually the forces of Mordor will be pushed back and the battle shall be won, many of these lords and warriors will not survive to share in Gondor's victory.

ARMY COMPOSITION

This army may include: Prince Imrahil of Dol Amroth; Forlong the Fat; Angbor the Fearless; Duinhir; Captain of Dol Amroth; Knight of Dol Amroth; Men-at-arms of Dol Amroth; Axemen of Lossarnach; Clansmen of Lamedon and Blackroot Vale Archers.

ARMY BONUS

"For the White City!" – Special rules marked with an * affect all models from this army list, not just the ones listed.



HEROES OF THE FIEFDOMS



PRINCE IMRAHIL OF DOL AMROTH 140 POINTS
 MAN, GONDOR, INFANTRY, HERO – HERO OF LEGEND

Mv	F	S	D	A	W	C	M	W	F
6"	6/4+	4	7	3	3	6	3	3	3

WARGEAR

Heavy armour, sword and shield.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength
- Heroic Defence

OPTIONS

Armoured horse 15 points
 Lance 5 points

SPECIAL RULES

The Lineage of Númenor **ACTIVE** – *Imrahil commands great loyalty and respect from the Free Peoples of Middle-earth.*

The range of Prince Imrahil's Stand Fast! is 12" rather than 6".

***Dol Amroth for Gondor!** **PASSIVE** – *Following the lead of their Prince, warriors of Dol Amroth will stop at nothing to ensure that Gondor does not fall.*

Captains of Dol Amroth, Knights of Dol Amroth and Men-at-arms of Dol Amroth within 12" of Prince Imrahil of Dol Amroth count as being in range of a banner.

Prince Imrahil is the lord of Dol Amroth and the brother-in-law of Denethor. Descended from the noble line of Númenor, Imrahil is unshakably loyal to the realm of Gondor. It is Imrahil who rides with Gandalf, leading the forces of Gondor and ensuring that the White City does not fall. Imrahil also leads the charge out of Minas Tirith's gates, coming to the aid of Aragorn and Éomer and playing his part in ensuring victory upon the Pelennor.



FORLONG THE FAT 80 POINTS
 MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Heavy armour, sword, war spear and war horn.

HEROIC ACTIONS

- Heroic Strength

OPTIONS

Horse 10 points

SPECIAL RULES

***The Lord of Lossarnach** **PASSIVE** – *Fighting to protect their lord, the warriors of Lossarnach fight with a deadly skill.*

Axemen of Lossarnach within 6" of Forlong the Fat must re-roll results of a 1 when rolling To Wound during the Fight phase.

The lord of Lossarnach, Forlong is one of the most famous lords in all of the Fiefdoms. Although his name makes light at his immense girth, Forlong is still a fearsome warrior in his own right, possessing an exceptional martial prowess and tactical mind. His massive size also hides an impressive strength, making Forlong easily capable of shattering the shields of his foes and reducing the warrior behind to a pulp.



ANGBOR THE FEARLESS..... 65 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Armour and broadsword.

Broadsword **ACTIVE** – This is a two-handed sword. Additionally, if a model that is fighting with a broadsword scores a natural roll of a 6 in a Duel roll, they do not apply the penalty for using a two-handed weapon.

HEROIC ACTIONS

- Heroic Strike

SPECIAL RULES

Fearless.

***Chief of Lamedon** **PASSIVE** – Angbor instills great courage in all those that follow him.

Clansmen of Lamedon within 6" of Angbor the Fearless gain the Fearless special rule.

Hailing from Lamedon, Angbor is the chief of the clansmen that reside there. A bold, if somewhat reckless leader, Angbor has spent his years fighting to hold the White Mountains against the armies of Orcs sent by Sauron to break his people. Such is the bravery of Angbor, that he has never once fled the field of battle – a quality that Gondor will need in the dark days that lie ahead.



DUINHIR..... 60 POINTS

MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Armour, sword, bow and spear.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Defence

SPECIAL RULES

Mountain Dweller.

Go for the Eyes! **ACTIVE** – Duinhir's skill with a bow allows him to locate a foe's weakest spot with pinpoint accuracy.

When shooting, Duinhir can re-roll failed To Wound rolls. Additionally when shooting at a Monster model, wounds caused by Duinhir's shooting attacks cause D3 wounds rather than 1.

***Lord of the Blackroot Vale** **PASSIVE** – Commanding his archers with expert precision, Duinhir invokes a calm among his followers that allows them to better steady their aim before firing.

Blackroot Vale Archers within 6" of Duinhir, that did not move during the Move phase, may re-roll 1s To Hit during the Shoot phase.

Duinhir is the lord of Morthond, the Blackroot Vale that lies beneath the shadows of the White Mountains. Through protecting his home from the raids of Orcs and Corsairs, Duinhir's skill with a bow has become unrivalled in the Fiefdoms of Gondor, a skill which he has passed on to those that reside in Morthond. It is upon the Pelemor that Duinhir's fate shall be decided, yet whatever the outcome, Duinhir will doubtless ensure that swathes of Orcs will fall before he does.



CAPTAIN OF DOL AMROTH..... 65 POINTS MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	2	2	4	2	1	1

WARGEAR

Heavy armour, sword and shield.

HEROIC ACTIONS

- Heroic March

OPTIONS

Armoured horse 15 points
Lance 5 points

SPECIAL RULES

Pride of Dol Amroth **ACTIVE** – In the presence of their Prince, these warriors will fight relentlessly for the honour and heritage of Dol Amroth.

A model with this special rule, that is within 3" of Prince Imrahil of Dol Amroth, adds +1 to their Fight value.

Within the blood of the Men of Dol Amroth lies the lineage of Númenor, and this can be seen most clearly in those that lead Dol Amroth's armies into battle. These captains are made up of the lordly sons of the noblest houses. Chivalrous to a fault and possessed of incredible martial prowess, these captains are true champions, who will fight for Gondor in her time of need.

WARRIORS OF THE FIEFDOMS



KNIGHT OF DOL AMROTH..... 11 POINTS MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	4

WARGEAR

Heavy armour, sword and shield.

OPTIONS

War horn 30 points
Banner 25 points
Armoured horse 8 points
Lance 1 point

SPECIAL RULES

Pride of Dol Amroth **ACTIVE** – In the presence of their Prince, these warriors will fight relentlessly for the honour and heritage of Dol Amroth.

A model with this special rule, that is within 3" of Prince Imrahil of Dol Amroth, adds +1 to their Fight value.

The Swan Knights of Dol Amroth are the most elite warriors Gondor has available. Brave and noble, they are a memory of days long since passed. Fighting mostly from the back of a mighty steed, the knights of Dol Amroth plunge into the ranks of Sauron's forces to pierce the hearts of his armies and rekindle the hope of the Free Peoples of Middle-earth.



Accompanying the Swan Knights are the Men-at-arms. These warriors make up the bulk of the army of Dol Amroth. Clad in thick plated armour and brandishing long pikes, the Men-at-arms stride into the battle of the Pelennor to provide aid to the armies of Gondor and her allies, utilising their pike-blocks to drive back the armies of Mordor.

MAN-AT-ARMS OF DOL AMROTH 9 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	5	1	1	3

WARGEAR

Heavy armour, sword and pike.

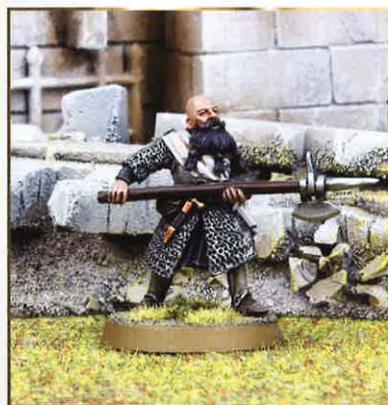
OPTIONS

Replace pike with banner 25 points

SPECIAL RULES

Pride of Dol Amroth **ACTIVE** – *In the presence of their Prince, these warriors will fight relentlessly for the honour and heritage of Dol Amroth.*

A model with this special rule, that is within 3" of Prince Imrahil of Dol Amroth, adds +1 to their Fight value.



Following their lord, Forlong, to the fields outside Minas Tirith, the Axemen of Lossarnach prepare themselves for war. These warriors choose to wield a broad-bladed axe instead of other more conventional weapons. Although this seems strange to other warriors, it is believed this custom originates from when the first lord of Lossarnach wielded the same weapon in defence of his liege.

AXEMAN OF LOSSARNACH 9 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	5	1	1	3

WARGEAR

Heavy armour, axe of Lossarnach and dagger.

Axe of Lossarnach **ACTIVE** – *The huge axes wielded by the warriors from Lossarnach feature a sharp pointed tip, allowing them to fight as if with a spear when needed.*

An axe of Lossarnach can be used as either a spear or a two-handed axe.

OPTIONS

Replace axe of Lossarnach with banner 25 points



CLANSMEN OF LAMEDON 8 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	5

WARGEAR

Armour and broadsword.

Broadsword **ACTIVE** – This is a two-handed sword. Additionally, if a model that is fighting with a broadsword scores a natural roll of a 6 in a Duel roll, they do not apply the penalty for using a two-handed weapon.

SPECIAL RULES

The Honour of Lamedon **PASSIVE** – *The clansmen see it as their duty to follow their lord into battle; even one they have little hope of winning.*

Clansmen of Lamedon within 6" of Angbor the Fearless count as being in range of a banner.

The Clansmen that hail from the foothills of the White Mountains are a brave and reckless people. Undisciplined in matters of war, these warriors are ill suited to the battle lines used by many other forces in the Fiefdoms and their reckless nature means they are unpredictable. This ferocity makes them deadly skirmishers who can cause havoc amongst enemy lines.



BLACKROOT VALE ARCHER 8 POINTS

MAN, GONDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/3+	3	4	1	1	2

WARGEAR

Armour, sword and bow.

OPTIONS

War horn 30 points
 Banner 25 points
 Spear 1 point

SPECIAL RULES

Mountain Dweller.

Dead-eye Shot **ACTIVE** – *The constant practice of the Blackroot Vale Archers has made them expert archers, even under the immense pressures of war.*

When benefitting from a Heroic Shoot, this model may re-roll failed To Wound rolls when making shooting attacks.

Those that live in the Blackroot Vale have suffered greatly at the hands of Orc and Corsair raiding parties. Their home in Morthond is without great stone fortifications and so they have instead honed their skills with bow and arrow. It is this skill at archery that has helped those that dwell in the shadows of the White Mountains fend off intruders into their lands.

THE DEAD OF DUNHARROW

In a time prior to the battles of the Last Alliance in the Second Age, there was a small kingdom that existed within the boundaries of the White Mountains – between Dol Amroth in the south and Calenardhon (now known as the kingdom of Rohan) in the north. Little is known about those that dwell within this kingdom, save for the fate that befell them.

Towards the end of the Second Age, the kingdom of Númenor sought allies in the war against the Dark Lord Sauron and the armies of Mordor. Isildur, son of the High King Elendil, came to the people of the White Mountains, as he had to many others, in search of their allegiance. There, Isildur obtained an oath-sworn promise of aid in the coming wars against the forces of Evil. However, when called upon to take up arms in the fight against Sauron, the people of the White Mountains fled, opting instead to entomb themselves within their mountain fortress instead of fulfilling the oath they had sworn to the King of Gondor. Upon

this betrayal, Isildur cursed them to wander the hills until the time came that they fulfilled their pledge.

Since that day, the kingdoms of Rohan and Gondor have been rife with ghostly tales of shadow-men, and it is said that the vales of Dunharrow echoed with the sounds of half-heard whispers and the faint sounds of horns and steel. These can be attributed to the remnants of the people that once dwelt in the mountain, doomed to a terrible and restless existence until Isildur's heir releases them from their oath.

As the Third Age draws to a close, hope for these cursed Men draws near, for Aragorn, the heir of Isildur, rides to the mountain. Summoning the Dead to the stone of Erech, Aragorn commands them to fight by his side and finally fulfill the oath they made over 3,000 years before. Taking up arms, the dead march to war – a deathly force to strike fear into the armies of Sauron.

ARMY COMPOSITION

This army may include: The King of the Dead; Warriors of the Dead and Riders of the Dead.

ADDITIONAL RULES

A Dead of Dunharrow army list is automatically Impossible Allies with any force that doesn't also include Aragorn.

ARMY BONUS

"The Dead do not suffer the Living to pass" – The King of the Dead gains the Harbinger of Evil special rule. Additionally, warbands from this army list that contain eight or more models, do not need a Hero to be the Captain of the warband. Instead, one of the Warrior models within the warband takes on the role of the warband's Captain for the purpose of deployment.



HEROES OF THE DEAD OF DUNHARROW



THE KING OF THE DEAD100 POINTS

SPIRIT, INFANTRY, HERO – HERO OF VALOUR

The breaking of the oath pledged to Isildur lies with this King of Ages past. Though cursed, and his body long since reduced to dust, his spirit lingers on until he honours his word. Upon the arrival of Aragorn, this king decides to take up arms against the armies of Mordor – the oath that was promised will finally be fulfilled and the dead will at last find the peace they so desperately crave.

Mv	F	S	D	A	W	C
G*	5/4+	4	8	2	2	7

M	W	F
1	6	3

SPECIAL RULES

Blades of the Dead, Terror.

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strike

Drain Soul **ACTIVE** – The powers that are possessed by the dead are capable of draining the very essence of an enemy.

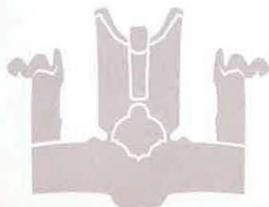
Any model that suffers a Wound from the King of the Dead is automatically slain, regardless of how many Wounds it has remaining. Hero models may prevent these Wounds with Fate, but if even a single Wound is not prevented, they are slain.

The Dead and the Living **PASSIVE** – The King of the Dead has no power over the living and as such can only command those under the same curse as himself.

Only Warriors and Riders of the Dead may use the King of the Dead's Stand Fast! or benefit from his Heroic Actions.

Spectral Walk **PASSIVE** – The march of the long dead is not hindered by water features that mortal beings would have to swim across.

A model with this special rule may move over water features as if they were open ground.



WARRIORS OF THE DEAD OF DUNHARROW



WARRIOR OF THE DEAD.....14 POINTS
 SPIRIT, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	7	1	1	6

WARGEAR

Armour and either sword or axe.

OPTIONS

Banner.....	25 points
Shield.....	1 point
Spear.....	1 point

SPECIAL RULES

Blades of the Dead, Terror.

Spectral Walk PASSIVE – *The march of the long dead is not hindered by water features that mortal beings would have to swim across.*

A model with this special rule may move over water features as if they were open ground.

Those that broke the oath made to Isildur suffered from a terrible curse. Over the centuries of the Third Age their bodies decayed and slowly turned to dust. Yet they did not rest, instead becoming spectral forms of their former selves. Although their weapons have long since lost their edge, the armour of mortal beings holds no defence against them. A grim fate awaits any who stray into the realm of the dead, unless they should happen to be Isildur's heir.





RIDERS OF THE DEAD.....24 POINTS

SPIRIT, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	8	1	1	6

WARGEAR

Armour, sword, shield and spectral steed.

Spectral Steed **PASSIVE** – This is a horse that is a Spirit model and has a Defence of 6.

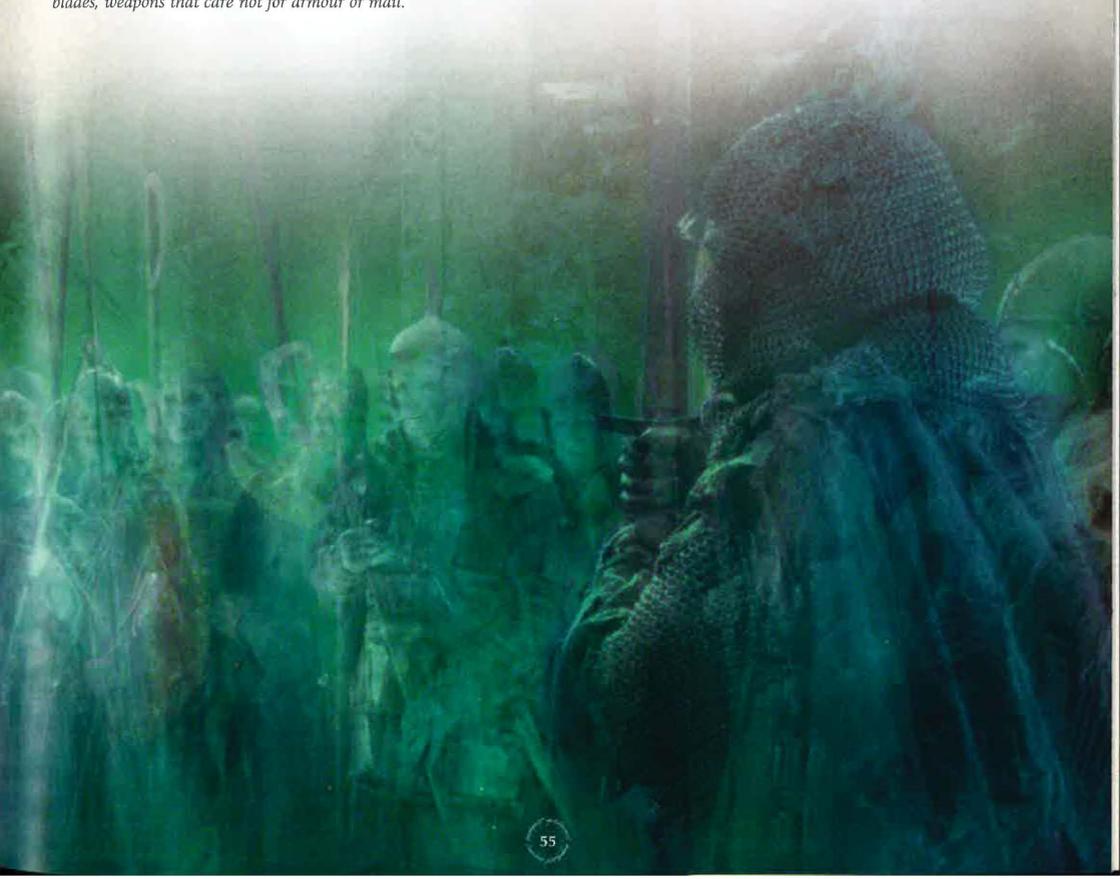
SPECIAL RULES

Blades of the Dead, Terror.

Spectral Walk **PASSIVE** – *The march of the long dead is not hindered by water features that mortal beings would have to swim across.*

A model with this special rule may move over water features as if they were open ground.

Just as they were the vanguard of the army in life, these oath breakers ride ghostly steeds into battle. These dread apparitions are enough to chill the souls of their enemies and cause utter panic and disarray within the ranks of those they charge. Those who stand firm will be met by the Riders' deadly spectral blades, weapons that care not for armour or mail.



ARNOR

Upon his arrival in Eriador at the end of the Second Age, Elendil founded the kingdoms of Gondor and Arnor. Whilst Arnor is now just a distant memory, her cities and strongholds reduced to rubble, there was a time when Arnor's might was equal in measure to that of Gondor... before the kingdom was plunged into war and despair.

In the days of her glory, Arnor achieved the same nobility that still exists in Gondor. Heroic kings who descended from the line of Númenor ruled over the lands, and the towns and villages prospered under their protection. The Evil that dwelt in the north was held at bay by Arnor's vast standing armies that defended her lands and her people. It was even said that, when united as one under the banner of the king, the armies of Arnor could not be defeated; not even by the combined forces of Orcs, Trolls and Evil Men. However, fate was tempted and destiny decided to prove otherwise...

In her waning years, the Kingdom of Arnor was weakened and battered by constant war against her enemies, and was plagued by disease and famine. One by one, Arnor's cities fell into ruin as her people fled to safer places, or were slain. Only a handful of ever-watchful rangers and guardsmen stood watch over the crumbling cities and towns that still remained. Over the years, the eastern reaches of the kingdom were left empty and more and more of the realm became abandoned, or was sacked by Evil forces. By the time of King Arvedui, only the capital, Fornost, stood proud as a bastion against Evil. That was until the final war between the realm of Arnor and the dread land of Angmar, which saw to the complete ruin of the northernmost Kingdom of Men.

Although Arnor is long-since destroyed, the bloodline of Númenor still endures, hidden in the northern wilderness of Middle-earth until the time comes for it to be revealed, to reclaim and unite the lands of Gondor and Arnor.

ARMY COMPOSITION

This army may include: Arvedui, Last King of Arnor; Malbeth the Seer; Captains of Arnor; Warriors of Arnor; Rangers of Arnor and Hobbit Archers.

The profile for Hobbit Archers can be found on page 22.

ARMY BONUS

"Protect the King!" – Friendly Arnor models automatically pass Courage tests whilst within 6" of Arvedui, Last King of Arnor.



HEROES OF ARNOR



ARVEDUI, LAST KING OF ARNOR.....80 POINTS MAN, ARNOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence

SPECIAL RULES

Hatred (Angmar).

The King in the North **ACTIVE** – The last ruler of the northern kingdom, Arvedui commands great loyalty and respect from his remaining followers.

Arvedui's Stand Fast! is 12" rather than 6".

It is Arvedui's misfortune to be remembered as the last king of Arnor, for it was under his rule that Arnor fell and was no more. As the shadows descend upon his lands for the final time, Arvedui cannot hope to know if this final battle will see his kingdom restored to the glory of old, or see it perish and fall into ruin. It is, however, on Arvedui's shoulders that the final defence of this once great kingdom will rest.



MALBETH THE SEER.....70 POINTS MAN, ARNOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Staff

HEROIC ACTIONS

- Heroic Resolve

SPECIAL RULES

Gift of Foresight **ACTIVE** – The visions that Malbeth has can be used to warn his allies of an impending threat.

Every time a friendly Arnor model within 6" of Malbeth suffers a Wound, roll a D6. On a 5+, the Wound has been prevented, exactly as if a point of Fate had been expended. Note that if this roll is failed, Hero models may still use Fate points as normal.

Advisor and counselor to the kings of Arnor, Malbeth has long been part of Arvedui's royal court. Blessed with the gift of foresight, a skill more often associated with the Elves, rather than the race of Men, Malbeth often has visions of what may yet come to pass. However, being only mortal, many of Malbeth's visions can end up being incomplete and contradictory.



CAPTAIN OF ARNOR.....55 POINTS

MAN, ARNOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	2	2	3	2	1	1

WARGEAR

Heavy armour, sword and shield.

HEROIC ACTIONS

- Heroic March

OPTIONS

Swap shield for bow.....Free

SPECIAL RULES

Hatred (Angmar).

The many years of war that the armies of Arnor have been subjected to have taken their toll. Many commanders are promoted too soon, and as such lack the skill and tactical ability of the commanders of old. However, war teaches hard lessons, and what these captains lack in ability to lead, they more than make up for with their hard-earned skill with sword and shield.

WARRIORS OF ARNOR



WARRIOR OF ARNOR.....8 POINTS

MAN, ARNOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	2

WARGEAR

Heavy armour, sword, spear and shield.

OPTIONS

Swap spear and shield for Banner.....25 points

SPECIAL RULES

Hatred (Angmar).

The warriors that remain as part of Arnor's armies are, by necessity, the veterans of many wars against the dark forces of Angmar. Though their resolve lies in pieces and their spirits are often shattered, their combat skills make them more than a match for Orcs in a one-on-one fight; however, the swathes of Orcs sent to war against them proved too much even for these skilled warriors.



RANGER OF ARNOR 8 POINTS

MAN, ARNOR, INFANTRY, WARRIOR

Mv F S D A W C

6" 4/3+ 3 4 1 1 3

WARGEAR

Armour, sword and bow.

OPTIONS

Spear 1 point

It has long been the duty of the Rangers to keep the borders of Arnor safe from the fell creatures that would seek to bring about its destruction. Skilled trackers and expert bowmen, these Rangers can remain hidden and unseen as they unleash a hail of arrows upon their foes.



ROHAN

A kingdom born out of conflict, Rohan has seen many wars since her founding in the time of Eorl the Young during the latter years of the Third Age. Having waged wars against the Dunlendings from the north, the Orcs of the White Mountains to the south and, more recently, the growing power that spreads forth from Isengard, Rohan's borders need to be constantly defended, and her sons must become warriors more swiftly than those in many other lands.

Even in the dwindling days of the Third Age, the line of Rohan's kings can still be traced back to their greatest lord, Eorl, and each of his successors strives to be both as brave and as noble as he. At the time of the War of The Ring, the bloodline of Eorl remains in Théoden. Below the king are the Marshals of the Riddermark, steadfast and skilled warriors who each command Riders of Rohan – the pride of Rohan's armies. The horse lords are, without doubt, among the most renowned riders in Middle-earth. Their mastery as horsemen is considered without peer amongst Men, not only for their skill in the saddle, but also for their talents in breeding and raising their horses into the finest steeds in the known world – mounts that are the envy of many a realm.

It is not surprising that the Men of Rohan prefer to fight their battles mounted atop their noble steeds rather than with their feet upon the ground. Many of the greatest heroes of Rohan have ridden to war and fought on horseback, forging their own stories of heroism and daring. Many a battle has been won by the charge of these heroes and riders, the Rohirrim smashing aside the ranks of their foes, splintering their shields and causing them to turn tail and flee.

Rohan does not have a vast standing army in the same manner as Gondor or other kingdoms. In fact, her warriors are spread out amongst the lords and marshals across her lands, each with his own Éored of riders and knights. These forces are sworn to the king, should he muster the armies of Rohan to full strength in times of war.

It is this mustering that sees Théoden raise an army of the Rohirrim to ride to the defence of Minas Tirith and to war against the armies of the Dark Lord upon the fields of Pelennor, a battle that would see the greatest charge of the Rohirrim – an act that would cement their legacy as fearless horsemen for all the ages yet to come.

ARMY COMPOSITION

This army may include: Théoden, King of Rohan; Théodred, Heir of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Meriadoc Brandybuck, Knight of the Mark; Erkenbrand, Captain of Rohan; Gamling, Captain of Rohan; Háma, Captain of Rohan; Grimbold of Grimslade; Eorl the Young; Captains of Rohan; King's Huntsmen; Warriors of Rohan; Riders of Rohan; Rohan Royal Guard; Rohan Outriders and Sons of Eorl.

ADDITIONAL RULES

Riders of Rohan within this army list do not count towards your force's Bow Limit.

ARMY BONUS

"Ride for Ruin and the World's Ending!" – Friendly Rohan Cavalry models gain +1 Strength on a turn in which they Charge.



HEROES OF ROHAN



THÉODEN, KING OF ROHAN 75 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF LEGEND

Although the Wizard Saruman had poisoned his mind, Théoden was ultimately freed by Gandalf. Upon hearing Gondor's call for aid, Théoden rallies his forces to prepare for war and rides to the Pelennor in defence of their allies. Although the battle will ultimately claim his life, the deeds done upon the Pelennor will become the stuff of legend – perhaps even rivalling those achieved by Théoden's forebears.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	2	2	5

M	W	F
3	3	1

SPECIAL RULES

Expert Rider, Horse Lord.

WARGEAR

Armour and Herugrim.

Herugrim **ACTIVE** – Herugrim is a sword. Additionally, Théoden may use the Feint Special Strike even if his Fight value is lower than his opponent's.

HEROIC ACTIONS

- Heroic March
- Heroic Strike
- Heroic Challenge

OPTIONS

Armoured horse	15 points
Horse.....	10 points
Heavy armour.....	5 points
Shield.....	5 points

The Will of Men is Easily Corrupted **PASSIVE** – The deception of Críma Wormtongue allows Saruman to corrupt and poison the mind of the king, leaving him a shell of his former self.

If Críma Wormtongue is within 6" of Théoden, King of Rohan, then Théoden is reduced to Fight value 3/4+ and 1 Attack. Additionally, he may not declare Heroic Actions and may not use Will points.

Forth, and Fear no Darkness **ACTIVE** – Such is the rousing speech given by the King of Rohan, that his riders will charge into the face of death for him.

Théoden's Stand Fast! is 12" rather than 6".



The only son of Théoden, Théodred is the rightful heir to the kingdom of Rohan. Although he is a strong and skilled warrior, Théodred is still relatively young, and is reckless and brash upon the battlefield. It was Théodred's overconfidence in his own abilities that ultimately sealed his fate, suffering mortal wounds at the hands of Saruman's warriors upon the Fords of Isen.

THÉODRED, HEIR OF ROHAN.....80 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Challenge

OPTIONS

Horse.....	10 points
Shield.....	5 points
Throwing spears.....	5 points

SPECIAL RULES

Expert Rider, Horse Lord.

Reckless Charge **ACTIVE** – Having never experienced defeat in battle, Théodred's overconfidence will one day see to his downfall.

Théodred must Charge an enemy model if he is able to do so. Additionally, on a turn in which he Charges, Théodred may re-roll any failed To Wound rolls during the Fight phase.



Éomer is the nephew of Théoden, and one of Rohan's foremost warriors. Exiled under the command of Gríma Wormtongue, Éomer returns to the aid of his king at the siege of Helm's Deep. However, it is amidst the carnage of the Pelennor that Éomer truly makes his name. Following the death of Théoden, and the presumed death of Éowyn, Éomer fights like a man possessed, slaying Orcs, Haradrim and Mûmakil to avenge those that had fallen.

ÉOMER, MARSHAL OF THE RIDDERMARK.....100 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	3	3	5	3	3	3

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

SPECIAL RULES

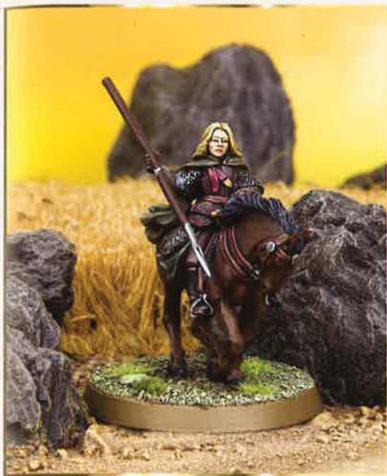
Expert Rider, Horse Lord.

OPTIONS

Armoured horse.....	15 points
Horse.....	10 points
Shield.....	5 points
Throwing spears.....	5 points

The Price of Grief **ACTIVE** – Such is Éomer's devotion to his family that he will be driven to near madness should they be slain.

If Théoden or Éowyn are in the same force as Éomer, and either (or both) are slain, for the remainder of the game Éomer adds +1 to all To Wound rolls during the Fight phase. Additionally, for the remainder of the game, Éomer must Charge if able to do so.



Sister to Éomer and niece to Théoden, Éowyn is not typical of Rohan's women-folk. Not content to be sheltered in Edoras whilst others ride to war, Éowyn disguises herself as a man and joins the muster to ride towards the Pelennor. It is upon these fields where she confronts her greatest challenge, namely facing the Witch-king of Angmar – a battle she emerges from victorious.

ÉOWYN, SHIELD MAIDEN OF ROHAN 40 POINTS

WOMAN, ROHAN, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength

OPTIONS

Horse 10 points
 Armour 5 points
 Shield 5 points
 Throwing spears 5 points

SPECIAL RULES

Expert Rider, Horse Lord.

I Shall Kill You if You Touch Him **ACTIVE** – Such is the love Éowyn has for her uncle that she will protect him at all costs. Should Théoden fall, Éowyn will protect his body and vow to exact revenge upon his killer.

If Théoden is in your force and is slain, place a 25mm marker where he fell. Éowyn must move directly towards this marker during each of her Move phases if she is able to. Once Éowyn has moved within 3" of this marker, she may not willingly move further than 3" away from it for any reason for the remainder of the game. Additionally, whilst within 3" of the marker Éowyn becomes Fearless and must re-roll any failed To Wound rolls. In addition, she also receives a bonus of +1 To Wound when making strikes against the model that slew Théoden.



Pledging his service to Théoden, Merry has been granted the title of Esquire of Rohan. Although he was initially meant to be left behind, Merry found a place on the horse of Éowyn as they rode to the relief of Minas Tirith. Upon the fields of the Pelennor, Merry came face-to-face with the Witch-king and mastered his fear to play a part in the Nazgûl's downfall – a deed which earned Merry great renown across Middle-earth.

MERIADOC BRANDYBUCK, KNIGHT OF THE MARK 25 POINTS

HOBBIT, ROHAN, INFANTRY, HERO – INDEPENDENT HERO

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

WARGEAR

Armour and dagger.

HEROIC ACTIONS

- Heroic Strike

OPTIONS

Elven cloak 5 points
 Pony 5 points
 Shield 5 points

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).



**ERKENBRAND,
CAPTAIN OF ROHAN 75 POINTS**
MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	2	2	4	3	1	1

WARGEAR

Heavy armour, sword, shield and the Horn of the Hammerhand.

The Horn of the Hammerhand **ACTIVE** – This is a war horn that adds +2 Courage rather than +1. However, this war horn only affects friendly Rohan models.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

Horse..... 10 points

If your army includes Erkenbrand, you can upgrade any number of Riders of Rohan in his warband to Westfold Redshields at a cost of +1 point per model. Westfold Redshields count as being in range of a banner if Erkenbrand is within 3".

SPECIAL RULES

Expert Rider, Horse Lord.

A true legend in Rohan, Erkenbrand of the Red Shield has rescued countless villages in the Westfold from the raiding parties of Orcs and Dunlendings. He was also instrumental in the relief of Helm's Deep, leading the charge of his Eored in breaking the army of the White Hand. The number of victories won by Erkenbrand has made the Red Shield he and his men bear in battle a symbol of hope within the realm of the horse lords.



GAMLING, CAPTAIN OF ROHAN 55 POINTS
MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	6	2	2	4	3	1	1

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Defence

OPTIONS

Royal Standard of Rohan 50 points

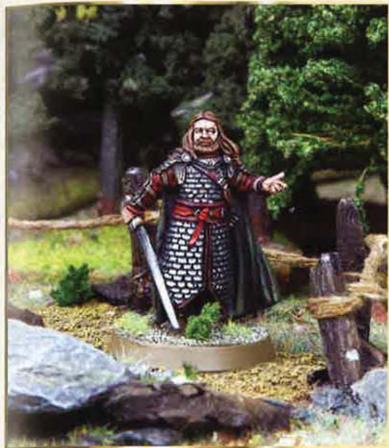
Horse..... 10 points

Royal Standard of Rohan **PASSIVE** – This precious heirloom is a banner. Additionally, any Rohan Hero models that are within 3" of the Royal Standard of Rohan at the start of any turn, and have no Might remaining, automatically add 1 point of Might to their store. This cannot take a Hero model's Might beyond its starting level. Gamling suffers no penalties for carrying the Royal Standard of Rohan.

SPECIAL RULES

Expert Rider, Horse Lord, Sworn Protector (Théoden).

One of the oldest and wisest captains that lead the Rohirrim in battle, Gamling is a close advisor of King Théoden. Upon the battle of the Pelennor it is Gamling that bears the Royal Standard of Rohan as the Rohirrim charge into the fray. Ever at the side of his liege, Gamling rides with Théoden, sharing in his king's every danger.



Háma is the captain of Théoden's palace guard and one of the king's personal bodyguards. Háma could only watch as his lord fell into despair under the foul influence of Saruman and his lackey Gríma Wormtongue. Placing his trust in the hands of Gandalf and his companions, Háma hopes that the arrival of the White Wizard will see the renewal of his liege and the kingdom of Rohan.

HÁMA, CAPTAIN OF ROHAN.....55 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	6	2	2	4	3	1	1

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Defence

OPTIONS

Horse..... 10 points

Shield..... 5 points

SPECIAL RULES

Expert Rider, Horse Lord, Sworn Protector (Théoden).



A wild warrior from Rohan's Westfold, Grimbold arguably has more in common with the hillmen of Dunland than the Rohirrim. Grimbold fights valiantly alongside Théodred at the Fords of Isen, using his immense strength to cleave through countless Uruk-hai. Those that follow Grimbold are just as wild and vicious as their leader, and are close descendants of Helm Hammerhand, whose strength still flows through their veins.

GRIMBOLD OF GRIMSLADE.....60 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and two-handed axe.

HEROIC ACTIONS

- Heroic Strength

OPTIONS

If your army includes Grimbold, you may upgrade any number of Warriors of Rohan to Helmingas for a cost of +1 point per model. Helmingas are Strength 4, rather than 3.

SPECIAL RULES

Mighty Blow.



Eorl the Young was the first King of Rohan. Coming to the aid of Gondor in a time of great need, Eorl and his kin participated in the defeat of the armies that sought to destroy Minas Tirith and break the realm of Gondor. In recognition of this noble deed, Eorl was gifted the land of Calenardhon, which would later become the realm of Rohan, and an alliance was formed that would endure to the worst of hardship

EORL THE YOUNG.....115 POINTS

MAN, ROHAN, CAVALRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	3	3	5	3*	2	2

If your force contains Eorl the Young and any other named Hero models from the Rohan army list then it will automatically lose its Army Bonus.

Also, if your army includes Eorl, then every alliance will be Impossible Allies. One exception would be Minas Tirith, so long as the Minas Tirith force also includes no named Hero models.

WARGEAR

Heavy armour, sword, shield, throwing spears and Felaróf.

Felaróf – Eorl's noble steed is an armoured horse with a Move of 12"

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength
- Heroic Defence

SPECIAL RULES

Expert Rider, Horse Lord.

***Legendary Hero** **PASSIVE** – Eorl is a mighty hero in the history of Rohan, the man who founded their great realm.

The first time each turn that Eorl the Young expends a point of Might, roll a D6. On a 4+, the point of Might is free and does not reduce Eorl's store of Might.



The King's Huntsmen are by far the greatest archers in the ranks of the Rohirrim, able to slay a distant foe with but a single white-fletched arrow. These warriors are tasked with picking out the captains of the enemy and ensuring they fall before the battle lines of the armies clash in the swirl of war.

KING'S HUNTSMAN.....50 POINTS

MAN, ROHAN, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Armour, sword and longbow.

HEROIC ACTIONS

- Heroic Accuracy

SPECIAL RULES

Master Archer **ACTIVE** – Such is the skill of these huntsmen that they can hit a target no matter how obscured it may be.

King's Huntsmen only fail In The Way rolls on the roll of a 1. Additionally, each time this model slays an enemy Hero or Monster model, restore the King's Huntsman's Might to its starting level.



Those that captain the forces of Rohan are the headsmen of her villages and the lords of the noble houses of Rohan. Accomplished fighters, these captains are used to fighting marauding Orcs and the Wildmen of Dunland in defence of their homes and kinsmen. Like all Rohirrim, they are experts atop a steed, able to strike down many foes from the back of a horse.

CAPTAIN OF ROHAN.....45 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword or axe.

HEROIC ACTIONS

- Heroic March

OPTIONS

Horse.....	10 points
Bow.....	5 points
Heavy armour.....	5 points
Shield.....	5 points
Throwing spears.....	5 points

SPECIAL RULES

Expert Rider, Horse Lord.

Arise Riders of Théoden! **ACTIVE** – The speech delivered by their king has inspired a great sense of belief within the Eorlingas, one which will see them put their all into the fight ahead.

If this model is within 12" of Théoden and has the **Cavalry** keyword, then a model with this special rule receives a +1 bonus to their Fight value on a turn in which they Charge.

WARRIORS OF ROHAN



Hardy and stubborn fighters, the warriors of Rohan are determined to protect their homeland from the invading Orcs, Uruk-hai and other Evil forces that threaten their peace. Though they live in constant fear of Sauron's shadow, it is their choice to meet this threat with spear and bow.

WARRIOR OF ROHAN.....6 POINTS

MAN, ROHAN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	4	1	1	3

WARGEAR

Armour and sword or axe.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Throwing spears.....	2 points
Bow.....	1 point
Shield.....	1 point



The pride of Rohan's armies, it is said that the Riders of Rohan are among the most accomplished horsemen in all of Middle-earth. Their skill in battle atop their steeds is undeniable and many an army's general has fallen foul of underestimating the impact these riders will have upon the ranks of their warriors.

RIDER OF ROHAN.....14 POINTS

MAN, ROHAN, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	5	1	1	3

WARGEAR

Armour, sword or axe, shield, bow and horse.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Throwing spears.....	2 points

SPECIAL RULES

Expert Rider.

Arise Riders of Théoden! **ACTIVE** – The speech delivered by their king has inspired a great sense of belief within the Eorlingas, one which will see them put their all into the fight ahead.

If this model is within 12" of Théoden and has the Cavalry keyword, then a model with this special rule receives a +1 bonus to their Fight value on a turn in which they Charge.



Sworn into the service of the king of Rohan and handpicked by their captains, those chosen to join the Royal Guard are the very finest warriors in the realm of Rohan. Fighting without fear at the side of their king, these warriors spearhead the charge of Rohan's armies upon the field of battle, polished mail and pointed spears glittering in the sun.

ROHAN ROYAL GUARD.....10 POINTS

MAN, ROHAN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	3

WARGEAR

Heavy armour, sword and shield

OPTIONS

Banner.....	25 points
Horse.....	5 points
Throwing spears.....	2 points

SPECIAL RULES

Bodyguard, Expert Rider.

Arise Riders of Théoden! **ACTIVE** – The speech delivered by their king has inspired a great sense of belief within the Eorlingas, one which will see them put their all into the fight ahead.

If this model is within 12" of Théoden and has the Cavalry keyword, then a model with this special rule receives a +1 bonus to their Fight value on a turn in which they Charge.



Exceptional riders even by the standards of the Men of Rohan, the Outriders are tasked with scouting ahead of her armies and laying ambushes for the warriors of the enemy to fall into. Many an enemy force has arrived at a battle already harried and weary from the traps set by Outrider attacks.

ROHAN OUTRIDER 8 POINTS

MAN, ROHAN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/3+	3	4	1	1	3

WARGEAR

Armour, sword and bow.

OPTIONS

Horse..... 5 points

SPECIAL RULES

Expert Rider.

Vanguard **ACTIVE** – Often spending much of a battle away from the main force, these warriors have become accustomed to fighting without the leadership of their captains.

Outriders may use a friendly Hero model's Stand Fast! regardless of range.



The Sons of Eorl are an elite cadre of Rohan Royal Knights that were founded in the days of the first king of Rohan by Eorl the Young himself. Although few in number, these expert warriors are a force to be reckoned with upon the battlefield, for they fight with the strength and skill of their founder.

SON OF EORL20 POINTS

MAN, ROHAN, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	6	1	1	4

WARGEAR

Heavy armour, axe, shield and armoured horse.

SPECIAL RULES

Expert Rider.

Riders of Eorl **ACTIVE** – In the first days of Rohan, the Sons of Eorl were trained by the king himself, riding alongside their liege upon the battlefield.

Whilst within 6" of Eorl the Young, Sons of Eorl gain a bonus of +1 to their Attack value.

WILDMEN OF DRÚADAN

Those that dwell in the forest of Drúadan are a wild and savage race of Men. Not civilised by the standards of Rohan and Gondor, these Men have spent their lives wandering the many forest paths, memorising every route, tree and hole that resides within their lands.

The wild race of the Men of the Drúadan Forest, more commonly known as Woses, are unlike other races of Men within Middle-earth. They are thick-set and stumpy, their legs much shorter and arms much thicker than those of other Men. Donning nothing but grass skirts and coloured war paint, these Woses stalk about the boughs and branches of the Drúadan Forest unseen in an effort to hunt those that intrude upon their woodland homes. Many have been the Orc warbands that have gotten lost within the thick undergrowth of the Drúadan forest and tracked by its concealed inhabitants, never to be heard from or seen again. The Woses despise Orcs with an unrivalled hatred, and take great delight in bringing death to those that dare enter their home and wander their paths.

The weapons of the Woses are more primitive than the weapons of the Stonehouse-folk. Whilst most Men utilise steel- or iron-forged weapons, the Woses use the materials available to them in the forest. Fighting with crudely fashioned spears and daggers made from wood and stone, the warriors of the Drúadan are still capable of slaying their foes thanks to stealth and speed. Alongside their spears and daggers, the Woses carry blowpipes with darts laced with a lethal poison. These weapons are almost silent and utterly deadly, able to fell multiple foes before the location of their wielder can be detected.

During the War of The Ring, the warriors of the Drúadan assisted King Théoden of Rohan in crossing their forest unseen by the prying eyes of the enemy, and this is how they were able to reach Minas Tirith unopposed. Their leader, Ghân-buri-Ghân, offered his service to the King in order to lead the armies of Rohan safely past the Orc armies that lurked upon the edges of the forest. It is likely that if it were not for the aid of the Woses, the Riders of Rohan would not have made it to the Pelennor in time.

ARMY COMPOSITION

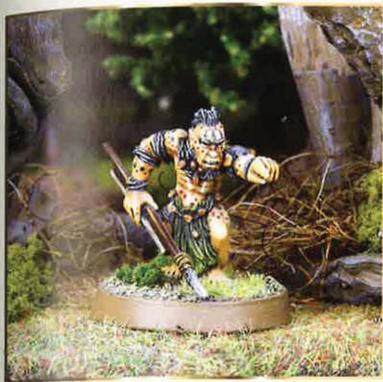
This army may include: Ghân-buri-Ghân and Woses Warriors.

ARMY BONUS

"Wild men have Long Ears and Long Eyes; know all Paths" – Models from this army list gain the Mountain Dweller special rule. Additionally, enemy models do not gain any benefits from the Stalk Unseen special rule, or any such special rules that give similar benefits, against models from this army list. Additionally, warbands from this army list, that contain between 9 and 12 models, do not need a Hero to be the captain of the warband. Instead, one of the Warrior models within the warband takes on the role of the warband's captain for the purpose of deployment.



HEROES OF DRÚADAN



Ghân-buri-Ghân is the chief of the Woses that dwell in the Drúadan and cares little for the world outside of his forest. Despite this, the hatred the chieftain has for the Orcs that patrol the forest borders burns deep within him, and faced with a common enemy, Ghân-buri-Ghân readily agrees to assist Théoden and his riders through the forest and into battle against the Orcs he holds such disdain for.

GHÂN-BURI-GHÂN..... 65 POINTS
MAN, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	4/3+	4	4	2	2	4	3	1	1

WARGEAR

Dagger, spear and poisoned blowpipe.

HEROIC ACTIONS

- Heroic March
- Heroic Accuracy

SPECIAL RULES

Hatred (Goblin), Hatred (Orc), Hatred (Uruk-hai), Stalk Unseen Woodland Creature.

WARRIORS OF DRÚADAN



Rarely venturing beyond the borders of the Drúadan, the Woses have dwelled beneath its branches since before the time of Elendil. Though they may be primitive, the Woses are dangerous foes. Stealthy and agile, the Woses Warriors can shoot their blowpipes with lethal accuracy and their hunting senses allow them to spot an enemy warrior from a great distance.

WOSES WARRIORS..... 9 POINTS
MAN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/3+	3	3	1	1	3

WARGEAR

Dagger, spear and poisoned blowpipe.

SPECIAL RULES

Hatred (Goblin), Hatred (Orc), Hatred (Uruk-hai), Stalk Unseen Woodland Creature.

RIVENDELL

The Elves are the oldest, wisest and most skillful of all the races in Middle-earth. They are immortal beings, many of whom have been alive since the early years of the First Age. The mighty lords who command the forces of the Elves are formidable leaders and, when the Elves unite beneath their glittering banners, there are few who can stand against their might.

Throughout the early years of the Second Age, the Elves inhabited much of western Middle-earth. There within their great cities they prospered, free of the shadow of Morgoth. But their prosperity would dwindle. For it was the Elven smith Celebrimbor who forged the great rings of power, teaching Sauron his craft. This was an act that would doom the lands of Middle-earth to fall before Sauron's rage, for he tricked the Elven smith and in secret forged The One Ring, cementing himself as the Dark Lord. Using his dominion over other beings, Sauron crushed many of the kingdoms of the Elves, laying waste to their cities and slaughtering their people. It was these acts that led to the War of the Last Alliance, where Gil-galad would lead his people to march upon Sauron's forces and where he would ultimately perish. To this day, a comparative fraction of the Elves that inhabited Middle-earth still remain, either hidden from the Dark Lord, or protected by powers even he cannot breach.

The greatest of the remaining Elven halls is the haven of Rivendell. A tranquil place of peace, Rivendell is protected by power enough to keep even Sauron at bay. Elrond, an Elf lord present at the Battle of the Last Alliance, is its master. Under his rule, all manner of Free Peoples are welcomed into the haven in good faith: the company of Thorin Oakenshield stopped there to rest following their hounding by the wolves of Azog's hunters. Similarly, The Fellowship of the Ring was formed within its halls before setting out upon their quest to Mount Doom to destroy the One Ring. Rivendell often serves as the meeting place for the Council of the Wise and many times have the White Council met within its walls to discuss matters of great importance.

Though greatly diminished compared to the majestic Elven hosts of ages past, the Elves can still form one of the mightiest armies within Middle-earth. There are few, if any, who can match the martial skill of Elven warriors, let alone the skill of their lords. Masters with the use of a bow, the marksmanship of the Elves is unrivalled across Middle-earth – beyond count is the number of Orcs who have died skewered by an Elven arrow. The Knights of Rivendell are amongst the greatest cavalry the Free Peoples can unleash, and from atop their mounts, they can cut through the ranks of enemy hordes with exceptional skill.

ARMY COMPOSITION

This army may include: Gil-galad, High King of the Elves; Elrond, Master of Rivendell; Glorfindel, Lord of the West; Erebor; Elladan & Elrohir; Arwen Undómiel; Lindir of Rivendell; Círdan; Gildor Inglorion; Bilbo Baggins; High Elf Captains; High Elf Stormcallers; High Elf Warriors and Rivendell Knights.

The profile for Bilbo Baggins can be found on page 21. Bilbo Baggins counts as an Independent Hero if taken as part of a Rivendell army list.

ARMY BONUS

"Tangado haid, leithio i philinn!" – Whilst within 6" of the army's leader, friendly Rivendell models may re-roll failed To Hit rolls when making shooting attacks in a turn in which they did not move.



HEROES OF RIVENDELL



GIL-GALAD, HIGH KING OF THE ELVES.....170 POINTS ELF, RIVENDELL, INFANTRY, HERO - HERO OF LEGEND

Gil-galad was the high king of the Elves and the mightiest warrior of his Age, his bravery and leadership inspiring his followers to carry out great deeds in battle. At the height of the War of the Last Alliance, Gil-galad confronted Sauron, throwing himself into combat with the Dark Lord for the freedom of Middle-earth. Though Gil-galad would never see the Dark Lord finally defeated, for he perished at the hands of Sauron upon the slopes of Orodruin, his name lived on in songs and legends - even those sung by Sam during the closing of the Third Age.

Mv F S D A W C
6* 9/3+ 4 7 3 3 7

M	W	F
3	3	1

OPTIONS

Horse..... 10 points
Shield..... 5 points

If your force contains Gil-galad and either Arwen, Elladan & Elrohir, Lindir or Bilbo, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

WARGEAR

Heavy armour and Aiglos.

Aiglos **ACTIVE** - Aiglos is an Elven-made spear. Additionally, Gil-galad may add +1 to all of his rolls To Wound when making Strikes with Aiglos.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength
- Heroic Defence
- Heroic Challenge

If your army includes Gil-galad, High King of the Elves, then you may upgrade any number of High Elf Warriors in his warband to become King's Guard for a cost of +1 point per model. King's Guard have a Fight value of 6/3+.

SPECIAL RULES

Blood & Glory, Terror, Woodland Creature.

High King of the Elves **ACTIVE** - *The discipline that Gil-galad commands from his troops is unwavering.*

Gil-galad's Stand Fast! is 12" rather than 6". Additionally, friendly Elf Hero models may use Gil-galad's Stand Fast!

Lord of the West **ACTIVE** - *There are few who can say that they have crossed blades with the greatest of Elven lords and live to tell the tale.*

A model with this special rule may re-roll a single D6 when making a Duel roll. Additionally, they may re-roll a single D6 when rolling To Wound.



ELROND, MASTER OF RIVENDELL 170 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF LEGEND

A mighty and renowned warrior, Elrond has been at the forefront of many great battles. He fought against Sauron in the War of the Last Alliance and bore witness to the Dark Lord's downfall. It was he who tried to convince Isildur to destroy the Ring for good, an act that would have saved much suffering in the Third Age. Blessed with the gift of foresight, Elrond is able to provide great wisdom for his allies.

Mv F S D A W C
6" 6/3+ 4 5 3 3 7



OPTIONS

Heavy armour..... 10 points
Horse..... 10 points

If your army contains Elrond, then Rivendell Knights do not count towards your Bow Limit.

WARGEAR

Hadhafang and Vilya.

Hadhafang **ACTIVE** – Wielded by Elrond, this Elven blade is especially potent against spirits.

This is an Elven-made hand-and-a-half sword. Additionally, Elrond gets a bonus of +1 To Wound **Spirit** models when making strikes with Hadhafang.

Vilya **ACTIVE** – This beautiful ring is one of the three Elven Rings of power.

Elrond, Master of Rivendell may re-roll his dice when using Fate points.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- Heroic Strike
- Heroic Defence

SPECIAL RULES

Terror, Woodland Creature.

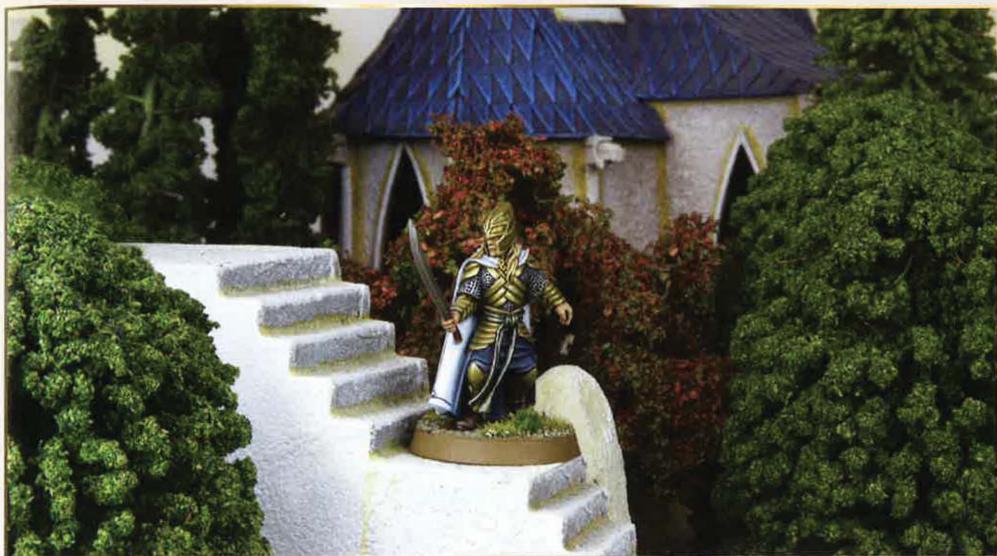
Foresight of the Eldar **PASSIVE** – Elrond has been blessed with the gift of foresight, an ability that allows him to guide his allies in battle.

Before the game begins, roll a D6 and make a note of the result – these are Elrond's Foresight points for the battle. During the Priority phase, after the dice has been rolled, Elrond may choose to expend these Foresight points to alter the controlling player's dice roll. For each Foresight point expended, Elrond may alter the dice score by either +1 or -1, to a minimum of 1 and a maximum of 6.

Lord of the West **ACTIVE** – see page 73.

MAGICAL POWERS

	Range	Casting
Wrath of Bruinen	-	4+
Renew	12"	3+



GLORFINDEL, LORD OF THE WEST 145 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF VALOUR

Arguably the greatest warrior that resides in Rivendell, Glorfindel's skill and swiftness with a blade is unmatched by any Elf in the Third Age, including Lord Elrond. Even the dreaded Nazgûl recoil from the mighty Elf lord and dare not face him openly, opting only to challenge him when all nine of them are united as one under the command of the Witch-king.

Mv	F	S	D	A	W	C
6"	7/3+	4	5	3	3	7

M	W	F
3	3	3

SPECIAL RULES

Expert Rider, Horse Lord, Terror, Woodland Creature.

WARGEAR

Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Strength
- Heroic Challenge

OPTIONS

Armour of Gondolin..... 15 points
 Asfaloth..... 10 points

Armour of Gondolin **PASSIVE** – This is heavy armour. Additionally, whilst wearing the armour of Gondolin, **Monster** models may not target Glorfindel with **Brutal Power Attacks**.

Asfaloth **PASSIVE** – Asfaloth is a horse with a Move value of 12" rather than 10". Additionally, whilst riding Asfaloth, the rider gains the **Fleetfoot** special rule.

Lord of the West **ACTIVE** – see page 73.

Unbending Resolve **PASSIVE** – Glorfindel's resistance to dark magics has made him a fierce adversary. Even the lord of the Nazgûl dares not face Glorfindel alone.

Glorfindel always counts as having had the **Fortify Spirit** Magical Power cast upon him. This is always in effect, even if his Will is reduced to 0.





EREthOR..... 85 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6*	6/3+	4	7	2	2	6	2	2	2

WARGEAR

Heavy armour and Noldorin daggers.

Noldorin Daggers **ACTIVE** – These are Elven-made daggers. Erethor may use these as Throwing weapons. Erethor may re-roll failed To Wound rolls when throwing his daggers or when making Strikes with them.

HEROIC ACTIONS

- Heroic Strike

SPECIAL RULES

Terror, Woodland Creature.

Erethor is an Elf of Rivendell and the trusted chief advisor to Elrond. Present at the Council of Elrond, Erethor opposed the idea of destroying the Ring, believing that they should instead opt to protect it, ideally with the help of Tom Bombadil. When called upon to fight, Erethor wields a pair of Noldorin daggers. These ancient weapons are perfectly balanced for throwing at the enemy as well as finding the weak points in a foe's armour during the swirling melee of combat.



ARWEN UNDÓMIEL..... 60 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6*	6/3+	3	3	1	2	6	1	4	1

WARGEAR

Elven-made sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- Heroic Defence

OPTIONS

Asfólath (see page 75) 10 points
 Horse..... 10 points
 Elven cloak..... 5 points

SPECIAL RULES

Expert Rider, Woodland Creature.

MAGICAL POWERS	Range	Casting
Wrath of Bruinen	-	4+

The daughter of Lord Elrond, Arwen is destined to sail to the Undying Lands and live out her immortal life there. However, her love for Aragorn leads her towards a different fate, one where she must forsake the immortal life of her people and choose the mortal life of the race of Men. As the Third Age dwindles, Arwen must make her choice whether to sail into the west and live, or stay with one whom she loves and perish.



ELLADAN & ELROHIR..... 160 POINTS FOR BOTH
ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

The twin sons of Elrond and Celebrían, Elladan and Elrohir are every bit as skilled in combat as their father. The twins often rode alongside Aragorn in his youth, forging a strong bond with the future king through their battles with the Haradrim and Orcs. Whilst most Elves played little part in the War of The Ring, Elladan and Elrohir joined Aragorn as he ventured into the paths of the Dead and even followed him to the Pelennor and the Black Gate. Together, the brothers are a deadly foe, fighting with a whirl of flashing steel and the precision of the Elven lords of old.

Mv	F	S	D	A	W	C
6"	6/3+	4	5	2	2	6

M	W	F
3	2	2

Unbreakable bond **ACTIVE** – Such is the bond between the brothers, should one fall, the other will be driven mad by grief, stopping at nothing to avenge his brother.

WARGEAR

Armour and two Elven-made swords.

HEROIC ACTIONS

- Heroic Strike

OPTIONS

Horses	20 points for both
Elf bows	10 points for both
Elven Cloaks	10 points for both
Heavy armour.....	10 points for both

SPECIAL RULES

Woodland Creature.

Twin Elven Blades **ACTIVE** – Armed with two blades, the brothers fight with a whirl of steel gleaming in the sunlight.

Whilst fighting on foot, Elladan & Elrohir may choose to fight in one of three ways. They may either fight using a single sword and fight as if it were a two-handed sword, they may elect to fight with both swords for +1 Attack, or they may elect to parry, which counts as shielding.

Should one brother be killed, the surviving brother will immediately increase their Strength by 1 and decrease their Defence by 1. The surviving brother will automatically pass all Courage tests they are forced to make and must do everything they can to Charge the model that killed their brother as quickly as possible. Once that model is killed, the surviving brother must move as fast as possible towards the closest enemy model for the remainder of the game, charging if able. Additionally, if the model that killed the brother is a **Hero** model, the first time the surviving brother is in combat with his brother's killer, he must declare a Heroic Challenge, targeting that **Hero**, without spending Might. This may be done even if the **Hero** is of a lower Heroic Tier than the surviving brother.





LINDIR OF RIVENDELL 65 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Elven-made sword.

OPTIONS

Heavy armour..... 10 points

Horse..... 10 points

SPECIAL RULES

Woodland Creature.

Song to Elbereth **ACTIVE** – The songs sung by Lindir are often more than just beautiful songs, but enchantments too.

All friendly Rivendell models within 6" of Lindir gain the Resistant to Magic special rule.

Wise Council **PASSIVE** – Elrond has always found Lindir to provide him with wise and useful counsel.

If Lindir is within 6" of Elrond, then Elrond may expend a single point of Will each turn without reducing his own store, even if he has none remaining.

Lindir is an Elven noble and one of the stewards of the last homely house. Although he is a skilled musician and songwriter, Lindir's true value is as an advisor to Lord Elrond, who will often seek his counsel in times of need. When pushed to the task, Lindir is a fine warrior, capable of heroic deeds upon the battlefield.



CÍRDAN 80 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/3+	4	4	1	2	6	1	4*	1

WARGEAR

Círdan is unarmed.

HEROIC ACTIONS

- Heroic Channeling
- Heroic Resolve

SPECIAL RULES

Resistant to Magic, Terror, Woodland Creature.

***The Shipwright's Power** **PASSIVE** – In the years of old, Círdan was a formidable force. Yet even though his physical power has waned, his mastery of magics has not.

Círdan may spend a single point of Will each turn without reducing his own store of Will.

MAGICAL POWERS	Range	Casting
Aura of Command	-	2+
Blinding Light	-	2+
Enchanted Blades	6"	4+
Aura of Dismay	-	5+

Even by the standards of the Elves, Círdan is very old, his life stretching back to before the First Age of Middle-earth. Placed in charge of the ships of the Grey Havens, Círdan has witnessed many beings leave the shores of Middle-earth and sail into the west, from his own kin to the bearers of the rings of power. There have even been many times when Círdan has been called upon to fight in the defence of the Grey Havens, and in years gone by he was a force to be reckoned with.



Whilst many of the Elves of Eriador settled in one of the many havens, Gildor Inglorion chose to make his home in the wilds of the north. As these lands are not the safe place they once were, Gildor has made it his duty to keep a watchful eye out for travellers in these lands in order to guide them to safety. In fact, Gildor's gifts are well-suited to this task – he and his kin are swift of foot, quick enough even to keep up with a horse over short distances.

GILDOR INGLORION70 POINTS

ELF, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
8"	6/3+	4	4	2	2	6	1	4	1

WARGEAR

Elven-made sword and Elven cloak.

HEROIC ACTIONS

- Heroic Channeling
- Heroic Resolve
- Heroic March
- Heroic Defence

OPTIONS

If your army includes Gildor Inglorion, you may include Wood Elf Warriors from the Lothlórien army list (see page 88) in his warband as if they were part of this army list. These Wood Elf Warriors must be upgraded to be Noldorin Exiles at the cost of +1 point per model. Noldorin Exiles have a Move of 8".

SPECIAL RULES

Terror, Woodland Creature.

MAGICAL POWERS	Range	Casting
Immobilise	12"	3+



The captains that lead the High Elves into battle are experienced and noble warriors, many of them having fought in the ancient battles of earlier Ages. Their battle skills have been thoroughly tested by centuries of war, and over those many years their senses and reactions have become razor-sharp out of necessity. They command great respect from those they lead, risking their lives for the protection of their kin and the survival of the Free Peoples of Middle-earth.

HIGH ELF CAPTAIN.....75 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	6	2	2	6	2	1	1

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Horse.....	10 points
Elf bow.....	5 points
Lance.....	5 points
Shield.....	5 points

SPECIAL RULES

Expert Rider, Woodland Creature.



HIGH ELF STORMCALLER.....60 POINTS

ELF, RIVENDELL, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Armour, Elven-made sword and staff.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Woodland Creature.

Powers of Nature **ACTIVE** – At one with the elements, a Stormcaller is able to draw their power from nature before unleashing it upon their foes.

If, when a Casting test is made, the Stormcaller rolls a natural 6 on one or more dice, then the Will points spent in casting the Magical Power are returned to the Stormcaller's store of Will upon completion of the effects of the Magical Power.

MAGICAL POWERS	Range	Casting
Call Winds	12"	3+
Strengthen Will	12"	4+

In the history of Middle-earth, there have been many examples of Elves utilising the elemental forces of nature, bending them to their will. The Stormcallers are but one example of this. Able to manipulate the powers of nature, the Stormcallers, whilst not the most powerful of mystics, are able to call upon great gales and gusts of wind to buffet their foes and send them sprawling to the floor, making them an easy target for the blades of the Elven warriors.

WARRIORS OF RIVENDELL



HIGH ELF WARRIOR 9 POINTS

ELF, RIVENDELL, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	5	1	1	5

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Elf bow.....	2 points
Shield.....	1 point
Spear.....	1 point

SPECIAL RULES

Woodland Creature.

The Elves are among the most skilled warriors in all of Middle-earth, their martial prowess far exceeding that of the races of Men and Dwarves, and their skill with a bow is unrivalled across any mortal realm. Although their armies are greatly diminished when compared to the vast hosts of Elves from ages past, their might is still enough to face any foe upon the battlefield.



RIVENDELL KNIGHT 21 POINTS
 ELF, RIVENDELL, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	5	1	1	5

WARGEAR

Heavy armour, lance, Elven-made hand-and-a-half sword, Elf bow and horse.

OPTIONS

- War horn 30 points
- Banner 25 points
- Shield 1 point

SPECIAL RULES

Expert Rider, Woodland Creature.

An elite band of warriors, the knights that ride into battle with their lord Elrond are the pride of Rivendell's armies. Riding with expert skill, these warriors are all but unstoppable on the hunt. While many a shieldwall has been splintered by the Rivendell Knights, it is those who try to flee who are at the direst risk.



LOTHLÓRIEN

Home of the race of Silvan Elves, the great woodland realm of Lothlórien has long resisted the taint of evil. Lying on the western banks of the Anduin, Lothlórien spans the spaces between the golden Mallorn trees and can trace its history back to the very earliest of times. Unlike the twisted forests of Mirkwood, the boughs of Lothlórien provide a sanctuary of peace and healing, a place where only the closest allies of the Elves are welcomed.

Within the heart of Lothlórien lies the great tree-city of Caras Galadhon, home to Galadriel, the Lady of Light and the lord Celeborn. Galadriel is a mighty sorceress, an Elf of immense and terrifying power. There are few in Middle-earth who would dare to stand against her. She is the keeper of Narya, one of the three Elven rings of power and has ever opposed the machinations of the Dark Lord.

Wise and noble, Celeborn has provided Lady Galadriel with vital counsel in the years since the Last Alliance. Together, the lord and lady of Lothlórien are mighty adversaries to the Dark Lord's designs upon Middle-earth – perhaps the only ones he truly fears.

However, Lothlórien cannot be kept safe by the magics of Galadriel alone. It is through the martial prowess of the Galadhrim that the woodland realm has been kept free of Orcs and other foul creatures. Equal to the skills of their kin in Rivendell and Mirkwood, the Elves of Lothlórien have protected their borders for hundreds of years, keeping their glades and forests free from the corrupting influence of Sauron. Many of the Galadhrim clad themselves in golden armour, in honour of the Mallorn, before entering into battle, their plate gleaming in the sun that filters through the lush leaf canopy and radiates a brilliant light. Others prefer to don no armour at all, making them much more nimble than their armoured counterparts and allowing them to sneak up on enemy forces and slay them without so much as a sound. The greatest warriors within the armies of Lórien are the Guard of the Galadhrim Court, a band of elite warriors whose deeds are the stuff of legend. Tasked with the defence of Caras Galadhon, the great tree-city shall not fall so long as she is defended by her guard.

As the sun begins to set on the Third Age, the Elves prepare to stand alongside the Free Peoples in the defence of Middle-earth, now as they have always done.

ARMY COMPOSITION

This army may include: Galadriel; Celeborn; Haldir; Rúmil; Galadhrim Captains; Wood Elf Captains; Galadhrim Stormcallers; Galadhrim Warriors; Galadhrim Knights; Guards of the Galadhrim Court; Wood Elf Warriors and Wood Elf Sentinels.

ARMY BONUS

"They say a great Sorceress lives in these woods..."
– Friendly Lórien models gain the Resistant to Magic special rule.



HEROES OF LOTHLÓRIEN



GALADRIEL130 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF LEGEND

The Lady Galadriel is one of the most powerful beings in all of Middle-earth, her powers held in awe by both the Elves and the mortal races. Through the power she wields, along with the Elven ring that she bears, Lothlórien is kept safe from the dark forces that would seek to tear the great woodland realm apart. Galadriel will often use her mirror to reveal to her the mysteries of what is, what was, and even some things that have not yet come to pass – a fact the Frodo Baggins discovers upon looking into its basin.

Mv F S D A W C
6" 6/3+ 3 3 1 3 7

M	W	F
3	6*	3

Mirror of Galadriel **PASSIVE** – The mirror is a Heavy Object with a Defence of 8 and 3 Wounds. It is deployed within 6" of Galadriel at the start of the game. For Scenarios that require both armies to move onto the board, any models within Galadriel's warband may carry the mirror onto the board. During the End phase of each turn, one friendly **Hero** model within 6" may restore their Fate to its starting value.

WARGEAR

Galadriel is unarmed but wears the ring **Nenya**.

Nenya **PASSIVE** – This unobtrusive ring is one of the three Elven Rings of power.

Galadriel can re-roll her dice when using Fate points.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- Heroic Defence

OPTIONS

Mirror of Galadriel 25 points

If your army includes Galadriel, you may upgrade any number of Galadhrim Warriors in her warband to Galadhrim Guard at the cost of +1 point per model. Galadhrim Guard have a Courage of 6.

SPECIAL RULES

Terror, Woodland Creature.

***The Lady of Lothlórien** **PASSIVE** – A sorceress of incredible skill, Galadriel can wield powerful magic in defence of Lothlórien.

Galadriel may expend a single point of Will each turn without reducing her own store.

MAGICAL POWERS

	Range	Casting
Blinding Light	-	2+
Blessing of the Valar	12"	3+
Immobilise	12"	3+
Command	12"	4+



One of the eldest of the Elves in Middle-earth, Celeborn is wise and powerful almost beyond comparison. He has provided many words of wisdom to the Councils of the Wise since the days of the Last Alliance. Standing beside the Lady Galadriel, Celeborn remains firm and unwavering against the powers of the Dark Lord, and will continue to do so as the ages pass.

CELEBORN130 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	4	3	3	7	3	3	3

WARGEAR

Celeborn is unarmed.

OPTIONS

Heavy armour..... 10 points
 Elven-made hand-and-a-half sword..... 5 points
 Shield..... 5 points

HEROIC ACTIONS

- Heroic Channeling
- Heroic Strike
- Heroic Defence

If your army includes Celeborn, you may upgrade any number of Galadhrim Warriors in his warband to Galadhrim Guard at the cost of +1 point per model. Galadhrim Guard have a Courage of 6.

SPECIAL RULES

Terror, Woodland Creature.

Lord of the West **ACTIVE** – see page 73.

Lord of Lórien **ACTIVE** – The armies of the Galadhrim will follow Celeborn's lead against seemingly insurmountable odds.

Celeborn's Stand Fast! is 12" rather than 6".

MAGICAL POWERS

	Range	Casting
Aura of Command	-	2+
Enchanted Blades	6"	3+
Immobilise	12"	3+



Rúmil is brother to Haldír and, like his sibling, tirelessly protects the borders of the Golden Wood. Whilst Haldír excels with the use of a bow, Rúmil is an expert swordsman. His skills with a blade are renowned across Middle-earth, and his agility and lightning-fast reflexes have made Rúmil a feared foe. Few are those who have ever landed a blow upon Rúmil in combat, for most are slain before their strike is even launched.

RÚMIL85 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	7	2	2	6	3	1	1

WARGEAR

Heavy armour, Elven-made sword and shield.

HEROIC ACTIONS

- Heroic Defence

OPTIONS

Elven cloak..... 5 points

SPECIAL RULES

Woodland Creature.

Swift Parry **ACTIVE** – The reflexes possessed by Rúmil make him one of the most skilled warriors the race of Elves possesses.

Rúmil may force one enemy model in the same fight as him to re-roll a single D6 for the Duel roll. This must be done before any Might points are used.



One of the most trusted captains and skilled archers in Lothlórien, Haldir is tasked with defending the woodland borders. It was Haldir that led the Galadhrim to Helm's Deep to honour the alliance that once stood between Men and Elves, a noble act, but one that would ultimately claim his life. His sacrifice was not in vain however, as the forces that were brought to the Hornburg no doubt provided incalculable aid in the defence of the great fortress.

HALDIR.....70 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	4	2	2	6	3	1	1

WARGEAR

Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike
- Heroic Strength

OPTIONS

- Heavy armour..... 10 points
- Elf bow..... 5 points
- Elven cloak..... 5 points

SPECIAL RULES

Expert Shot, Woodland Creature.

Allies 'til the End **PASSIVE** – Fighting alongside Aragorn and the Rohirrim at Helm's Deep, Haldir has sworn an oath to protect the leaders of Men.

Haldir is counted as being in range of a banner, and automatically passes all Courage tests, if he is within 12" of either Aragorn or Théoden.

One Final Blow **ACTIVE** – A resolute Elven warrior, Haldir will not go down without a fight.

If Haldir is slain in close combat, he may immediately make one Strength 4 Strike on each enemy model that was Engaged with him in the fatal fight.



The armies of the Galadhrim are led by veteran captains, expert warriors who have been part of many battles throughout their immortal lives. Defending the Golden Wood from Sauron's forces, these captains use their vast experience to fight with exceptional skill, felling enemy warriors with quick strikes from their blades or with superbly aimed arrows.

GALADHRIM CAPTAIN.....70 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	6	2	2	6	2	1	1

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

- Armoured horse 15 points
- Elf bow..... 5 points
- Shield..... 5 points

SPECIAL RULES

Expert Rider, Fleetfoot, Woodland Creature.



Leading the Wood Elves of Lórien are their captains, noble and skilled warriors with a wealth of experience in combating Sauron's forces. Preferring to utilise stealth rather than force to slay their foes, these captains are masters of the ambush. Untold Orc raiding parties have disappeared, never to be heard from again, having fallen into the traps set by these captains.

WOOD ELF CAPTAIN 65 POINTS

ELF, LÓRIEN, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	6/3+	4	4	2	2	6	2	1	1

WARGEAR

Elven-made sword and Elven cloak.

HEROIC ACTIONS

- Heroic March

OPTIONS

Elf bow 5 points
 Throwing daggers 5 points
 Wood Elf spear (see page 88) 5 points

SPECIAL RULES

Woodland Creature.



The Stormcallers of the Galadhrim have a natural affinity with nature, drawing on this to control the elements and the environment around them. Able to summon the wind to do their will and enchant the blades of their allies to find the weaknesses in the armour of their foes, the Stormcallers of the Galadhrim are an invaluable asset to the armies of the Golden Wood.

GALADHRIM STORMCALLER..... 60 POINTS

ELF, LÓRIEN, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Armour, Elven-made sword and staff

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Woodland Creature.

Powers of Nature **PASSIVE** – At one with the elements, a Stormcaller is able to draw their power from nature before unleashing it upon their foes.

If, when a Casting test is made, the Stormcaller rolls a natural 6 on one or more dice, then the Will points spent in casting the Magical Power are returned to the Stormcaller's store of Will upon completion of the effects of the Magical Power.

MAGICAL POWERS	Range	Casting
Call Winds	12"	3+
Enchanted Blades	6"	4+

WARRIORS OF LOTHLÓRIEN



The Golden Wood is defended first and foremost by the warriors of the Galadhrim, steadfast soldiers who have honed their skills in combat across many wars throughout the ages. Like all Elves, the Galadhrim are skilled with blade, spear and bow. Tasked with the protection of Lothlórien, these warriors shall give their lives in its defence, for should it fall, Middle-earth shall surely follow.

GALADHRIM WARRIOR 9 POINTS
ELF, LÓRIEN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	5	1	1	5

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Elf bow.....	2 points
Shield.....	1 point
Spear.....	1 point

SPECIAL RULES

Woodland Creature.



Those that prove themselves within the hosts of the Galadhrim are destined to join the ranks of the Galadhrim Knights, elite warriors mounted atop swift and noble steeds. The horses ridden by the Knights have spent all of their lives within the woods of Lothlórien, and as such have become accustomed to the trees and the roots on the forest floor. This experience enables them to gallop unimpeded through the forests of Middle-earth, in the same way that other steeds cover open plains.

GALADHRIM KNIGHT 18 POINTS
ELF, LÓRIEN, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	5	1	1	5

WARGEAR

Heavy armour, Elven-made sword, and armoured horse.

OPTIONS

Banner.....	25 points
Elf bow.....	2 points
Shield.....	1 point

SPECIAL RULES

Expert Rider, Fleetfoot, Woodland Creature.



The most noble of the Galadhrim are honoured with promotion to the role of Guard of the Galadhrim Court, becoming a warden of Caras Galadhon. Each of these guards are from noble lineage which can be traced back to the earliest days of Middle-earth. Highly trained warriors, their fighting style is as varied as the leaves on the Mallorn, their pikes wielded in a fighting stance that allows for both a deadly attack and nigh-on impenetrable defence. The Guard of the Galadhrim Court are the pride of the armies of the Golden Wood, and its last line of defence against the forces of darkness.

GUARD OF THE GALADHRIM COURT 12 POINTS

ELF, LÓRIEN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	6/3+	3	5	1	1	6

WARGEAR

Heavy armour and pike.

OPTIONS

Replace pike with banner 25 points

SPECIAL RULES

Woodland Creature.

Caras Galadhon Fighting Style **ACTIVE** – The fighting style of the Guard of the Galadhrim Court is among the most impressive in Middle-earth.

In addition to the normal rules for pikes, the Guard of the Galadhrim Court may also use the rules for shielding. The usual restrictions for shielding still apply, chiefly that a Guard of the Galadhrim Court that is shielding cannot be supported by another model, not even by another Guard of the Galadhrim Court.



The Wood Elves of Lórien dwell on the outskirts of the wood acting as scouts and the first line of defence. Yet unlike the Galadhrim warriors plated in golden armour, the Wood Elves prefer to don forest-coloured robes so as to blend into their woodland surroundings. This enables them to ambush their enemies, firing from hidden groves rather than meeting their foes in open war, a tactic that has led to many victories for the Elves of Lothlórien.

WOOD ELF WARRIOR 8 POINTS

ELF, LÓRIEN, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	3	1	1	5

WARGEAR

Elven-made hand-and-a-half sword and Elven cloak.

OPTIONS

Banner 25 points

Elf bow 2 points

Throwing daggers 2 points

Wood Elf spear 1 point

Wood Elf spear **ACTIVE** – In addition to the normal rules for spears, a model armed with a Wood Elf spear may also parry, allowing the model to use the rules for Shielding.

SPECIAL RULES

Woodland Creature.



The sentinels wander the paths far from the settlements of the Elves, and as such it is them that will often be the first to encounter any enemies that stray onto their borders. It is their duty to warn the realms of the Elves of any danger and to aid in the woodland's protection. The sentinels carry lutes, horns and other musical instruments on their patrols. The tunes they play are entwined with magical properties, enough to lead their foes astray or strengthen the resolve of those around them.

WOOD ELF SENTINEL.....25 POINTS

ELF, LÓRIEN, MIRKWOOD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/3+	3	3	2	1	5

WARGEAR

Elven-made sword, Elf bow and Elven cloak.

SPECIAL RULES

Woodland Creature.

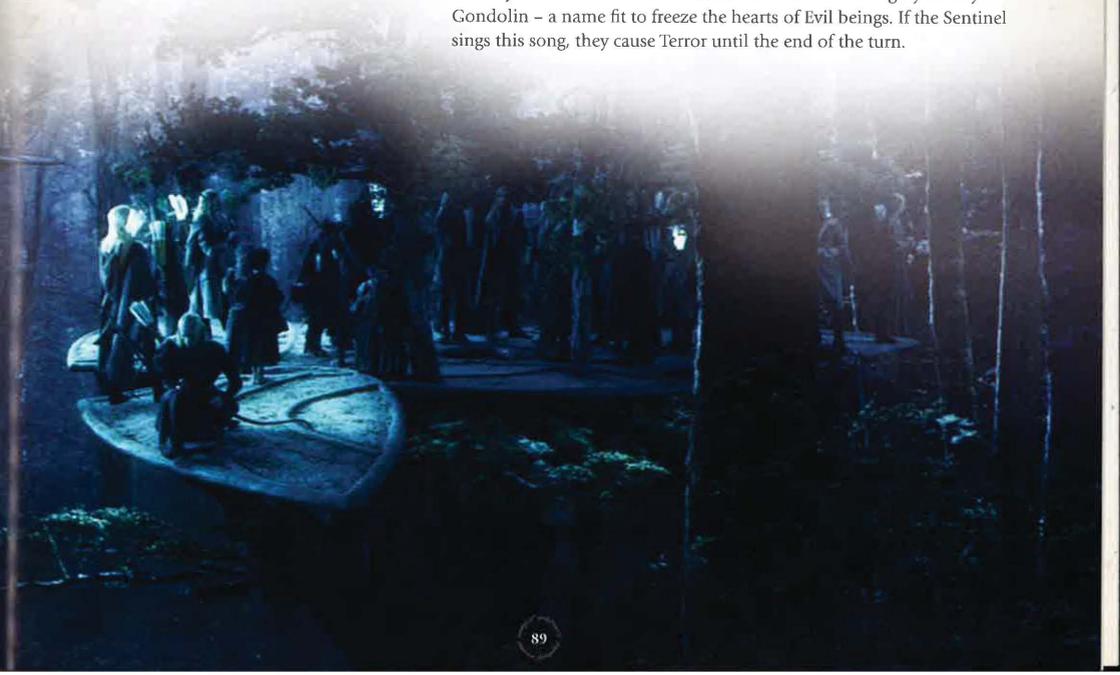
Enchanting Song **ACTIVE** – The magical songs woven by the tunes of the sentinels can serve a variety of different uses.

A Sentinel may sing one song each turn, provided they are not Engaged in combat. These function exactly like Magical Powers except that they are automatically cast without spending Will, and cannot be resisted.

The Hymn of Elbereth – Range 12" – This beautiful song raises the spirits of the targeted model. The target friendly model will automatically pass all Courage tests for the remainder of the turn.

Eldamar Madrigal – Range 12" – The target enemy model must immediately take a Courage test. If the test is passed, nothing happens. If the test is failed, the target model falls under the control of the opposing player who may then move it up to its maximum Move, even if it has already moved that turn. This move cannot be used to enter an enemy's Control Zone, dismount, lay down, perform an action that would cause harm to the target (such as jumping off a cliff, etc) or anything that would require the model to roll a D6 (such as a Jump test). Affected models may move no further that turn.

The Lay of Gondolin – This somber verse recalls the mighty Elf city of Gondolin – a name fit to freeze the hearts of Evil beings. If the Sentinel sings this song, they cause Terror until the end of the turn.



FANGORN

At the close of the Third Age, much of Middle-earth is controlled by a handful of great kingdoms. There are, however, many other powers within Middle-earth, lurking within the forests and vales and avoiding the wars and conflicts of other realms.

Of these ancient lands, Fangorn is by far the oldest. Within the boughs of this great forest dwell the Ents, the tree-shepherds of Middle-earth. The Ents often resemble the very trees they live amongst, a fact that has often led them to be confused with the trees themselves. The Ents have lived in Middle-earth since the dawn of the world and once walked among the trees of all the great forests. However, in the dwindling years of the Third Age, they are few in number and reside only within Fangorn.

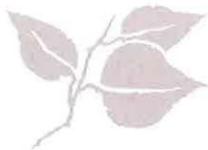
The Ents give little thought to the world beyond their boundaries, not bothering themselves with the affairs of the other races in Middle-earth and they grow sleepy with the weight of millennia. The forest itself has become unruly, the Ents themselves being too few in number now to manage all of the trees under their

protection and so some become wild and lash out at those that wander Fangorn's many paths. There have been no new Entings for a terribly long time, ever since the Entwives were lost some many centuries ago. In fact, the Entwives were lost so long ago that the Ents cannot even remember what they looked like.

Initially refusing to join in the cause for good during the War of The Ring, the treachery of Saruman eventually ran too deep for the Ents to ignore. Huge swathes of the forest had been ripped up to fuel the forges of Isengard, with Saruman's army caring neither for the great history of those that dwell in the forest, nor the livelihood of those that still dwelt there. This heinous act was enough to spur the Ents into action, and drove them to fury. Rousing the slumbering tree-shepherds from their sleep, Treebeard, greatest of the Ents, leads the Onodrim from the depths of Fangorn Forest and together they head towards battle against the forces of Isengard. In search of vengeance for those he had known since nut and acorn, Treebeard and the Ents march to what could potentially be their doom, in an attempt to release the River Isen and wash away the filth of Saruman forever.

ARMY COMPOSITION

This army may include: Treebeard and Ents.



ARMY BONUS

"Don't be Hasty!" – Ent models from this army list gain the Fearless special rule. Additionally, Ent models are completely unaffected by any Magical Powers or special rules that would prevent them from moving or move them against their will (the only exception is that they will still take the hit from a Sorcerous Blast, but will suffer no further effects). Additionally, Ent models are completely unaffected by the Nature's Wrath and Wrath of Bruinen Magical Powers.



HEROES OF FANGORN



TREEBEARD 190 POINTS ENT, MONSTER, INFANTRY, HERO – HERO OF LEGEND

Greatest of the ancient race of Ents, Treebeard is immensely old and has potentially roamed the forests of Middle-earth from the dawn of the world. Since the loss of the Entwives, Treebeard has cared little for the goings on of those outside of Fangorn Forest, instead concerning himself with shepherding those under his care. Should a threat come to Fangorn, Treebeard will undoubtedly unleash his wrath against it.

Mv	F	S	D	A	W	C
6"	8/4+	8	8	3	3	7

M	W	F
3	6	3

SPECIAL RULES

Terror, Throw Stones (range 18", Strength 10), Woodland Creature.

WARGEAR

Roots and Branches.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence

OPTIONS

Merry & Pippin 10 points

Merry & Pippin **PASSIVE** – If this option is taken, both Merry & Pippin will ride into battle upon Treebeard. They will use their profiles from the Fellowship army list (see page 10), but will count as being from the Fangorn army list for all intents and purposes. Although this will not give Treebeard the Cavalry keyword, Merry & Pippin count as Passengers upon Treebeard with the exception that enemy shooting or attacks may not target them. Whilst upon Treebeard, Merry & Pippin may still use their Throw Stones special rule, using their own Strength and range, even if Treebeard has moved this turn, without suffering the -1 penalty for moving and shooting. Should they dismount, Merry & Pippin may re-mount Treebeard by moving into base contact with him.

Bludgeon **BRUTAL POWER ATTACK** – Ents are not adverse to picking up their enemies and using them to bludgeon others that threaten them.

Select one enemy model in the Fight to be picked up by the Ent and become the bludgeon. If the model is a Cavalry model, the rider is picked up and immediately dismounted. This model cannot be a Monster.

Select another model in the Fight for the Ent to hit with the bludgeon. Both the target and the bludgeon suffer one Strength 8 hit. If the target is slain, the Ent may pick another target and repeat the process again. This may be done repeatedly until either the Ent fails to slay a target, or there are no more eligible targets to choose. Should the bludgeon survive, they will be knocked Prone. Note that the Ent may keep using the bludgeon even if the bludgeon is slain.

WARRIORS OF FANGORN



ENT.....120 POINTS

ENT, MONSTER, INFANTRY, WARRIOR

The Ents are the great tree-shepherds of Middle-earth, having roamed the forests of the world for uncountable years. Although in the latter years of the Third Age they are a scarce sight, the Ents are no less formidable. They are easily capable of tearing down fortifications and breaking apart rock and stone, something the Wizard Saruman found to his dismay when the Ents marched upon Isengard.

Mv	F	S	D	A	W	C
6"	7/4+	8	8	3	3	6

WARGEAR

Roots and Branches

SPECIAL RULES

Terror, Throw Stones (range 18", Strength 10), Woodland Creature.



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THE MISTY MOUNTAINS

High up in The Misty Mountains roost the Great Eagles of Middle-earth. Largely indifferent to the squabbles of the world below their perch, the Eagles are noble and proud birds that rarely involve themselves with the goings on of the wider world. These majestic creatures nonetheless possess an incredible intellect and a predatory fierceness seldom found in combination with each other.

There are few in Middle-earth that are even aware of the Great Eagles' existence, and there are fewer still who can say that they have ridden as a passenger upon one, for the Eagles of The Misty Mountains are not quick to trust those they meet. It is said that only the Wizards have earned true friendship with the Eagles, but how this friendship was first formed is a secret known only to the Istari and the Eagles themselves.

Whilst remaining aloof from the conflicts of the lands below, there have been occasions in which the Eagles have intervened to

provide aid for those in need. It was the Eagles that came to the rescue of Frodo and Sam on the slopes of Mount Doom, a deed that undoubtedly saved the exhausted Hobbits' lives. It was the Eagles who rescued the company of Thorin Oakenshield from the baying Wargs of Azog's pack, and Gwaihir himself was responsible for the rescue of Gandalf from the pinnacle of Orthanc, allowing the Grey Wizard to escape Saruman's clutches. They have been known on rare occasions to aid the Free Peoples of Middle-earth in much larger battles. Without the arrival of the Eagles at both the Battle of the Five Armies and the Battle of the Black Gate, it is likely that countless Men, Elves and Dwarves would have been slaughtered by the vast hordes that opposed them.

As the Third Age draws to a close, the Eagles of The Misty Mountains must join with the Free Peoples of Middle-earth in an effort to prevent darkness from descending upon the world. For should the world become wreathed in shadow, the Eagles will likely face the same doom as the other races of Middle-earth.

ARMY COMPOSITION

This army may include: Gwaihir and Great Eagles.

ARMY BONUS

"The Eagles are coming!" – Eagle models from this army list gain a bonus of +1 to their Strength on a turn in which they charged.



HEROES OF THE MISTY MOUNTAINS



The greatest Eagle in The Misty Mountains, Gwaihir the Windlord is a noble and wise beast. From atop his lofty perch, Gwaihir sees far across the lands below. More than just an animal, Gwaihir possesses a deep understanding of the goings on of those below his roost. Yet often he chooses to remain high above so as not to trouble himself with the 'ants' beneath his mountain kingdom.

GWAIHIR.....150 POINTS

EAGLE, MONSTER, INFANTRY, HERO – HERO OF LEGEND

Mv	F	S	D	A	W	C	M	W	F
3"	8/4+	6	8	2	3	6	3	3	3

WARGEAR

Claws and beak.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defence

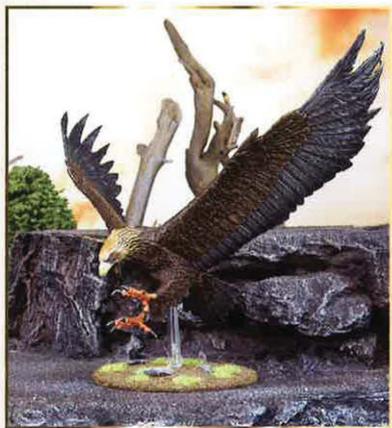
SPECIAL RULES

Fly, Monstrous Charge, Terror.

Lord of the Eagles **ACTIVE** – Though Gwaihir is a noble creature, his keen intelligence is known only to a select few.

Only Eagle and Wizard models may benefit from Gwaihir's Stand Fast! or benefit from his Heroic Actions.

WARRIORS OF THE MISTY MOUNTAINS



Soaring high above the realms and kingdoms of Middle-earth, the Great Eagles of The Misty Mountains hold themselves apart from the problems below. However, if the need is great, they will flock down to lend aid to those who need it.

GREAT EAGLE..... 100 POINTS

EAGLE, MONSTER, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
3"	7/4+	6	8	2	3	6

WARGEAR

Claws and beak.

SPECIAL RULES

Fly, Monstrous Charge, Terror.

THE KINGDOM OF KHAZAD-DÛM

In the early years of Middle-earth, Durin, the father of the Dwarves, carved a home for his people from the rock of The Misty Mountains. This was to become Khazad-dûm, the greatest of the Dwarf holds in all of Middle-earth, and it boasted the Dwarves' greatest treasure hoard. The veins of the mountains flowed with Mithril, the precious metal used to forge great weapons, armour and other items of immense value, which cemented the hold's power and influence further.

As the years went by, time was not kind to the sons of Durin. The Dwarves delved deep into the roots of the earth, carving out cities and tunnels from the bones of the mountains. Evil was drawn to these dark places, always seeking to plant a foothold in Middle-earth. All manner of foul creatures sought to claim the mountains for their own – hordes of Goblins and Trolls swarmed the mighty hold, making the kingdom of Khazad-dûm into a place embroiled in war.

However, the Dwarves of The Misty Mountains were not so easily defeated, for the Dwarves are a hardy race of stalwart and fierce fighters. Every Dwarf is trained in the art of war, forming themselves into kinbands to train those who lack experience. It is within these kinbands that grizzled veterans and battle-scarred warriors train sons, cousins and other family members in the

Dwarven methods of waging war. Every Dwarf will fight with the utmost ferocity to defend their kin and to protect their home. If one kinband helps another upon the battlefield, they will form a bond as strong as the armour that protects the Dwarves in war, and one that will last for untold battles.

Commanding the armies of Khazad-dûm were the Dwarven kings of old, great warriors and noble lords that led the Dwarves through many years of prosperity. At the peak of Khazad-dûm's glory, the kingdom was ruled by Durin, the greatest Dwarf warrior of his time and one who was worthy of being named after the father of the Dwarves. Under his rule, the great wealth of the Dwarves swelled as they dug ever deeper into the heart of the mountains. However, with such constant expansion of their kingdom, the Dwarves awoke something in the darkness, a beast of terrible power, a monster of shadow and flame.

This was to be the undoing of the kingdom of Khazad-dûm, for the Dwarves had awoken a Balrog of Morgoth, a demon of the ancient world. It was this creature that proved to be the downfall of the Dwarves, sweeping aside their armies and slaying the mighty king Durin. Although the kingdom had fallen, its legacy is one that would be remembered throughout the ages – yet it would forever be known by a different name... the black pit of Moria.

ARMY COMPOSITION

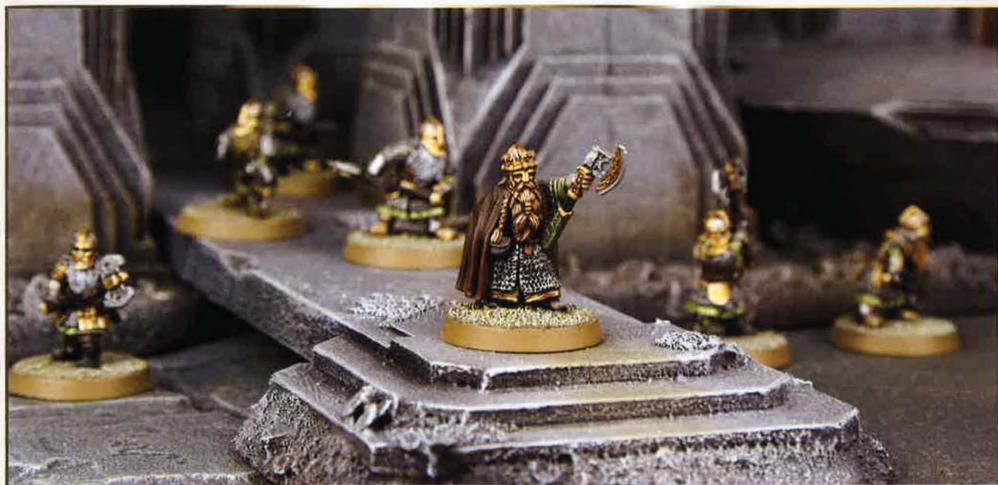
This army may include: Durin, King of Khazad-dûm; Mardin; Balin the Dwarf, King of Moria; Flói Stonehand; Dwarf Kings; King's Champions; Dwarf Captains; Shieldbearers; Dwarf Warriors; Khazad Guard; Iron Guard; Dwarf Rangers; Vault Warden Teams and Dwarf Ballistae.

ARMY BONUS

"The wealth of Moria lay not in Gold or Jewels, but in Mithril" – Friendly Dwarf models with either the Khazad-dûm or Moria keyword may re-roll To Wound rolls of a 1 when fighting in close combat.



HEROES OF THE KINGDOM OF KHAZAD-DÛM



DURIN, KING OF KHAZAD-DÛM 160 POINTS DWARF, KHAZAD-DÛM, INFANTRY, HERO – HERO OF LEGEND

The great ruler of Khazad-dûm at the height of its power, Durin was a stern, yet just, king, named after the father of the Dwarves. Many legends have painted Durin as the greatest Dwarven warrior of his time, and there is little to go against these claims. Durin wore a Mithril fashioned crown and bore a great Dwarven two-handed axe. It was said that upon the battlefield, Durin could split an enemy's shield in two with a single strike. Yet such glories could not last, for the awakening of a Balrog was to be Durin's end. Ever since, the beast that haunts Moria's depths has been known as Durin's Bane.

Mv F S D A W C
5" 6/4+ 4 9 3 3 6

M	W	F
3	3	1

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence
- Heroic Challenge

WARGEAR

Heavy Mithril armour, Durin's axe, the Ring of Durin, the Crown of Kings and the Horn of Zirakzigil.

Durin's Axe **ACTIVE** – This is a Master-forged two-handed axe. Additionally, the wielder may re-roll a single dice when making Duel rolls.

The Ring of Durin **PASSIVE** – One of the seven Dwarven Rings, the Ring of Durin is entwined with power.

Once per game, the bearer of the Ring of Durin may re-roll a single Priority roll.

The Crown of Kings **PASSIVE** – A crown of expert craftsmanship that some say bears an enchantment that protects Durin from harm.

If Durin suffers a wound, roll a D6. On a 6, the Wound is ignored, exactly as if a point of Fate had been spent.

The Horn of Zirakzigil **ACTIVE** – This is a war horn. Additionally, it also gives Durin the Terror special rule.

OPTIONS

If your army includes Durin, you may upgrade any number of Khazad Guard in his warband to Hearthguard for +2 points per model. Hearthguard have the Burly special rule.

SPECIAL RULES

Fearless.





MARDIN.....75 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
5*	5/4+	4	7	2	2	5	3	1	1

WARGEAR

Dwarf armour and Torozûl.

Torozûl **ACTIVE** – This is a Foe Spear with the Trollbane special rule. Additionally, Mardin adds +1 when rolling To Wound against Monster models.

HEROIC ACTIONS

- Heroic Strength

SPECIAL RULES

Sworn Protector (Durin).

The life-ward to the king, Mardin was the ever-loyal bodyguard to Durin. Though the position of the king's protector is usually offered to a member of the Khazâd Guard, Mardin is a veteran Vault Warden who proved himself time and time again in the battles in the tunnels of The Misty Mountains. When Durin fights on the battlefield, there is no-one he would rather have at his side than Mardin, who has sworn an oath of protection to always do his duty to his liege and prevent any harm befalling him.



FLÓI STONEHAND.....75 POINTS

DWARF, MORIA, INFANTRY, HERO – HERO OF FORTITUDE

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

If your force contains Flói, then the only other named Hero from this list that it may contain is Balin the Dwarf, King of Moria.

WARGEAR

Heavy Dwarf Armour and staff.

SPECIAL RULES

Loremaster **ACTIVE** – Within his mighty tome, Flói holds the key to defeating almost all of the Dwarves' enemies and will readily share this knowledge upon the battlefield.

At the start of his move, Flói can spend a point of Will to negate an enemy Active or Passive special rule, or the effects of a piece of wargear (with the exception of The One Ring), until the end of the turn. There is no range for this ability, but Flói must have Line of Sight in order to use it.

The Living Lore **PASSIVE** – With each victory, Flói's knowledge of the enemy grows and the secrets to defeating the enemies of the Dwarves is recorded in the Loremaster's tomes.

Each time a friendly Moria Dwarf model slays an enemy Hero or Monster model, Flói immediately recovers a point of Will spent earlier in the battle.

Flói joined Balin as his loremaster when he set out to reclaim Moria. The position of loremaster is only bestowed unto the wisest Dwarves and is considered to be a great honour. It is the job of the loremaster to take accurate accounts of the battles of the Dwarves, making notes of their enemies and how to best them upon the battlefield, preserving this knowledge for years to come.



BALIN THE DWARF, KING OF MORIA 110 POINTS

DWARF, MORIA, INFANTRY, HERO – HERO OF LEGEND

Following the Battle of the Five Armies and Dain's coronation as King Under the Mountain, Balin set out to reclaim the ancient Dwarf realm of Moria. Rejuvenated by his experiences as part of Thorin's Company, Balin led the Dwarves of Erebor against the swarms of Goblins that had taken over the tunnels and cities of Moria. Although initially successful, the reformation of the Kingdom of Moria could not endure, and war and ill-fortune soon descended upon the Dwarves who dwelt there.

Mv F S D A W C
5" 6/4+ 4 8 2 2 6

M	W	F
3	3	1

WARGEAR

Heavy Dwarf Armour and Durin's axe.

Durin's axe **ACTIVE** – see page 97.

If your army includes Balin the Dwarf, King of Moria, it may not include any other named Hero models from the Kingdom of Khazad-dûm army list, with the exception of Flói Stonehand. Additionally, if your army contains Balin, you may include Ori the Dwarf, Champion of Erebor and Óin the Dwarf, Champion of Erebor from the Erebor Reclaimed army list, and Gimli, son of Glóin, from The Fellowship army list, as Heroes of Fortitude, for the time being. If your army has Balin as its leader then you may wish to change the name of the army list to 'the Kingdom of Moria' instead.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March
- Heroic Strike
- Heroic Defence

SPECIAL RULES

Longbeard **ACTIVE** – Balin's grand age brings with it a wealth of wisdom and reason.

Ori the Dwarf, Champion of Erebor; Óin the Dwarf, Champion of Erebor; Gimli, Son of Glóin; Dwarf Kings; King's Champions; Dwarf Captains; Shieldbearers; Dwarf Warriors; Khazad Guard; Iron Guard; Dwarf Rangers; Vault Warden Teams and Dwarf Ballistae that are part of the same army list as Balin will exchange their Erebor or Khazad-dûm keyword for the Moria keyword.

In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.

Also, if your army includes Balin, then every alliance will be Impossible Allies as contact was lost following Balin's triumph in Moria.



DWARF KING.....75 POINTS
 DWARF, KHAZAD-DÛM, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
5*	6/4+	4	8	2	2	6	2	2	1

WARGEAR

Heavy Dwarf armour and axe.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March

OPTIONS

Throwing axes..... 5 points
 Two-handed axe 5 points

Throughout the history of Middle-earth, the realms of the Dwarves have been ruled over by a number of mighty kings. These mighty and stalwart warriors commanded the forces of the Dwarves in many of the greatest battles in the history of Durin's folk – many of which were won by the stubbornness and unwavering determination of a Dwarven king.



DWARF CAPTAIN.....60 POINTS
 DWARF, KHAZAD-DÛM, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
5*	5/4+	4	7	2	2	5	2	1	1

WARGEAR

Dwarf armour and axe.

HEROIC ACTIONS

- Heroic March

OPTIONS

Shield 5 points
 Throwing axes..... 5 points
 Two-handed axe 5 points

The captains of the armies of Durin's folk are veterans of countless wars, each having proven themselves a doughty warrior upon the battlefield. Although typically these captains will just command their kinbands, such is the respect held for them that they are certainly capable of commanding much larger forces should they be required to.



KING'S CHAMPION140 POINTS (FOR 1 KING'S CHAMPION AND 2 HERALDS) DWARF, KHAZAD-DÛM, INFANTRY, HERO – HERO OF FORTITUDE

At times when the will of the king needs to be enforced, the duty will fall to the King's Champion. Needing to be a warrior of formidable strength and stature, only the toughest of Dwarves can rise to this rank. Accompanied by two of the king's Heralds, this warrior is sent into battle not as a messenger of peace, but as a harbinger of war.

KING'S CHAMPION

Mv	F	S	D	A	W	C
5"	6/4+	5	7	3	2	5

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour and two axes.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

The King's Champion will always be the warband leader, and a Herald counts as an Independent Hero.

SPECIAL RULES

The Herald's Duty **ACTIVE** – It is the sole purpose of the Heralds to protect the King's Champion long enough so that they can accomplish their liege's will.

When two Heralds, or the King's Champion and a Herald, are in base contact, they receive a +1 bonus to their Defence. If both Heralds and the King's Champion are in base contact with each other, they all receive a +2 bonus to their Defence.

HERALD

Mv	F	S	D	A	W	C
5"	4/4+	4	7	1	1	4

M	W	F
0	1	2

WARGEAR

Dwarf armour, shield, axe and banner.

SPECIAL RULES

The Herald's Duty **ACTIVE** – see opposite

The Life Guard **ACTIVE** – The Herald's are tasked with guarding the King's Champion until his duty is done; even if it costs them their lives.

If the King's Champion is wounded, either Herald may expend their own Fate points on the Champion's behalf as long as they are in base contact. Note that they cannot suffer Wounds on the Champion's behalf – they may only use their Fate points.



SHIELDBEARER.....60 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, HERO – MINOR HERO

Mv	F	S	D	A	W	C	M	W	F
5"	5/4+	4	8	2	2	4	1	0	0

WARGEAR

Dwarf armour, shield and axe.

SPECIAL RULES

In Defence of the King **ACTIVE** – Fighting through a sea of foes, a Shieldbearer will protect their king at all costs.

At the start of the game, nominate a single Dwarf Hero model with the highest Heroic Tier for the Shieldbearer to protect. If the nominated Hero model is Engaged in a Fight within 3" of the Shieldbearer, then the Shieldbearer may call a Heroic Combat without using Might. If the Heroic Combat is successful, then they must use the following move to join their nominated Hero model's combat, if this is not possible then the Shieldbearer must move as close as possible to that Hero model. If you have more than one Shieldbearer, they may both protect different Hero models – just remember to make it clear to your opponent which Shieldbearer is protecting which Hero model!

Lead by Example **PASSIVE** – Inspired by the Shieldbearer's bold actions, those around him fight on with a redoubled fury.

Friendly Dwarf models within 12" of a Shieldbearer may re-roll failed Courage tests.

Tasked with standing firm to ensure that the Dwarven lines hold, Shieldbearers serve to inspire their kin with their stalwart example. Other Dwarves, in awe of the grit and determination of these warriors, fight on through even the direst of circumstances. Shieldbearers are also charged with the protection of the king, and will cut through ranks of their enemies to reach their liege.

WARRIORS OF THE KINGDOM OF KHAZAD-DÛM



DWARF WARRIOR8 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	4/4+	3	6	1	1	4

WARGEAR

Dwarf armour and axe.

OPTIONS

War horn.....30 points
 Banner.....25 points
 Dwarf bow.....1 point
 Shield.....1 point
 Swap axe for two-handed axe + dagger....1 point

Hardy warriors, the Dwarves of Durin's folk are trained in warfare from their youth. Under the watchful eye of their kinbands, Dwarves undergo a vigorous training regime in order to prepare them for the battles that lay ahead. It is this relentless training that has made the Dwarves into a race of elite warriors, every bit as tough as the armour that protects them.



KHAZÂD GUARD 11 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	4/4+	4	7	1	1	4

WARGEAR

Heavy Dwarf armour, two-handed axe and axe.

SPECIAL RULES

Bodyguard.

Those that form the Khazâd Guard are handpicked from the toughest warriors. Setting aside ties to their kinband, these warriors take new oaths to serve and protect their king, no matter the cost. In combat these battle-hardened veterans wear terrifying war-masks and don coats of Mithril armour, making the Khazâd Guard the most fearsome warriors available to a Dwarven army.



IRON GUARD 15 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	4/4+	4	6	2	1	4

WARGEAR

Dwarf armour, sword and throwing axes.

The Iron Guard are a group of elite warriors, grim of face and stout of heart. Traditionally, the role of these warriors was to guard the trade routes between the varying kingdoms of the Dwarves, protecting those that travelled between them. Because of this, it has become a requirement that the Iron Guard adopt a more aggressive nature than their kin. Many Goblin raids have been halted by these warriors, with thrown axes and sword thrusts felling their foes.





DWARF RANGER 8 POINTS

DWARF, KHAZAD-DÛM, INFANTRY, WARRIOR

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

WARGEAR

Armour and axe.

OPTIONS

- Dwarf long bow1 point
- Throwing axes.....1 point
- Two-handed axe.....1 point

SPECIAL RULES

Mountain Dweller.

Whilst most Dwarves prefer to don thick plated armour and mail, the Dwarven Rangers choose to wear thick leather armour instead. This gives them greater stealth as they patrol the lands around their holds, keeping them clear of any would-be intruders. Years of roaming the scree-strewn mountains and rocky paths has transformed the Dwarf Rangers into warriors from which there is no respite and nowhere to hide.



Vault Warden Team 25 POINTS

(FOR 1 IRON SHIELD AND 1 FOE SPEAR)

DWARF, KHAZAD-DÛM, INFANTRY, WARRIOR

IRON SHIELD

Mv	F	S	D	A	W	C
5*	4/4+	4	9	1	1	4

WARGEAR

Heavy Dwarf armour, axe and Iron Shield.

Iron Shield **PASSIVE** – Made from thick iron, these massive shields are all but impenetrable.

A model armed with an Iron Shield cannot be barged or Hurled and is unaffected by the Rend Brutal Power Attack.

SPECIAL RULES

Spear & Shield **PASSIVE** – Such is the weight of the Iron Shield that the bearer relies on the presence of his companion to fight effectively.

Unless supported by a model with a foe spear, a model with an Iron Shield applies a -1 penalty to their Duel rolls, even when Shielding.

FOE SPEAR

Mv	F	S	D	A	W	C
5*	4/4+	4	6	1	1	4

WARGEAR

Dwarf armour and foe spear.

Foe Spear **ACTIVE** – This is a spear that when supporting a model with an Iron Shield receives a bonus of +1 when rolling To Wound Monsters.

The tunnels beneath The Misty Mountains can be a dangerous place to roam; Goblins and other foul creatures are forever lurking in the shadows. It is for this purpose that the Vault Warden teams were created to blockade tunnels against the Goblin threat. Always fighting as a pair, the front Dwarf wields a great Iron Shield, preventing their enemies from reaching the Dwarven lines, whilst the rear Dwarf skewers his foe with a huge foe spear – a deadly combination.



DWARF BALLISTA 60 POINTS

SIEGE ENGINE

Unlike the cumbersome war machines of other races, the Dwarves' Ballistae are small, compact and incredibly accurate. Just a single shot from a Dwarf Ballista is capable of splintering the skull of a Cave Troll. These contraptions provide the Dwarves with much-needed fire support. Smashing through the ranks of their enemies, the Ballistae allow the Dwarves to pile into the newly created gaps in their enemy's defences and slaughter their foes.

Siege Engine	Strength	Defence	Wounds
Dwarf Ballista	(9)	10	3

CREW

A Dwarf Ballista is a small **Siege Engine** and is crewed by two Dwarf Warriors with heavy armour and axe. One of the crew is automatically the Siege Veteran. All crew members have the Dwarf, Khazad-dûm, Infantry and Warrior keywords.

Mv	F	S	D	A	W	C
5"	4/4+	3	6	1	1	4

WARGEAR

Dwarf armour and axe.

OPTIONS

Dwarf Engineer Captain 60 points
 Flaming ammunition..... 15 points
 Additional crew 8 points each

SPECIAL RULES

Piercing Shot – With incredible force, the ballistae shots will pierce the ranks of their enemies, flinging pieces of shrapnel and their foe into the rest of their enemies' ranks.

If a shot from a Dwarf Ballista hits a Battlefield target, then they will suffer one Strength 9 hit. Additionally, if the target has a Strength of 5 or lower, they will be knocked Prone and flung D6" directly away from the Ballista. Any model that the target passes over will also be knocked Prone and suffer one Strength 6 hit. If the target comes into contact with a piece of impassable terrain, or a model that is Strength 6 or higher, then it will immediately stop and be knocked Prone. Both the target and the Obstacle or model (if it has a Defence value) will suffer a Strength 6 hit.

Accurate – A Dwarf Ballista will only scatter 3" rather than 6".



WANDERERS IN THE WILD

There are those beings in Middle-earth that play no part in kingdoms or in armies and do not participate in the wars of others. Some of these beings are quite content to live out their lives settled in peaceful homesteads, whilst others wander the many paths and realms of Middle-earth either for enjoyment or out of their sense of adventure.

On the borders of The Shire lies the Old Forest, and deep within it lies the humble home of Tom Bombadil and his wife Goldberry. Though he may be unassuming, Tom Bombadil's power is greater than even the most mighty of beings – even the One Ring had no effect upon old Tom, who seems entirely unphased by its power. Although he commands a tremendous authority over the trees of the forest, as if with some mystical and ageless power, Tom is a carefree being who will often be found in his big blue coat and great yellow boots wandering around his homestead and the surrounding forest collecting water lilies for his beloved, and singing a variety of merry tunes.

Those of good heart who stumble upon the house of Tom and Goldberry are given the warmest of welcomes, for Tom is a kindly and jolly fellow who will gladly open his doors to travellers who have strayed off the paths of the forests. It is such hospitality that was extended to Frodo, Sam, Merry and Pippin when they ventured through the Old Forest, and if it wasn't for old Tom it is likely that the Hobbits would never have reached Bree.

Whilst Tom and Goldberry remain very much within the borders of the Old Forest, others roam far and wide in search of adventure and glory. There are none that embody this more than the Dwarven companions Múrin & Drár. Whilst not blood relatives, the two Dwarves are inseparable companions, their travels having forged a bond between them 'as close as any brothers'. Across the years, Múrin & Drár have wandered many lands and aided those in need against the forces of Evil. Their most notable exploits, however, are undoubtedly the aid they provided to Cirion during his campaign in the east – one that forged a tight alliance between Man and Dwarf.

ARMY COMPOSITION

This army may include: Tom Bombadil; Goldberry and Múrin & Drár.

ADDITIONAL RULES

The Wanderers in the Wild represent the strange and mysterious folk who do not fit into any army, and as such are not represented as an army on the Allies Matrix. Each profile in the Wanderers in the Wild will state which armies they can ally with, and what level of alliance they will be.

ARMY BONUS

As the Wanderers in the Wild are not an army, and not even really a fighting force, there is no Army Bonus for them.





MÚRIN & DRÁR140 POINTS FOR BOTH DWARF, IRON HILLS, INFANTRY, HERO – HEROES OF FORTITUDE

Unlike the vast majority of the Dwarves of Middle-earth, Múrin and Drár have developed an unusual taste for wandering the many lands and realms in search of adventure. Although they spend much of their time bickering, as most Dwarves do, these close companions have travelled far and wide beyond their mountain home, and more than once found themselves embroiled in a fight in the aid of the Free Peoples that need it most. The rash and daring Múrin has developed great skill with his sword Kalazâl, and Sauron's minions of all kinds have felt its cutting blade. In contrast Drár is a calm and collected fellow, preferring instead to arm himself with a bow – a weapon he possesses incredible skill with.

MÚRIN

Mv	F	S	D	A	W	C
5*	5/4+	4	8	2	2	5

M	W	F
3	1	1

WARGEAR

Dwarf armour, shield and Kalazâl.

Kalazâl **ACTIVE** – This is a sword. Additionally, Múrin receives a bonus of +1 To Wound when making Strikes against Orc models, Goblin models and Uruk-hai models.

HEROIC ACTIONS

- Heroic Strike

DRÁR

Mv	F	S	D	A	W	C
5*	5/4+	4	7	2	2	5

M	W	F
3	1	1

WARGEAR

Dwarf armour and Dwarf bow.

SPECIAL RULES

Expert Shot.

HEROIC ACTIONS

- Heroic Accuracy

ALLIES

Múrin & Drár are Historical Allies with Minas Tirith, so long as the army contains Cirion, Lieutenant of Amon Barad.

They are Convenient Allies with The Fellowship, The Shire, The Rangers of the North, Minas Tirith, The Fiefdoms, The Dead of Dunharrow, Rohan, The Wildmen of Drúadan, Rivendell, Lothlórien, Fangorn, The Misty Mountains, The Garrison of Dale, Halls of Thranduil, Radagast's Alliance and The White Council.

They are Impossible Allies with all other army lists.



TOM BOMBADIL 160 POINTS

SPIRIT, INFANTRY, HERO – INDEPENDENT HERO

Dwelling in a small cottage on the borders of the Old Forest lives Tom Bombadil. An odd fellow, Tom is quite content to spend his days wandering the paths of the woods and the Barrow-downs. It is even said that the rocks and trees will move out of his way to let him pass. The Elves call Tom 'oldest and fatherless', for his legend stretches far beyond the time of the Elves. Tom is in fact infused with great power – even the Ring has no effect upon him.

Mv	F	S	D	A	W	C
6"	?	?	?	?	?	?

M	W	F
?	15	?

WARGEAR

Tom wears great yellow boots, a blue coat and an old battered hat with a tall crown and a long blue feather stuck in the band. Tom is armed with a large leaf on which he carries a small pile of water lilies (counts as unarmed).

SPECIAL RULES

Tom is Master **PASSIVE** – Great power runs through Tom Bombadil, although he would never use it to harm goodly folk.

Tom Bombadil treats all kinds of difficult terrain as open, and also always counts as having rolled a 6 on any Jump, Leap, Climb or Swim tests he has to make. Tom cannot be directly targeted by Abilities, Magical Powers or Shooting attacks, this means that Magical Powers, including friendly ones, that would affect Tom count as being automatically Resisted and any missiles that hit Tom will automatically disappear before they hit him. No models may move into Tom's Control Zone for any reason, unless his controlling player allows it. Models that are Hurlled, Barged or forced towards Tom in any other way will stop 1" away from him and he will suffer no effects. Tom may Charge enemy models as normal and his side will automatically win any Fight that Tom is involved in, however neither Tom nor any model in the same Fight

may make Strikes of any kind. Tom and all friendly models within 3" of him will automatically pass Courage tests. Tom may never carry objectives in Scenarios that require objectives to be picked up.

Hey! Come Merry Dol! **PASSIVE** – Tom is adverse to conflict of all kinds, he would much rather be off in the Old Forest collecting lilies for Goldberry.

Tom Bombadil must give up a point of Will at the end of each turn in which he participated in a Fight during the Fight phase. Should Tom Bombadil be reduced to 0 Will, or there are no other friendly models other than himself and Goldberry, then he will simply wander back off to his homestead. Remove the model as a casualty.

MAGICAL POWERS

	Range	Casting
Refreshing Song	3"	2+
Banishment	6"	3+

ALLIES

Tom Bombadil is Convenient Allies with all Good army lists.



GOLDBERRY.....140 POINTS

SPIRIT, INFANTRY, HERO – INDEPENDENT HERO

Goldberry is the wife of Tom Bombadil and just as much a mysterious creature as he is. A beautiful female spirit with flowing blonde hair and clothed in a silver-green dress with flowers in her girdle, it is Goldberry who prepares Tom's house and provides the Hobbits with a homely welcome.

Mv	F	S	D	A	W	C
6"	?	?	?	?	?	?

M	W	F
?	10	?

Hey! Come Merry Do! **PASSIVE** – Like Tom, Goldberry is adverse to matters of war. She would rather be back in her home preparing supper and singing a merry tune.

WARGEAR

Goldberry carries a candle (counts as unarmed).

SPECIAL RULES

River-daughter **PASSIVE** – Goldberry is just as mysterious as Tom and seems to personify the life-giving and soothing powers of the purest waters.

Goldberry automatically passes any Swim tests she has to make. Goldberry cannot be directly targeted by Abilities, Magical Powers or Shooting attacks. This means that Magical Powers, including friendly ones, that would affect Goldberry count as being automatically Resisted and any missiles that hit Goldberry will automatically disappear before they hit her. No models may move into Goldberry's Control Zone, for any reason, unless her controlling player allows it. Models that are Hurled, Barged or forced towards Goldberry in any other way will stop 1" away from her and she will suffer no effects. Goldberry may Charge enemy models as normal and her side will automatically win any Fight that she is involved in, however neither Goldberry nor any model in the same Fight may make Strikes of any kind. Goldberry and all friendly models within 6" of her will automatically pass Courage tests. Goldberry may never carry objectives in Scenarios that require objectives to be picked up.

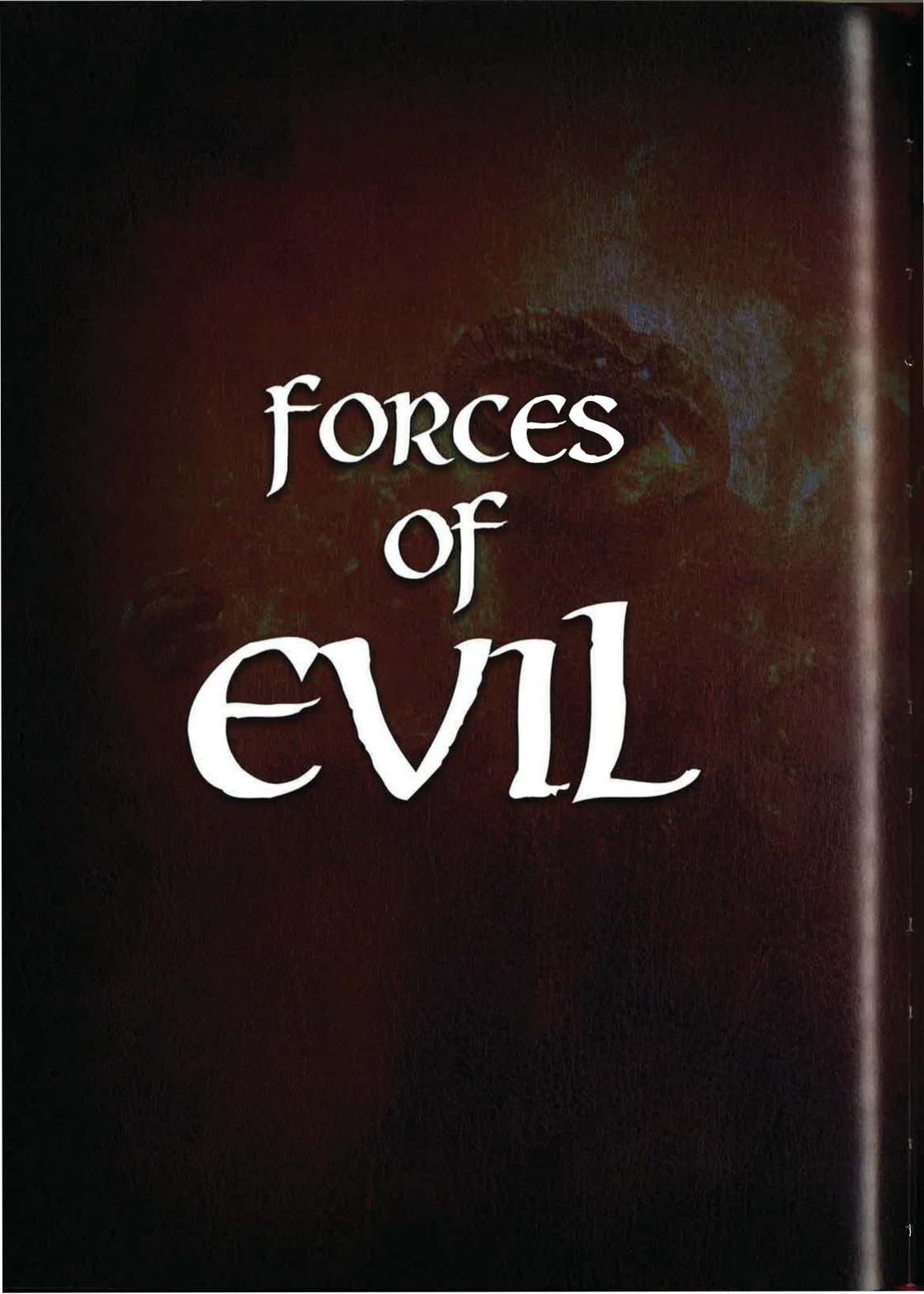
Goldberry must give up a point of Will at the end of each turn in which she participated in a Fight during the Fight phase. Should Goldberry be reduced to 0 Will, or there are no other friendly models other than herself and Tom Bombadil, then she will simply wander back off to her homestead. Remove the model as a casualty.

Tom has his House to mind, and Goldberry is waiting **PASSIVE** – Goldberry may not be included in your force unless it also includes Tom Bombadil.

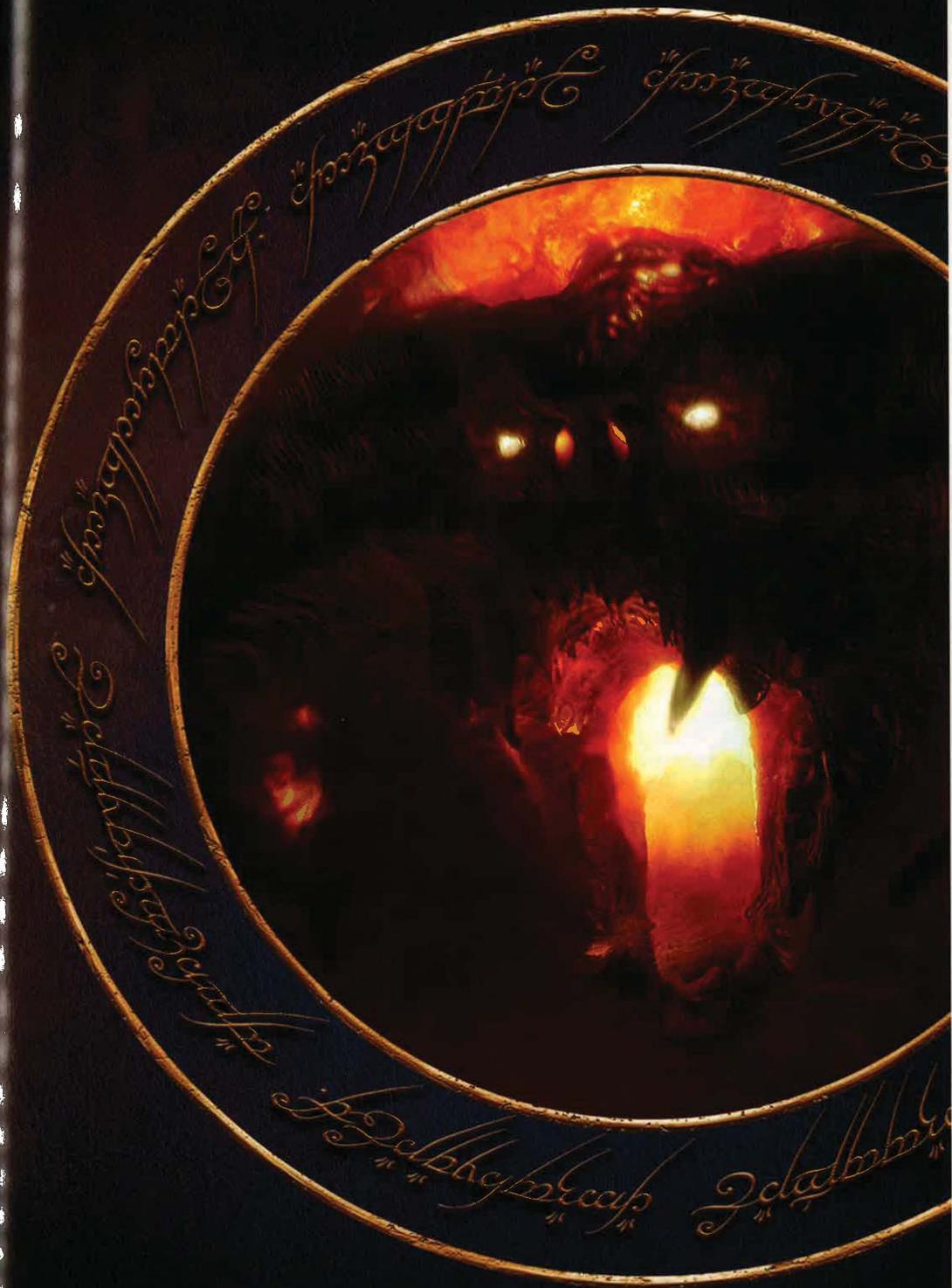
MAGICAL POWERS	Range	Casting
Refreshing Song	3"	2+

ALLIES

Goldberry is Convenient Allies with all Good army lists.



forces
of
evil



BARAD-DÛR

To the east of the realm of Gondor lies a land of perpetual darkness, known as Mordor. The skies are filled with choking clouds of volcanic ash from the mountain of fire, and the very air is a poisonous fume. It is a barren and harsh land where only the strongest can hope to survive. It is within this blighted realm that the Dark Lord Sauron rose to power during the Second Age of Middle-earth.

It was Sauron that gifted the rings of power to the Free Peoples of Middle-earth – three to the Elves, seven to the Dwarf lords and nine to the race of Men. However, these rings were no mere gifts, for Sauron forged in secret a master ring, to control all others. It was through this ring of power that Sauron aimed to see to the fall of the kingdoms of Middle-earth. Those of the race of Men who received these rings soon fell into darkness, their rings taking over their minds and transforming them into puppets of the Dark Lord. No longer the great Men they once were, these beings soon became part of the shadow realm – neither living nor dead.

The ranks of Sauron's armies are made up of creatures bound to his will. Legions of Orc warriors swarm the plains of Mordor like ants, multiplying at a horrific speed and swelling the numbers of Sauron's forces. The bulk of these Orcs are the rank and file

troops that Sauron will send directly into battle. Some Orcs have had some form of practice with their crude Orcish bows and fight at range. Some Orcs prefer to ride the vicious Wargs into battle, pouncing upon their enemies with unbridled ferocity and a constant lust for blood.

However, there are more than just Orcs within Sauron's ranks. There are some Men who bowed to Sauron willingly, turned to darkness by the promise of greatness and power. Foremost amongst these evil Men are the Black Númenóreans, elite fighters that form the vanguard of the armies of Mordor. Striding alongside the Men and Orcs of Mordor are the hulking Trolls, monstrous beasts whose muscular bodies are protected by thick scales and even thicker armour. Sent by Sauron to smash aside his enemies, the Trolls are one of the most fearsome creatures that Sauron commands.

During the Battle of the Last Alliance, Sauron himself entered the fray in order to turn the tide of the battle. Smashing aside his enemies with his dreaded mace, Sauron marched through rank upon rank of Men and Elves, leaving death in his wake. Strengthened by his Ring of Power, Sauron slew both Gil-galad, the High King of Elves, and Elendil, the King of Men. Only by separating the Ring from its master could its power be undone...

ARMY COMPOSITION

This army may include: The Dark Lord Sauron; The Witch-king of Angmar; Ringwraiths; Shelob; Orc Captains; Orc Shamans; Orc Taskmasters; Orc Drummers; Black Númenórean Marshalls; Mordor Troll Chieftains; Orc Warriors; Orc Trackers; Warg Riders; Black Númenóreans; Morgul Knights; Mordor Trolls; Mordor Siege Bows and Mordor War Catapults.

ARMY BONUS

"The power of the Ring could not be undone" – Sauron's warband size is increased to 24. Additionally, a force that consists solely of models from the Barad-dûr army list will never be considered Broken if Sauron has 3 or more Wounds remaining. Should Sauron have 2 or fewer Wounds remaining, the army will break as normal. Should Sauron be slain, the army will immediately count as being Broken.



HEROES OF BARAD-DÛR



THE DARK LORD SAURON 400 POINTS SPIRIT, MORDOR, MONSTER, INFANTRY, HERO – HERO OF LEGEND

Sauron is the enemy of the Free Peoples of Middle-earth and the Lord of the Rings. His desire to conquer and rule is unending, and he will not stop until he has dominated all of Middle-earth. Totally corrupt and driven by malice and cruelty, the Dark Lord wields his ultimate weapon, The One Ring. It is with this ring that Sauron conquered much of Middle-earth during the Second Age, and with it in his possession, no realm is safe from the destruction that he will bring upon them.

Mv	F	S	D	A	W	C
6*	9/4+	8	10	4	5	7

M	W	F
3	6*	**

*The Lord of the Rings **PASSIVE** – Sauron is a student of Morgoth and as such possesses an expert knowledge in magic.

WARGEAR

Heavy armour, mace and The One Ring.

The One Ring **PASSIVE – The ultimate weapon of the enemy. The One Ring not only sustains the life of the Dark Lord, but is also the source of his power.

Sauron does not follow the normal rules for The One Ring. Instead, whilst he wields The One Ring, whenever Sauron loses his last Wound or would be removed as a casualty, roll a D6. On a 2+, the power of the Ring sustains him and he has a single Wound restored. During the Fight phase, Sauron will make this roll for each Wound suffered that would cause him to be removed as a casualty. Sauron may use Might to influence this roll.

HEROIC ACTIONS

- Heroic Channeling
- Heroic Strike
- Heroic Strength
- Heroic Challenge

SPECIAL RULES

Ancient Evil, Resistant to Magic, Terror.

The Dark Lord **PASSIVE** – Sauron is the master of Evil, and answers to no-one but himself.

If Sauron is in your force, he must be your leader.

Sauron can spend a single point of Will each turn without reducing his own store.

Unstoppable! **BRUTAL POWER ATTACK** – By swinging his mace around in a deadly arc, Sauron can wreak devastation upon his foes.

Instead of striking as normal, Sauron can instead make one Strength 8 hit on every enemy model involved in the same fight, including spear and pike supports.

The Flames of Evil **BRUTAL POWER ATTACK** – The very touch of the Dark Lord pulsates with dark magics, powerful enough to cause his enemies to burst into flames.

Sauron makes a single Strike against a single **Infantry** or **Cavalry** model Engaged in the fight. If the model is a **Cavalry** model, then only the rider will be affected. If the model is 'fortunate' enough to survive, even if they did not suffer a Wound, then the target is also Set Ablaze – remember that this also inflicts one Strength 9 hit on the poor model that Sauron now has in his grasp.

MAGICAL POWERS

	Range	Casting
Drain Courage	18"	2+
Transfix	18"	2+
Compel	18"	3+
Instill Fear	3"	3+
Chill Soul	18"	4+
Sap Will	18"	4+



THE WITCH-KING OF ANGMAR..... 70-150 POINTS

SPIRIT, RINGWRAITH, MORDOR, ANGMAR, INFANTRY, HERO – HERO OF VALOUR

The Witch-king is the greatest of the beings known as the Nazgûl, and is the Dark Lord's most deadly lieutenant. Robed in all-black, the Witch-king has long since forgotten the man he used to be before he was gifted one of the rings of power. His very presence upon the battlefield fills his enemies with a sense of despair, one that makes even the boldest of hearts tremble in terror. Among all the evils in Middle-earth, none, save Sauron himself, are more feared than the Witch-king of Angmar – the one they say no living Man can kill.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
0-3	10-20	0-3

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Channeling
- Heroic Strike
- Heroic Strength
- Heroic Challenge

OPTIONS

Armoured Fell Beast.....	70 points
Fell Beast (see page 149).....	50 points
Crown of Morgul.....	25 points
Armoured Horse.....	15 points
Horse.....	10 points
Morgul Blade.....	10 points
Two-handed flail.....	5 points

Armoured Fell Beast – This is a Fell Beast with a Defence of 7 rather than 6.

Crown of Morgul **PASSIVE** – If the Witch-king has the Crown of Morgul, his Attack value is increased to 3. Additionally, whilst wearing the Crown of Morgul, the Witch-king of Angmar can choose to re-roll one dice when making Casting or Resist tests.

Morgul Blade **ACTIVE** – Once per game, this model's controlling player may declare they are using their Morgul blade during the Fight phase before rolling To Wound. If a model is using a Morgul blade, they must direct all of their Strikes against a single target. An enemy that suffers a Wound from the Morgul blade is automatically slain, regardless of the number of Wounds on their profile. Heroes may use Fate to avoid these Wounds, but if even a single Wound is not saved, they are slain. If the model using the Morgul blade is mounted, they must use the rider's Attacks and Strength if using the Morgul blade.

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

Might/Will/Fate – When buying the Witch-king for your force, decide how many points of Might/Will/Fate to give him, up to the maximums shown in his profile. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and costs 70 points. Each extra point of Might, Will or Fate costs an extra 5 points, so the Witch-king with 3 Might, 3 Fate and 20 Will points will cost 150 points, before any upgrades.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Instill Fear	3"	4+
Your Staff is Broken	12"	4+
Black Dart	12"	5+
Sap Will	12"	5+



RINGWRAITH.....55-110 POINTS

SPIRIT, RINGWRAITH, MORDOR, INFANTRY, HERO - HERO OF FORTITUDE

The Ringwraiths, The Nazgûl, The Nine, The Black Riders – all are names for the terrifying undead servants of Sauron. Once they were the kings of the races of Men who were gifted the rings of power by Sauron. However, they have become corrupted by the power of the Dark Lord and fallen into nothingness, their bodies have faded and their minds twisted by malice and cruelty. They now serve Sauron unwaveringly, for they are utterly enslaved to his will.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
0-2	7-14	0-2

One of Nine **PASSIVE** – Nine rings of power were gifted, by Sauron, to the race of Men.

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Channeling

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149).....	50 points
Horse.....	10 points

There can only be a maximum of nine Ringwraith models, of any combination (including Ringwraiths, Nazgûl of Dol Guldur or any of the named Ringwraiths), in your force.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Black Dart	12"	5+
Instill Fear	3"	5+
Sap will	12"	5+

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

Might/Will/Fate – A Ringwraith may upgrade its number of Might, Will and Fate in the same manner as the Witch-king (see page 114), to a maximum of 2/14/2.



It is said that a dark terror lies within the pass of Cirith Ungol, traversing its twisted caverns with murderous intent. The spawn of Ungoliant, Shelob has haunted Middle-earth for millennia, ensnaring untold victims in her cruel webs. Her huge and bloated frame is enough to crush her prey under her weight, and the venom that drips from her fangs can render even the strongest warriors utterly lifeless. Few are those who can say they braved the pass of Cirith Ungol and lived.

SHELOB.....90 POINTS

SPIDER, MORDOR, MONSTER, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
10"	7/6+	7	7	1	6	4	0	6	0

WARGEAR

Large venomous fangs.

SPECIAL RULES

Monstrous Charge, Survival Instinct, Swift Movement, Terror, Venom.

Caught in a Web **BRUTAL POWER ATTACK** – Shelob's preferred feeding method is to sting her prey with her venom and save them in a web for later.

Instead of striking as normal, Shelob can instead opt to direct a single Strike at one model involved in the Fight. This model may not be a **Monster**. The chosen model suffers one Strength 7 hit. If the model is wounded, and the Wound is not prevented by Fate, the model is treated as being under the effect of the Paralyse Magical Power.

Lone Hunter **PASSIVE** – Shelob hunts alone, those that are foolish enough to get in her way will end up suffering the same fate as the rest of her prey.

Shelob may never be taken as part of another model's warband.



ORC CAPTAIN..... 40 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and either sword or pick.

HEROIC ACTIONS

- Heroic March

OPTIONS

Warg	10 points
Orc bow	5 points
Shield	5 points

Unlike the captains of more civilised races, those that lead the hordes of Orcs into battle are chosen purely based upon their brute strength rather than their tactical prowess. In the eyes of Men and Elves, an Orc captain is no more than another Orc in an endless swarm of these foul creatures. However, to the Orcs they command, these captains are the envy of their race, able to delegate those tasks they see as below them and getting the first pick of both loot and fresh meat.



ORC SHAMAN.....50 POINTS

ORC, MORDOR, INFANTRY, HERO – MINOR HERO

Mv	F	S	D	A	W	C	M	W	F
6"	3/5+	3	5	1	2	3	1	3	1

WARGEAR

Heavy armour, dagger and spear.

HEROIC ACTIONS

- Heroic Channelling

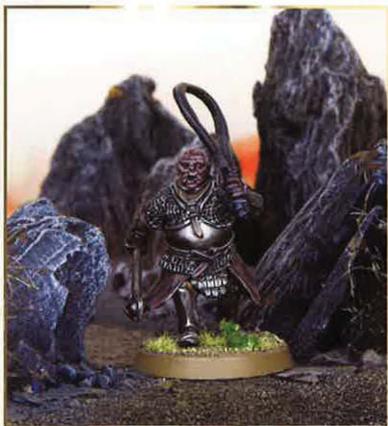
OPTIONS

Warg..... 10 points

MAGICAL POWERS

	Range	Casting
Fury (Mordor Orc)	6"	3+
Transfix	12"	5+

There are some Orcs who worship the Dark Lord with such obsession that they have even started to dabble in the art of dark magics. These shamans direct the fury of the Dark Lord's Orcish hordes towards their enemies, turning an ordinary rabble of Orcs into a raving bloodthirsty wall of metal and snarling flesh.



ORC TASKMASTER.....50 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, mace and whip.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Whip of the Masters **ACTIVE** – Taskmasters will stand behind their ranks, whipping those in front of them and spurring them on to battle.

Each time a friendly Hero model within 6" of the Taskmaster from the same army list, including the Taskmaster itself, attempts a Heroic Move, Heroic March or Heroic Shoot, roll a D6. On a 4+, they may call the declared Heroic Action without expending Might.

Taskmasters are Orcs directly under the command of the captains, whose sole job is to keep the rank and file Orcs of Sauron's armies in check and enforce the will of their masters. With their crude whips in hand, these Taskmasters will lash the Orcs of Sauron's armies, forcing them onwards with a renewed sense of fear and dread. The orders barked from these Orcs are seldom ignored, for those who disobey their Taskmaster are seen as disobeying the Dark Lord – something no Orc would dare to do.



ORC DRUMMER30 POINTS
 ORC, MORDOR, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/5+	4	5	1	1	3	0	0	1

WARGEAR

Armour, dagger and war drum (Mordor Orc).

As the armies of Mordor advance, they are accompanied by Orc Drummers. Stronger than normal Orcs, the Drummers are chosen as they can keep a steady beat on the march. These Orcs have been given the job of ensuring that Sauron's forces do not slow their advance.



BLACK NÚMENÓREAN MARSHAL..... 65 POINTS
 MAN, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	2	2	5	2	1	1

WARGEAR

Heavy armour, sword and shield.

HEROIC ACTIONS

- Heroic March

OPTIONS

Armoured horse 15 points

Lance 5 points

Two-handed weapon (replaces shield).. 5 points

SPECIAL RULES

Terror.

The Black Númenóreans are the descendants of those Men who sided with Sauron during the Second Age, being granted unnaturally long life in exchange for their fealty. Unlike the rabble of Orcs they fight alongside, these black-hearted Men fight with a military discipline akin to the Men of old, providing Sauron's armies with a stalwart front line. Only the strongest and canniest of Black Númenóreans can excel to the rank of Marshal, and failure in an attempt to reach this rank will ultimately lead to a slow and painful death.



MORDOR TROLL CHIEFTAIN 140 POINTS
TROLL, MORDOR, MONSTER, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	7/5+	7	8	3	3	4	2	1	1

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Trolls are not usually intelligent creatures, yet there are some within the service of Sauron that have grasped some concept of cunning and crude tactics. It is this that makes the Troll Chieftains ideal for leading the mountain Trolls of Sauron's army. These deadly beasts stroll into combat clad in thick spiked armour, effortlessly smashing aside their enemies with frightening ease.

WARRIORS OF BARAD-DÛR



ORC WARRIOR 5 POINTS
ORC, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	3	4	1	1	2

WARGEAR

Armour and sword or pick.

OPTIONS

Banner	25 points
Orc bow	1 point
Shield	1 point
Spear	1 point
Two-handed weapon	1 point

Evil-hearted and vicious, Orcs are a race that revel in slaughter and destruction. It comes as no surprise that they have become the ideal tool for evil in Middle-earth. The forces of Mordor have always boasted Orcs as the bulk of their army, their love of bloodshed and death has served the Dark Lord well in countless wars. Although largely a cowardly race, Orcs will often try to weasel themselves up the ranks of Sauron's armies – readily stabbing their own kind in the back in order to progress.



ORC TRACKER..... 5 POINTS
ORC, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	3	1	1	2

WARGEAR

Dagger and Orc bow.

OPTIONS

Warg..... 7 points

Whilst most Orcs will rush headfirst into the swirling maelstrom of war, others prefer sneakier tactics. Orc trackers have honed their crude skills to better inflict death from afar and will often take a more concealed route to the battlefield, allowing them to loose volleys of black-fletched arrows from discrete vantage points.



WARG RIDER..... 11 POINTS
ORC, MORDOR, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	3	4	1	1	2

WARGEAR

Armour, sword and Warg.

OPTIONS

Banner..... 25 points
 Orc bow 1 point
 Shield..... 1 point
 Throwing spears 1 point

There are some Orcs who have managed to control the vicious and feral Wargs that roam the lands of Middle-earth. Wargs are bloodthirsty wolf-like creatures, with a cruel intelligence and a never-ending hunger. Packs of Warg Riders scout ahead of the armies of Mordor, rooting out enemy scouts and striking down those that they find on their way with a raw animalistic fury.





BLACK NÚMENÓREAN..... 9 POINTS
MAN, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	4

WARGEAR

Heavy armour, sword and shield.

OPTIONS

War horn..... 30 points

Banner..... 25 points

SPECIAL RULES

Terror.

At the time of the first War of The Ring, the Black Númenóreans cast their lot in with the Dark Lord of Mordor, some say in exchange for immortality. Yet this came at a price, as these Men were contorted into a horrific corruption of their former selves. Twisted Men clad in thick armour and flowing black cloaks, the Black Númenóreans often resemble the black riders – a truly terrifying sight to behold.



MORGUL KNIGHT..... 18 POINTS
MAN, MORDOR, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	6	1	1	4

WARGEAR

Heavy armour, sword, lance, shield and armoured horse.

OPTIONS

War horn..... 30 points

Banner..... 25 points

SPECIAL RULES

Terror.

The Morgul Knights are the dread cavalry of Sauron's armies, the greatest of the Black Númenóreans. Clad in thick armour and donning flowing black robes, these knights are the very embodiment of fear itself. Each Morgul Knight shares the same malice as their Dark Lord and as such are surrounded by an aura of shadow. Wielding wicked lances, they charge into the ranks of Sauron's enemies, and only the boldest of warriors dares to stand against them.



Bred by the Dark Lord to withstand the rays of the sun, these Trolls stride into battle to smash aside the enemies of Mordor. Towering over the forces of Men and Elves, Mordor Trolls relish the carnage of the battlefield, flinging crumpled bodies around with malicious joy. These beasts are put to good use within Sauron's forces, spearheading attacks and breaking down fortress walls and doors.

MORDOR TROLL 100 POINTS

TROLL, MORDOR, MONSTER, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	7/5+	7	7	3	3	4

WARGEAR

Armour and either a hand-and-a-half sword, hand-and-a-half club or hand-and-a-half hammer.

OPTIONS

War drum (Mordor) 30 points

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).



These simple but effective war machines hurl massive spears towards the ranks of their enemies which are capable of piercing even the thickest armour, each bolt punching through foes. When the forces of Mordor bring their siege bows to battle, even the bravest warriors become nervous; knowing that should a bolt be fired their way, neither armour nor dexterity will save them.

MORDOR SIEGE BOW 50 POINTS

SIEGE ENGINE

Siege Engine	Strength	Defence	Wounds
Mordor Siege Bow	(9)	10	3

CREW

A Mordor Siege Bow is a small Siege Engine and is crewed by three Orc Warriors with armour and sword. One of the crew is automatically the Siege Veteran. All crew members have the **Orc**, **Mordor**, **Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	3/5+	3	4	1	1	2

OPTIONS

Orc Engineer Captain 40 points
 Flaming Ammunition 15 points
 Additional Crew 5 points each

SPECIAL RULES

Piercing Shot – If a shot from a Mordor Siege Bow hits a Battlefield target, then they will suffer one Strength 9 hit. Additionally, if the target has a Strength of 5 or lower, they will be knocked Prone and flung D6" directly away from the Siege Bow. Any model that the target passes over will also be knocked Prone and suffer one Strength 6 hit. If the target comes into contact with a piece of impassable terrain, or a model that is Strength 6 or higher, then it will immediately stop and be knocked Prone. Both the target and the Obstacle or model (if it has a Defence value) will suffer one Strength 6 hit.

Accurate – A Mordor Siege Bow will only scatter 3" rather than 6".



MORDOR WAR CATAPULT160 POINTS

SEIGE ENGINE

The catapults of Mordor are Sauron's first port of call for when his armies need to breach enemy fortifications. Crafted from the strongest woods plundered from the forests of Middle-earth and bound together by great iron plates, these contraptions are a fearsome sight to those within a stronghold's walls. Flinging huge boulders at the enemy, these catapults have seen cities and citadels fall from Umbar to Angmar. So heavy are the boulders fired, that each catapult has a Troll in order to load them, as well as to protect the crew from any attacks attempted by scouting parties.

Siege Engine	Strength	Defence	Wounds
Mordor War Catapult	(10)	10	4

SPECIAL RULES

Indirect Fire – A Catapult always fires using the rules for Volley Fire, with a range of 12"-96".

CREW

A Mordor War Catapult is a large **Siege Engine** and is crewed by three **Orc Warriors** with armour and sword, and a **Mordor Troll**, all with no additional wargear. One of the Orcs is automatically the **Siege Veteran**. All Orc crew members have the **Orc**, **Mordor**, **Infantry** and **Warrior** keywords. The **Mordor Troll** has the **Troll**, **Mordor**, **Monster**, **Infantry** and **Warrior** keywords.

Area Effect – If a Catapult scores a hit against a Battlefield target, all models within 2" of the target suffer one Strength 5 hit (this additional hit does not kill a target outright).

Wall-breaker – When a Catapult rolls To Wound against a Siege target, the controlling player may roll two dice and pick the highest.

ORCS

Mv	F	S	D	A	W	C
6"	3/4+	3	4	1	1	3

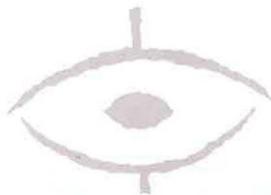
TROLL

Mv	F	S	D	A	W	C
6"	7/4+	7	7	3	3	3

OPTIONS

Orc Engineer Captain.....	40 points
Flaming Ammunition.....	15 points
Severed heads.....	5 points
Additional Crew.....	5 points each

Troll – See page 119 of the Middle-earth Strategy Battle Game rules manual.



ANGMAR

There are many barren and forsaken lands within Middle-earth, ruled by evil and plagued by ill fortune and foul creatures. The greatest of these is the kingdom of Angmar in the north, for this cruel realm is the stronghold of the Witch-king, Sauron's chief servant and the lord of the Nazgûl.

It was from the realm of Angmar that the Witch-king unleashed his fury upon the northern kingdoms of Middle-earth. So great were his armies that those who opposed him trembled in their cities. The Witch-king was able to use his dark powers to bind tortured spirits to his will, unleashing creatures of nightmare upon his foes. It was this fate that saw the once-great kingdom of Arnor fall into ruin. Hordes of Orcs marched upon the capital, Fornost, bringing destruction and death to the people there. Joined by ghostly spirits of lords and warriors past and twisted malignant apparitions bound to the will of the Witch-king, the armies of Angmar slaughtered all who opposed them.

Although he was eventually defeated and routed from his holds in the north, the Witch-king endured and his armies, though scattered, slowly sought to regroup. At the end of the Third Age there are still packs of Orcs and Wargs raiding and plundering the

homesteads of the north, bands of Trolls roam the barren lands in search of fresh victims and there are whispers of unnatural beings lingering within the shadows of that fell kingdom.

Within the ruins of the kingdom of Angmar, spectres tempt travellers to their unsuspecting doom. Tortured spirits are still bound to the will of the Witch-king, for while he lives they can never be free, cursed to wander the forgotten highways of a realm long since abandoned. Barrow-wights hold court within the ruins of the halls they once ruled over. No longer the wise and noble rulers of old, they are now beings of evil and malice tasked with sacrificing those they find in the name of the Dark Lord. But there are greater terrors still.

Hidden within the realm of Angmar lies a great evil, a being that has survived countless centuries. That terror is Gûlavhar, a demon of the ancient world. Quite how he survived the Ages of the world will never be known, yet it is likely that he was drawn to the northern realm by the ever-growing dark power of the Witch-king that emanates from Angmar's borders. Gûlavhar now roams this land, ever eager to feast upon blood and sustain himself for ages to come.

ARMY COMPOSITION

This army may include: The Witch-king of Angmar; The Tainted; The Dwimmerlaik; Gûlavhar, the Terror of Arnor; Buhrdûr, Troll Chieftain; Shades; Barrow-wights; Angmar Orc Captains; Angmar Orc Shamans; Wild Warg Chieftains; Angmar Orc Warriors; Angmar Warg Riders; Cave Trolls, Wild Wargs and Dead Marsh Spectres.

The profile for The Witch-king of Angmar can be found on page 114. The Witch-king of Angmar counts as a Hero of Legend if taken as part of an Angmar army list.

ARMY BONUS

"If that fell Kingdom should rise again, Rivendell, Lórien, The Shire, even Gondor itself shall fall" – Friendly Angmar Orc models within 3" of a friendly Spirit Hero model gain the Terror special rule.



HEROES OF ANGMAR



THE TAINTED.....120 POINTS

SPIRIT, RINGWRAITH, MORDOR, ANGMAR, INFANTRY, HERO – HERO OF VALOUR

Even when he was mortal, The Tainted always had a strange sense about him. Those around him recoiled from his presence and good people would shun him. It didn't take much persuasion for Sauron to tempt The Tainted to fall into shadow. As the years pass, he falls deeper into darkness. Now his mere presence is poison to the world, and all manner of living things are repelled by his very being. Vegetation withers, animals sicken and bold warriors cover uncontrollably.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
2	14	2

Seeping Decay **PASSIVE** – *The touch of this wraith is a deadly poison to the living.*

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149)	50 points
Armoured horse	15 points
Horse	10 points

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

Miasmatic Presence **PASSIVE** – *Even being in the presence of such a foul being is enough to cause the utmost fear in even the boldest of hearts.*

At the start of the Move phase, before Heroic Actions are declared, The Tainted may elect to spend a point of Will. If he does this, until the end of the turn, all Warrior models within 6" of The Tainted may not benefit from the Stand Fast! rule, nor take part in Heroic Actions.

At the start of the Fight phase, roll a D6 for each non-Spirit model (friendly or enemy) in base contact with The Tainted – if the model is a Cavalry model, roll for both the mount and the rider. On the roll of a 6, they suffer a Wound.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Black Dart	12"	5+
Instill Fear	3"	5+
Sap will	12"	5+





THE DWIMMERLAIK120 POINTS

SPIRIT, RINGWRAITH, MORDOR, ANGMAR, INFANTRY, HERO – HERO OF VALOUR

Even less is known about The Dwimmerlaik than the other Ringwraiths. It is not known where he once ruled, nor anything about who he was. The only thing that is known is that he was part of the Witch-king's dread court in Angmar, leading his forces into battle with sheer malice. The sight of The Dwimmerlaik heralds doom for those unfortunate to witness him, and those who lay eyes upon him feel hope and valour draining away.

Mv F S D A W C
6" 5/4+ 4 8 1 1 6

M W F
0 16 2

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

WARGEAR

Heavy armour and two-handed sword.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114).....	70 points
Fell Beast (see page 149).....	50 points
Armoured Horse.....	15 points
Horse.....	10 points

Sap Fortitude PASSIVE – The Dwimmerlaik instills such doubt in his foes that even their commanders begin to distrust their own leadership and abilities.

Every time a Hero model within 6" of The Dwimmerlaik spends a point of Might, Will or Fate, The Dwimmerlaik may elect to spend a point of Will. If he does, roll a D6. On a 4+, the enemy Hero model must spend an additional point (of the same type) or the deed will be cancelled and any Might, Will or Fate already committed will be lost. Note that a Hero model that wishes to expend multiple points of Might, Will or Fate, may wait to see how The Dwimmerlaik's roll affects their first point of Might, Will or Fate, before committing to spending any more. The Dwimmerlaik will have to spend a point of Will for every point he wishes to affect, though he may wait to see how his first point of Will affected his opponent before deciding to spend another point of Will.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Black Dart	12"	5+
Instill Fear	3"	5+
Sap will	12"	5+



No longer the glorious city it once was, Fornost has become a dread and ruined place filled with creatures that feast on the blood of their victims. Throughout the Third Age, rumours began to spread of a dark terror living within its ruins. That terror is Gûlavhar, a demon from a long forgotten age. How he survived the wars against Morgoth will never be known, yet survive he did, remaining hidden for countless centuries. Despite his bestial appearance, Gûlavhar is a creature of subtlety and cunning, and those who enter his domain unbidden are never heard from again.

GÛLAVHAR, THE TERROR OF ARNOR.....200 POINTS

SPIRIT, ANGMAR, MONSTER, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	7/4+	8	5	*	4	*	3	3	0

WARGEAR

Huge claws and teeth.

HEROIC ACTIONS

- Heroic Strength
- Heroic Defence

SPECIAL RULES

Fly, Harbinger of Evil, Monstrous Charge, Resistant to Magic, Terror.

Immortal Hunger **ACTIVE** – By feasting on the blood of others, Gûlavhar is able to regain his strength and heal grievous injuries.

Gûlavhar regains a single Wound for each model he slays in combat. Rend is the only Brutal Power Attack that allows Gûlavhar to regain Wounds in this manner. This can never take his Wounds beyond 4.

***Strength of Body, Strength of Will** **PASSIVE** – Gûlavhar hasn't survived centuries by being careless in battle, and his strength and will to fight will wane if he becomes injured.

Gûlavhar's Attacks and Courage are always equal to his remaining Wounds.



A Troll possessed with an unusual sense of cunning, Buhrdûr and his followers spend their time ransacking and plundering the settlements of Eriador. The only thing that gives Buhrdûr more pleasure is the challenge of those who dare to stand against him. With each victory, Buhrdûr's band of Orcs grows, with more flooding to join him and revel in the destruction and despair that he spreads across the north.

BUHRDÛR, TROLL CHIEFTAIN.....110 POINTS

TROLL, ANGMAR, MONSTER, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	6/4+	6	6	3	3	4	3	1	1

WARGEAR

Pick.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Challenge

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Lead by Example **ACTIVE** – Seeing Buhrdûr wreaking havoc upon his foes spurs the Orcs that follow him on to share the destruction he brings.

In a turn in which Buhrdûr slays an enemy **Hero** or **Monster** model in combat, all friendly **Angmar Orc** models and **Troll** models within 6" of him count as being in range of a banner.



A Shade is a grotesque amalgam of tortured spirits, contorted and bound to the will of the Witch-king of Angmar. These unfortunate souls have been twisted beyond recognition, and now they have become an embodiment of terror and despair. There are few who can stand against these creatures, for their very presence can sap the courage and freeze the hearts of even the boldest of warriors. A shade knows no allegiance except to the Witch-king, and will remain bound to him for as long as he walks Middle-earth.

SHADE..... 100 POINTS
SPIRIT, ANGMAR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	1/4+	1	8	1	3	1	0	8	0

WARGEAR

Whilst a Shade has no specific weapons, it is a twisted mass of undead beings constantly lashing out at the enemies of the Witch-king. A Shade never counts as unarmed.

SPECIAL RULES

Blades of the Dead, Terror.

Chill Aura **PASSIVE** – Shades are terrifying supernatural creatures whose mere presence can sap the vigour from the living.

At the start of the Fight phase, before Heroic Actions are declared, a Shade may expend a Will point to activate this ability. Any enemy model within 6" of one or more Shades suffers a -1 penalty on its Duel roll. This is cumulative with other such penalties, such as for wielding a two-handed weapon.



Barrow-wights are the spirits of the long dead rulers of Men, brought into being by the dark sorceries of the Witch-king of Angmar and now bound to his will. Even after the dread kingdom of Angmar fell into ruin, the Barrow-wights continued to linger. Those that strayed into their domain were to meet an untimely death, for the very touch of these fell spirits is enough to paralyse their victims, leaving the Barrow-wight to sacrifice them at their leisure.

BARROW-WIGHT 50 POINTS
SPIRIT, ANGMAR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	3/4+	3	7	1	2	6	0	5	0

WARGEAR

Heavy armour and sword.

SPECIAL RULES

Blades of the Dead, Terror.

MAGICAL POWERS

	Range	Casting
Paralyse	6"	4+



ANGMAR ORC CAPTAIN 40 POINTS

ORC, ANGMAR, INFANTRY, HERO – HERO OF FORTITUDE

Mv F S D A W C
6" 4/5+ 4 5 2 2 3

M	W	F
2	1	1

WARGEAR

Armour and sword or pick.

HEROIC ACTIONS

- Heroic March

OPTIONS

Warg 10 points
Orc bow 5 points
Shield 5 points

Just like the armies of Mordor, the bulk of Angmar's forces are made up of ranks of Orcs, led into battle by their captains. However, where the captains of Mordor are more vicious and brutal, the captains of Angmar are cunning, aiming to utilise the spirits and magics of this fell kingdom to bring fear to their enemies. It is their job to ensure that the lines of Orcs hold firm during battle.



ANGMAR ORC SHAMAN 50 POINTS

ORC, ANGMAR, INFANTRY, HERO – MINOR HERO

Mv F S D A W C
6" 3/5+ 3 5 1 2 3

M	W	F
1	3	1

WARGEAR

Heavy armour, dagger and spear.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Warg 10 points

MAGICAL POWERS	Range	Casting
Wither	12"	3+
Instil Fear	3"	5+

The shamans of Angmar differ from their counterparts in Mordor, having not practiced the same crude magics of driving their Orcs into a frenzy. Instead, these shamans have learned their craft by observing the dark sorceries of the spirits that dwell within Angmar, allowing them to conjure visions of great terror and weaken the very souls of their enemies.



WILD WARG CHIEFTAIN80 POINTS

WARG, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
10"	5/5+	6	5	3	3	4	2	2	1

WARGEAR

Claws and teeth.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

SPECIAL RULES

Terror.

Packlord **ACTIVE** – Whilst these chieftains command great leadership over their own kind, those who are not of their pack will not be able to follow their lead.

Only friendly Warg models may benefit from a Wild Warg Chieftain's Stand Fast! and Heroic Actions.

The chieftains of the Wild Wargs that roam the north are ferocious creatures, having asserted themselves as the leader of their pack. Only the very strongest of these beasts can remain as chieftain, for they are constantly challenged by younger Wargs for dominance. The many scars they possess are a testament to how many challenges to their rule they have overcome; the more they bear, the deadlier they have become.

WARRIORS OF ANGMAR



ANGMAR ORC WARRIOR.....5 POINTS

ORC, ANGMAR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	3	4	1	1	2

WARGEAR

Armour and sword or pick.

OPTIONS

Banner.....	25 points
Orc bow.....	1 point
Shield.....	1 point
Spear.....	1 point
Two-handed weapon.....	1 point

The armies of Angmar are made up of numerous ranks of Orcs drawn to the powers that lie within that dark realm. Much like the breeds of Orc found elsewhere in Middle-earth, the Orcs of Angmar take great joy in the destruction and chaos that they have wrought upon the Free Peoples of Middle-earth. Marching into battle under the black banners of the Witch-king, these Orcs do so in order to spill the blood of their enemies.



ANGMAR WARG RIDERS 11 POINTS

ORC, ANGMAR, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	3	4	1	1	2

WARGEAR

Armour, sword and Warg.

OPTIONS

Banner.....	25 points
Orc bow.....	1 point
Shield.....	1 point
Throwing spears.....	1 point

The sheer number of Orcs and Wargs that have flocked to the Witch-king's forces has meant that the armies of Angmar have been able to increase the numbers of Warg Riders at their disposal. Flanking their enemies before charging in with devastating effect, the Warg Riders of the Witch-king's forces are a deadly and effective weapon of war.



CAVE TROLL 75 POINTS

TROLL, MONSTER, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	6/5+	6	6	3	3	3

WARGEAR

Spear.

OPTIONS

Troll Chain.....	5 points
May swap spear for hand-and-a-half hammer.....	5 points

Troll Chain **ACTIVE** – This is a throwing weapon with a range of 3" and a Strength of 5.

SPECIAL RULES

Burly, Terror, Throw Stones (range 12", Strength 8).

Within the tunnels and caves of the deep places of the world dwell the Cave Trolls, huge and loathsome creatures that prefer the darkness of their caves to the light of day. However, it has been known for Cave Trolls, under the cover of clouds or some dark force, to join Orcs, Goblins and even fouler creatures in the slaughtering of their foes, their thick, leathery hides providing them with excellent protection.



DEAD MARSH SPECTRE..... 15 POINTS

SPIRIT, ANGMAR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	2/4+	3	5	1	1	6

WARGEAR

Heavy armour and sword.

SPECIAL RULES

Blades of the Dead, Terror.

A Fell Light is in Them **ACTIVE** – Those that gaze into the light emitting from these spirits are likely to be led astray.

At any point during its move, a Spectre can choose a single enemy model anywhere within 12" and Line of Sight. This model must pass a Courage test or make a full move under the control of the Spectre's controlling player – even if it has already moved. This move cannot be used to enter an enemy model's Control Zone, or perform actions that would cause direct harm to the target (such as jumping down a cliff). It may also not be used to have the target dismount or lie down. Affected models may move no further that turn, and may not use Active abilities for the remainder of the Move phase.

The fallen victims of the wars of the Second Age, the Spectres that roam the lands of Middle-earth have been born out of malice and dark sorcery. No longer serving those who they fought for, they are now the servants of Evil. Many travellers have been led to their doom following the unnatural glow that emanates from these creatures, causing them to stray into their clutches.

WILD WARG 7 POINTS

WARG, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
10"	3/5+	4	4	1	1	2

WARGEAR

Claws and Teeth,



Packs of vicious Wild Wargs roam the lands of the north, ever hunting and feasting upon the Men that stray in the woods. These powerful creatures are capable of fracturing their prey's bones with a sharp snap of their jaws, and their tearing claws can rip through flesh and cloth. The sound of a howling Warg pack often spells doom for those that wander the paths of the north after dark.



MORDOR

Many years have passed since Sauron's defeat at the hands of the Last Alliance, yet his evil was not vanquished forever. For since the Ring endured, so did Sauron's will. Atop his tower in Barad-dûr, Sauron's gaze pierces all – a great eye wreathed in flame, lidless and ever watching. He has spent much of the Third Age regaining his former strength, secretly growing his armies into the formidable force they once were, that one day he might come forth from Mordor and reclaim The One Ring.

At the time that the Ring of Power has awoken, the Nine have been sent forth from Minas Morgul in search of the Dark Lord's ultimate weapon, their sole purpose to locate its whereabouts and to kill the one who carries it. As Sauron's will has lost none of its potency, the Nine have been able to regain their strength, taking on the guise of the Black Riders – a truly terrifying sight that will chill the hearts of their enemies. Scouring the lands of Middle-earth, the Black Riders search both from horseback and from atop their Fell Beasts, terrifying creatures whose screech will freeze the hearts of even the boldest of warriors.

Within the many strongholds of Mordor, the armies of Sauron have grown enormously. Minas Morgul now seethes with Orcs and other foul creatures, ready to burst forth and conquer the lands outside

Mordor. The plains of Gorgoroth have been filled with countless evil beings, legions of Mordor Uruk-hai hunger to spill the blood of the Free Peoples and huge monstrous Trolls roam the plateau eager to cause the destruction that comes so naturally to them.

In the north-west of Mordor looms the Black Gate, known as the Morannon, a huge fortification blocking the path into the black lands. Here reside the Morannon Orcs – stronger, better equipped and much more brutal than the mindless rabble that make up the bulk of Sauron's armies. The leader of the Morannon is Gothmog, a ruthless and barbaric Orc who possesses knowledge of battle tactics far beyond most Orcs and even Men. It is Gothmog that will lead Sauron's armies against Gondor, marching them to the walls of Minas Tirith late in the Third Age.

Should any seek to strike out against him, however, it is not just Orcs that Sauron has at his disposal. High within the pass of Cirith Ungol dwells a hidden terror, Shelob, the child of Ungoliant. Sauron is quite content to leave Shelob at peace, for those who venture into her lair are seldom heard from again.

It is these forces that Sauron intends to unleash upon Middle-earth in the dying years of the Third Age, for he is determined to regain The One Ring and finish the work he began millennia ago.

ARMY COMPOSITION

This army may include: The Witch-king of Angmar; Khamûl the Easterling; The Dark Marshal; The Undying; The Shadow Lord; The Tainted; The Knight of Umbar; The Betrayer; The Dwimmerlaik; Ringwraiths; Shelob; Gothmog, Lieutenant of Sauron; The Mouth of Sauron; Shagrat, Captain of Cirith Ungol; Gorbag, Orc Captain; Grishnákh, Orc Captain; Kardûsh the Firecaller; Orc Captains; Orc Shamans; Orc Taskmasters; Orc Drummers; Morannon Orc Captains; Captains of the Black Guard; Black Guard Drummers; Black Númenórean Marshals; Mordor Uruk-hai Captains; Mordor Troll Chieftains; Great Beasts of Gorgoroth; Orc Warriors; Orc Trackers; Warg Riders; Morgul Stalkers; Morannon Orcs; Black Guard of Barad-dûr; Black Númenóreans; Morgul Knights; Mordor Uruk-hai; Mordor Trolls; Mordor Siege Bows and Mordor War Catapults.

The profile for The Witch-king of Angmar can be found on page 114. The Witch-king of Angmar counts as a Hero of Legend if taken as part of a Mordor army list.

The profiles for The Tainted and The Dwimmerlaik can be found on pages 125-126. These count as a Hero of Valour if taken as part of a Mordor army list.

The profiles for Ringwraiths, Orc Captains, Orc Taskmasters, Black Númenórean Marshals and Mordor Troll Chieftains can be found on pages 115-119. These count as a Hero of Fortitude if taken as part of a Mordor army list.

The profiles for Orc Shamans can be found on page 117. These count as Minor Heroes if taken as part of a Mordor army list.

The profile for Shelob and Orc Drummers can be found on pages 116-118. They count as Independent Heroes if taken as part of a Mordor army list.

The profiles for Orc Warriors, Orc Trackers, Warg Riders, Black Númenóreans, Morgul Knights, Mordor Trolls, Mordor Siege Bows and Mordor War Catapults are on pages 119-123.

ARMY BONUS

"Our Enemy is Ready, His full Strength gathered"
– Whilst you have more models on the board than your opponent, friendly **Mordor Warrior** models gain +1 Courage and may re-roll 1s To Wound when making Strikes.

HEROES OF MORDOR



KHAMÛL THE EASTERLING 120 POINTS SPIRIT, RINGWRAITH, EASTERLING, MORDOR, INFANTRY, HERO – HERO OF VALOUR

Khamûl is Sauron's lieutenant of Dol Guldur and second-in-command of the Nazgûl. His heritage is long since lost, and only an enigmatic name now suggests he was once part of the culture of the Easterlings. Perhaps this is evident by the way Khamûl fights, utilising the same combat styles of the Easterling lords of old and able to seemingly draw strength from the deaths of those around him, prolonging his undeath and increasing his dark powers.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
2	12	2

Essence Leech **ACTIVE** – Khamûl is able to drain his foes of their very essence, increasing his powers and restoring his strength.

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Channelling
- Heroic Strike
- Heroic Challenge

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149).....	50 points
Armoured horse	15 points
Horse.....	10 points

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

If Khamûl makes a Strike against an enemy model which causes a Wound, he instantly regains a single point of Will spent earlier in the battle for each Wound caused (unless the Wound is saved by a point of Fate or a similar special rule). This cannot restore his Will beyond 12.

Additionally, Khamûl may expend a single point of Will at the start of the Fight phase before Heroic Actions are declared, to increase either his Fight value, Strength or Attacks by 1 for the remainder of that Fight phase. Note that if he is mounted, Khamûl will only ever increase his own Fight, Strength or Attacks, not those possessed by his mount.

MAGICAL POWERS	Range	Casting
Drain Courage	12"	3+
Transfix	12"	4+
Compel	12"	5+
Instill Fear	3"	5+
Sap Will	12"	5+
Black Dart	12"	6+



THE DARK MARSHAL 120 POINTS

SPIRIT, RINGWRAITH, MORDOR, INFANTRY, HERO - HERO OF VALOUR

The Dark Marshal was once a king of Númenor. Unlike many of the kings of that noble land, The Dark Marshal had a murderous reputation, such that it couldn't have come as much surprise that he readily accepted Sauron's gift of a ring of power and allied himself to the Dark Lord. Since falling to the will of the Ring, he has prospered in his new role, and those that follow him into battle do so more out of fear than out of loyalty.

Mv	F	S	D	A	W	C
6"	6/4+	4	8	1	1	6

M	W	F
2	14	2

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149)	50 points
Armoured Horse	15 points
Horse	10 points

Rule Through Fear PASSIVE – The Dark Marshal is a sadistic and malicious leader, and those that follow him fight with a renewed ferocity, for none want to feel his terrible wrath.

At the start of the Fight phase, before Heroic Actions are declared, The Dark Marshal may elect to spend a point of Will. If he does this, all friendly Warrior models within 6" of The Dark Marshal count as being in range of a banner until the End phase of the turn.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Instill Fear	3"	4+
Black Dart	12"	5+
Sap will	12"	5+



THE SHADOW LORD 120 POINTS

SPIRIT, RINGWRAITH, MORDOR, INFANTRY, HERO – HERO OF VALOUR

Formally the lord of a small and insignificant kingdom, Sauron's offer of immortality and power proved too much for The Shadow Lord to resist. Soon, the Ring took over his mind, corrupting him and swallowing what little nobility that had managed to remain inside his dark heart. Now, with his physicality a distant memory, The Shadow Lord brings the darkness wherever he goes, blackening the skies overhead and dimming the sight of his foes.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	5

M	W	F
2	14	2

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149).....	50 points
Horse.....	10 points

Pall of Darkness **PASSIVE** – Calling forth the darkness of Mordor, The Shadow Lord blots out the sun and allows Sauron's forces to march unimpeded.

At the start of the Move phase, before Heroic Actions are declared, The Shadow Lord may spend a Will point to activate this ability. Until the End phase of that turn, shots against The Shadow Lord, or any model within 6" of him, will only ever hit on a 6.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Black Dart	6"	5+
Instill Fear	3"	5+
Sap will	12"	5+



THE UNDYING 120 POINTS

SPIRIT, RINGWRAITH, MORDOR, INFANTRY, HERO - HERO OF VALOUR

It is said that *The Undying* is the oldest of the Nazgûl, yet the last of the kings of Men to succumb to the temptations of the Ring. His resistance to Sauron's will, however, has only made *The Undying* a more spiteful and bitter individual. His sole purpose now is to outlive the other beings of Middle-earth, and *The Undying* will draw on the power of others in order to sustain his own twisted form.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
2	18	0

Eternal Willpower PASSIVE – *The Undying* is not just a title given to this wraith; it represents his extraordinary resilience and unwillingness to fall.

WARGEAR

Heavy armour and staff.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149)	50 points
Horse	10 points

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

Arcana Leech PASSIVE – Possessed with the ability to draw upon the magics in the air, *The Undying* is able to regain power from the magic of others.

At the start of the Move phase, before Heroic Actions are declared, *The Undying* may spend a Will point to activate this ability. Until the End phase of that turn, *The Undying* regains one Will point for each Magical Power successfully cast by another model within 6".

The Undying may expend Will points in the same manner as Fate points.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Compel	12"	4+
Black Dart	6"	5+
Instill Fear	3"	5+
Sap will	12"	5+





THE KNIGHT OF UMBAR 120 POINTS

SPIRIT, RINGWRAITH, MORDOR, INFANTRY, HERO – HERO OF VALOUR

Like all of the Nazgûl, the past of The Knight of Umbar is shrouded in mystery and half-truths. The only thing that alludes to The Knight of Umbar's past is the armour that he still bears, showing his lineage as a former Númenórean lord who once ruled in the southlands. The Knight of Umbar adopts an unusual fighting style, namely one that allows him to mimic the style of his opponents, much to his malicious delight.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
2	12	2

SPECIAL RULES

Harbinger of Evil, Terror, Will of Evil.

WARGEAR

Armour of the Sundered Land and sword.

Armour of the Sundered Land **PASSIVE** – The Knight of Umbar only loses a point of Will for having been in a Fight if he loses a Fight during the Fight phase (for example, if he doesn't win the Duel roll to see which side may make Strikes).

HEROIC ACTIONS

- Heroic Channelling.

OPTIONS

Armoured Fell Beast (see page 114)	70 points
Fell Beast (see page 149)	50 points
Horse	10 points

Combat Mimicry **ACTIVE** – Fighting with a whirl of blades and a clashing of steel, The Knight of Umbar takes great delight in expertly mimicking his opponent's combat style.

At the start of any Fight phase, before Heroic Actions are declared, The Knight of Umbar may spend a Will point to activate this ability. The Knight of Umbar can elect to use the Fight, Strength and/or Attack values of his opponent instead of his own. He does not need to adopt all of these characteristics; he could, for example, only adopt the Fight value.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	3+
Transfix	12"	4+
Compel	12"	5+
Instill Fear	3"	5+
Sap Will	12"	5+
Black Dart	12"	6+



THE BETRAYER.....120 POINTS

SPIRIT, RINGWRAITH, HARADRIM, MORDOR, INFANTRY, HERO – HERO OF VALOUR

The Betrayer was cursed many years ago for yielding the southlands to the Dark Lord in exchange for a Ring of Power. Since then treachery has run deep within the veins of this Nazgûl, fuelling his malice, and some say even Sauron is wary of one who betrayed his kin so readily. Being from the southlands, The Betrayer has a masterful knowledge of poisons and toxins, and will coat his blade in them to ensure that even a small wound inflicted by his sword will fell the mightiest warrior.

Mv	F	S	D	A	W	C
6"	5/4+	4	8	1	1	6

M	W	F
2	14	2

SPECIAL RULES

Bane of Kings, Harbinger of Evil, Terror, Will of Evil.

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Fell Beast (see page 114).....	70 points
Fell Beast (see page 149).....	50 points
Horse.....	10 points

Master of Poisons **PASSIVE** – The Betrayer possesses the ability to infuse the toxins of his allies with dark powers, making them all the more potent.

At the start of the Move phase, before Heroic Actions are declared, The Betrayer may spend a Will point to activate this ability. Until the End phase of the turn, friendly models with the Poisoned Weapons special rule, within 6" of The Betrayer, may re-roll all failed To Wound rolls made with those weapons.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	3+
Transfix	12"	4+
Compel	12"	5+
Instill Fear	3"	5+
Sap Will	12"	5+
Black Dart	12"	6+





Gothmog is the highest ranking of Sauron's Orcs, and the Castellan of Minas Morgul. A veteran of countless battles, Gothmog bears the many wounds and scars of the wars he has fought in. Although his skill in battle may have been diminished by injury, Gothmog possesses something more valuable – he is a skilled tactician, and is the master of any battlefield he sets foot upon, a trait that is seldom found within the race of Orcs.

GOTHMOG, LIEUTENANT OF SAURON130 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6"	5/5+	4	6	3	3	5	3	3	1

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strike
- Heroic Defence

OPTIONS

Warg 10 points
Shield 5 points

SPECIAL RULES

Master of Battle.

The Age of Men is Over **PASSIVE** – Gothmog sees it as his duty to end the race of Men and lead the Orcs into the Fourth Age.

Gothmog, and all friendly Mordor Orc models within 3" of him, gain the Hatred (Man) special rule.

The Time of the Orc has Come **ACTIVE** – Gothmog leads those Orcs under his command with such brutality that they will fight with renewed vigour in order to slay their foes.

Once per game, at the start of any Fight phase, Gothmog can declare that he is using this ability. For the remainder of the turn, all friendly Mordor Orc models within 12" of Gothmog may re-roll failed To Wound rolls when making Strikes.



One of the Black Númenóreans that serves the Eye, the Mouth of Sauron speaks for the Dark Lord in matters with the other lands of Middle-earth and guides the actions of the other servants of the Dark Lord when they cannot be trusted. The Mouth of Sauron has still kept his skill with a blade, but has also been gifted his master's tutelage in matters of sorcery, making him an even deadlier force to be reckoned with.

THE MOUTH OF SAURON70 POINTS

MAN, MORDOR, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Heavy armour and hand-and-a-half sword.

HEROIC ACTIONS

- Heroic March
- Heroic Channelling

OPTIONS

Armoured horse 15 points

SPECIAL RULES

Terror.

MAGICAL POWERS

	Range	Casting
Drain Courage	12"	2+
Transfix	12"	3+
Instill Fear	3"	5+



SHAGRAT, CAPTAIN OF CIRITH UNGOL..... 100 POINTS

URUK-HAI, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	5	5	3	3	4	3	3	3

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Challenge

OPTIONS

Shield of Cirith Ungol 10 points
Heavy armour..... 5 points

Shield of Cirith Ungol **ACTIVE** – This is a shield. Additionally, in a turn in which Shagrat charges, he gains the Knock to the Ground bonus exactly as if he were a Cavalry model.

SPECIAL RULES

Blood and Glory.

Across his many years in the service of the Dark Lord, Shagrat has proven himself to be a fearsome warrior, having emerged victorious from countless battles through sheer brute force. Shagrat has led Sauron's forces at Osgiliath, Amon Barad, Cair Andros and numerous others, and at the time of the War of The Ring, Shagrat has been made the captain of Cirith Ungol, where he must share command of the garrison with Gorbag, a wily Orc captain.



GORBAG, ORC CAPTAIN..... 55 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

Shield..... 5 points

SPECIAL RULES

Orcish Brawler **ACTIVE** – Gorbag is used to fighting within the black pits of Mordor and coming out alive, and as such he thrives upon being faced with multiple enemies.

If Gorbag is outnumbered during a Fight, then he gains a bonus of +1 to both his Fight and Attack values. Models that are supporting do not count as in the Fight for working out if a model is outnumbered.

Gorbag is the leader of the Mordor Orcs stationed at Cirith Ungol. Unlike most Orcs, Gorbag is both wily and cunning, quite the opposite to the dimwitted warriors under his command. Upon discovering the possessions of Frodo Baggins, Gorbag ends up embroiled in a murderous battle with Shagrat and his followers. Gorbag manages to successfully fend off his would-be killers with his unusual fighting style, although all of this would be in vain as he meets his end at the hands of Samwise the Brave, who thrusts Sting through his back.



Grishnákh leads the Orcs sent from Minas Morgul to Isengard to keep an eye on Saruman's progress. A ruthless Orc, Grishnákh has honed his skills over the years in combat and in the raiding of nearby settlements. This has left him in a position of relative power within the Orcish ranks. Following the slaughter of the Orcs and Uruk-hai at the hands of Éomer's Éored, Grishnákh pursued Merry and Pippin into Fangorn – only to receive a welcome befitting a trespassing Orc.

GRISHNÁKH, ORC CAPTAIN.....50 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic Strike

OPTIONS

Shield..... 5 points

SPECIAL RULES

Backstabbers.



Whilst most Orc shamans practice a crude form of sorcery, Kardûsh is an exception to the norm. It is believed that Kardûsh was taught the ways of much more learned sorcery under the tutelage of one of the Nazgûl – no doubt for their own twisted ends. However, this has left Kardûsh with abilities almost unique within Mordor's armies, allowing him to drain the life force of those nearby before unleashing it as a ball of flame.

KARDÛSH THE FIRECALLER60 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and spear.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Heart of Darkness **ACTIVE** – Kardûsh is able to drain the energy of those around him, strengthening his own abilities.

At the start of any Priority phase, before any dice are rolled, Kardûsh can drain the life force of a friendly Orc model within 6", causing it to be removed as a casualty. Kardûsh then immediately regains D3 Will points. This cannot take his Will points above their starting level.

Shadow Pawn **PASSIVE** – The Nazgûl that taught Kardûsh his trade has no doubt set him up as a sacrifice for his own cruel means.

At the start of any Priority phase, before any dice are rolled, Kardûsh's controlling player can remove him from the board as a casualty to allow a single friendly Ringwraith model within 6" to immediately regain D6 Will points. This cannot take the Ringwraith model's Will points above their starting level.

MAGICAL POWERS	Range	Casting
Flameburst	6"	3+
Fury (Mordor Orc)	6"	3+



MORANNON ORC CAPTAIN.....50 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

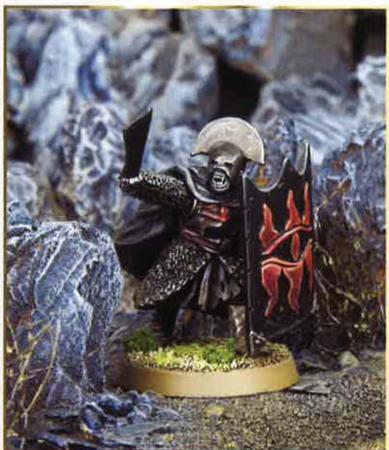
- Heroic March

OPTIONS

Shield 5 points

Two-handed weapon 5 points

The captains of the Morannon Orcs answer directly to Gothmog, the Lieutenant of Minas Morgul. They execute his commands with a brutal efficiency, ensuring that their followers do so likewise. What these captains lack in tactical prowess, they more than make up for in sheer brute force and unrivalled ferocity, and these are the reasons they are chosen to lead the armies of Mordor.



CAPTAIN OF THE BLACK GUARD..... 65 POINTS

URUK-HAI, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	5	7	2	2	4	2	1	1

WARGEAR

Heavy armour, sword and shield.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

For the Dark Lord! **PASSIVE** – Such is the unwavering loyalty of these brutal captains that they will show no weakness, especially when the servants of the Dark Lord are watching.

While at least one friendly Ringwraith model is on the battlefield, treat the Captain of the Black Guard's Courage value as being 6.

The Black Guard are considered to be the most fearsome and deadly of all the warriors available to the Dark Lord, and their captains are no exception. Unshakably loyal to Sauron and his servants, these captains fight with a strength far beyond that of other Orcs or Uruk-hai, and are capable of splitting both metal and bone with a frightening ease in their crusade against the enemies of Mordor.



Marching alongside the Black Guard are their drummers, there to speed along the advance of the deadliest of Sauron's armies. Those tasked with sounding the advance are veterans of many wars and have become accustomed to the booming sounds of the drums. Using the severed bone of a past victim as a drumstick, these warriors hasten the relentless advance of the Black Guard.

BLACK GUARD DRUMMER 35 POINTS

URUK-HAI, MORDOR, INFANTRY, HERO – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/5+	5	5	1	1	4	0	0	1

WARGEAR

Heavy armour, sword and war drum (Mordor Uruk-hai).



The Captains of the Mordor Uruk-hai are even more deadly than those they command. Huge, snarling beasts with a hunger for flesh, these gruesome warriors command their troops through brutality. Upon the battlefield, they are the embodiment of barbaric destruction, tearing into their foes with a grim malice and enjoyment for the task they have been set.

MORDOR URUK-HAI CAPTAIN 55 POINTS

URUK-HAI, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Orc bow 5 points
 Shield 5 points
 Two-handed weapon 5 points



GREAT BEAST OF GORGOROTH.....150 POINTS

GREAT BEAST, MORDOR, MONSTER, WAR BEAST, HERO – HERO OF FORTITUDE

The barren wastes of the plains of Gorgoroth are home to many strange and blighted creatures. Among these monsters are the Great Beasts of Gorgoroth, huge behemoths that are captured and forced into doing the bidding of the Orcs of Mordor. Their immense bulk makes them ideal for pulling the great battering ram, Grond, as well as for mounting a Howdah upon their back to transport Orcs to war, all the while smashing through an enemy's lines.

A Great Beast of Gorgoroth comprises an Orc Commander with armour and a spear as the warband's captain, the Great Beast itself and nine Orc Warriors with armour and Orc bows (included in its points cost). No other models may be part of this warband.

ORC COMMANDER (ORC, MORDOR, INFANTRY, HERO)

Mv	F	S	D	A	W	C
6"	4/5+	4	5	2	2	4

M	W	F
2	1	1

GREAT BEAST

Mv	F	S	D	A	W	C
8"	4/4+	6	7	3	5	2

HOWDAH

Mv	F	S	D	A	W	C
-	-	-	8	-	4	-

A Great Beast of Gorgoroth's Howdah has a capacity of nine models, in addition to the commander. Only Orc Warriors equipped with Orc bows may be selected to ride in the Howdah.

SPECIAL RULES

Terror.

Trample – When a Great Beast Tramples, it will inflict two Strength 6 hits.

Battle Platform PASSIVE – Models within the Great Beasts' Howdah do not count towards your force's Bow Limit.



WARRIORS OF MORDOR



MORGUL STALKER10 POINTS
ORC, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	4	4	2	1	3

WARGEAR

Armour and sword.

SPECIAL RULES

Stalk Unseen.

Within the depths of the Tower of Sorcery can be found the Morgul Stalkers, Orcs that have been twisted and corrupted by the powers of the Witch-king. It is the job of these Morgul Stalkers to keep Minas Morgul free from intruders and other threats. Seemingly able to melt into the shadows and stalk their prey without making a sound, these cunning Orcs are able to silently sneak up upon their victims and swiftly dispatch them before their presence is even noticed.



MORANNON ORC.....7 POINTS
ORC, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/5+	4	5	1	1	2

WARGEAR

Heavy armour and sword, mace or axe.

OPTIONS

Banner25 points
Shield1 point
Spear1 point

As the years have passed, new strains of Orc have started to emerge in different areas of Mordor. The Orcs of the Black Gate are a stronger breed of Orc than those that man Sauron's other bastions in Middle-earth. Their armour is thicker than their counterparts and they fight in a more orderly fashion than the rabbles of lesser Orcs. This has made the Morannon Orcs the ideal shock troops for Sauron's assault on Minas Tirith.



BLACK GUARD OF BARAD-DÛR12 POINTS
URUK-HAI, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	4/4+	5	6	1	1	3

WARGEAR

Heavy armour, sword and shield.

OPTIONS

Banner.....25 points

The Black Guard of Barad-dûr are Sauron's most elite warriors. Ferociously strong, this breed of Uruk-hai is the pinnacle of the different strains of Orc. These warriors march into battle with the red eye of Sauron emblazoned across their huge metal shields. The sight of these heavily armoured and ravenous foes is enough to make even the boldest warriors think twice about charging into the fray.



MORDOR URUK-HAI..... 8 POINTS
URUK-HAI, MORDOR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	4/4+	4	4	1	1	3

WARGEAR

Armour and sword.

OPTIONS

Banner.....25 points
 Orc bow.....1 point
 Shield.....1 point
 Two-handed mace.....1 point

Over the Third Age, Mordor has been breeding an army, not just of Orcs, but also of other foul creatures. One of these new breeds of Orc are the Mordor Uruk-hai, ferocious and bloodthirsty creatures whose sole purpose is to tear their enemies limb from limb. Unlike their Orc counterparts, these Uruk-hai are brave warriors and every inch of them is covered in muscle.

FELL BEAST

MONSTER, CAVALRY

Mv	F	S	D	A	W	C
3"	5/5+	6	6	2	3	3

WARGEAR

Teeth and claws.

SPECIAL RULES

Fly, Monstrous Charge, Terror.

Feral **PASSIVE** – If the Ringwraith riding a Fell Beast is slain or dismounts, the creature automatically fails its Courage test and flees the battlefield.



MORIA

Since the fall of *Khazad-dûm* and the death of Durin, the great Dwarven kingdom of Moria has fallen into ruin and now lies in the clutches of the vile Moria Goblins and the creatures under their control. The splendour of Moria is all but erased and the Dwarven city of *Dwarrowdelf* now lies crumbling and in darkness. Torches have been replaced with cobwebs and the mines resemble more of a tomb than a lord's hall.

The fate of Durin came at the fault of the Dwarves themselves, for in their efforts to continue to dig into the core of the mountain in search of precious material, they awoke something in the darkness. A demon from the ancient world wreathed in both shadow and flame; a Balrog of *Morgoth* buried beneath Moria since the great wars of the First Age. This terrible foe slaughtered all of the Dwarves in its path before slaying the mighty Dwarf King and conquering Moria, leaving it to the mercy of the Goblins who ravaged and defiled the once great Dwarven realm. Should the Balrog ever be roused from its slumber again, it will take a being of comparable power to stop the evil it spreads.

Over the years since the fall of Moria, many Goblins have taken upon themselves the role of 'king', murdering and betraying their way to the top of the creatures' hierarchy. The greatest of these is *Durbûrz*, a Goblin king with more guile than any who came before him. Using the deceitful skills of his followers, *Durbûrz* was able to work his way up to rule in Moria and silence any that opposed his leadership. Since then, *Durbûrz* has ruled the mountain halls with an iron fist, showing no mercy to those who would dare to stand against him.

The Goblins that have taken up residence within Moria's halls are a vile and cunning race. While they could not hope to match the Dwarves one-on-one, their superior numbers and ability to scale the walls and caverns with incredible dexterity meant that the Dwarves were often overwhelmed and unable to fend off their would-be attackers. When the hordes of Goblins were not enough to oust the Dwarven defenders, the task fell to the Moria Blackshields, a tougher and more vicious breed of Goblins that relishes the opportunity to tear into the ranks of the enemy to break armour and spill blood.

ARMY COMPOSITION

This army may include: The Balrog; *Durbûrz*, the Goblin King of Moria; *Gröblog*; *Drûzhag* the Beastcaller; *Ashrâk*; Moria Goblin Captains; Moria Goblin Shamans; Moria Blackshield Captains; Moria Blackshield Shamans; Dragons; Cave Drakes; The Watcher in the Water; Moria Goblin Warriors; Moria Goblin Drums; Moria Blackshields; Moria Blackshield Drummers; Warg Marauders; Moria Goblin Prowlers; Bat Swarms; Cave Trolls and Dwellers in the Dark.

The profile for Cave Trolls can be found on page 131.

ARMY BONUS

"We cannot get out, they are coming" – Friendly Moria Goblin models involved in a Fight where their opponent is Trapped receive a bonus of +1 to their Fight value.



HEROES OF MORIA



THE BALROG 350 POINTS

SPIRIT, MONSTER, INFANTRY, HERO – HERO OF LEGEND

As the Dwarves of Moria delved deep in search of the riches that lay beneath the mountains, they awoke something terrible in the darkness – shadow and flame. The Balrog came forth from its slumber, slaughtering the Dwarves that had dared to rouse it. The Balrog even slew the noble Dwarf King, Durin, forever earning it the moniker of Durin’s Bane. This giant beast is formed of living fire and is one of the most deadly foes that any warrior could ever be faced with. Able to conjure weapons of wicked flame, there is no mortal within Middle-earth that could ever hope to endure such a creature, and even those of an older power would be sorely tested against its might should their paths ever cross.

Mv F S D A W C
6" 10/3+ 9 9 4 10 7



Flame of Udûn **PASSIVE** – *The Balrog is wreathed in flame, able to manifest weapons of sorcerous fire.*

WARGEAR

Giant flaming sword and a fiery lash.

Fiery lash **ACTIVE** – This is a throwing weapon with a range of 8" and a Strength of 7. Additionally, a model that is hit by this weapon and not slain is dragged directly towards and into base contact with the Balrog, even over intervening models or terrain. If the model cannot be placed where it should be placed, instead place it in base contact with the Balrog as close as possible to the position it should have been in. If, for whatever reason, the model cannot be placed anywhere in base contact, then it is not moved at all.

SPECIAL RULES

Ancient Evil, Fearless, Resistant to Magic, Terror.

Goblin Mastery **PASSIVE** – *Such is the fear that the Balrog commands within the Goblins of Moria they will fight to ensure they do not feel its fiery wrath.*

Friendly Moria Goblin models within 12" of the Balrog automatically pass Courage tests.

The Balrog is never considered to be unarmed and any model that suffers a Wound from the Balrog’s Strikes (even if it is subsequently saved by Fate) and not slain must roll a D6. On a 6, the model suffers the Set Ablaze special rule. Additionally, the Balrog is immune to any fire-based attacks or special rules, such as a Dragon’s Breathe Fire or the Set Ablaze special rule.

Demon of the Ancient World **PASSIVE** – *A demon from a bygone age, the power that flows through the Balrog is a nigh unstoppable force.*

The Balrog may call a Heroic Combat each turn without the need to expend a point of Might. Additionally, special rules and Strikes that would slay the Balrog instantly (such as Drain Soul or a Morgul blade) will only inflict half of the Balrog’s starting Wounds rather than all of them.



DURBÛRZ THE GOBLIN KING OF MORIA.....70 POINTS

GOBLIN, MORIA, INFANTRY, HERO - HERO OF VALOUR

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

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike
- Heroic Defence

SPECIAL RULES

Cave Dweller.

Beneath the peaks of The Misty Mountains lie many Goblin kingdoms. The greatest of these is undoubtedly that of the former Dwarf stronghold of Moria, ruled over by the tyrannical Durbûrz. The largest and most brutal Goblin in Moria, Durbûrz has risen up the ranks before becoming king and any that have dared to challenge his rule have been swiftly and callously dispatched. Durbûrz rules Moria with an iron fist and instills great fear in those that follow him.

Iron Fist **ACTIVE** – Durbûrz rules over the Goblins with a cruelty and malice that has made his followers reluctant to disappoint him.

Durbûrz's Stand Fast! has a range of 12".



GRÖBLOG.....50 POINTS

GOBLIN, MORIA, INFANTRY, HERO - HERO OF FORTITUDE

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

WARGEAR

Armour, sword and the Mithril Crown.

Mithril Crown **PASSIVE** – A few meagre pieces of enchanted Mithril hammered into a crown, and a web of carefully spun lies bring about the best in any Goblin. Even fighting nearby to Gröblog's Mithril Crown can bring about a renewed brutality in his Goblin followers.

At the start of each Fight phase, before Heroic Actions are declared, roll a D6. On a 4+, all friendly Moria Goblin models within 3" of Gröblog gain +1 Fight until the End phase of the turn.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

SPECIAL RULES

Cave Dweller.

Following his discovery of a few small shards of Mithril, Gröblog has found his status to be vastly improved. Having fashioned these into a crown of sorts, Gröblog has since lied, cheated, stolen and stabbed his way to glory. His followers exhibit a fanatical devotion to Gröblog, showing a viciousness not seen by the followers of other Goblin 'lords'. Whether this is down to an enchantment upon Gröblog's crown, or some darker power, remains unknown.

DRŪZHAG THE BEASTCALLER.....90 POINTS

GOBLIN, MORIA, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, dagger and staff

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Cave Dweller.

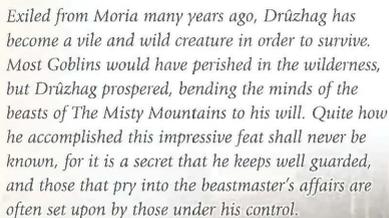
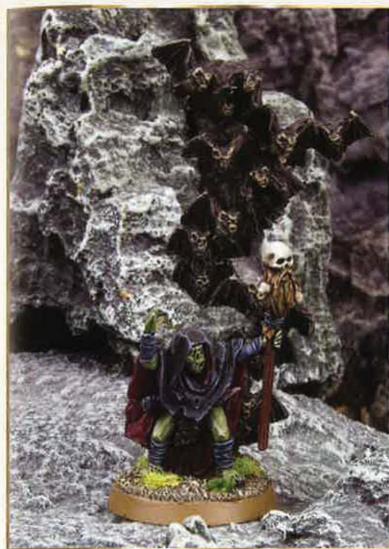
***Master of the Dark Wild** PASSIVE – *The mastery that Drūzhag has over the beasts of the wild is unparalleled, it is even said that they will protect their Goblin master with a terrible fury.*

Drūzhag may include Wild Wargs, Fell Wargs, Giant Spiders and Bat Swarms in his warband as if they were part of the same army list. This does not count as allying. Additionally, all friendly **Bat**, **Warg** and **Spider** models within 12" of Drūzhag may use his Courage value instead of their own. Drūzhag's Fury Magical Power will affect himself and any model that is either a **Bat**, **Spider** or **Warg** model.

MAGICAL POWERS

	Range	Casting
Enrage Beast	12"	3+
Fury (*)	-	3+

Exiled from Moria many years ago, Drūzhag has become a vile and wild creature in order to survive. Most Goblins would have perished in the wilderness, but Drūzhag prospered, bending the minds of the beasts of The Misty Mountains to his will. Quite how he accomplished this impressive feat shall never be known, for it is a secret that he keeps well guarded, and those that pry into the beastmaster's affairs are often set upon by those under his control.





ASHRÂK..... 55 POINTS
GOBLIN, MORIA, INFANTRY, HERO – HERO OF FORTITUDE

Ashrâk was once bitten by a Venom-back spider, his fellow Goblins abandoning him either out of fear or the knowledge that no Goblin ever survives such a venomous bite. Ashrâk, however, did not die. Instead, the venom infused itself with his blood. Some say that this has made him much more powerful – providing him with an affinity with spiders. It is even rumoured that he possesses the power to conceal his spider-kin in shadow.

Mv	F	S	D	A	W	C
5"	2/5+	3	4	1	2	4

M	W	F
1	4	1

Spider-kin **PASSIVE** – Having been exiled from Moria, Ashrâk is no longer trusted by his own kind, and will show no loyalty to those that cast him out.

WARGEAR

Armour and two-handed staff.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Cave Dweller.

Death-touch **PASSIVE** – The venom that courses through Ashrâk’s blood is powerful enough to paralyse those that it touches.

Any model that wounds, or is wounded by Ashrâk in a Fight must roll a D6. On a 4+, they suffer the effects of the Paralyse Magical Power.

Poison Blood **PASSIVE** – The spiders that dwell within the Misty Mountains no longer see Ashrâk as a Goblin, but as one of their own kind.

Ashrâk may include Giant Spiders in his warband as if they were part of the same army list – this does not count as allying. Additionally, any Giant Spiders in your force may be upgraded to Venom-back spiders at the cost of +2 points a model. Venom-back spiders gain the Venom special rule.

Only Spider models may benefit from Ashrâk’s Stand Fast! or Heroic Actions. Additionally, Ashrâk may only target Spider models with his Shroud of Shadows Magical Power.

MAGICAL POWERS

	Range	Casting
Fury (Spider)	-	3+
Shroud of Shadows	12"	4+





Whether it was through a vicious cunning or just out of brutality, Goblin Captains are those that have risen through the ranks to lead Goblin warbands. Although they lack the martial prowess of other races, these Goblin Captains are not to be taken lightly, and they are certainly fierce enough to give even skilled warriors pause for thought – if only for a moment.

MORIA GOBLIN CAPTAIN35 POINTS

GOBLIN, MORIA, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Orc bow 5 points
 Shield 5 points

SPECIAL RULES

Cave Dweller.



Quite where the Moria Goblin Shamans received their knowledge of dark magics is unknown, although it is likely they learned it in the dark corners of the mountains away from prying eyes. Possessing a crude and brutish form of magic, these shamans are capable of whipping their followers into a bloodthirsty frenzy, enabling them to suffer grievous wounds yet still carry on the fight.

MORIA GOBLIN SHAMAN.....45 POINTS

GOBLIN, MORIA, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Armour and spear.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Cave Dweller.

MAGICAL POWERS	Range	Casting
Fury (Moria Goblin)	-	3+
Transfix	12"	5+



MORIA BLACKSHIELD CAPTAIN45 POINTS
GOBLIN, MORIA, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour and two-handed sword.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Cave Dweller, Hatred (Dwarf).

The Blackshields are led into battle by their captains, battle-hardened veterans of many skirmishes both with Dwarves and rebellious Goblin chiefs. Only the most violent Blackshields can rise to the rank of captain as they are constantly challenged by those Blackshields that believe that they also have what it takes to lead.



MORIA BLACKSHIELD SHAMAN50 POINTS
GOBLIN, MORIA, INFANTRY, HERO – MINOR HERO

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

WARGEAR

Armour and staff.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Cave Dweller.

MAGICAL POWERS	Range	Casting
Shatter	12"	3+
Tremor	6"	5+

The Shamans of the Blackshields have dabbled in a sorcery very different to that of their Moria counterparts. Not learned in the subtle dark magic of their kin, Blackshield Shamans instead prefer to use crude, brutal magics, shattering the weapons of their foes and causing cracks in the ground to open at their feet.



DRAGON250 POINTS

DRAGON, MONSTER, INFANTRY, HERO – HERO OF VALOUR

Across the history of Middle-earth, there have been many stories of these mythical creatures. Tales that have spread fear and dread across the land, tales of the great treasure hoard of Scatha, the destruction of Smaug and the fires spread by Ancalagon the Black. Dragons fight with a ferocity that most creatures cannot hope to match, their claws can pierce metal and stone, and the snap of their jaws can cleave a man in two. Those that possess the ability to breathe fire can burn whole settlements to ash in seconds. The hide of a Dragon is all but impenetrable, its scales impervious to arrows or swords that barely even hope to scratch it, and to gaze into the sinister eyes of these creatures is to tempt bewitchment.

Mv	F	S	D	A	W	C
6"	7/2+	7	7	4	7	4

M	W	F
3	3	3

WARGEAR

Claws and Teeth.

HEROIC ACTIONS

- Heroic Channelling
- Heroic Strike
- Heroic Strength
- Heroic Defence

OPTIONS (UP TO TWO OF THE FOLLOWING)

Breathe Fire.....	50 points
Fly.....	50 points
Tough Hide.....	50 points
Wyrmtongue.....	50 points

Breathe Fire – Each time a Dragon Breathes Fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12". If the shot hits, the target and all models (friend and foe) within 2" suffer a Strength 10 hit. Any model that suffers an unsaved Wound (Fate may still be taken) from a Dragon's Breathe Fire is automatically slain.

Fly – The Dragon gains the Fly special rule.

Tough Hide – The Dragon increases its Wounds and Defence to 9, rather than 7.

Wyrmtongue – A Dragon with this ability can spend a single Will point each turn without reducing its own store of Will, so long as the Will point is used to cast one of the following Magical Powers. The controlling player may still spend extra Will points to increase the number of dice in the usual way:

	Range	Casting
Transfix	12"	3+
Compel	12"	4+

SPECIAL RULES

Harbinger of Evil, Monstrous Charge, Resistant to Magic, Survival Instinct, Terror.



CAVE DRAKE 150 POINTS

DRAKE, MONSTER, INFANTRY, HERO – MINOR HERO

These scaled predators dwell within the bowels of the mountains of Middle-earth. Fiercely territorial creatures, Cave Drakes will ferociously defend their homes from intruders that threaten their young, slashing and biting at those who disturb their nests without much care for who they may harm. This has made them natural enemies of the Dwarves who are constantly delving deeper in search of precious gems and metals, often disturbing the nests of these creatures. A cornered Cave Drake is even more vicious than usual, snapping its jaws and lashing its tail with frenzied ferocity in order to drive back those that threaten it. In the heat of battle, Cave Drakes have even been known to swallow warriors whole before continuing upon their territorial rampage.

Mv	F	S	D	A	W	C
8"	6/5+	7	7	4	6	4

M	W	F
1	3	1

Gaping Maw **BRUTAL POWER ATTACK** – Constantly hungry, a Cave Drake will not hesitate to feast upon its enemies during a battle. Its razor-sharp teeth crunching through bone and metal, allowing it to choke down its victim in a matter of seconds.

WARGEAR

Claws and Teeth.

HEROIC ACTIONS

- Heroic Strength

SPECIAL RULES

Monstrous Charge, Mountain Dweller, Resistant to Magic, Terror, Woodland Creature.

Protect the Nest **ACTIVE** – A Cave Drake will viciously defend their young, viciously snapping and tearing at those that intrude upon their nest.

At the start of the game, before any models have been deployed, the Cave Drake's controlling player may place a single 25mm Nest marker per Cave Drake (the eggs that come in the Cave Drake set are ideal for this) anywhere on the board. Whilst within 3" of a Nest marker, a Cave Drake gains the Fearless special rule.

Instead of striking normally, the Cave Drake may select a single Man-sized (or smaller) model involved in the same fight to attempt to swallow whole. Roll a D6. On a 3+, the model is swallowed whole and is removed as a casualty.

Fate rolls may be made against this Brutal Power Attack as if it has caused a Wound, but if a model fails to save this with Fate it will be slain.





THE WATCHER IN THE WATER200 POINTS

KRAKEN, MONSTER, INFANTRY, HERO – INDEPENDENT HERO

Outside the Westgate of Moria is a body of murky water containing within its depths a creature of unfathomable terror – the Watcher in the Water. This ravenous and stealthy creature is covered in tentacles that lash out to drag its victims into the depths. Silently watching from its hiding spot, the Watcher can strike with little or no warning. Just how the Watcher got to the Westgate, or how long it has been there, is unknown. Yet it is certain that the creature hounded the expedition of Balin to Moria as well as The Fellowship some years later.

Mv	F	S	D	A	W	C
4"	6/3+	6	6	6	6	3

M	W	F
1	5	1

Tentacles **ACTIVE** – The Watcher lashes out with its tentacles, intent on securing itself a tasty morsel.

WARGEAR

Tentacles.

HEROIC ACTIONS

- Heroic Strength

SPECIAL RULES

Harbinger of Evil, Resistant to Magic, Terror.

From the Deep **ACTIVE** – The Watcher lurks in the depths of the waters, waiting for the opportune moment to strike.

The Watcher in the Water can never be part of another Hero model's warband. When you deploy your army, do not deploy the Watcher in the Water on the board – instead keep it to one side for later. During each Priority phase, after Priority has been rolled, announce if you would like the Watcher to arrive and if yes, roll a D6. On a 3+, the Watcher is ready to enter play. Once you have declared the Watcher is ready to enter, you must roll during each Priority phase thereafter until it is available.

When the Watcher is ready to enter play, immediately place it anywhere on the battlefield – it can displace models. Move any displaced models the minimum distance possible so that they are 1" away from the Watcher (or as close as this situation will allow). In this situation, players take it in turns to displace models, starting with the Watcher's controlling player. This may create some odd situations, but represents the Watcher bursting forth, scattering warriors both friend and foe alike. The Watcher cannot charge on the turn it arrives.

Many Tentacles **PASSIVE** – As the Watcher fights, it will lose a tentacle or two, each injury diminishing its threat.

When the Watcher is reduced to 3 or less Wounds remaining, its Attacks are also reduced to 3.

In the Shoot phase, the Watcher may make D6 shooting attacks. These have a range of 6" and a Strength of 3, and never require In The Way rolls. Any model hit by a tentacle, but not slain, is immediately dragged into base contact with the Watcher by the shortest route possible, even over the heads of other models. Models moved in this way do not count as having charged. If there is no way to fit the model in base contact, it is not moved at all. The Watcher can still make these shooting attacks even if it is Engaged in combat.

Water Dweller **PASSIVE** – A creature of the deep, the Watcher is much deadlier whilst within its natural habitat.

The Watcher is not slowed when entering a water feature. In fact, whilst within one, its Move value is doubled and it always counts as having rolled a 6 on the Swim chart. Additionally, if the Watcher charges whilst within a Water Feature, it gains the Monstrous Charge special rule.

Dragged to the Depths **BRUTAL POWER ATTACK** – The Watcher is a creature of the deep, and will readily drag those unfortunate enough to be caught within its slimy grasp to a watery grave.

Instead of striking normally, if the Watcher in the Water is within a water feature it can select a single Man-sized or smaller model involved in the same fight, and then roll a D6. On a 3+, that model suffers a Wound (Fate rolls can be made as usual). If the Wound is not saved, the model is dragged to the depths and immediately slain. The Watcher is then removed from the board and its controlling player will start to roll for the Watcher to re-arrive as described in the From the Deep special rule on this page.

WARRIORS OF MORIA



MORIA GOBLIN WARRIOR 4 POINTS
GOBLIN, MORIA, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	2/5+	3	4	1	1	2

WARGEAR

Armour and sword.

OPTIONS

Orc bow 1 point
Shield 1 point
Spear 1 point

SPECIAL RULES

Cave Dweller.

Since the fall of Khazad-dûm, the former Dwarven kingdom of Moria has become overrun by swarms of these foul and stunted creatures. Rarely setting foot outside of their mountain home, these creatures have developed incredible dexterity and a vicious side that they can unleash upon those that intrude into their dark realm.



MORIA BLACKSHIELD 8 POINTS
GOBLIN, MORIA, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	2/5+	3	6	1	1	3

WARGEAR

Heavy armour, sword and shield.

OPTIONS

Spear 1 point

SPECIAL RULES

Cave Dweller, Hatred (Dwarf).

The toughest members of the Goblin armies are recruited to join the ranks of the Blackshields. These Goblins are harder than their lowly counterparts and are veterans of the wars with the Dwarves in the tunnels of Khazad-dûm. The White Warg pelts that they wear are a symbol of their reputation and status within the Goblin armies. More than once have lesser Goblins attempted to infiltrate the ranks of the Blackshields in search of better pickings, only to be rooted out and brutally punished for such insolence.





MORIA GOBLIN DRUM 75 POINTS FOR 2 MORIA GOBLIN DRUMMERS AND 1 DRUM

GOBLIN, MORIA, INFANTRY, WARRIOR

The sound of the Goblin Drums heralds only doom and death to those unfortunate to hear it. To the monotonous beat of the crudely fashioned drums the Moria Goblins scurry into battle, driven forth by the constant rhythm. Whilst the sound of bone upon taut skin spurs the vile Goblins of Moria forward, the deathly sound strikes fear into the hearts of all those that know the peril that they now face.

MORIA GOBLIN DRUMMERS

Mv	F	S	D	A	W	C
5*	2/5+	3	4	1	1	2

MORIA GOBLIN DRUM

Mv	F	S	D	A	W	C
-	-/-	-	10	-	3	-

WARGEAR

Armour and clubs.

SPECIAL RULES

Cave Dweller.

Destroying the Drum **PASSIVE** – The Drum can be shot at and struck normally, and has a Defence of 10 and 3 Wounds.

If it is reduced to 0 wounds, it is destroyed and cannot be played anymore. The Drum has no Control Zone and any enemy model that spends a full turn in base contact with the Drum, without doing anything else (such as shooting, using a Magical Power or fighting in combat), may immediately destroy the Drum as described above.

Take up the Drum **PASSIVE** – A Goblin Drum is an important tool to the Moria hordes, should it cease playing then others will flock to take up the beat themselves.

If either of the Drummers are slain, they may pass on their wargear to any other unengaged Moria Goblin Warrior within 1" – immediately replace the model with the slain Drummer. Models that take up the Drummer's wargear will automatically drop any that they are carrying.

Drums in the Deep **ACTIVE** – A Moria Goblin Drum takes up two spaces within a warband and counts as two models towards the army. It is deployed in the same way as the rest of the warband.

For the Drum to be played, at least one Moria Goblin Drummer must have started the turn in base contact with the Drum, and also not be Engaged in a Fight. When the Drum is being played, it has the following effects:

All Fights within 18" of one or more Drums, that also include at least one friendly **Moria Goblin** model, may re-roll a single D6 for their Duel roll. Note that this is not cumulative with the effects of a banner.

All friendly **Moria Goblin** models on the battlefield add 1 to their Courage value, and all enemy models suffer a -1 penalty to their Courage value. Note that this is not cumulative with other rules that confer similar modifiers.

The Drum is a Heavy Object and as such is moved exactly like one. The Drum cannot be played in a turn in which it has moved.



MORIA BLACKSHIELD DRUMMERS 75 POINTS FOR 2 DRUMMERS, 1 WITH DRUM GOBLIN, MORIA, INFANTRY, WARRIOR

Marching alongside the Moria Blackshields are their drummers, whose foreboding sounds herald the arrival of the Blackshield forces, and often the demise of their foes. The ominous and booming beat of the drums is enough to put doubt in the hearts of even the most stalwart of Dwarven warrior, for few have heard the distinctive booming and lived to tell the tale.

Mv	F	S	D	A	W	C
5"	2/5+	3	5	1	1	3

WARGEAR

Heavy armour and clubs. One also carries the Drum.

SPECIAL RULES

Cave Dweller, Hatred (Dwarf).

Run and Drum **ACTIVE** – Unlike the Drums employed by their lesser warriors, the Blackshields will run into the fray with the Drum strapped to the back of one of their number, whilst another beats upon it.

The Drum is considered to be playing as long as the Drummer and the Drum Bearer are in base contact with each other.

Doom! Doom! **ACTIVE** – When the Drum is being played, it has the following effects:

All Fights within 12" of one or more Drums, that also include at least one friendly Moria Goblin model, may re-roll a single D6 for their Duel roll. Note that this is not cumulative with the effects of a banner.

All friendly Moria Goblin models on the battlefield add 1 to their Courage value, and all enemy models suffer a -1 penalty to their Courage value. Note that this is not cumulative with other rules that confer similar modifiers.

Take up the Drum **PASSIVE** – To play or carry the Drum of the Blackshield is a sign of great importance, and so should the Drum fall, another Blackshield will readily take its place upon the battlefield.

If either the Drummer or the Drum Bearer is slain, they may pass on their wargear to any other unengaged Moria Blackshield within 1" – immediately replace the model with the slain Drummer or Drum Bearer. Models that take up the Drummer's wargear will automatically drop any that they are carrying.





MORIA GOBLIN PROWLER..... 7 POINTS
GOBLIN, MORIA, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	3/4+	3	4	1	1	2

WARGEAR

Armour, two-handed axe and throwing daggers.

SPECIAL RULES

Cave Dweller, Backstabbers.

There are some Goblins that thrive upon the idea of an unfair fight, preferring instead to dwell in the shadows and strike without being noticed. These Prowlers are often employed by aspiring Goblin kings to instill fear and loyalty, and squash any dissension within the Goblin ranks. Goblin Prowlers, although more skilled than their counterparts, are most deadly when they are able to outnumber and corner their intended victims.



BAT SWARM..... 35 POINTS
BAT, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
3"	1/5+	3	3	2	4	2

WARGEAR

Claws and teeth.

SPECIAL RULES

Fly.

Blinding Swarm PASSIVE – *Those caught within the spiral of bats are barely able to see, let alone fend off those attacking them.*

The Fight Value of any enemy model Engaged in combat with a Bat Swarm is halved (rounding down).

Nesting within the caves of The Misty Mountains are swarms of vile and bloodthirsty bats that linger in the shadows, waiting for unfortunate passers-by. Whilst on their own they are little more than an annoyance, when they flock together they become a deadly black cloud. Those caught within the swarm are swiftly dispatched by a whirlwind of claws and teeth. If this was not enough, the appearance of these bat swarms is usually followed by an onslaught of Moria Goblins – if not something worse...



WARG MARAUDER..... 30 POINTS

GOBLIN, WARG, MORIA, CAVALRY, WARRIOR

Throughout the years, many pacts and alliances have been formed between the Goblins of Moria and the Wild Wargs of The Misty Mountains. One of the benefits of such an alliance is the Goblins being granted permission to ride into battle upon the backs of their Warg allies. These Warg Marauders are fearsome opponents, and both Goblins and Warg benefit from this – the Goblins able to kill their foes more easily and the Warg getting exclusive feeding rights to any kills.

MORIA GOBLIN (GOBLIN, MORIA, INFANTRY, WARRIOR)

Mv	F	S	D	A	W	C
5"	2/5+	3	4	1	1	2

WARG (WARG, INFANTRY, WARRIOR)

Mv	F	S	D	A	W	C
10"	3/5+	4	4	1	1	2

A Warg Marauder is an interesting Cavalry model in that it has three Moria Goblins riding upon a single Warg, one with a shield and two with a bow. This model is treated the same as any other Cavalry model with the following exceptions:

Whilst the Goblin with a shield is still alive and mounted upon the Warg, all of the parts of the Cavalry model gain the bonus of +1 to their Defence.

The Warg Marauder only counts as one model towards an army's Bow Limit.

WARGEAR

Armour, sword and either shield or Orc bow (Moria Goblins), Claws and teeth (Warg).

SPECIAL RULES

On the Hunt **ACTIVE** – From the back of their Warg, the Goblins of Moria are able to fire their bows in the hope of providing their canine transport with some much-desired flesh.

A Warg Marauder can always fire an Orc bow shot for each Goblin with an Orc bow that is alive upon the back of the Warg, even if it has moved its full movement or is Engaged in a Fight.

Lethal Union **PASSIVE** – A Warg Marauder is much more deadly than the sum of its parts, a fact that the enemies of Moria are all too familiar with.

Whilst the Goblins remain mounted upon the Warg, the entire model gains the Terror special rule and adds a bonus of +1 to its Courage value. Additionally, in combat a Warg Marauder may make an additional Attack for each Goblin after the first that is still mounted upon the Warg, so long as they did not shoot during the Shoot phase.



DWELLER IN THE DARK..... 75 POINTS
SPIRIT, MONSTER, INFANTRY, WARRIOR

Lurking within the depths of The Misty Mountains, fell creatures of unspeakable evil dwell with a murderous intent. With an appearance similar to that of the Balrog, it has long been suspected that these creatures are born of the same dark powers as Durin's Bane. Although smaller and less formidable than the Balrog, the Dwellers in the Dark are nonetheless beings of dark power, using the life-force of their victims to replenish their strength and heal their wounds.

Mv	F	S	D	A	W	C
8"	7/3+	5	5	3	3	7

WARGEAR

Claws and teeth.

SPECIAL RULES

Resistant to Magic, Terror.

Murderous Power **ACTIVE** – A Dweller is able to drain the energy from its victims, using the power of murder to regain its lost strength.

Whenever a Dweller in the Dark slays an enemy model in combat, it regains a single Wound lost earlier in the battle. Rend is the only Brutal Power Attack that allows a Dweller to regain Wounds in this manner.

ISENGARD

Isengard is a mighty fortress sited to guard the Gap of Rohan, consisting of a formidable stone wall protecting the colossal Tower of Orthanc. This gigantic edifice was perhaps one of the greatest towers in all of Middle-earth and it was here that Saruman the White settled, gifted the land by the Stewards of Gondor and with the blessing of Rohan. In return, the White Wizard pledged peace and friendship. Such words would, in later years, curdle and sour, for Saruman's nobility and wisdom was to be twisted to darker paths.

Although it had doubtless spent years fermenting, Isengard's treason was first unveiled when Saruman attempted to imprison Gandalf the Grey atop the Tower of Orthanc. It was a cruel act, to betray a friend and mock the just principles of the White Council, but in truth it was merely the first, and perhaps least, in a long list of calumnies the White Wizard would perpetrate. Under orders from the Dark Lord's agents, Saruman turned his vast intellect towards the forging of a new and deadly force within the bounds of Isengard, an army worthy of Mordor.

Around Orthanc the monstrous fires of industry blazed hot as weapons and armour were forged in vast quantities and, in dark pits cut deep into the ground, horrendous experiments were conducted by the White Wizard. Saruman's goal was to create

a new breed of warrior, crossing Orcs with Goblin-men. These Fighting Uruk-hai, as they would become known, would eventually prove to be one of the most formidable armies in the War of The Ring, for each Uruk was at least the height of a man and possessed an unnatural strength that meant they could run without wearying and fight with crushing power. Clad in crude but sturdy armour plates, the Uruk-hai were as resilient as any, save perhaps the distant armies of the Dwarves, and their fanatical devotion was equal to that of Men.

Before his vast legions were ready to march on Rohan in open war, Saruman wasted no time unleashing droves of scouts to search for the Ringbearer and to lay waste to Rohan's Westfold. Ravenous packs of Warg Riders swept across the rolling plains, wreaking devastation where they rode, while bands of scouting Uruk-hai, goaded on by bloodthirsty Captains, gave chase to The Fellowship of the Ring along the banks of the Anduin. Of course, the full horror of his master plan was unleashed as thousands of Uruk-hai swept across the Fords of Isen and arrived to besiege Helm's Deep in what would be one of the bloodiest and most decisive battles of the War of The Ring. There, beneath darkened skies and driving rain, the Fighting Uruk-hai would unleash their full fury and test their mettle in an effort to wipe the Kingdom of Rohan from the face of Middle-earth.

ARMY COMPOSITION

This army may include: Saruman; Críma Wormtongue; Lurtz; Uglúk; Sharku; Vraskú; Mauhúr; Thrydan Wolfsbane; Uruk-hai Captains; Uruk-hai Scout Captains; Uruk-hai Shamans; Uruk-hai Drummers; Orc Captains; Dunlending Chieftains; Uruk-hai Scouts; Uruk-hai Warriors; Uruk-hai Berserkers; Feral Uruk-hai; Isengard Trolls; Dunlending Warriors; Wild Men of Dunland; Warg Riders; Orc Warriors; Isengard Assault Ballistae; Uruk-hai Demolition Teams.

The profile for Orc Captains can be found on page 116. Orc Captains count as a Hero of Fortitude if taken as part of an Isengard army list.

The profile for Orc Warriors and Warg Riders can be found on pages 119-120.

ARMY BONUS

"You do not know Pain, you do not know Fear!"

– Friendly Isengard models do not start to take Courage tests for being Broken until at least 66% of the force's models have been removed as casualties. Additionally, Lurtz, Uglúk, Mauhur, Vraskú, Uruk-hai Scout Captains and Uruk-hai Scouts gain the Woodland Creature special rule.



HEROES OF ISENGARD



SARUMAN..... 180 POINTS WIZARD, ISENGARD, INFANTRY, HERO – HERO OF LEGEND

Once the leader of the Councils of the Wise, and the eponymous head of the White Council, Saruman the White allowed himself to be corrupted by the persuasive powers of the Dark Lord as he gazed jealously into the Palantir of Orthanc. In so doing he embarked on a road that would see him stripped of his nobility and twisted into a treacherous parody of a true Istari. So aligned, he turned his prodigious intellect to building an army to rival the Dark Lord's own. What Saruman hoped to ultimately gain from his betrayal is shrouded in mystery, but he nonetheless used his magical knowledge against his former friend Gandalf the Grey and, in a stroke, sentenced thousands to die by fire and sword as his legions invaded Rohan.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

M	W	F
3	6*	3

Voice of Curunir **ACTIVE** – It is said that Saruman's greatest power is his voice.

WARGEAR

*Staff of Power.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Horse....., 10 points

SPECIAL RULES

The Palantir **ACTIVE** – Although ultimately it enabled the Dark Lord to bind Saruman to his will, the Palantir of Orthanc also granted the White Wizard the ability to scry across great distances and discern things hitherto unknown to him.

Once per game the controlling player can use the Palantir to automatically win a Priority roll – the use of this special rule must be declared before any dice are rolled for Priority.

Saruman's Stand Fast! has a range of 12" and, unlike other Hero models' Stand Fast! rolls, can affect other Hero models.

Lord of the Istari **PASSIVE** – Before his treachery, Saruman was the most powerful of the five Wizards sent to Middle-earth. His treason did nothing to lessen his power.

Saruman the White can choose to re-roll one dice when making Casting or Resist tests.

MAGICAL POWERS	Range	Casting
Immobilise	18"	2+
Terrifying Aura	-	2+
Command	18"	3+
Sorcerous Blast	12"	4+
Flameburst	6"	5+



GRÍMA WORMTONGUE..... 25 POINTS

MAN, ISENGARD, INFANTRY, HERO – INDEPENDENT HERO

Gríma is a man of Rohan who willingly sold his services to Saruman in exchange for promises of wealth and power, a despicable act that saw him inveigle his way into the services of King Théoden where he could cause the most harm. When Rohan's need for heroic leadership was greatest, the counsel of Gríma was words of despair. So it was that a lord of great promise was stripped of his will to act, sitting indolent and oblivious as the Westfold burned. Though he is no warrior, Gríma's strength lies in his ability to twist the words and thoughts of those around him, robbing even the wise of their heroism.

Mv	F	S	D	A	W	C
6"	2/4+	3	3	1	1	2



Gríma can be included in a force only if Saruman is also included.

WARGEAR

Dagger.

OPTIONS

Horse..... 10 points

SPECIAL RULES

A Traitor Within **PASSIVE** – *Gríma may be deployed in one of two ways, either as part of the Isengard force or as part of an enemy's warband.*

Gríma must be deployed in Saruman's warband if deployed as part of the Isengard force.

Alternatively, before deployment begins, you may attach Gríma to an enemy warband. When this warband is deployed or moves onto the battlefield, you must immediately place Gríma afterwards as if he was a member of that warband. Gríma is always controlled by his controlling player and moves and fights when it is his controlling player's turn to do so as usual.

If deployed as part of the enemy's army (but not as part of his own army), no enemy model can shoot at or strike blows against Gríma. Nor can they shoot if Gríma is In The Way of the shot. Enemy models are allowed to Charge Gríma and fight, but strike no blows if they win. Note that Gríma can be targeted by Magical Powers – after all, it is Gandalf who roots out his wicked ways!

This restriction ends if Saruman is slain, if Gríma voluntarily Charges an enemy model or if Gríma scores a Wound with his dagger (even if the Wound is avoided with Fate). Gríma can decide not to strike blows if he wins a Duel roll in order not to reveal his real allegiance. Once one of these conditions is met, the depth of Gríma's evil is revealed and he becomes an enemy who can be shot at and fought in the same way as any other enemy model.

Wormtongue **PASSIVE** – If an enemy Hero model is within 6" of Gríma, 2 Might points must be expended to use Heroic Actions instead of 1.



The mightiest of Saruman's Uruk-hai, Lurtz is entrusted with leading the mission to capture the Ringbearer. At the head of a contingent of Scouting Uruk-hai, this relentless Orc is dogged in his pursuit, tracking *The Fellowship of the Ring* to Amon Hen, and there dispatching Boromir with merciless efficiency.

LURTZ 90 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF VALOUR

Mv	F	S	D	A	W	C	M	W	F
6*	5/3+	5	6	3	3	5	3	1	1

WARGEAR

Armour, sword and Uruk-hai bow.

- Heroic Actions
- Heroic March
- Heroic Strike
- Heroic Strength
- Heroic Challenge

OPTIONS

Shield.....Free

SPECIAL RULES

Find the Halflings **PASSIVE** – Lurtz is an inexorable hunter, relentlessly driven by the orders of his master.

Any warband led by Lurtz does not have to roll to determine when and where it arrives in Scenarios that require such a roll. Instead, Lurtz may choose the result.



A captain in Lurtz's raiding force, Uglúk takes command of the Uruk-hai Scouts after the ambush at Amon Hen, driving his warriors (and their Hobbit prisoners) onwards towards Isengard. Unflinching obedience to Saruman's orders is all that drives Uglúk onwards, and when Grishnákh's Orcs threaten his prisoners, Uglúk is swift to act, restoring order and loyalty within the ranks with a single sweep of his blade.

UGLÚK 65 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword.

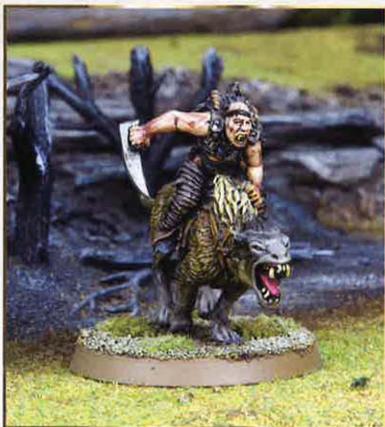
HEROIC ACTIONS

- Heroic March
- Heroic Strike
- Heroic Strength

SPECIAL RULES

Head Taker **ACTIVE** – Any who defy the orders of the White Hand will meet a grisly fate.

Should Uglúk's force be broken, Uglúk can choose to kill a nearby model instead of taking a Courage test. Simply choose a friendly Warrior within 2" of Uglúk and remove it as a casualty. Furthermore, in a turn that Uglúk does this, he will automatically pass his Courage test and his Stand Fast! has a range of 12" and affects both Warrior and Hero models.



SHARKU.....50 POINTS

ORC, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and Riding Dagger.

Riding Dagger **ACTIVE** – *The curious blade Sharku carries into battle complements his gritty, vicious fighting style.*

This is a dagger. Additionally, whenever an enemy Hero model in base contact resolves a Strike against Sharku and fails To Wound, immediately resolve one Strength 4 Strike against that model.

HEROIC ACTIONS

- Heroic March

OPTIONS

Warg.....	10 points
Shield.....	5 points

The sly Orc known as Sharku was tasked by the White Wizard of Isengard with ranging deep into Rohan to sow panic and destruction. Such a mission suited this cruel Orc well, for Sharku delighted in riding down the weak and afraid, and allowing his Warg to feast on the fallen. Not that he was unwilling to fight armed warriors though. Indeed, Sharku's warband very nearly cost the realms of both Rohan and Gondor their kings.



VRASKÛ.....65 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword and crossbow.

HEROIC ACTIONS

- Heroic March
- Heroic Accuracy

SPECIAL RULES

Expert Shot.

Among the captains that lead the Uruk-hai Scouts, Vraskû is the best shot. Equipped with a modified crossbow in recognition of his prodigious skill, he can loose the powerful bolts with a speed and precision unlike any other Orc. Perhaps Vraskû's most distinguishing trait is his utter ruthlessness. He will shoot at his target, regardless of other Uruks in the way, and such is his prowess, with both blade and crossbow, that none dare gainsay him.





Ahead of the bands of scouting Uruk-hai range Mauhúr's Marauders, the swiftest and most eager of Isengard's scouting Uruk-hai. Mauhúr is the leader of these warriors, and his reputation has been built upon his speed and his berserk frenzy in combat. With two scuffed and battered swords he unleashes an avalanche of hacking, slashing blows. No sooner has his first foe fallen, then he sets off after another, his baying war cry carrying ahead of him on the wind.

MAUHÚR.....60 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
8"	5/3+	5	5	3	2	4	2	1	1

WARGEAR

Armour and two swords.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

If your army includes Mauhúr, any number of Uruk-hai Scouts in his warband can be upgraded to become Marauders at a cost of +1 point per model. Marauders have a Move of 8".



Thrydan Wolfsbane is the war chief of Dunland, a royal-blooded outcast of a people driven from their homeland in ancient times. For generations, the Dunlendings have watched the hated Forgoil with seething resentment, determined to one day banish them from their lands. The alliance of Dunland with Isengard at last gives Thrydan and his people the opportunity they have longed for – for when the Legions of the White Hand have crushed the Rohirrim, the Dunlendings will at last inherit their birthright.

THRYDAN WOLFSBANE.....85 POINTS

MAN, DUNLENDING, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword and two-handed axe.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

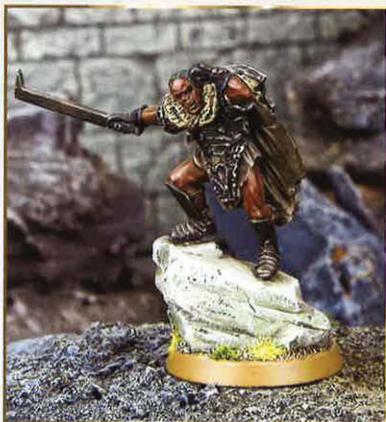
Horse..... 10 points

SPECIAL RULES

Mighty Blow.

Lord of Dunland **ACTIVE** – Thrydan may lack the nobility of the kings of Númenor or even Rohan, but his bellowed orders are clear for all to hear.

The range of Thrydan's Stand Fast! is 12".



URUK-HAI CAPTAIN60 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour, sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Crossbow	5 points
Shield	5 points
Two-handed weapon	5 points

Command of Isengard's legions falls to the many Uruk-hai Captains. Stoic and hardy, these unsubtle orcish brutes can be relied upon to carry out Saruman's orders with exactness, leading the warriors around them with single-minded determination. In battle, they are a brutal horror, their strength and toughness great enough to make any foe baulk.



URUK-HAI SCOUT CAPTAIN55 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Uruk-hai bow	5 points
Shield	5 points
Two-handed weapon	5 points

At the head of the Isengard scouts run the formidable Scout Captains. Under the command of the White Wizard, these relentless creatures tirelessly track down their prey, stopping at nothing until they have slain or captured their target. Uruk-hai Scout Captains have led their followers in tracking The Fellowship at Amon Hen, and commanded the raids upon the settlements of Rohan under the instruction of Saruman.



The Uruk-hai bred in the pits beneath Orthanc have been raised with a fanatical devotion to the White Wizard and, some whisper, a hint of dark magic. Within their ranks are a few whose harshly-barked incantations are able to drive their fellows to feats of insane bravery and resilience, or unman their foe with nought but a transfixing glare.

URUK-HAI SHAMAN.....50 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO - MINOR HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	4	1	2	4	1	3	1

WARGEAR

Spear.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armour..... 5 points

MAGICAL POWERS

	Range	Casting
Fury (Isengard Uruk-hai)	6"	3+
Transfix	12"	5+



As the Uruk-hai march relentlessly into battle, they do so to the low thudding of the drums that accompany them. Uruk-hai Drummers are tasked with the important job of ensuring that the Uruks' pace does not falter, keeping them moving at the rapid speed that their master requires of them.

URUK-HAI DRUMMER.....35 POINTS

URUK-HAI, ISENGARD, INFANTRY, HERO - INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	5	1	1	4	0	0	1

WARGEAR

Armour, dagger and war drum (Isengard Uruk-hai).



DUNLENDING CHIEFTAIN..... 55 POINTS
MAN, DUNLENDING, INFANTRY, HERO - HERO OF FORTITUDE

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

WARGEAR

Armour, dagger and two-handed axe.

HEROIC ACTIONS

- Heroic March

OPTIONS

Bow 5 points
 Swap two-handed axe for axe and shield Free

Fierce, violent lifestyles are the norm in Dunland, a forsaken land where chieftains rule over squalid settlements with an iron grip. These warlords are powerful fighters who guard their authority with strength and savagery. Many is the Rohirrim who have fallen beneath the notched axes of these tribal overlords, undone as much by strength and force of will than any skill or cunning.

WARRIORS OF ISENGARD



URUK-HAI SCOUT 8 POINTS
URUK-HAI, ISENGARD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	4/4+	4	4	1	1	3

WARGEAR

Armour and sword.

OPTIONS

Banner..... 25 points
 Uruk-hai bow 1 point
 Shield 1 point

Unleashed from the pits of Orthanc with a single mission, the Uruk-hai Scouts loyal to the White Hand were tasked with dragging the Ringbearer to the White Wizard. Stronger than Orcs and better able to resist the glare of the sun, these warriors were able to run for days on end and still fight with animalistic ferocity. Before long, raiding parties of Scouts also roved far into Rohan, laying waste to settlements and driving the Rohirrim from their homes.



URUK-HAI WARRIOR 9 POINTS

URUK-HAI, ISENGARD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	5	1	1	3

WARGEAR

Heavy armour and sword.

OPTIONS

Banner.....	25 points
Crossbow.....	2 points
Pike.....	1 point
Shield.....	1 point

Saruman's defection to the service of the Dark Lord left him with one monstrous obsession – to build an army worthy of Mordor. To that end, the beautiful grounds of Orthanc were reduced to the sprawl of industry as he had his new Orcish servants raise up an army of hideous creations, the Fighting Uruk-hai. Warriors as tall and broad as the mightiest of Men, resistant to sunlight and able to fight without tiring, these would be his weapon against the Free Peoples. Against Rohan, he unleashed Uruk-hai warriors by the thousand, clad in thick armour and armed with pikes, shields and crossbows made in the heinous forges beneath Isengard.



ISENGARD TROLL.....110 POINTS

TROLL, ISENGARD, MONSTER, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	7/5+	7	8	3	3	4

WARGEAR

Heavy armour, sword and shield.

OPTIONS

Swap sword for spear.....	free
May swap shield for war drum (Isengard).....	25 points

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Orcs were not the only creatures to be subjected to Saruman's dark experiments in the pits below Isengard. Trolls too were included in the machinations of the White Wizard. Bred to fight beneath the glare of the sun, these towering muscular monsters stand as islands of iron-clad strength among the ranks of the Uruk-hai legions.



The most barbarous and brutal of the Uruk-hai are the Berserkers, frenzied killers who are hurled into battle to break through enemy lines and secure a foothold during sieges. Before they are unleashed, their helmets are filled with blood and then thrust roughly onto their head. This hideous ritual drives the Berserkers into a murderous state in which they will ignore peril and wound alike in their haste to hack the enemy apart.

URUK-HAI BERSERKER 15 POINTS

URUK-HAI, ISENGARD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	5	2	1	7

WARGEAR

Berserker blade.

Berserker Blade **ACTIVE** – Saruman's grand plan for his Berserkers was to have them scale ladders and hack the walls of the Hornburg clear at the siege of Helm's Deep with crazed sweeps of their enormous swords.

A Berserker blade is a hand-and-a-half sword. If an Uruk-hai Berserker wins a Duel roll while fighting with its Berserker blade as a two-handed weapon, it may either assign strikes as normal, or do one Strength 4 hit at +1 To Wound on every model Engaged in the fight or supporting the Berserker and in base contact (friend and foe).

SPECIAL RULES

Oblivious to Pain **PASSIVE** – Relentlessly cleaving through their enemy's defences, Uruk-hai Berserkers are unphased by the pain inflicted on them both in the fight or by arrows fired into their flesh.

Every time an Uruk-hai Berserker suffers a Wound, roll a D6. On the roll of a 6, the wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.

Impervious to Bow-fire **PASSIVE** – The tough skin and frenzied minds of these Uruks allows them to shrug off injuries from the hail of arrows that rain down upon them.

Uruk-hai Berserkers count their Defence characteristic as 6 when an enemy model makes a shooting attack against them.



Driven to the brink of madness by torture and cruelty, the Feral Uruk-hai are a savage weapon intended to be unleashed where they can wreak the bloodiest havoc. In battle they fight with wanton savagery, crashing into shieldwalls with murderous glee and chasing after fleeing foes without the merest hint of mercy.

FERAL URUK-HAI 13 POINTS

URUK-HAI, ISENGARD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	4	2	1	5

WARGEAR

Two swords.

SPECIAL RULES

Oblivious to Pain **PASSIVE** – Driven into a frenzy by the spilling of the enemy's blood, Feral Uruk-hai pay little to no attention to the pain which is inflicted upon them by their foes.

Every time a Feral Uruk-hai suffers a Wound, roll a D6. On a 6, the Wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.



DUNLENDING WARRIOR7 POINTS
MAN, DUNLENDING, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	4	4	1	1	3

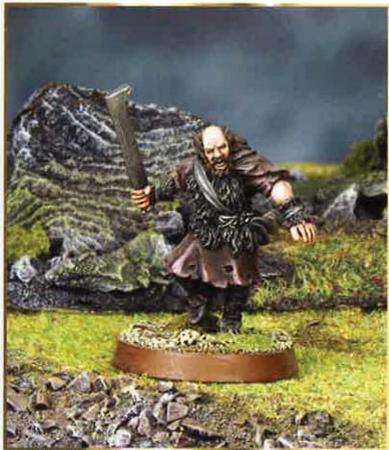
WARGEAR

Armour and axe.

OPTIONS

- Banner.....25 points
- Shield1 point
- Swap axe for dagger and bow1 point
- Two-handed axe1 point

For generations, the people of Dunland have loathed the Rohirrim, blaming the Horse Lords for exiling them from their ancestral homelands. When Saruman offered this fiercely tribal people the chance for revenge, they readily sided with the legions of the White Hand, mustering in great numbers to join the battle against their oppressors.



WILD MAN OF DUNLAND5 POINTS
MAN, DUNLENDING, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	3	1	1	3

WARGEAR

Sword or axe.

OPTIONS

- Two-handed axe1 point

SPECIAL RULES

Hatred (Rohan).

The Wild Men are outcasts, even among their own people. They live in the most isolated and bleak areas of Dunland in scrofulous settlements where they bitterly lament the lands they have lost. When Saruman's call to war is answered by Dunland, these dishevelled hillsmen flocked to the ranks with vicious enthusiasm.



URUK-HAI DEMOLITION TEAM 80 POINTS

URUK-HAI, ISENGARD, INFANTRY, WARRIOR

It is not enough for Saruman that he has unleashed an army of thousands against Helm's Deep – his plan is to destroy Rohan's greatest defence utterly. To that end, he has fabricated explosive charges which can be detonated with devastating effect. A whispered treachery from Gríma Wormtongue informing the White Wizard exactly where these bombs will be most effective.

COMPOSITION

An Uruk-hai Demolition team has two Uruk-hai Warriors with swords, one Uruk-hai Berserker with a flaming brand and Berserker blade and one demolition charge (see below).

OPTIONS

Equip Uruk-hai Warrior with flaming brand..... 1 point

DEMOLITION CHARGES

The devilry of Saruman has created weapons of monstrous power. Any caught nearby when these demolition charges are ignited are likely to be blown to smithereens.

Moving the Charge – A demolition charge is a Heavy Object, as on page 110 of the Middle-earth Strategy Battle Game Rules Manual. It may never be carried by mounted models.

Detonating the Charge – To use the demolition charge it must be dropped. A model with a flaming brand in base contact with the charge, which is not also Engaged in combat, may attempt to set it off at the start of the Fight phase. The model attempting to set off the charge must pass a Courage test. If it fails, it cannot detonate the charge. If it succeeds, the Evil player rolls on the Detonation table to determine the effects.

When it explodes, a demolition charge automatically strikes everything within 2" of the model – gates, doors, and of course, any models (friend or foe) that are in range of it. Each target struck automatically takes D6 Wounds, regardless of its Defence value. Cavalry models take D6 hits on both the mount and the rider.

Desperate Detonations – Without a burning brand, causing a detonation is hard. Any model from the same army as the demolition charge may attempt a Desperate Detonation at the start of the Fight phase as long as it is in base contact and not Engaged in combat. It must also pass a Courage test as normal. For each model attempting this, roll a D6. If one or more 6s are rolled, the charge is detonated – roll on the Detonation table as usual.

SPECIAL RULES

Flaming Brands – Touching a flaming torch to one of Saruman's bombs takes a courage beyond sanity.

A model carrying a flaming brand cannot use a two-handed weapon (if it has one). If a model carrying a flaming brand is killed, the brand is extinguished and lost in the chaos of battle.

Attacking the Charge – The demolition charge can be shot at normally, and has a Defence of 7 and 3 Wounds. If the charge is wounded, roll a D6 per Wound inflicted. On a 6, the charge immediately detonates – roll on the Detonation table as normal.

A demolition charge that is wounded by another demolition charge will be detonated on the roll of a 4+ (per Wound suffered) rather than a 6.

If brought to 0 Wounds without exploding, the demolition charge is shattered and the powder scatters harmlessly on the ground – remove the charge from play.

An enemy model that spends a Fight phase in base contact with a demolition charge, and is not Engaged in combat, may automatically disable it. Remove it from play.

DETONATION TABLE

D6 RESULT

- 1 **Dud.** The charge has been damaged in some way and will not detonate; remove it from play.
- 2-5 **Instant Reaction.** The charge catches instantly, exploding in a roar of smoke and flame, as described previously.
- 6 **Titanic Explosion.** The powder in the charge detonates with colossal fury as described previously, but inflicts 2D6 Wounds rather than D6.



ISENGARD ASSAULT BALLISTA.....65 POINTS

SIEGE ENGINE

The Uruk-hai army that besieged Helm's Deep was no mere rabble, but a well-ordered host with weapons and wargear devised by the White Wizard himself. Assault Ballistae were wheeled into position to fire massive bolts, easily twice the length of a man, over the battlements, behind which were dragged heavy ropes that enabled siege ladders to be effortlessly raised. Of course, a weapon of such power is equally useful if aimed at the enemy, where the bolt can cut through ranks of warriors or fell an Ent with a single hit.

Siege Engine	Strength	Defence	Wounds
Ballista	(9)	10	4

CREW

An Isengard Assault Ballista is a large **Siege Engine** and is crewed by three Uruk-hai warrior crew wearing heavy armour. One is armed with a sword, one a dagger and the other carries an Assault Ballista bolt (pike). Any additional crew purchased will be equipped with heavy armour and a sword. One of the crew is automatically the **Siege Veteran**. All crew members have the **Uruk-hai**, **Isengard**, **Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C
6"	4/4+	4	5	1	1	3

OPTIONS

Uruk-hai Engineer Captain.....	50 points
Additional Crew	9 points each
Superior Construction	15 points

SPECIAL RULES

Piercing Shot – If a shot from a Isengard Assault Ballista hits a Battlefield target, then they will suffer one single Strength 9 hit. Additionally, if the target has Strength 5 or lower, they will be knocked Prone and flung D6" directly away from the Ballista. Any model that the target passes over will also be knocked Prone and suffer one single Strength 6 hit. If the target comes into contact with a piece of impassable terrain, or a model that is Strength 6 or higher, then it will immediately stop and be knocked Prone, and both the target and the Obstacle or model (if it has a Defence value) will suffer one Strength 6 hit.

Raise the Ladders! Part weapon, part siege device, a carefully placed shot from the Assault Ballista can raise a siege ladder in an instant, and propel an Uruk-hai straight into combat.

The Assault Ballista can attempt to raise a ladder to the enemy battlements in the Shoot phase. To do this, the controlling player must first nominate a point on the battlements within range and which at least one crew member and the machine have Line of Sight to. Roll To Hit as usual – if a hit is scored, the grapple has struck home; if the machine misses, there is no further effect. When the grappling hook hits, a single siege ladder within 6" of the wall base below the target point is moved forwards to the wall and raised immediately. All ladder carriers drop their ladder as it is raised. Any one of the carriers can grab the top of the ladder and ride it to the top as it ascends. This model is then placed as if they had climbed to the top of the ladder that turn – which means that they count as charging into combat against a defender at the top of the tower if there is one. Furthermore, the defender will receive no benefit from defending an obstacle in the turn that a ladder is raised in this way..

Accurate – An Isengard Assault Ballista will only scatter 3" rather than 6".

THE EASTERLINGS

While it is true that many Men in Middle-earth were ever of good and noble heart, the same cannot be said for them all. Beyond the Sea of Rhûn and the Iron Hills lies a vast empire of wicked Men known simply as the Easterlings. This catch-all term perhaps encompasses a great many warrior cultures, but few who have ventured past the Mountains of the East have returned to give a full account of their findings. The Easterlings were ever at odds with the Men of the West, and many believe this is due to some dire alliance with the Great Enemy – indeed, during the later years of the Third Age, the Easterlings launched vast invasions that threatened to cast down Gondor, and in the War of The Ring their warriors assailed both Minas Tirith and Erebor in colossal throngs.

The armies of the Easterlings are a truly impressive sight, for they are a host possessed of incredible martial discipline. Some say that the Easterlings clutch a blade to their chest even as they are weaned, while others say that warfare and the shedding of blood is akin to a rite of worship to their culture.

In battle they fight in deep phalanxes, bladed pikes presenting a wall of death behind which bronzed armour gleams in the wan sunlight. Heavy armour and shields protect them from the foe, while their faces, even their gender, remain hidden, swathed in exotic fabrics and protected behind armoured helms. To the flanks ride the Kataphrakts, cavalrymen whose horses wear heavy-scaled barding, in spite of the oppressive heat of their homeland – all the while Captains and War Priests exhort the ranks onwards into battle.

Among the Easterlings no name is better known than that of Khamûl, second among the Nazgûl. This fell warrior lord took one of the Nine Rings offered by the Dark Lord and though none can say for certain whether he was an Easterling then, he assuredly is now – his name spoken with reverence and fear by all within the Rhûnish lands. Even the greatest warrior champions of Rhûn, such as those who have risen to the heights of the knights of the Easterling warrior cults, and even the Dragon Emperor himself, bow to his irrepresible will.

ARMY COMPOSITION

This army may include: Khamûl the Easterling; Amdûr, Lord of Blades; Easterling Dragon Knights; Easterling Captains; Easterling War Priests; Easterling Warriors and Easterling Kataphrakts.

The profile for Khamûl the Easterling can be found on page 135. Khamûl the Easterling counts as a Hero of Valour if taken as part of the Easterlings army list.

ARMY BONUS

"No quarter was asked..." – Easterling models receive +1 Courage when their force is Broken. Additionally, once per game, in Scenarios in which a dice is rolled to see when the game ends, so long as there is at least one Easterling Hero model alive and on the battlefield, the Easterling player may choose to have the dice re-rolled if the Scenario ends before they wish it to.



HEROES OF THE EASTERLINGS



AMDÛR, LORD OF BLADES 130 POINTS MAN, EASTERLING, INFANTRY, HERO – HERO OF VALOUR

Some say that Amdûr is an orphan, raised from the gutter to join the ranks of the vast armies of the Dragon Emperor, others that he is the son of a princeling who turned from a life of privilege to dedicate himself to the art of the blade. What all who dwell east of the Sea of Rhûn agree upon is that he is one of the greatest swordsmen among the innumerable hordes sworn to Sauron's cause. It was Amdûr who founded the order of Black Dragons which forms the elite vanguard of the Easterling armies, and among the Dragon Knights his name is spoken with a mixture of reverence and fear.

In battle, Amdûr is an island of calm amid the frenetic clamour of swords, shields, drums and horns, making only small precise movements as he duels the foe, his dark eyes ever watchful, perceiving the efforts of his enemy impassively. When it is time to strike, he does so with the speed of a viper, the keen edge of his sword effortlessly carving through flesh and bone.

When the march on Gondor was ordered, Amdûr readily joined, his fierce pride demanding that he tried himself against the Lords of the West...

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

M	W	F
3	3	1

SPECIAL RULES

Blood and Glory, Unyielding Combat Stance, Phalanx (see page 184), **The Gleaming Horde** (see page 185).

WARGEAR

Amdûr wears heavy armour and carries Durtûz, the silver falchion

Durtûz **PASSIVE** – This long, slender blade was a gift to Amdûr from the Dragon Emperor – some say the Emperor found it long ago in an Elven hoard.

Durtûz is a Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Challenge

OPTIONS

Armoured horse 15 points

Herald of Victory **PASSIVE** – To fight near Amdûr is to witness war glory personified.

All Easterling models treat Amdûr as a banner. Should Amdûr kill the enemy Leader in combat, the range of this banner is increased to 6".

The Lord of Blades **ACTIVE** – The harder his foes strive, the more skilful Amdûr appears.

Whenever an enemy model in combat with Amdûr declares a Heroic Strike, Amdûr may immediately declare the same Heroic Action for free. If Amdûr has already declared any other kind of Heroic Action, he may change his choice, but he does not 'regain' any Might points he has expended.



EASTERLING DRAGON KNIGHT65 POINTS

MAN, EASTERLING, INFANTRY, HERO – MINOR HERO

The initiates of the Order of Dragon Knights are those Easterling warriors who have dedicated their lives to mastering the martial arts, inspired by their exemplar, Amdûr. In war shrines across Rhûn, a lone Dragon Knight will watch in silent contemplation as scores of Easterling warriors train ceaselessly in the hope of gaining the attention of the Dragon Cult, and being raised to its ranks. Hundreds of aspirants will show their skills to the knights who act as shrine-keepers, but only a select few will be invited to remain and commence their training in earnest. These initiates are the Black Dragons, who will train under the Dragon Knights, just as they once learned from Amdûr. Although their life is solitary by choice, and they only accept a handful of warriors into their retinue, when the war call thunders across Rhûn, the Dragon Knights answer.

Mv	F	S	D	A	W	C
6"	5/4+	4	6	3	2	4

M	W	F
2	0	0

SPECIAL RULES

Blood and Glory, Unyielding Combat Stance, Phalanx (see page 184), The Gleaming Horde (see page 185).

WARGEAR

Heavy armour and two swords.

HEROIC ACTIONS

- Heroic Strike

OPTIONS

Armoured horse 15 points

Shield of Blades **ACTIVE** – When Dragon Knights wield their swords in defensive patterns, the air before them shimmers as a whirlpool of quicksilver.

Dragon Knights can use the Shielding rule whilst armed with two swords.

Knights of the Dragon Cult **PASSIVE** – Though many Easterlings would willingly follow them into battle, the Dragon Knights are very selective with regards to who they will fight beside.

Dragon Knights may only include Easterling models with the Black Dragon upgrade within their warbands.





The Easterlings have a strong martial code within their culture, and none are more revered than the warriors among them. Indeed, the slave markets teem with those deemed too weak to live among so fierce a people. The Captains are exemplars of the Easterling armies, capable leaders who can be trusted to follow their orders to the letter, no matter how callous or cruel. An Easterling warband whose Captain is slain in action will often be executed, as a reward for failure, ensuring that they will fight to protect their leader, even though they may secretly harbour a great disdain for them.

EASTERLING CAPTAIN50 POINTS

MAN, EASTERLING, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour and Easterling glaive (hand-and-a-half axe).

HEROIC ACTIONS

- Heroic March

OPTIONS

Swap Easterling glaive for armoured horse and sword..... 10 points
Bow 5 points
Shield..... 5 points

SPECIAL RULES

Phalanx (see page 184), The Gleaming Horde (see page 185).



Long ago, the Easterlings swore dark oaths of fealty to Sauron, and although the centuries have ground inexorably onwards, they remain true to their allegiance. None can say quite what drove the Easterlings to worship the Dark Lord, but worship him they do – offering their lives readily on countless battlefields. Foremost among these devotees are the War Priests, who drive those around them into a battle frenzy, ignoring injuries or driving home sword strokes with unbelievable force. Some reason this is through fiery and religious fervour, others that it is by some dark magic... regardless, the result is the same.

EASTERLING WAR PRIEST60 POINTS

MAN, EASTERLING, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Heavy armour and Easterling battle stave (can be used as a spear or two-handed axe).

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Armoured Horse..... 15 points

MAGICAL POWERS	Casting	Range
Bladewrath	6"	2+
Fury (Easterling)	6"	3+

WARRIORS OF THE EASTERLINGS



EASTERLING WARRIOR 7 POINTS
 MAN, EASTERLING, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6*	3/4+	3	5	1	1	3

WARGEAR

Heavy armour and sword or dagger.

OPTIONS

Banner.....	25 points
Upgrade to Black Dragons*.....	2 points
Pike.....	1 point
Shield.....	1 point
Bow.....	1 point

*Black Dragons have Fight value and Courage 4.

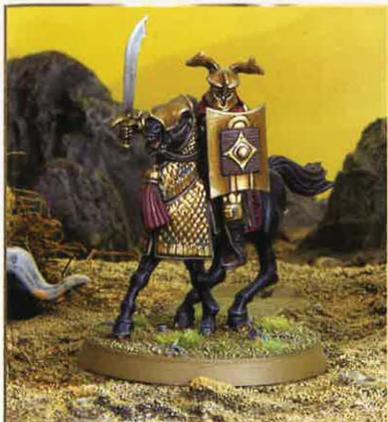
SPECIAL RULES:

Phalanx **ACTIVE** – Easterlings drill endlessly so that they can fight in tightly-knit formations, bristling with bladed pikes.

Easterling models can use pikes and shields at the same time without penalty. Furthermore, should an Easterling model on foot with this special rule lose a Duel roll, up to two other models that also have the Phalanx special rule can Make Way instead of one.

Past the Sea of Rhûn lie the lands ruled by the Easterlings, vast tracts uncharted by the Men of the West. Across the lands amass armies of fanatics sworn to the Dark Lord, and at the close of the Third Age, they ready themselves for war on a scale not seen since the first War of The Ring. Foremost among these armies are the Easterling Warriors, skilled fighters who are as devoted to the Dark Lord as they are cruel and unflinching in battle. While cowardly Orcs might quiver and flee, and Men less devoted to the cause may blanch at the task in hand, when the fighting is fiercest, the Easterlings can be found undertaking their murderous task with a sinister enthusiasm.





EASTERLING KATAPHRAKTS.....14 POINTS MAN, EASTERLING, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6*	3/4+	3	6	1	1	3

WARGEAR

Heavy armour, shield, sword and armoured horse.

OPTIONS

- Banner.....25 points
- War Drum (Easterling)..... 15 points
- Upgrade to Black Dragons*2 points

*Black Dragons have Fight value and Courage 4.

SPECIAL RULES

Phalanx (see page 184).

The Gleaming Horde **ACTIVE** – When the Kataphraktoi charge, they do so in a thundering wedge, sunlight gleaming from the scales of their armour.

This model gains the Shieldwall special rule while they remain mounted, even though they are not on foot. The +1 Defence bonus is applied to both rider and steed. Hero models with this special rule that do not have a shield will still benefit from this rule.

The warriors of the Kataphraktoi cohorts are Easterlings whose wealth or status enables them to ride into battle on powerful chargers, horses bred to withstand the exertions of bearing a rider, and a prodigious amount of armour. Clad in gleaming scale, the Kataphrakts are as cruel in battle as their infantry comrades. Valuing shock tactics, they ride at the foe as quickly as possible, forming a wedge to drive into the enemy ranks. Pressed close together, so as to present a wall of armour that will deflect bow shots and bolts, the Kataphrakts ride in finely drilled close order, maintaining flawless discipline before smashing through the enemy ranks in a crash of metal.



VARIAGS OF KHAND

To the east of Middle-earth lies the fractious and war-torn land of Khand, split into untold numbers of provinces, settlements and villages. These are all presided over by a host of kings and chiefs, each one having come to rule through ruthlessness, treachery and the acquisition of wealth, for in Khand, power lies with the ones who can best afford it, and loyalty is a commodity that can be bought or sold as if it were goods on a stall. Chieftains will often remain loyal to their kings, for it is they who ensure that the chiefs are kept rich and in turn that those under their command are paid; yet even this loyalty can be bought. More than once, an ambitious chieftain has amassed enough wealth to buy the allegiance of another in order to seize control of a Khandish province. However, should such treachery be uncovered, any Khandish King worth his salt will personally see that the conspirators are put to death in the slowest and most painful way their imagination can muster.

It is not just the kings and chiefs of Khand that can buy the loyalty of these warriors. Often the rulers of nearby lands will pay the Khandish Kings handsomely for the use of their armies when they march to war against their foes in Gondor or other enemies of the Dark Lord, for the warriors of Khand are stubborn and belligerent fighters that will refuse to back down even if they should be clearly

beaten, exhibiting a savage nature for which they are famed. Their horsemen are skilled riders, and will often form a flanking force to pick off scouts and those that stray too far from the safety of the rank and file. However, the most deadly force within the armies of Khand are their chariots. Ridden by only the kings and their most loyal followers, the chariots are able to charge through ranks of enemies, leaving fields strewn with corpses in their devastating wake. With forces such as these at their disposal, it is of little wonder as to why the Khandish armies are in such high demand from those that wish to hire their services.

Unlike the Easterlings, who pledged themselves to the Dark Lord out of devotion, the kings of Khand submitted to Sauron out of a sense of fear rather than loyalty. Even so, they fight for him in order to increase their wealth, for Khand's alliance to Mordor has proven highly profitable. Under the Dark Lord's command, the armies of Khand have pillaged and plundered the outposts of Gondor, the settlements surrounding them and have even raided as far as distant Rohan. This has ensured that the coffers of the kings have vastly increased in size, buying their loyalty to the Great Eye. Although the great battle at the Pelennor promises to be the bloodiest in memory, the potential spoils of war are far too great for the Khandish to ignore.

ARMY COMPOSITION

This army may include: Khandish Kings; Khandish Chieftains; Khandish Warriors; Khandish Horsemen and Khandish Charioteers.

ARMY BONUS

The Khandish Hosts – Khandish Horsemen and Khandish Charioteers do not count towards the force's Bow Limit.



HEROES OF THE VARIAGS OF KHAND



The eastern land of Khand is divided into many smaller provinces; each ruled over and dominated by their own royal bloodline. At the head of these lands are the Khandish Kings, each one of them a fierce leader that aims to keep their throne at all costs, slaughtering any who would threaten their reign. The mightiest warriors of the Khandish army, a Khandish King fights to claim wealth and power to protect his honour as a warrior king. The reign of a Khandish King is often short-lived, for the royal families hold many ambitious and devious relatives who wish to claim the throne for themselves.

KHANDISH KING..... 95 POINTS
 MAN, KHANDISH, INFANTRY, HERO – HERO OF VALOUR

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

WARGEAR

Heavy armour, hand-and-a-half axe and bow.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March
- Heroic Strike

OPTIONS

Khandish Chariot.....30 points (see page 189)

Horse..... 10 points

SPECIAL RULES

Commanding Presence PASSIVE – Those that become king command a great deal of power and charisma, being able to inspire their followers from the front lines of a battle.

Friendly Khandish models within 6" of a Khandish King count as being in range of a banner.



The chieftains that command the warriors of Khand are little more than mercenary captains, fighting for the highest bidder and following those with the most gold and treasure to offer. More than once a chieftain has been hired to provide an untimely passing for the king by an ambitious and devious relative. These chieftains and their followers often carry no heraldry and possess little honour – for they fight solely for the king who can offer them the greatest wealth.

KHANDISH CHIEFTAIN 55 POINTS
 MAN, KHANDISH, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, hand-and-a-half axe, dagger and bow.

HEROIC ACTIONS

- Heroic March

OPTIONS

Khandish Chariot.....30 points (see page 189)

Horse..... 10 points

WARRIORS OF THE VARIAGS OF KHAND



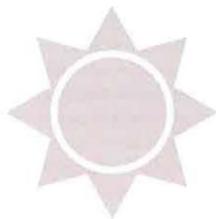
Those that fight under the chieftains and kings of Khand are every bit as devious and callous as those that command them. Loyalty means little to the Men of Khand, their allegiance is bought and sold to the highest bidder and kept so long as their pockets remain lined with plunder. With great axes slung over their shoulders and recurved bows upon their backs, there is little wonder as to why the warriors of Khand are a sought after commodity, for they have proven themselves to be skilled and ruthless killers who will fight with a vicious fury on behalf of those that pay them handsomely.

KHANDISH WARRIOR 8 POINTS MAN, KHANDISH, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

WARGEAR
Armour, hand-and-a-half axe and dagger.

OPTIONS
Swap hand-and-a-half axe for a bowFree



There are some Khandish warriors that prefer to fight from the back of a horse, galloping ahead of the main army as light cavalymen. Often used to flank an enemy and pick off their scouts, these horsemen have perfected the art of selecting their targets carefully – picking off the weakest members to thin the enemy's ranks. It is these famed tactics that have made the horsemen of Khand's services a valuable asset, and those that wish to utilise these skilled riders will have to pay significantly for the privilege.

KHANDISH HORSEMAN.....13 POINTS MAN, KHANDISH, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

WARGEAR
Armour, hand-and-a-half axe, bow, dagger and horse.

If a Khandish Horseman is dismounted, they immediately drop either their bow or hand-and-a-half axe as chosen by the controlling player.



KHANDISH CHARIOTEER.....30 POINTS

MAN, KHANDISH, CAVALRY, WARRIOR

Those that excel in battle within a King's host are given the high honour of becoming one of Khand's charioteers, protecting their king as he rides into battle. Such an honour is usually reserved for blood-related members of the king's army, and those for whom loyalty means more than gold alone. The mighty chariots they ride are the pride of Khand's armies, and many a battle has been won from the back of these fearsome contraptions as they mow down their foe in huge scything charges.

KHANDISH CHARIOTEER

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

WARGEAR

Armour, hand-and-a-half axe, dagger and Khandish Chariot.

OPTIONS

Swap hand-and-a-half axe for a bow Free

KHANDISH CHARIOT

A Khandish Chariot is a mount that has the following profile and special rules:

Mv	F	S	D	A	W	C
10"	0	3	7	0	3	3

Defensive Bulwark **ACTIVE** – When an enemy model makes an In The Way roll to see if they hit either the rider or the mount, they will hit the Chariot on a 1-4 and the rider on a 5+. Additionally, when in combat, any model that wishes to Strike the rider must roll a D6. On a 1-4, the model must Strike the Chariot. On a 5+, they may Strike the rider.

The Chariot and Magic **PASSIVE** – Models with Magical Powers can use them on the Chariot, selecting either the Chariot itself or one of the crew members as the target. Magical Powers that affect multiple targets will automatically affect both the Chariot and its crew if in range of the model. Only by affecting the Driver will a Magical Power such as Transfix or Compel impede the Chariot's movement (thereby causing it to remain stationary or take a move as described by the Magical Power). Finally, Magical Powers such as Sorcerous Blast, Nature's Wrath and Call Winds will not move the Chariot or Knock it Prone, although they will still inflict any damage as detailed in the Magical Power's description.

Stable Platform **ACTIVE** – A model riding a Chariot can still fire a bow after moving its full distance.

Chariot Charge **ACTIVE** – A Khandish Chariot has the Monstrous Charge special rule. Additionally, a Khandish Chariot is an unusual model and moves in the following way:

- At the start of its Move phase, the controlling player may pivot the Chariot up to 45°. When pivoting, the Chariot may touch models or terrain. In the case of models, move them out of the way by the shortest route possible. In the case of terrain, move the Chariot away just enough to complete its pivot.
- The Chariot may then move up to 10" in a straight line. After each full 3" the Chariot has moved, it may pivot a further 45°.
- Once the Chariot has pivoted to face its desired direction, move it forwards the desired amount in a straight line, ignoring enemy models' Control Zones. Any models the Chariot comes into contact with whilst moving (not pivoting) will suffer two Strength 4 hits. If the model is slain, the Chariot may continue with its movement. Cavalry models suffer two hits on both the rider and the mount. If the rider survives but the mount is slain, the rider is thrown and, after testing on the Thrown Rider chart, is placed in base contact with the Chariot. Might may not be used to affect the result of these hits. A Chariot that is affected by a Heroic March may still inflict these hits as normal.
- If the model the Chariot charged survives, the Chariot will still gain the benefits of its Monstrous Charge special rule.
- The Chariot may instead choose to forego its movement in order to pivot to face any direction. If a Chariot is moved by an enemy model, it may not pivot in this way.
- A Khandish Chariot cannot jump obstacles that form a physical barrier, such as hedges, walls, fences or rocks. They may attempt to cross obstacles such as streams or gullies if they wish, but if a 1 is rolled, the rider is automatically thrown and the Chariot is destroyed.

THE SERPENT HORDE

To the south of the kingdom of Gondor lies the arid desert wastes of Harad. Its barren lands are infested with serpents and scorpions, and the people that dwell there have become a hardy race out of necessity. Harad is far too vast to be ruled over from a single place, and so there are countless tribes and settlements, each with their own chief or lord presiding over them. Within the larger cities, wealthy kings command vast armies and rule with an iron fist, for to show any sign of weakness will only invite a challenge from ambitious rivals.

The Haradrim are a cruel race. Wars are constantly being fought between tribes as chieftains vie for power and land, with the victor claiming ownership over the loser's territory and slaying their enemies in cold blood. Many of the Haradrim will coat their weapons with a variety of vile and exotic toxins that induce a painful death for those unfortunate to be grazed even slightly by them. Upon the backs of their steeds, the Haradrim Raiders will pillage nearby settlements and carry out scouting attacks upon any Gondorian patrols that venture into the south.

The kings of the Haradrim possess much larger armies in comparison to the lowly tribal chieftains. Within the merchant city of Abrahkân, the wealth of the Golden King is substantial enough to buy him an army of Merchant Guards and ensure their unwavering loyalty to his rule. Upon the outskirts of the haunted

city of Kârna, the mysterious Order of the Watchers exist. These warriors are in place to guard the people of Harad from what they believe the city holds within its walls. However, by far the greatest ruler in the land of Harad is the Serpent Lord himself, for Suladân commands an army unlike any another king could hope to muster, and the Serpent Guard protect their lord with their poisoned-tipped spears to ensure his safety.

The ancient Order of the Hâsharii has forever been a part of Haradrim culture, its shadowy agents watching over the Haradrim and ensuring that their plans are carried out to full effect. Acting as assassins, these skilled killers have often been employed by the lords and kings of Harad to seek out and silence any who would threaten their reign, and have even on occasion seen to end the tyrannical rule of a particular king should their removal be seen as something of interest to their Order.

However, the Haradrim's greatest weapons of war come in the form of the enormous Mûmakil. These colossal beasts are tamed by the primitive Mahûd tribes in the south and sold to the Haradrim for use in war. Capable of sweeping aside whole ranks of foes with one swing of their mighty tusks and with the legions of the Haradrim riding upon their howdahs, it is these beasts that confront the Rohirrim upon the fields of Pelennor and wreak terrible destruction on Théoden's people.

ARMY COMPOSITION

This army may include: Suladân the Serpent Lord; The Betrayer; The Golden King of Abrahkân; Hâsharin; Haradrim Kings; Haradrim Chieftains; Haradrim Taskmasters; War Mûmaks of Harad; Haradrim Warriors; Haradrim Raiders; Serpent Guard; Serpent Riders; Watchers of Kârna and Abrahkân Merchant Guard.

The profile for The Betrayer can be found on page 140. The Betrayer counts as a Hero of Valour if taken as part of a The Serpent Horde army list.

ARMY BONUS

The Scorpion's Sting – A Serpent Horde army may have 50% of its warriors armed with bows. Additionally, all Haradrim Warriors and Raiders may apply the Poisoned Weapons special rule to all of their weapons.



HEROES OF THE SERPENT HORDE



The general of the Serpent Horde, and arguably the greatest leader in the history of Harad, Suladân was already a fearsome warlord before coming into his own. It was upon an escapade into the ruined city of Kârna that Suladân stumbled across the fabled sword of King Mardat, the ruler who had once united the many tribes of the Haradrim against the hated descendants of Númenor. With this discovery, Suladân was able to claim himself as the Serpent Lord, once more reuniting Harad's various tribes in order to lead them upon the Pelennor.

SULADÂN THE SERPENT LORD 100 POINTS
MAN, HARADRIM, INFANTRY, HERO – HERO OF LEGEND

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	5	3	3	5	3	3	1

WARGEAR

Armour, sword and the Serpent Banner.

The Serpent Banner **PASSIVE** – This is a banner with a range of 6". Additionally, Suladân never suffers the -1 penalty to his Duel rolls for carrying it.

HEROIC ACTIONS

- Heroic Resolve
- Heroic March
- Heroic Strike
- Heroic Challenge

OPTIONS

- Armoured horse 15 points
- Bow with poisoned arrows 5 points

SPECIAL RULES

Poisoned Sword.

Ascendant **PASSIVE** – The respect commanded by Suladân has been great enough to unite the tribes of Harad against their enemies in Gondor, and continues to do so with each victory.

The range of Suladân's Stand Fast! is 12" rather than 6".



Many of the kings that rule over the cities and settlements within Harad have stemmed from dynasties that have lasted an age, while others have simply killed the former king and declared themselves and their kin as the new royal family. In either situation, the kings that rule are both cunning and skilled warriors, who fight to further their reputation and ensure that their legacy endures.

HARADRIM KING..... 60 POINTS
MAN, HARADRIM, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

- Horse 10 points
- Bow with poisoned arrows 5 points
- War spear 5 points



THE GOLDEN KING OF ABRAKHÂN130 POINTS MAN, HARADRIM, INFANTRY, HERO – HERO OF VALOUR

The merchant city of Abrahân is unlike any other found in the wastes of Harad. A prosperous, yet dangerous city that deals in trade of all kinds, Abrahân is ruled over by the Golden King. This merchant ruler has earned his position through his vast wealth, for the Golden King is a man who has an incredible eye for profit and exploiting those he can increase his wealth through. Although he may not share the same hatred for Gondor as many other Haradrim, the Golden King will still march alongside the Golden Army of Abrahân upon the Pelennor, as it is clear to him that there is a highly profitable outcome should victory be achieved.

Mv F S D A W C
6" 4/4+ 4 5 4 4 4

M W F
2 6 2

SPECIAL RULES

Burly.

The Golden King and his bearers are represented by a single model with the combined profile shown above, and the component parts cannot be attacked or wounded separately. Once the Golden King is reduced to 0 Wounds, or otherwise removed as a casualty, remove the entire model from play. Treat the Golden King's Control Zone as being the area within 1" of either bearer's base.

WARGEAR

Two-handed weapon and the Golden Throne.

The Golden Throne **PASSIVE** – This is a banner. However, it does not hinder the Golden King in any way. He does not suffer the -1 penalty for carrying it.

HEROIC ACTIONS

- Heroic Resolve

Riches Beyond Renown **ACTIVE** – The Golden King has often found that the temptation of great wealth at a key moment can significantly alter a warrior's allegiance.

The Golden King may spend any number of Will points whenever an enemy Hero model takes a Courage test within 12". The target model's Courage value is reduced by 1 for each point of Will the Golden King spends in this way. The Golden King may even wait for the Courage test to be rolled before choosing whether to expend any Will points. After the Golden King has reduced a target's Courage value, the target may still use Might or Will to alter their Courage test.



The Hâsharii are an Order of assassins forged in the name of the Dark Lord to enforce his will across the southern wastes. Many Haradrim lords and rulers have utilised the Hâsharii's unique set of skills to root out and slay those that would seek to overthrow them, or contest their right to rule. In times of war the Hâsharii are given the task of seeking out the leaders of enemy armies and quietly dispatching them by any means necessary.

HÂSHARIN80 POINTS

MAN, HARADRIM, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Daggers, throwing daggers and blowpipe.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

SPECIAL RULES

Bane of Kings, Stalk Unseen.

Preternatural Agility **ACTIVE** – To corner a Hâsharin is almost impossible to accomplish, and those that do are often felled by a whirl of poisonous steel blades.

A Hâsharin can never be Trapped whilst still standing.



The tribes of Harad are presided over by their chieftains, men who have risen through their tribe's hierarchy to seize control for their family. A chieftain's power is measured by the amount of land and number of people under his control, and they are constantly seeking to expand it. More than once have two rival chieftains gone to war over who is the most powerful, with the victor seizing the assets of their fallen foe.

HARADRIM CHIEFTAIN50 POINTS

MAN, HARADRIM, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, war spear and sword.

HEROIC ACTIONS

- Heroic March

OPTIONS

Horse 10 points
Bow with poisoned arrows 5 points



WAR MÛMAK OF HARAD 275 POINTS

MÛMAK, MONSTER, WAR BEAST, HERO – HERO OF FORTITUDE

The colossal Mûmakil are beasts trained by the Mahûd and often gifted to the chieftains and kings of Harad when the Mahûd join them in war. These great beasts carry the Haradrim into war high up in their howdahs, away from the raging battle below. Here the Haradrim can fire upon their enemies with both bow and falling rocks. A charging Mûmak is nigh unstoppable, smashing aside anything that stands in its path and leaving a trail of destruction in its massive lumbering wake.

A War Mûmak of Harad is comprised of a Haradrim Commander with armour and a war spear as the warband's captain, and the Mûmak itself.

HARADRIM COMMANDER (MAN, HARADRIM, INFANTRY, HERO)

Mv	F	S	D	A	W	C
6"	4/4+	4	5	2	2	4

M	W	F
2	1	1

HEROIC ACTIONS

- Heroic March

MÛMAK

Mv	F	S	D	A	W	C
8"	4/5+	9	7	3	10	2

HOWDAH

Mv	F	S	D	A	W	C
-	-	-	9	-	5	-

A War Mûmak of Harad's Howdah has a capacity of 12 models, in addition to the commander. The only models that may ride within the Howdah are Haradrim Warriors, Serpent Guard and Watchers of Kârna.

OPTIONS

Gnarled Hide.....	30 points
Mahûd Beastmaster Chieftain	25 points
Rocks	20 points
Sigils of Defiance.....	20 points
Tusk Weapons.....	20 points
Foul Temperament.....	15 points
Rappelling Lines.....	10 points

Gnarled Hide – *Over the years, this Mûmak has developed an incredibly thick and durable hide.*

The Mûmak has Defence 8 rather than 7.

Mahûd Beastmaster Chieftain – *The Mahûd that ride these creatures have spent their lives training them and gaining a mastery over these beasts.*

The Mahûd Beastmaster Chieftain replaces the Haradrim Commander in all respects, including having the same Heroic Actions, except that the Mahûd Beastmaster always stands on the forked wooden platform on the front of the Howdah. As he is crouched low upon the edges of the Howdah, the Mahûd Beastmaster Chieftain counts as being in the Howdah for the purpose of In The Way rolls and any other effects that would affect models in the Howdah.

A Mahûd Beastmaster Chieftain wears armour, and is equipped with a dagger and has the following profile:

MAHÛD BEASTMASTER (MAN, MAHÛD, INFANTRY, HERO)

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

Foul Temperament – *There are some Mûmakil that are never truly tamed. They are usually more violent and more unruly.*

This Mûmak has its Attacks increased to 4, however, it will suffer a -1 penalty to all Courage tests when rolling to see whether or not it will Stampede.

Rappelling Lines – *The Howdah has been equipped with ropes and, should they wish, the crew may use these to make a swift exit from the Mûmak to join the battle below.*

Models in the Howdah may attempt to dismount from the Mûmak during the Move phase, after the Mûmak has moved. Roll a D6 for each model that is attempting to dismount. On a 1, the rope has snapped and the unfortunate model suffers falling damage as normal. On a 2+, the model successfully dismounts, place it in base contact with the Mûmak. Models that dismount may still Charge as normal, although they may not make shooting attacks.

Rocks – *Some Mûmakil are loaded with rocks that those in the howdah will throw at their foes upon the ground.*

If they do not move, models in the Howdah may make a Shooting attack with a range of 8" and a Strength of 6.

Sigils of Defiance – *It is said that the symbols and markings that the Haradrim paint onto the Mûmakil provide protection from harm, as well as being able to nullify magical powers.*

Models in the Howdah gain the Resistant to Magic special rule. Additionally, every time a model in the Howdah suffers a Wound, roll a D6. On a 6, the Wound is ignored exactly as if a point of Fate had been expended.

Tusk Weapons – *Some Mûmakil have vicious looking spikes and barbs attached to their tusks to inflict an even more lethal impact.*

A Mûmak with Tusk Weapons will inflict four Strength 9 hits when it Tramples, rather than three.

SPECIAL RULES

Terror.

Trample – When a War Mûmak of Harad tramples, it will inflict three Strength 9 hits.

Awesome Presence **PASSIVE** – *The mere sight of a Mûmak is enough to spur on the Haradrim to fight with renewed savagery.*

Friendly Haradrim and **Mahûd** models within 3" of this model may re-roll a single D6 when making a Duel roll. This is cumulative with the effects of a banner, however, each D6 may only be re-rolled once.





HARADRIM TASKMASTER50 POINTS

MAN, HARADRIM, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour, club and whip.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Whip of the Masters **ACTIVE** – Taskmasters will stand behind their ranks, whipping those in front of them and spurring them on to battle.

Each time a friendly Hero model within 6" of the Taskmaster from the same army list, including the Taskmaster, attempts a Heroic Move, Heroic March or Heroic Shoot, roll a D6. On a 4+, they may call the declared Heroic Action without expending Might.

Those Haradrim that are less than willing to go to war are forcibly marched there under the whips of their imposing Taskmasters. These cruel men highlight the tribal nature of the Haradrim, lashing out at those that show hesitation upon their march to war. In fact, many Taskmasters actively seek out excuses to lash their fellows, showing great delight at each crack of their whip.

WARRIORS OF THE SERPENT HORDE



HARADRIM WARRIOR 6 POINTS

MAN, HARADRIM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	4	1	1	3

WARGEAR

Armour and dagger.

OPTIONS

War horn.....	30 points
Banner.....	25 points
Bow with poisoned arrows.....	1 point
Spear.....	1 point

The constant skirmishes between rival tribes has led to the warriors of the Haradrim being well-versed in matters of warfare. These warriors will fight for their chieftain, yet the numbers that each leader can muster is entirely dependent upon their standing. The warriors that live in the merchant city of Abrahân are fiercely loyal to their king, for under his rule they are well paid and therefore enforce his will. Those that dwell in the shadows of Kârna, however, possess a much greater skill with a bow, for they must keep a watch upon the haunted city's borders for whatever may try to leave its walls.



HARADRIM RAIDER..... 11 POINTS

MAN, HARADRIM, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/4+	3	4	1	1	3

WARGEAR

Armour, dagger and horse.

OPTIONS

Banner..... 25 points

Bow with poisoned arrows 1 point

War spear 1 point

Many of the Haradrim breed swift and strong horses to help them cross the deserts of the south. Unlike the pure-bred horses of the Rohirrim, the horses bred by the Haradrim are hardy creatures, yet still swift upon the battlefield to carry their riders to war. Upon the backs of their mounts, the Haradrim are capable of unleashing raids on nearby settlements as well as acting as outriders against the armies of Gondor.



SERPENT GUARD..... 8 POINTS

MAN, HARADRIM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

WARGEAR

Armour and spear.

SPECIAL RULES

Poisoned Spear.

Only the most skilled warriors are chosen to join the elite ranks of the Serpent Guard, the personal guards to the Serpent Lord himself. These warriors fight not with swords, but with finely balanced spears that they can wield with an expert precision and swiftness. Like the master they serve, the Serpent Guard coat the blades of their spears in a fast-acting toxin. Should this enter the bloodstream of an enemy, they will succumb to its potency within seconds.





SERPENT RIDER13 POINTS

MAN, HARADRIM, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

WARGEAR

Armour, war spear and horse.

SPECIAL RULES

Poisoned War Spear.

Some of the Serpent Guard will mount themselves upon horseback and ride to battle alongside their lord. Every bit as skilled as their counterparts on the ground, these riders charge into their enemy with a deadly force, their spear covered in the same poisons as those used by their king. In return for their absolute loyalty, Suladân rewards his personal guard with the first pick of the spoils of war, after himself, of course.



WATCHER OF KÂRNA9 POINTS

MAN, HARADRIM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/3+	3	3	1	1	3

WARGEAR

Sword.

OPTIONS

A Watcher of Kârna must always choose one, and only one, of the following:

Bow with poisoned arrowsFree

Twin blades.....Free

Twin Blades **ACTIVE** – A Watcher of Kârna with twin blades increases their Attack characteristic to 2.

SPECIAL RULES

Resistant to Magic, Hatred (Spirit).

Steely Nerve **ACTIVE** – Only the bravest of warriors are inducted into the Order of the Watchers of Kârna, and it is this bravery they must show should anything creep out from the haunted city.

Watchers of Kârna receive a bonus of +2 to any Courage test they must make for charging an enemy with the Terror special rule. Additionally, Watchers of Kârna receive a bonus of +2 to their Courage when models with the Blades of the Dead special rule make Strikes **against** them.

Little is known about the mysterious Order known as the Watchers of Kârna, except that they were put in place to guard the walls of the haunted city – not to guard the city from intruders, but to guard the surrounding tribes and settlements from what lies within. It is said that within the haunted city of Kârna dwell a variety of supernatural beings, and it is the duty of these stoic warriors to drive back these apparitions, should they exist. Yet even with their important task, the Watchers are often called to war by the kings and chieftains of Harad, for their skills in conflict are a valuable asset.



ABRAKHÂN MERCHANT GUARD..... 9 POINTS

MAN, HARADRIM, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	4	4	1	1	3

WARGEAR

Two-handed sword.

SPECIAL RULES

Burly.

The Merchant Guard of Abrahân are first and foremost mercenaries, offering their services to whoever can pay the most. However, within the city of Abrahân there are none who can pay anywhere near as much as the Golden King, and it is to him that the Merchant Guards' loyalties lie. These sturdy warriors may look as though they are well fed, and while this may be true, they possess a strength that rivals even the strongest of men that Gondor has to offer.



FAR HARAD

To the south of Gondor, and even Harad, lie the scorching deserts and barren wastes of Far Harad. Few can survive in such harsh and dry conditions, and even the majority of the Haradrim dare not venture too far south for fear of running out of water and succumbing to the heat. Yet in these arid conditions live the tribes of the Mahûd, a savage warrior people fuelled by tradition and superstitions, who value a warrior's strength over anything else.

The Mahûd themselves fight with little care for plans or tactics, preferring instead to charge head-first and howling into their enemy's ranks, brandishing bone clubs, daggers and spears, whilst others will flank their foe to kill them with poisoned darts fired through blowpipes used with deadly accuracy. Alongside those on foot, many Mahûd will mount themselves upon war camels. These beasts are capable of enduring the immense heat that beats down upon the sands of Far Harad, where normal horses would collapse and die within days. These Mahûd Raiders will careen into their foe with little thought for their own safety, impaling them upon the sharpened Mûmak tusks they have crudely fastened to their mounts; their only goal is to show an abundance of great strength in their charge and lead the Mahûd tribes to victory.

The Men that lead their tribes into battle earn their place as Tribesmaster through acts of great strength and brutality. Only the strongest and canniest warriors can claim such authority and it is they that will lead their tribes from the front in times of war. To lead a tribe requires strength, yet to lead several tribes takes not just strength but also the ability to fend off the attempts upon their life. Indeed, a Tribesmaster that can conquer the tribes around them can earn the right to call himself king, if only for a short time. No noble families exist in Far Harad, kingship is taken by those who are strong enough to not only possess it, but to keep it as well. The sole aim of the Mahûd kings is to forge their names into legend through the collection of brutal victories and savage assaults upon their enemies.

The Mahûd alone have developed the ability to capture, control and then train Mûmakil for war. It is these beasts that provide the most fearsome impact in the armies of the Mahûd, for their sheer size can strike terror into the hearts of their foes and their enormous bulk can smash through enemy warriors and fortifications alike. There is little doubt that if the Mahûd ever ceased their constant wars and conflicts with each other, they would likely conquer great swathes of the lands to the north.

ARMY COMPOSITION

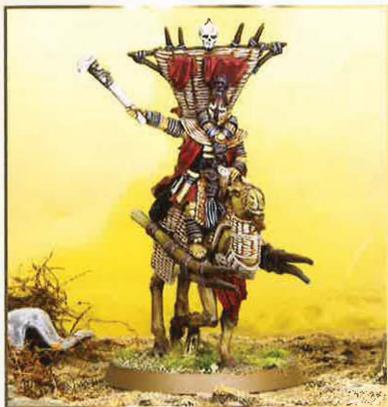
This army may include: Mahûd Kings; Mahûd Tribesmasters; War Mûmaks of Far Harad; Mahûd Warriors; Mahûd Raiders and Half Trolls.

ARMY BONUS

Warrior Pride – Mahûd Warrior models that are within 6" of a friendly Mahûd Hero model that is Engaged in combat automatically pass all Courage tests they are required to make.



HEROES OF FAR HARAD



MAHÛD KING70 POINTS MAN, MAHÛD, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/3+	5	5	3	2	5	2	2	1

WARGEAR

Armour and club.

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS

War camel (see page 203).....	10 points
Blowpipe with poisoned darts	5 points
Shield	5 points
War spear	5 points

Most of the Tribemasters of the Mahûd control a single tribe and a small number of followers. On occasion, a particular Tribemaster may end up dominating many tribes and large portions of land through their strength and dominance over their people. These fearsome warriors will declare themselves as king and will aggressively defend their right to rule from any who challenge it, surrounding themselves with powerful Tribemasters, for a king to show weakness within the Mahûd tribes is to invite conflict upon themselves.



MAHÛD TRIBEMASTER50 POINTS MAN, MAHÛD, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Armour and club.

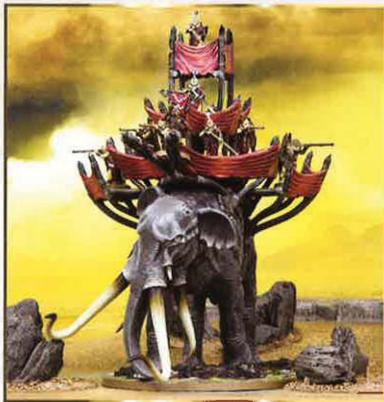
HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

War camel (see page 203).....	10 points
Blowpipe with poisoned darts	5 points
Shield	5 points
War spear	5 points

Within the Mahûd tribes, leadership goes to the warrior who is the strongest and can best fend off would-be usurpers. Even once they have succeeded, Tribemasters must constantly show both strength and cunning, for their place at the top of the pecking order is subject to them remaining unassailable. Often, Mahûd will turn on their Tribemaster in favour of a contender perceived to be stronger.



WAR MÚMAK OF FAR HARAD..... 300 POINTS

MÚMAK, MONSER, WAR BEAST, HERO – HERO OF FORTITUDE

A War Múmak of Far Harad uses the same profile as the War Múmak of Harad in every way (see page 194), with the exception that it always has the Mahûd Beastmaster Chieftain upgrade (see page 195).

A War Múmak of Far Harad is comprised of a Mahûd Beastmaster Chieftain with armour and a club as the warband's captain and the Múmak itself.

A War Múmak of Far Harad's Howdah has a capacity of 12 models. The only models that may ride within the Howdah are Mahûd Warriors and Half Trolls.

OPTIONS (SEE PAGE 195)

Gnarled Hide.....	30 points
Rocks.....	20 points
Sigils of Defiance.....	20 points
Tusk Weapons.....	20 points
Foul Temperament.....	15 points
Rappelling Lines.....	10 points

The Mahûd have long perfected the art of taming the wild Múmakil that roam near their settlements, turning them into the ultimate weapons of war. Upon the battlefield, a Múmak will crash through enemy ranks, stomping upon those that find themselves underfoot. Many enemies will find themselves caught upon the barbs, chains and spikes that the Mahûd strap to the Múmak's tusks. There is little that can halt a charging Múmakil, except a well-timed act of heroism.

WARRIORS OF FAR HARAD



MAHÛD WARRIOR..... 8 POINTS

MAN, MAHÛD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/3+	4	5	1	1	2

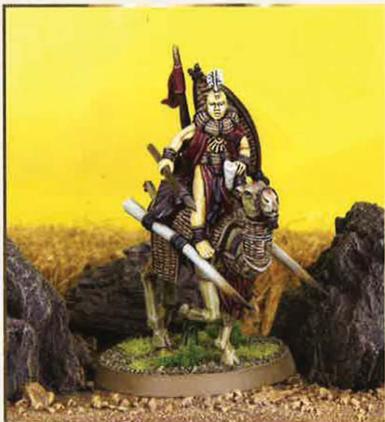
WARGEAR

Armour, club and shield.

OPTIONS

Banner.....	25 points
Blowpipe with poisoned darts.....	1 point
Spear.....	1 point

The Mahûd have dwelt in the far south of Middle-earth for countless years. These savage tribespeople are a primitive and superstitious race, yet this makes them all the more vicious in a fight. The Mahûd tribes will rarely trouble themselves with tactics or battle plans, instead they charge directly towards their enemies, brandishing crude weapons made from rock and bone. Their greatest asset, however, comes in the form of their blowpipes, weapons they can use with great accuracy and that fire darts laced with a lethal toxin.



MAHÛD RAIDER 17 POINTS

MAN, MAHÛD, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C
6"	3/3+	4	5	1	1	2

WARGEAR

Armour, club, shield and war camel.

OPTIONS

Banner 25 points
 Blowpipe with poisoned darts 1 point
 War spear 1 point

WAR CAMEL

Mv	F	S	D	A	W	C
10"	0	4	4	0	1	2

Impaler **ACTIVE** – When a war camel charges, the tusks strapped to them crash into their foe, skewering them upon their sharp points.

Whenever a war camel charges into combat, it will inflict one Strength 4 hit upon one model it has charged (Cavalry models suffer the hits on both the mount and the rider). If after these hits the Raider is unengaged and has movement remaining, the Raider may complete its move in any way the controlling player wishes; stopping straight away, charging another target or anything in between.

The scorching heat of the deserts of Far Harad makes the horses ridden by the likes of the Haradrim unsuitable steeds for the Mahûd. Instead, they prefer to ride war camels into battle, stubborn creatures that can easily cope with the arid wastelands of the far south. The Mahûd strap sharpened splinters of Mûmak tusks to the sides of their war camels, making a charge from these creatures all the more devastating.



HALF TROLL 23 POINTS

MAN, MAHÛD, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	5/6+	5	6	2	2	2

WARGEAR

Armour and club.

OPTIONS

Two-handed club 1 point

SPECIAL RULES

Terror.

Half Trolls are an unusual folk, and it is believed by many of the Mahûd that there is actual Troll blood running through their veins. While the merit of this has never been tested, with their ugly appearance, inability to speak and freakish strength, it is easy to see how the Mahûd tribes have come to this conclusion. The exceptional strength possessed by these creatures can splinter shields and shatter swords, making the chance of parrying their blows nigh-on impossible. As strength is held in high regard within the Mahûd tribes, the Half Trolls hold a special place within Mahûd culture – their lack of the wits or cunning needed to fully rise to power assuring their acceptance by the Mahûd kings and Tribesmasters.



CORSAIRS OF UMBAR

The coastal city of Umbar is a squalid mass of humanity, its dark alleyways and shadowy docksides playing host to treacherous and unsavoury dealings. Those that dwell amid Umbar's destitution care little for the lives of others, concerned only with grasping a greater share. Corruption runs rife within the city, with almost all of the city's politics taking place in the shadows and dark places. It is whispered that the lords and figureheads who, on the surface, seem to run the city, are firmly in the pocket of the Hâsharii, the ancient Order that now bends Umbar to its own unknown, dark purposes.

The fleets of Umbar are feared in coastal towns the length of Middle-earth, for the corsairs that man the great black-sailed ships are among the most accomplished seamen and cruellest villains of the Third Age. Sailing up the coasts of Gondor, plundering villages and sacking cities, they take whatever they desire from the settlements they attack, their huge black-sailed boats groaning with riches and their bow wave presaged by the miserable cries of the slaves that are crammed into their bowels.

Should a city prove to be more difficult than the unprotected coastal settlements the Corsairs prefer to attack, they will unleash the broken-minded Reavers upon their foes. Under the commanding bellows of the Corsair Bo'suns, the Corsair Reavers are driven into a mad frenzy, slashing at anything that lays in their path and leaving

mangled corpses in their wake. More than once this has turned out to be their own crewmembers, not that the Reavers would notice – even if they did, they would likely not care.

Those that command the Corsair fleets are cunning and ruthless seamen, former crewmembers who successfully led a mutiny upon their unfortunate predecessor when they showed but a moment of weakness. Because of this, a captain must remain strong – there are always more ambitious crew longing to become the captain of their own ship, so that they can claim the wealth that goes with the rank. At the first sign of rebellion, a Captain must punish mutineers violently, ensuring the rest of their crew remain in fear of their rule.

At the head of the fleets of Umbar stands the mysterious Dalamyrr. This shadowy man was seemingly gifted the position of Fleetmaster – a rarity within Umbar as positions are usually taken, not given. Yet he has held onto it with little competition, mainly due to the fact that those that challenge his leadership are swiftly dispatched in a whirl of flashing steel blades before they can even sense they are in danger. Whilst the past of the Fleetmaster is quietly debated in crew quarters and dockside taverns, many have at least cottoned on to the fact that Dalamyrr was, and most likely still is, a high ranking member of the Hâsharii. It is with this knowledge that Dalamyrr's rule remains largely unchallenged, for few would ever knowingly go against the will of the Haradrim assassins.

ARMY COMPOSITION

This army may include: Dalamyrr, Fleetmaster of Umbar; The Knight of Umbar; Hâsharin, Corsair Captains; Corsair Bo'suns; Black Númenórean Marshals; Corsairs of Umbar; Corsair Reavers; Corsair Arbalesters and Black Númenóreans.

The profile for The Knight of Umbar can be found on page 139. The Knight of Umbar counts as a Hero of Valour if taken as part of a Corsairs of Umbar army list.

The profile for a Hâsharin can be found on page 197. A Hâsharin counts as a Hero of Valour if taken as part of a Corsairs of Umbar army list.

The profile for Black Númenórean Marshalls can be found on page 118. Black Númenórean Marshalls count as a Hero of Fortitude if taken as part of a Corsairs of Umbar army list.

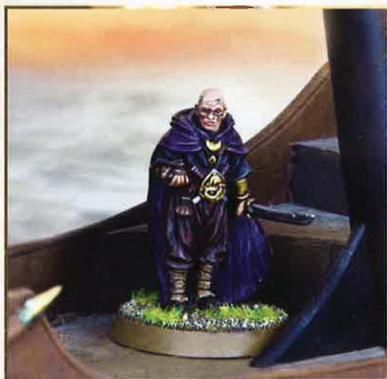
The profile for Black Númenóreans is on page 121.

ARMY BONUS

"The Corsairs are upon us! It is the last Stroke of Doom!" – Corsair models gain the Backstabbers special rule.



HEROES OF THE CORSAIRS OF UMBAR



**DALAMYR,
FLEETMASTER OF UMBAR90 POINTS**
MAN, CORSAIR, INFANTRY, HERO – HERO OF LEGEND

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

WARGEAR

Sword, throwing daggers and smoke bombs.

Smoke Bombs **ACTIVE** – These are a throwing weapon with Strength 1. Any model hit, but not slain, by these weapons must immediately expend a point of Will or be subjected to the effects of the Channelled version of the Transfix Magical Power. Should Dalamyrr ever roll a 1 To Hit with his smoke bombs then his supply has run out and he cannot use them for the remainder of the game.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

SPECIAL RULES

Bane of Kings, Stalk Unseen.

Preternatural Agility **ACTIVE** – To corner a Hāsharin is almost impossible to accomplish, and those that do are often felled by a whirl of poisonous steel blades.

Dalamyrr can never be Trapped whilst still standing.

Formerly a member of the shadowy Order of the Hāsharii, Dalamyrr has been placed in control of the fleets of Umbar – no doubt for his Order's own twisted means. As Umbar's foremost Fleetmaster, Dalamyrr has considerable power and influence over the city, using the subtle art of 'persuasion' he learned from the Hāsharii to influence the arduous politics of Umbar to suit his will. Commanding the Corsairs of Umbar, Dalamyrr will often accompany them in plundering and pillaging the coastal towns and cities of Gondor to ensure that the will of his shadowed overlords is done.



CORSAIR CAPTAIN.....50 POINTS
MAN, CORSAIR, INFANTRY, HERO – HERO OF FORTITUDE

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

WARGEAR

Sword and throwing daggers.

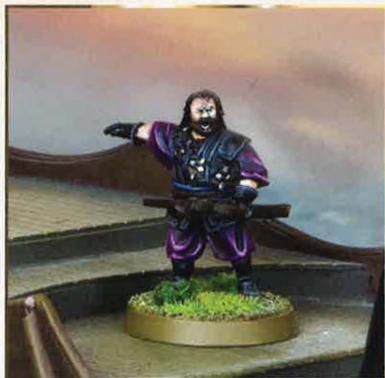
HEROIC ACTIONS

- Heroic March

OPTIONS

Bow 5 points
Crossbow 5 points
Shield 5 points
Two-handed axe 5 points

Only the most ruthless of the Corsairs are able to seize the honour of captaining their own ship. These captains must be constantly prepared to fend off the challenges of their crew, as mutinies are commonplace as the captains gain the largest share of any plunder. However, the captains of the Corsair fleet are more than capable of fighting back against their would-be mutineers, for they themselves earned their place as captain through the very same treacherous acts.



Any good captain requires a strong Bo'sun to restore order and keep potential troublemakers at bay. The commanding voice of these Bo'suns is often enough to quell any thoughts of mutiny, for few Corsairs are brave enough to stand up against their brute strength. A captain must ensure that his Bo'sun is well paid and content, for he will be acutely aware that the man in charge of keeping his crew in check will also have one eye upon control of the ship.

CORSAIR BO'SUN45 POINTS

MAN, CORSAIR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C
6"	4/4+	4	4	2	2	4

M	W	F
1	1	1

WARGEAR

Sword and throwing daggers.

HEROIC ACTIONS

- Heroic March

OPTIONS

Bow	5 points
Crossbow	5 points
Shield	5 points
Two-handed axe	5 points
Spear	1 point

SPECIAL RULES

Commanding Bellow **ACTIVE** – The booming voice of a Corsair Bo'sun is enough to spur on the rabble around him, for few would wish to feel the Bo'sun's wrath.

Friendly Corsair models within 3" of a Corsair Bo'sun count as being in range of a banner.

WARRIORS OF THE CORSAIRS OF UMBAR



Those that crew the fleets of Umbar are no more than cut-throats, out to score plunder from the raids that they embark on. They fight with a viciousness seldom seen within the race of Men as they raid the towns and cities along the coasts of Gondor. Despite their ferocity, Corsair raids are brief, as they prefer to return to their ships quickly to enjoy the spoils of their plunder.

CORSAIR OF UMBAR.....7 POINTS

MAN, CORSAIR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	3	1	1	3

WARGEAR

Sword and throwing daggers.

OPTIONS

Bow	1 point
Shield	1 point
Spear	1 point



Years upon the seas of Middle-earth plundering and pillaging at will has led to some Corsairs becoming bloodthirsty killers, having been driven mad by war. These reavers care not who feels the cold steel of their blades, so long as they are able to drive them through flesh of some kind. Corsair Reavers are usually kept chained up below deck to avoid any unfortunate 'accidents' happening to the crew.

CORSAIR REAVER 9 POINTS MAN, CORSAIR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	3	2	1	4

WARGEAR

Two swords.

SPECIAL RULES

Mindless Killers **ACTIVE** – Without the commanding voice of their Bo'suns to keep them in check, a Corsair Reaver's lust for blood would drive them to attack the nearest living thing – friend or foe.

Any Corsair Reaver that starts its move at least 6" away from a friendly Corsair Bo'sun must take a Courage test. If the test is failed, they will be driven into a bloodthirsty rampage, and will Charge the nearest enemy model. If two or more models are an equal distance away from each other then the Reaver's controlling player may choose which model the Reaver will Charge. If a Reaver fails this Courage test, and it is not possible for it to Charge an enemy model, it will Charge the nearest friendly model instead. Should a Corsair Reaver Charge a friendly model, then the Charged model may not move during the Move phase and must fight the Reaver during the Fight phase. If a Reaver fails this test, and there are no models (friend or foe) that it can Charge, it will move 6" towards the closest enemy model instead.

The Reaver's controlling player may choose to have the Reaver automatically fail this Courage test if they wish. When driven into this bloodthirsty rampage, Corsair Reavers gain a bonus of +1 to any To Wound rolls and do not need to take Courage tests for charging Terror-causing models.



As the black-sailed ships pull alongside the hulls of their conquests, it is the Corsair Arbalesters that make the first strikes against the crew. From behind their wooden pavises, the Arbalesters pepper the enemy crew with a flurry of crossbow bolts, allowing for the remainder of the Corsair crew to board unchallenged and claim the ship for their own. It is commonplace for the Corsair Arbalesters to place hefty wagers before raids begin as to who can score the most hits upon the enemy crew.

CORSAIR ARBALESTER 10 POINTS MAN, CORSAIR, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
6"	4/4+	3	3	1	1	3

WARGEAR

Crossbow, dagger and pavise.

Pavise **PASSIVE** – This giant wooden shield provides the bearer +3 Defence, so long as the bearer is not Engaged in combat with another model. The bearer may use the rules for shielding, although they will not gain the +1 Defence bonus as they also carry a crossbow.

SHARKEY'S ROGUES

By the time Sharkey's invasion of The Shire began, it was clear how far the Wizard who once called himself Saruman the White had fallen. The former member of the Istari had gathered to him bands of vagabonds and bullies who were all too willing to join his planned suppression of the little folk, and when they arrived, they did so with shocking brutality.

The Shirelings had ever been a peaceful people, and they were wholly unprepared to withstand mannish thuggery. In a short time, roving patrols of ruffians had bullied the populace into compliance, rounding up and beating any who resisted. There is little doubt that these Men would have been swept away by a well-organised militia, but no such thing existed within the borders of The Shire, and only the Bounders, the Tooklanders and a few courageous souls

offered any serious resistance. For how could Hobbit-folk hope to triumph against Men who carried clubs, knives and bows to enforce their threats?

By the time Sharkey arrived, fleeing the sacking of Isengard, the Shire existed as an occupied land, its populace terrified into subservience, and for a short time he ruled it from Bag End as 'The Chief'. Those who spoke out against Sharkey were consigned to the lockholes, and the Tooklanders were kept at bay with frequent, often bloody, skirmishes. Compared to the scale of the vast battles of the War of The Ring, these clashes may have seemed inconsequential, but for those involved it was a matter of life or death... and when an army of thugs and bullies is at large, life is precious indeed.

ARMY COMPOSITION

This army may include: Sharkey; Worm and Ruffians.



ARMY BONUS

"You do what Sharkey says." – Sharkey's Stand Fast! affects the entire battlefield. Additionally, a force (or allied contingent) that contains models solely from the Sharkey's Rogues list may include warbands of 10-12 Ruffians without the need for a Hero to lead them. In these warbands, nominate a single Warrior model within the warband as the captain for the purposes of deployment, etc.



HEROES OF SHARKEY'S ROGUES



SHARKEY AND WORM 60 POINTS FOR BOTH WIZARD AND MAN, INFANTRY, HERO – HERO OF LEGEND

The Scouring of The Shire was perpetrated at the whim (and under the orders) of none other than Saruman of Orthanc, albeit a Saruman whose power had been greatly reduced following his defeat by the Ents and chastisement from Gandalf the White. With an army of bullies and malcontents to answer his bidding, Sharkey, as he became known, was a force far greater than the Shirelings had the power to resist. At his heel loped the wretched Worm, a fallen Man of Rohan, whose depraved condition had led him to murder. Vile though he was, there hid within Worm the potential to commit one final just deed.

SHARKEY

Mv	F	S	D	A	W	C
6"	4/4+	4	4	1	2	4

M	W	F
1	4	1

WARGEAR

Two-handed staff and a dagger.

HEROIC ACTIONS

- Heroic Channelling

MAGICAL POWERS

	Range	Casting
Immobilise	12"	2+
Terrifying Aura	–	2+

The Chief **PASSIVE** – Sharkey must always be the warband's Leader. Worm will always be the first follower in Sharkey's warband.

Whoever Strikes me shall be Accursed **PASSIVE** – After a model resolves Strikes against Sharkey, it must take a Courage test. If the test is failed, that model takes one Strength 4 hit.

WORM

Mv	F	S	D	A	W	C
6"	2/4+	3	3	1	1	2

M	W	F
0	0	0

WARGEAR

Dagger.

SPECIAL RULES

Broken Loyalties **PASSIVE** – Worm is still under the control of Sharkey, unable to free himself from his service. Yet should Sharkey be exposed for who he really is, Worm will no doubt seek revenge for the terrible way the Wizard has treated him.

If Sharkey is reduced to 1 Wound and has no Fate remaining, Worm becomes an enemy model and must move towards and attack Sharkey if possible. If Sharkey is slain, Worm reverts to being a friendly model.

When he Sneaks **ACTIVE** – When eyes are elsewhere, Worm skulks about, doing his master's murderous bidding.

When making a Duel roll for a Fight where Worm is Engaged, check to see if any enemy models, except for those he is fighting, can see him. If only the model(s) Worm is fighting can see him, immediately increase his Fight value to 4 and his Attacks to 3 for the Duel roll and any Strikes that may follow.

WARRIORS OF SHARKEY'S ROGUES



RUFFIAN5 POINTS MAN, RUFFIAN, INFANTRY, WARRIOR

The bullies and scoundrels that flocked to Sharkey's call to invade The Shire could be considered among the worst examples of the race of Men, for their hearts were filled with greed for that which others had earned and bitterness towards the joy of those around them. This manifested itself cruelly in the way in which they swiftly and violently oppressed the Hobbits. With relish, the Ruffians seized vittles for the Chief's storehouse and dragged away anyone who dared to break one of Sharkey's countless rules. Though any disciplined army, or even a patrol of fighting Men from Gondor, Rohan or distant Dale would quickly have routed them, the peaceful Hobbits were ill-prepared to face the lash of the whips, cudgels and knives arrayed against them.

Mv	F	S	D	A	W	C
6"	2/5+	3	3	1	1	2

WARGEAR

Knife or club.

OPTIONS

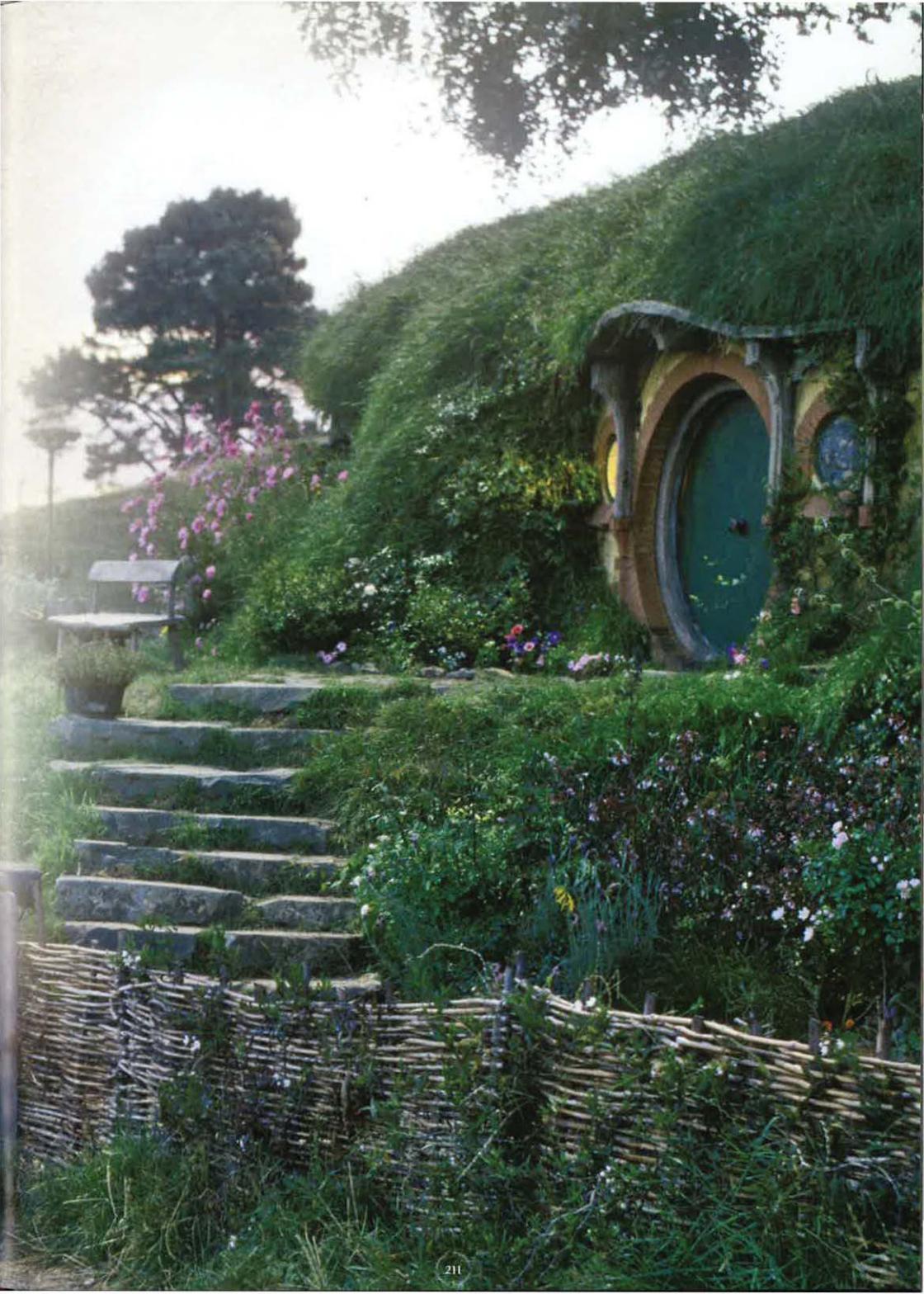
- Bow 1 point
- Whip 1 point

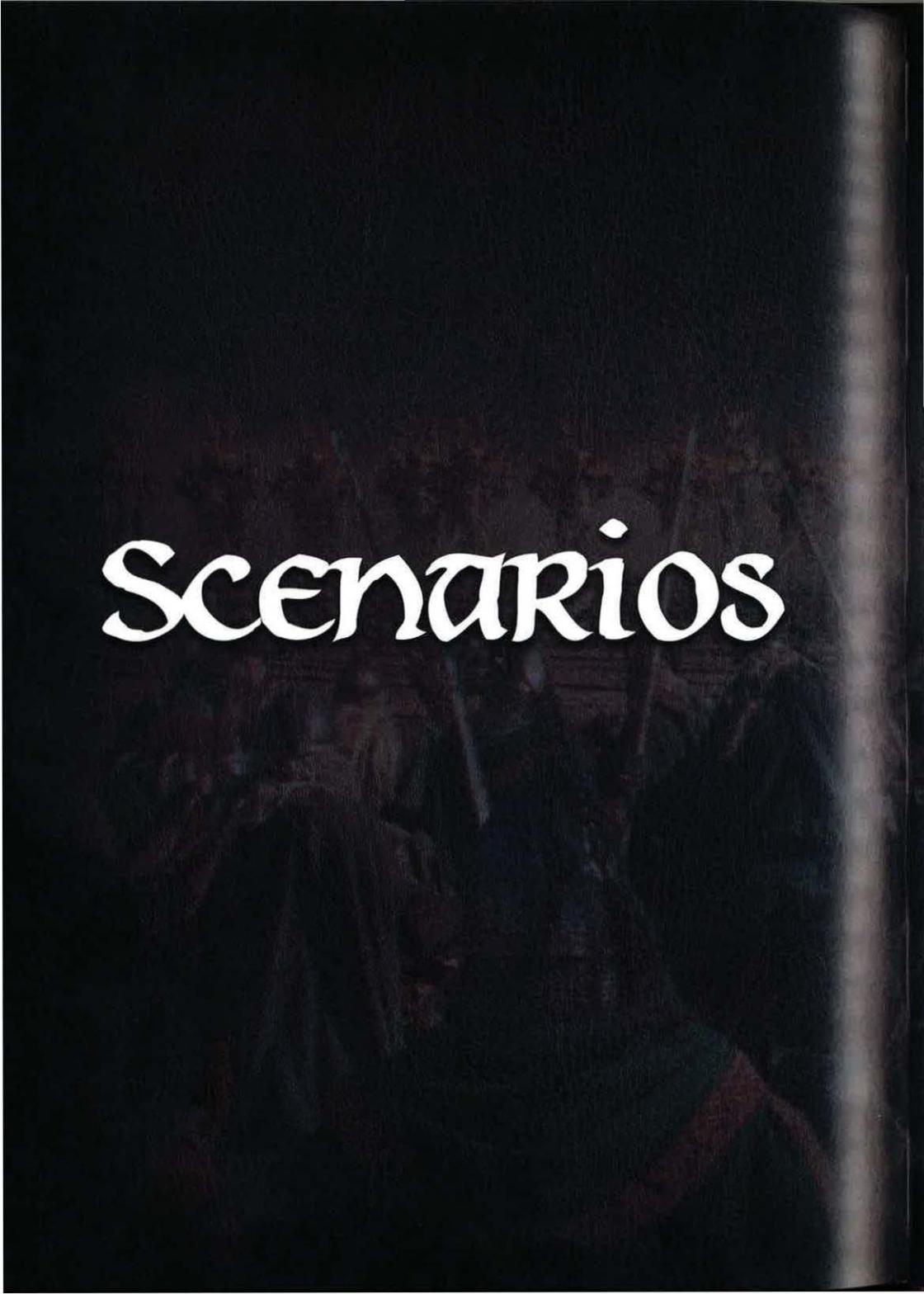
SPECIAL RULES

At 'em Lads! **ACTIVE** – The Ruffians aren't afraid of getting their hands dirty in a fight, especially when they think their foe is weaker than they are.

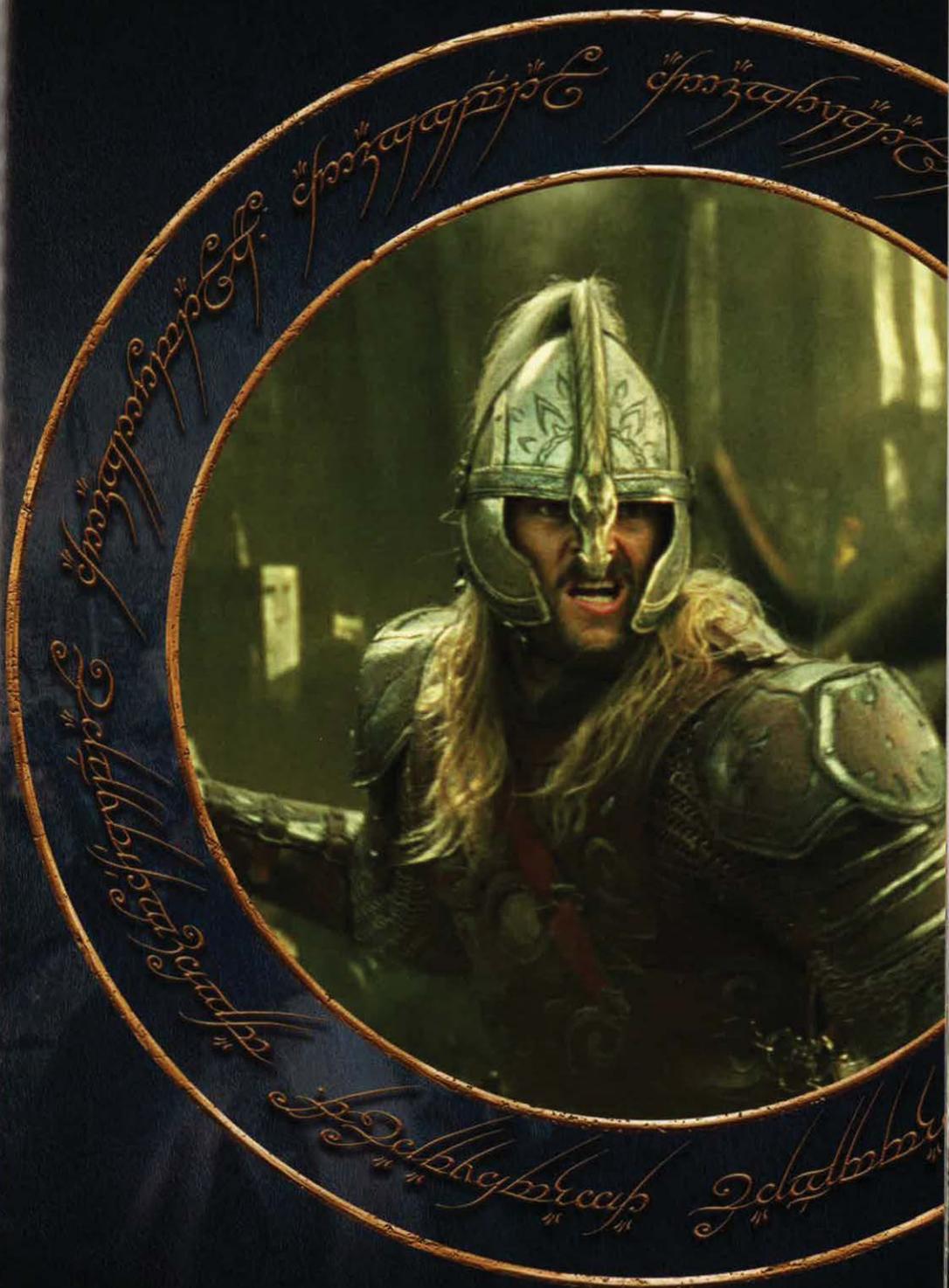
A Ruffian that is Engaged in a Fight that involves 1 or more Hobbit models gains a bonus of +1 to its Fight value.

Additionally, instead of making Strikes, when a Ruffian wins a Fight against a Hobbit model, they may attempt to bind it in chains. Nominate one Hobbit model from the Fight and roll a D6 – if the score is higher than the target's Strength, the model is bound. Treat it as though it has been affected by the Paralyse Magical Power.



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Scenarios



THE LAST ALLIANCE

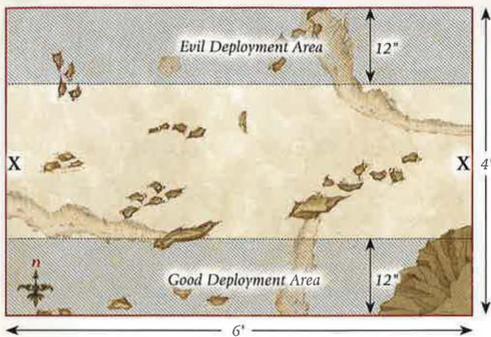
As the Second Age draws to a close, darkness has descended upon Middle-earth. The Dark Lord Sauron has conquered much of the free lands as his shadow has extended forth from the realm of Mordor. Yet there are some who have stood defiant against this seemingly unstoppable threat, forming an alliance to face and defeat the Dark Lord once and for all.

A Last Alliance of Men and Elves has rallied against the armies of Sauron, marching upon Mordor and towards the greatest battle of the Age. Gil-galad, High King of the Elves, has led his kin and

accompanied Elendil, the High King of the Númenóreans, in a bid to overthrow the Dark Lord and end his reign of terror.

It is upon the slopes of Mount Doom that the fate of Middle-earth will be decided, as Men and Elves fight side-by-side against the onslaught of Orcs and other foul creatures in the name of freedom. Should the Dark Lord be slain, Middle-earth will be freed from his clutches and the turmoil he has wrought. Yet should Sauron stand victorious, the free lands of Middle-earth shall fade into distant memory as darkness descends upon them.





SPECIAL RULES

The Power of the Ring could not be undone – With his weapon of ultimate power the Dark Lord is all but unstoppable, capable of crushing his foes and unleashing a barrage of dark sorceries upon those who oppose him.

Sauron enters play from any point on the northern board edge at the end of the Evil player's fourth Move phase. Additionally, Sauron may cast two Magical Powers rather than one on the turn in which he arrives on the board.

The Black Legion of Barad-dûr – The numbers that spill forth from the depths of Mordor are beyond count, far outnumbering the forces of Men and Elves that have come to overthrow the Dark Lord. As the battle rages on, more and more Orcs issue forth from the black land.

Each time an **Orc Warrior** is slain, place it to one side. At the end of each Evil Move phase, roll a dice for each **Orc Warrior** not currently on the board. On a 5+, that model may re-enter the battlefield from the northern board edge or either of the spots marked X (see map).

The Last Stand of Men and Elves – Both *Gil-galad* and *Elendil* are highly aware that failure is not an option, they must either put a stop to Sauron's tyranny for good or they will die in the attempt.

Good Hero models do not need to take Courage tests to Charge Sauron.

The Fall of Kings – Should the High Kings of Men and Elves fall, their successors shall fight even harder to avenge them.

If *Gil-galad* is slain, from that point onwards *Elrond* may call a Heroic Strike each turn without expending Might.

If *Elendil* is slain, from that point onwards *Isildur* may call a Heroic Strike each turn without expending Might.

LAYOUT

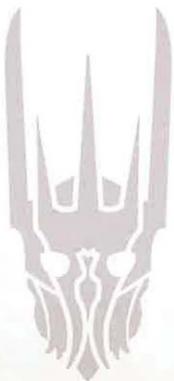
This Scenario is played on a 6'x4' board. A board this size allows you to truly get a feel for the massive scale of the battle that is raging upon the slopes of Mount Doom. As this battle takes place in the ash-filled land of Mordor, the scenery should reflect that. There should be plenty of rocks and broken up areas of ground and you may even wish to include lava flows (counting as chasms) to add an extra level of detail to your board.

STARTING POSITIONS

The Evil player places all of their models, except for Sauron, within 12" of the northern board edge. The Good player then places all of their models within 12" of the southern board edge.

OBJECTIVES

This is the final battle of the Age; only by ensuring the destruction of the enemy's leaders can one force hope to claim victory. The Good player wins immediately if at any point the Ring is separated from the Dark Lord's finger and he is slain. The Evil player wins if at the end of any turn all four of the Good Heroes are slain.



PARTICIPANTS

GOOD

Elendil, High King of Gondor and Arnor; *Isildur*; *Gil-galad*, High King of the Elves; *Elrond*, Master of Rivendell; 36 Warriors of Númenor: 12 with shield, 12 with spear & shield and 12 with bow; 37 High Elf Warriors: 12 with spear and shield, 12 with Elf bow, 12 with no additional equipment, 1 with banner.

EVIL

The Dark Lord Sauron; 4 Orc Captains with shield; 2 Mordor Trolls; 72 Mordor Orcs: 24 with shield, 24 with spear, 12 with two-handed weapon, 12 with Orc bow.

THE FALL OF KHAZAD-DÛM

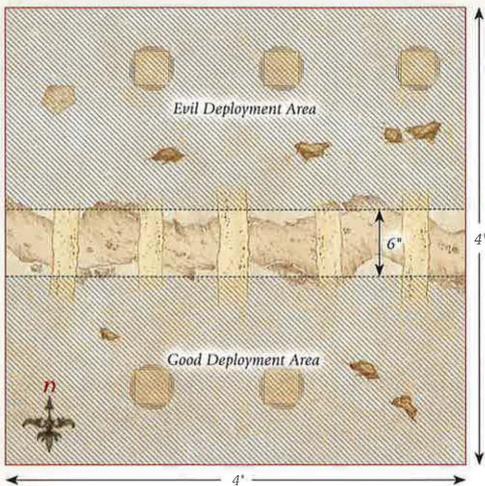
The great wealth of the Dwarven kingdom of Khazad-dûm came not from gold, but from the precious Mithril that was mined in the great depths of The Misty Mountains. Ever deeper, the Dwarves delved in search of this most precious of metals, and as they did, their kingdom prospered.

Yet such wealth and prosperity could not endure indefinitely, and the kingdom of Khazad-dûm was doomed to fall into ruin. It was under the peak of Barazinbar where the doom of the Dwarves was uncovered, for amidst their constant mining and digging, the Dwarves of Khazad-dûm uncovered a terrible foe; one which had long slept beneath the bowels of the mountains since the final years of the First Age.

From the depths of the world a Balrog of Morgoth came forth, wreathed in shadow and flame. This terrible foe wrought destruction and death upon the Dwarves of Khazad-dûm, and the foul Goblins that dwelt within the caves and recesses of The Misty Mountains plundered the Dwarves' mighty halls in its wake.

Although he must have known it was to be his end, the mighty Dwarf king Durin stood defiant against this demon, rallying his followers to his side to fight to the death in defence of their mountain home. It was in the great halls beneath Barazinbar where this final battle for the kingdom of Khazad-dûm would take place, and where the Balrog would gain the moniker of Durin's Bane – a name that would never be forgotten.





LAYOUT

This Scenario is played on a 4'x4' board. A 6" wide chasm spans the length of the board across the centre from east to west, with a series of bridges providing the way across. The rest of the board is littered with rocks, pillars and Dwarven scaffolding.

STARTING POSITIONS

The Good player deploys all of their models anywhere on the southern side of the chasm. The Evil player then deploys all of their models anywhere on the northern side of the chasm.

OBJECTIVES

The Balrog's wrath knows no bounds, and it has come to smite all those that stand in its path, bringing with it a tide of Goblins intent on pillaging the great wealth of the Dwarven halls. For the Dwarves to claim victory in these dark times the Balrog must be slain, for only then can the Goblins be driven from Khazad-dûm.

The Good player wins if at the end of any turn the Balrog is slain. The Evil player wins if they can wipe out the entire Good force before this can happen.

SPECIAL RULES

From the depths – *The evil of the Balrog draws even more Goblins forth from the Black Pit of Moria.*

At the end of each Evil Move phase, roll a D6 for each Goblin Warrior that has previously been slain. On a 5+, place the model anywhere in base contact with the edge of the central chasm.

Durin's Last Stand – *Refusing to flee from this foe, Durin thrusts himself into the unending tide of foes in his attempt to defend his kingdom – inspiring his captains to do the same.*

All Dwarf Hero models may re-roll any failed To Wound rolls.

PARTICIPANTS

GOOD

Durin, King of Khazad-dûm; Mardin; Dwarf Captain with shield; 12 Khazad Guard with the Hearthguard upgrade; 12 Iron Guard; 6 Vault Warden teams; 24 Dwarf Warriors; Dwarf Ballista.

EVIL

The Balrog; Moria Goblin Captain with shield; Moria Goblin Shaman; Moria Blackshield Captain; 12 Moria Blackshields; 12 Moria Goblin Prowlers; 36 Moria Goblins: 12 with shield, 12 with spear, 12 with Orc bow; Moria Goblin Drum; 3 Cave Trolls.

THE FALL OF ARNOR

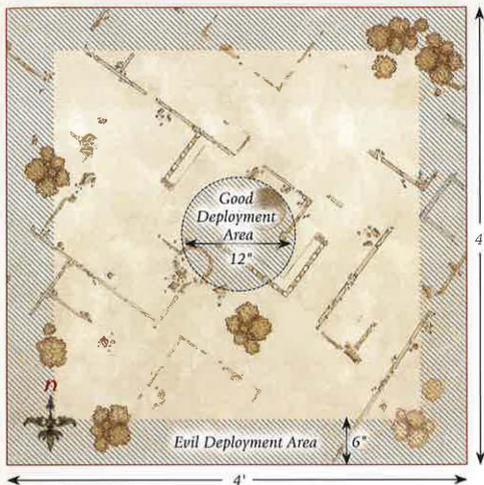
Formed by the High King Elendil, the Kingdom of Arnor was the most powerful realm in the north of Middle-earth. It was said that the combined might of her armies could not be defeated, not even by all the Orcs, Trolls and Evil Men in Middle-earth. Yet the dominance of Arnor was not meant to last.

As the years of the Third Age passed by, Arnor suffered harshly from plague and famine. Her once great cities fell into ruin before being abandoned to the servants of Evil. Mighty cities of stone were now reduced to nought but rubble, overrun with Orcs and other foul beings; and with each city that suffered this fate, the realm of Arnor became smaller and weaker.

At the time of King Arvedui, Arnor had been reduced to only its capital of Fornost, a shadow of the glory that this realm once possessed. The great armies of earlier times were no more and the realm was divided and battered by war with the ever-growing forces of Angmar. Gone were the times where Arnor's armies could not be matched, for destiny was about to prove otherwise.

With Arnor weak, the Witch-king of Angmar had perceived that it was time for his forces to assail the last remaining bastion of Arnor's former might, finally reducing this once majestic realm to nothing. Sending forth an army of Orcs, Trolls and foul spirits, the Witch-king's forces were sent with but one objective – to slay the King of Arnor and destroy the Dúnedain.





LAYOUT

This Scenario is played on a 4'x4' board. The centre of the board represents the ruined palace of Fornost, whilst the remainder of the board represents the remaining ruins of the city. The board should be covered in ruins and piles of rocks towards the edges, and much more substantial buildings towards the centre.

STARTING POSITIONS

The Good player deploys all of their models anywhere within 6" of the centre of the board. The Evil player then deploys their models anywhere within 6" of any board edge.

OBJECTIVES

The forces of Angmar have been given a single task, to wipe out the royal lineage of Arnor and claim Fornost for the Witch-king. Arvedui must survive this onslaught if his line is to endure, for a much larger army of fouler creatures draws ever nearer.

The Evil player wins immediately if both Arvedui and Malbeth are slain. The Good player wins if the Evil force is wiped out before this can happen. Alternatively, the game is a draw if Arvedui abandons Fornost and manages to escape the board via any board edge – and if the battle is going ill, this may be a good idea!

SPECIAL RULES

Malbeth the Seer – *Malbeth knows that the doom of Arnor is upon his king and so puts all of his visions to use in protecting his liege.*

Whenever Arvedui suffers a Wound within 6" of Malbeth, he will ignore the Wound on a 4+ rather than a 5+.

Arvedui's Last Stand – *Arvedui knows that if he does not stand and fight this threat from the north then his kingdom shall be thrust into destruction and ruin.*

Arvedui has the Fearless special rule.

PARTICIPANTS

GOOD

Arvedui, Last King of Arnor; Malbeth the Seer; Captain of Arnor; 24 Warriors of Arnor; 12 Rangers of Arnor.

EVIL

Shade; Angmar Orc Captain with shield; Angmar Orc Shaman; Barrow-wight; 3 Dead Marsh Spectres; 24 Angmar Orcs: 8 with shield, 8 with spear, 4 with Orc bow, 4 with two-handed weapon; 2 Cave Trolls.

AMBUSH AT AMON HEN

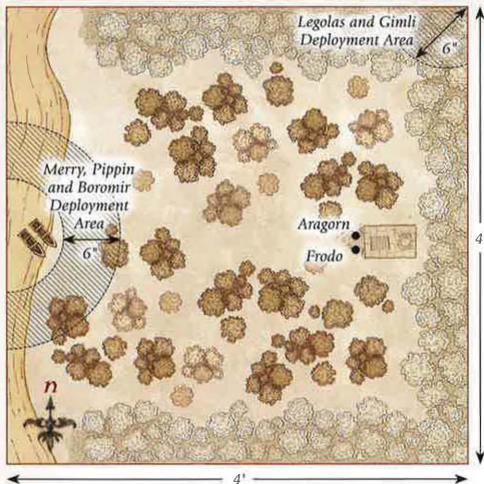
Following their departure from the safety of the forest of Lórien, the remaining members of The Fellowship have made their way down the waters of the Anduin before mooring their boats upon the shores of Amon Hen to rest. It is here that the Ring finally latches onto Boromir's desire to possess it and bring it to Minas Tirith, driving the Man of Gondor mad as he attempts to take the Ring from Frodo.

Meanwhile, Saruman has unleashed his fighting Uruk-hai from Isengard. Their mission is simple, to capture and return the Halflings to the White Wizard and to kill anyone who should get in their way. With great haste and the desire to taste man-flesh driving them, the scouts of Isengard soon track The Fellowship and engage them in battle upon the banks of the Anduin.

With Aragorn, Gimli and Legolas fighting the Uruk-hai off, Merry and Pippin are in great danger of being seized and taken to Isengard. Only Boromir stands between the Hobbits and the fearsome Uruk-hai and, desperate to find redemption for the way he treated Frodo, Boromir gives his all in his attempt to deliver Merry and Pippin from harm. It is whilst he is fending off the Uruk-hai scouts that Boromir comes face-to-face with Lurtz, the leader of the Uruk-hai forces; a meeting that would prove a fateful one for the son of Gondor.

With death and loss surrounding him, Frodo has made the decision to go to Mordor alone, in order to prevent further harm befalling his friends. Can Frodo escape in time, or will he fall foul of the scouts of Isengard?





LAYOUT

This Scenario is played on a 4'x4' board. The board should be densely packed with trees and other foliage. The western board edge represents the River Anduin and should have two boats placed at the point marked X. The Seeing Seat should be placed in the eastern half of the board as per the map.

STARTING POSITIONS

Aragorn and Frodo start the game in base contact with the Seeing Seat, whilst Legolas and Gimli can be placed anywhere within 6" of the north-east corner of the board. Merry, Pippin and Boromir are placed between 6"-12" of the boats and no more than 1" away from each other.

The Evil player then places the Uruk-hai Scout Captain and 12 Uruk-hai Scouts within 6" of the Seeing Seat, and Lurtz and the other 12 Uruk-hai Scouts within 12" of Boromir, but no closer than 6".

Finally, Sam is set up anywhere on the board at least 12" away from any other member of the Fellowship.

OBJECTIVES

Frodo has made his decision; he is going to leave The Fellowship and journey to Mordor alone. The Uruk-hai are under strict orders to deliver the Hobbits to Saruman, alive and unspoiled.

The game ends as soon as Frodo leaves the board. If Frodo escapes the board by moving into base contact with the boats, the Good player is the winner. If Frodo is captured by the Uruk-hai, the Evil player is the winner.

The Evil player can claim a draw even if Frodo escapes the board, so long as they have captured any two of the remaining Hobbits.

SPECIAL RULES

Find the Halflings! – Under strict instructions from their master, Saruman, the Uruk-hai will not kill the Hobbits. Instead, they intend to incapacitate them and take them to Isengard to await their fate.

Should a **Hobbit** suffer their final Wound, instead of being slain they will recover a single Wound and be knocked-out instead – treat them as being subject to the Paralyse Magical Power. Any Evil model may carry a knocked-out **Hobbit** as if he were a Heavy Object (see page 110 of the Middle-earth Strategy Battle Game Rules Manual). Should any Good model end its Move in base contact with a knocked-out **Hobbit**, they will automatically revive them and they may act as normal, although they will start their Move in the Prone position. Should any Evil model leave any table edge whilst carrying a knocked-out **Hobbit**, with the exception of the western edge, then the Evil player is considered to have captured that **Hobbit**.

The Legions of Isengard – The scouts of Isengard soon flood the area around Amon Hen, providing The Fellowship with a huge task – and increasingly dire odds to overcome.

At the end of each Evil Move phase, roll a D6 for each Evil **Warrior** that has previously been slain. On a 4+, that model may enter play anywhere along the northern, eastern or southern board edges.

PARTICIPANTS

GOOD

Frodo Baggins with Sting and Mithril Coat;
Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took;
Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven Cloak.

EVIL

Lurtz; Uruk-hai Scout Captain; 24 Uruk-hai Scouts:
8 with no additional equipment, 8 with shield,
8 with Uruk-hai bow.



AMBUSH AT ITHILIEN

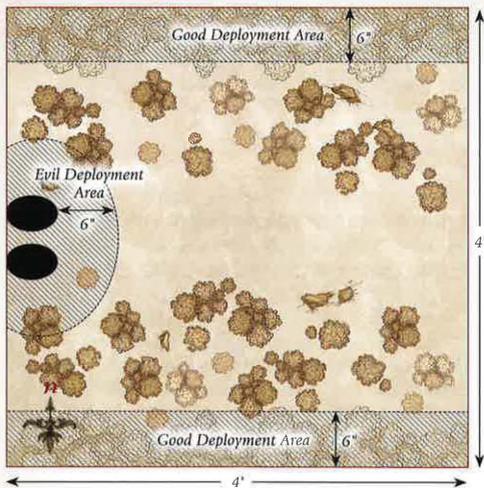
As the strength of the Dark Lord continues to rise, all manner of Evil is drawn to Mordor, pledging themselves to the service of Sauron and to fight his war. It is for just this reason that the Haradrim march north from their homes in the far south of Middle-earth, bringing with them the lumbering Mûmakil that roam their lands to destroy the Free Peoples of the West.

Yet to reach the Black Gate and enter Mordor, the Haradrim must first travel through the trees and thick undergrowth of Ithilien. It is here that the Haradrim are the victims of a sudden ambush at

the hands of Faramir and the Rangers of Gondor. From the bushes, the Rangers of Gondor fire a hail of arrows upon their foes in an attempt to weaken the forces of the Haradrim, and in turn those of the Dark Lord.

It is the sworn duty of the Rangers to protect their lands from any and all intruders that stray into Ithilien, and it is with that purpose that they set out to halt the relentless march of the Men from the south, for if the Haradrim and their formidable war beasts are prevented from reaching Mordor, then Sauron's forces cannot be bolstered for the battles yet to come.





LAYOUT

This Scenario is played on a 4'x4' board. There should be lots of hedges, trees and bushes dotted around the board – although ideally not heavily impeding the movement across the centre of the board. The terrain should be denser along the northern and southern board edges.

STARTING POSITIONS

The Evil player deploys the two Mûmakil touching the western board edge as shown. They may then deploy their remaining models anywhere within 6" of either Mûmak. The Good player may then split their force in half – one half containing 12 Rangers and Faramir, and the remaining models in the other half. The Good player then deploys Faramir's half anywhere within 6" of the southern board edge, then their remaining models within 6" of the northern board edge.

OBJECTIVES

The Haradrim journey to Mordor to join with Sauron's armies before the assault on Minas Tirith, the more of them that can make it to the Black Gate, the stronger the Dark Lord will be. Faramir has noted that the lumbering Mûmakil pose the greatest threat to Gondor and has tasked his Rangers to see to their downfall.

The game lasts until there are no Mûmakil left on the board. The Evil side wins if both Mûmakil can move off of the board via the eastern board edge. The Good player wins if they can slay both of the Mûmakil. If only one Mûmak has managed to escape the board, the game is a draw.

SPECIAL RULES

Unseen Hunters – *The Haradrim have no idea that they are being watched by the Rangers of Gondor, let alone that they are walking into an ambush.*

At the start of the game, before the first Priority is rolled, each Good model may make a 'free' shooting attack as if it were the Shoot phase. Additionally, for the first three turns of the game, all Good models gain the Stalk Unseen special rule and may re-roll any 1s To Wound when making a shooting attack.

PARTICIPANTS

GOOD

Faramir, Captain of Gondor with bow;
Madril, Captain of Ithilien; Damrod, Ranger of Ithilien;
24 Rangers of Gondor: 16 with no additional equipment, 8 with spear.

EVIL

2 War Mûmakil of Harad each with 12 Haradrim Warriors with bow; 24 Haradrim Warriors with spear.



THE DEEPING WALL IS BREACHED



Isengard has attacked the land of Rohan, burning the Westfold and forcing the Rohirrim to flee to the safety of Helm's Deep. With the people of Théoden taking refuge within the fortress, Saruman sends his army of fighting Uruk-hai to breach its walls and slaughter the people inside. All of Isengard is emptied and an army over ten thousand strong marches to destroy the world of Men.

As the siege of Helm's Deep begins, the forces of Isengard throw their full force at the walls of the fortress to breach it. Battering rams, siege ladders and ballistae are all utilised in the attempt to conquer its walls. Yet it is the White Wizard's secret weapon that finally breaches the Deeping Wall, a feat never before achieved

since the fortress' founding. As the collection of crude devices filled with black powder are placed within the culvert of Helm's Deep, a lone Berserker sprints towards it, flaming brand in hand, giving its life to bring about the destruction of the wall.

Fire undoes stone in an explosion of rock and flame, sending great chunks of Helm's Deep soaring into the air and those atop the walls are slain by the devastation. It is through this gaping wound in the Deeping Wall that the Uruk-hai forces pour into Helm's Deep, wading through the water that has begun to collect in the breach created by their bombs. Can Aragorn lead the alliance of Men and Elves against the onslaught of Isengard, or will Helm's Deep fall for the first time in its history?



LAYOUT

This Scenario is played on a 2'x2' board. Along the southern board edge should be the Deeping Wall extending out 3" from the edge. This should have some stairways coming down from it, and should also have a 4" section missing from the centre (where the bomb went off). The area within 6" of the centre of the southern board edge is shallow water.

STARTING POSITIONS

The Good player deploys the Galadhrim Warriors within 2" of the northern board edge and then deploys Haldir, Legolas and the Warriors of Rohan anywhere on the walls in the Prone position. Aragorn is deployed in the centre of the board, also in the Prone position. Gimli is then deployed anywhere within the shallow water.

The Evil player may then deploy up to 10 Uruk-hai Warriors, 2 Berserkers and a single Uruk-hai Captain within the shallow water, at least 1" from Gimli. The rest of the Evil models will be available as the game goes on.

OBJECTIVES

The legions of Isengard are streaming into Helm's Deep, intent on butchering all in their path. It is their sole purpose to cause as much death and destruction as possible. Aragorn must lead the defenders of Helm's Deep in defence of the fortress and fight off Saruman's armies.

The Scenario lasts for 10 turns, after which the side with the most Victory Points is declared the winner.

There are three ways to score Victory Points in this Scenario:

1 – The Good player scores **1 Victory Point** for each named **Hero** that is still alive at the end of the game. The Evil player scores **1 Victory Point** for each named **Hero** that has been slain.

2 – The Good player scores **1 Victory Point** if at the end of the game more than 14 Good models are left alive. The Evil player scores **1 Victory Point** if at the end of the game less than 14 Good models are alive.

3 – Evil models that are not within the shallow water are considered to be within the walls of Helm's Deep. The Evil player scores **2 Victory Points** if at the end of the game there are more Evil models within the walls than Good models. The Good player scores **2 Victory Points** if they can prevent this. Models that are on top of the walls do not count towards this total.

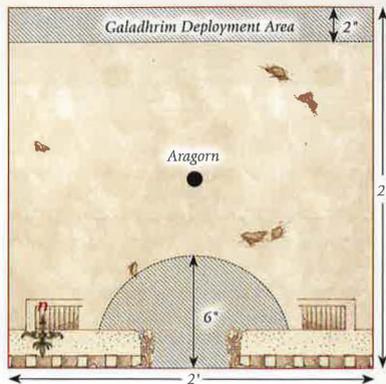
SPECIAL RULES

Legion of the White Hand – *Huge numbers of Uruk-hai are streaming through the hole in the Deeping Wall, and more are constantly joining the fight.*

At the end of each Evil Move phase, the Evil player rolls a D6 and adds 2. This is the number of models that the Evil player may move onto the board from the hole in the Deeping Wall. These can be any models that haven't yet entered the board, even models that have previously been slain earlier in the battle. Each Uruk-hai Captain may only enter the battlefield once each.

Explosion Aftermath – *The tremendous detonation that blew apart the Deeping Wall has left those in command of the defence of Helm's Deep shaken and injured.*

All Good Hero models start the game with 0 Fate.



The Prince of Mirkwood – *It is at Helm's Deep that Legolas comes into his own, showcasing agility and skill that far surpasses that of most Elves.*

Once per game, if Legolas starts his Move phase in base contact with the top of a staircase, he may choose to use his Elven agility to slide down it atop an Uruk-hai shield. When he does this, Legolas may fire his Elven bow three times, as if it was the Shoot phase, as he moves down the staircase. Any model on the staircase automatically takes one Strength 3 hit and is knocked Prone. Additionally, one model within 3" of the bottom of the staircase suffers one Strength 4 hit as Legolas thrusts the Uruk-hai shield into their chest. Finally, Legolas is placed in base contact with the bottom of the staircase. He can move no further that turn and may not shoot in the following Shoot phase.

PARTICIPANTS

GOOD

Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; 12 Galadhrim Warriors: 4 with no additional equipment, 4 with spear, 4 with Elf bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

EVIL

3 Uruk-hai Captains with heavy armour & shield; 8 Uruk-hai Berserkers; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.

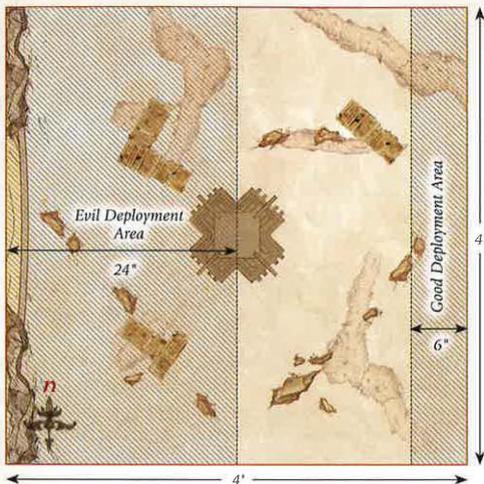
LAST MARCH OF THE ENTS

From within the depths of Fangorn Forest, the Ents have begun the slow march to war with Isengard, the treason of Saruman finally brought to their attention by the arrival of Merry and Pippin. Much of the forest has been destroyed, ripped up and used to fuel the furnaces of Isengard as it strained to produce the vast numbers of weapons required by Saruman's army. Gone are the times when the White Wizard would wander the paths of the forest, for now his mind is only focused on darkness and metal.

Upon the discovery that many of his friends have been cut down, Treebeard summons the Ents of Fangorn and starts the long march towards the Tower of Orthanc. With much of Isengard all but emptied, the Ents find themselves facing the Orcs that run the forges, who are armed with flaming arrows and ropes which they use to try to bring down the shepherds of the forests.

Can the Ents release the river and wash away the filth of Saruman, or are they marching to their doom and the extinction of their race?





LAYOUT

This Scenario is played on a 4'x4' board. Within the centre of the board stands the Tower of Orthanc. The board should be dotted with a variety of scaffolding and pits to represent the industrial heart of Isengard. In the centre of the western board edge should be the dam holding back the River Isen.

STARTING POSITIONS

The Good player deploys all of their models within 6" of the eastern board edge. The Evil player may deploy their models anywhere within the western board half, or atop any piece of scaffolding on the board.

OBJECTIVES

The Ents can only wash the filth of Saruman from Isengard by breaking the dam and releasing the River Isen. Should they fail to accomplish their task, the legions of the White Hand will become a force to be reckoned with in Middle-earth.

The Good player is the winner if they can destroy the dam. The Evil player wins if they can slay all of the Good models before this is accomplished.

SPECIAL RULES

Flaming Arrows – *The Ents of Fangorn are highly susceptible to fire, a fact that the Orcs of Isengard will use to their advantage by setting their arrows alight before unleashing them upon their foe.*

Any Orc that hits an Ent with a shooting attack on the roll of a 6, and then subsequently Wounds their target, will cause 2 Wounds rather than 1. These Wounds are multiplied before Fate rolls are taken.

Bring them down! – *By utilising ropes and their weight of numbers, the Orcs can topple the Ents, allowing for their comrades to set upon them from ground level.*

If an Ent loses a Fight, all Orc models involved in the Fight may choose to try to fell the Ent rather than Strike it as normal. Instead of making Strikes, each Orc in base contact with the Ent rolls a single D6. If any 6s are scored, then the Ent has been successfully brought down and is knocked Prone.

Release the River – *Only by breaking the dam can the Ents flood the factories of Isengard, inflicting defeat upon the White Wizard.*

The dam has a Defence of 10 and 5 Wounds, and can only be harmed in combat.

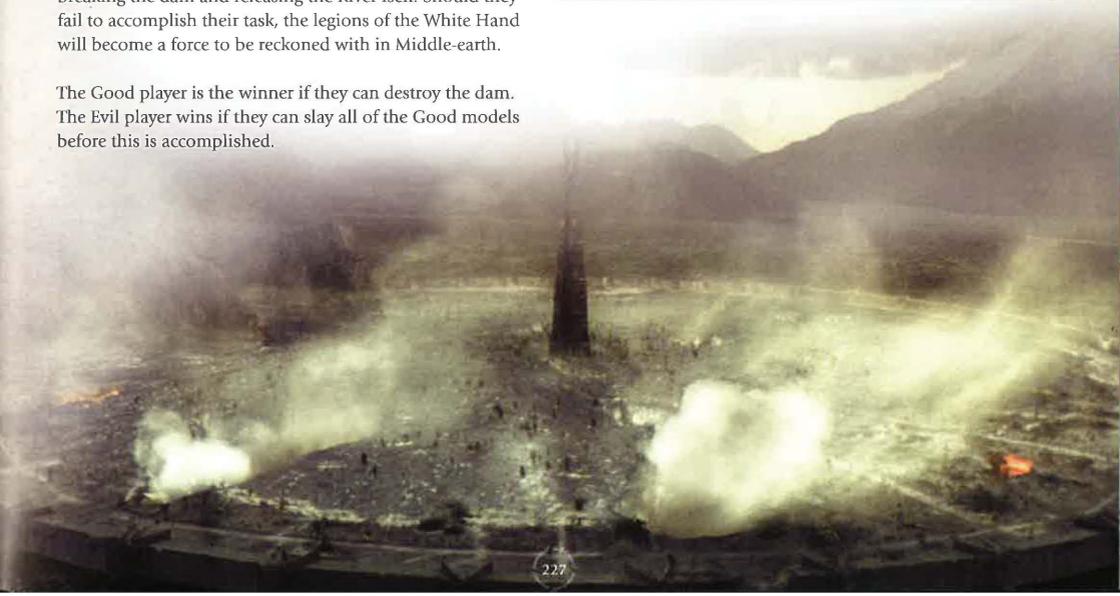
PARTICIPANTS

GOOD

Treebeard with Merry & Pippin; 5 Ents.

EVIL

4 Orc Captains with shield; 48 Orcs Warriors: 16 with shield, 16 with spear, 8 with two-handed weapon, 8 with Orc bow.



PATHS OF THE DRÚADAN

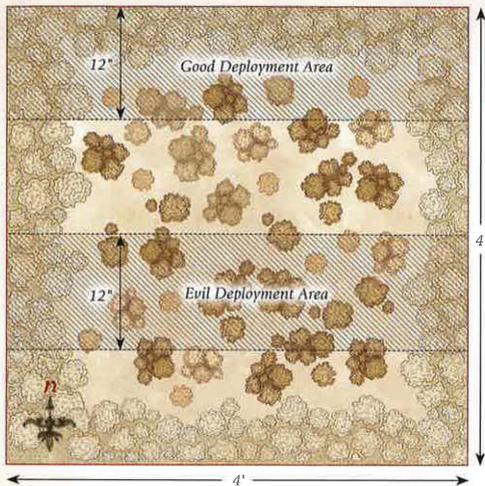
As Théoden leads the Rohirrim to war, his scouts bring news that the path to Minas Tirith has been blocked by an army of Orcs, preventing them from reaching the Pelennor unscathed. Théoden is faced with a choice; either to face this threat head-on yet risk arriving at the battle too late, or to venture into the depths of the Drúadan Forest and hope to pass by unseen.

Fortune, however, smiles upon Théoden as he is approached by Ghân-buri-Ghân, the tribal leader of the Woses that dwell in the forest. These strange Men are thick-set and smaller than most, yet have lived within the boughs of the forest for many years, learning

all of its secrets and hidden paths. Ghân-buri-Ghân swiftly offers Théoden help in passing through the forest unhindered, aid which the king of Rohan readily accepts.

Within the forest of Drúadan, the newly-formed alliance of Rohirrim and Woses happen upon a rabble of Orcs hacking their way through the thick undergrowth in search of their enemies. Once more, Ghân-buri-Ghân offers Théoden his aid, this time in the slaying of the Orcs that now block their path to war – for the Woses harbour a deep and burning hatred for Orcs and all their kind, and so the opportunity to slay more of these foul creatures greatly excites them.





LAYOUT

This Scenario is played on a 4'x4' board. The entire board should be covered with trees and various other wooded areas.

STARTING POSITIONS

The Evil player deploys their force anywhere between 12" and 24" of the southern board edge. The Good player then deploys all of their models anywhere within 12" of the northern board edge.

OBJECTIVES

The Rohirrim must reach the Pelennor before the battle is lost, time is of the essence and they cannot risk being delayed in the forest.

The Good player wins if half (or more) of the Rohan models exit the board via the southern board edge. The Evil player wins if they can prevent this from happening. If half (or more) Rohan models exit the board, but Théoden has been slain, the game is a draw.

SPECIAL RULES

Wild Men know all Paths – *The Woses know all of the secrets of the forest and often use hidden pathways to journey through the trees – pathways that they shared with the riders of Théoden.*

All Good models gain the Fleetfoot and Woodland Creature special rules whilst they remain mounted.

Ambush! – *The Orcs are completely unaware of the Rohirrim in the woods until they are already on top of them.*

Evil models may not move at all on the first turn of the game.

PARTICIPANTS

GOOD

Théoden, King of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Gamling, Captain of Rohan; 12 Riders of Rohan (including 4 with throwing spear); Ghân-buri-Chân; 9 Woses.

All Rohan models must be mounted and may have armour and shields if they are able.

EVIL

3 Morannon Orc Captains with shield, 36 Morannon Orcs: 8 with shield, 8 with spear & shield.

THE BLACK SHIPS

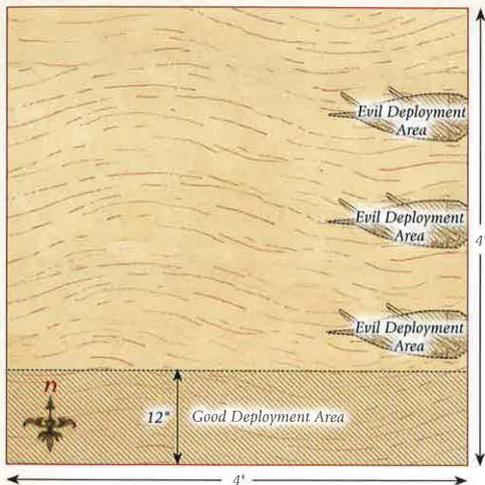
Exiting the Paths of the Dead without the army he had hoped for, Aragorn begins to despair upon the sight of the black sails of the Corsair ships that now fill the River Anduin. Yet as hope begins to fade, the King of the Dead emerges from the White Mountains, pledging to finally fulfill their oath to the King of Gondor.

With hope renewed, Aragorn, along with Legolas and Gimli, confronts the Corsairs of Umbar from the banks of the Anduin, commanding them to go no further – a demand that is met with naught but scorn and cruel laughter from the decks of the

black-sailed vessels, for the captains of the ships could see no way for a Man, an Elf and a Dwarf to even attempt to board a single ship, let alone prevent the entire Corsair fleet from entering Gondor as planned.

Raising Andúril upwards, Aragorn commands his army of dead Men to go forth. Seemingly from nowhere, the Shadow Host leap, a ghostly green glow now racing across the water towards the Corsair ships. Desperate to stand by their oath and finally be at peace, the dead will stop at nothing to deliver the fleet of the Corsairs to Isildur's heir.





SPECIAL RULES

The Corsair Ships – *The ships of the Corsairs are sailing towards their destination of Minas Tirith, moving along the River Anduin.*

At the start of each turn, before Priority is rolled, each Corsair ship moves D6" directly towards the eastern board edge. This does not prevent models on the ships from moving during the Move phase. Corsair models may not leave the ship they were deployed on. If there are Good models in the path of a moving ship, they will be pushed the minimum distance so they are no longer in the ship's path.

Charge of the Dead – *The Dead charge across the waters of the Anduin and up the bows of the ships completely unhindered, catching the Corsairs off-guard.*

Good models in base contact with a Corsair ship may move onto it without making a Climb test, counting each 1" moved up as 1" of movement. Additionally, Good models gain a bonus of +1 Fight value on a turn in which they charged.

The King of the Dead – *Sent forth by Aragorn, the King of the Dead is determined to deliver the Corsair fleet to Isildur's heir and finally be free of his eternal punishment.*

The King of the Dead counts as a banner with a range of 6" to all Good models. Additionally, after he has killed three or more models, the King of the Dead gains the Harbinger of Evil special rule.

LAYOUT

This Scenario is played on a 4'x4' board. The entire board represents the River Anduin and so is completely covered by water. Touching the eastern board edge are three Corsair ships, each one roughly 12" long, 4" wide and 3" high (see map).

STARTING POSITIONS

The Evil player deploys 1 Corsair Captain, 1 Corsair Bo'sun and 8 Corsairs in each of the Corsair ships. The Good player then deploys all of their models anywhere within 12" of the southern board edge.

OBJECTIVES

The Corsairs of Umbar have been tasked with sailing to Gondor and plundering the city of Minas Tirith, but to do this they must sail up the Anduin. The Army of the Dead have been sent by Aragorn to capture the black fleet and slay the Evil Men that crew them. The Good player wins if all the Corsairs are slain before the ships can escape the board. The Evil player wins if two or more ships can escape the board via the western board edge with Corsairs still alive upon them. Any other result is a draw.

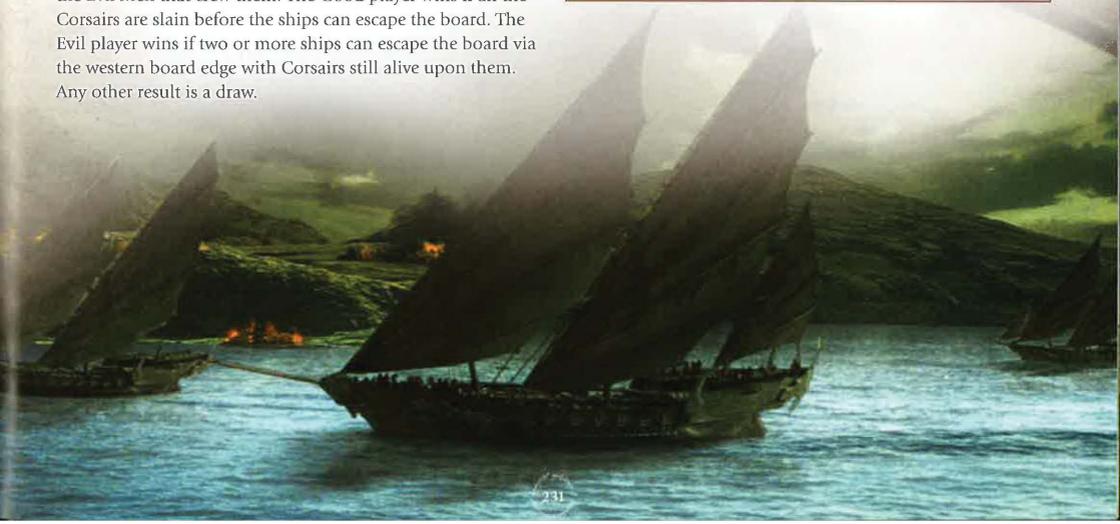
PARTICIPANTS

GOOD

The King of the Dead; 10 Warriors of the Dead;
6 Riders of the Dead.

EVIL

3 Corsair Captains; 3 Corsair Bo'suns; 24 Corsairs of Umbar: 8 with shield, 8 with spear, 8 with bow.



BATTLE OF PELENNOR FIELDS

The siege of Gondor is in full swing, and huge numbers of Orcs have poured into the White City to massacre its people and see it fall. Yet outside the walls of Minas Tirith, the Orcs' numbers are greater still – the fields of Pelennor are teeming with thousands more laying siege to the city to claim it for the Dark Lord. Without aid, Minas Tirith is doomed to fall, and the armies of Sauron will stand victorious against the race of Men.

Yet all is not lost – the sound of horns rings out across the fields of Pelennor, signalling the arrival of King Théoden and the Rohirrim. Prince Imrahil leads a last charge of Men of Gondor from the gates of Minas Tirith to meet the forces of Mordor head-on; and Aragorn leads an army of dead Men and the Grey Company in relief of the city.

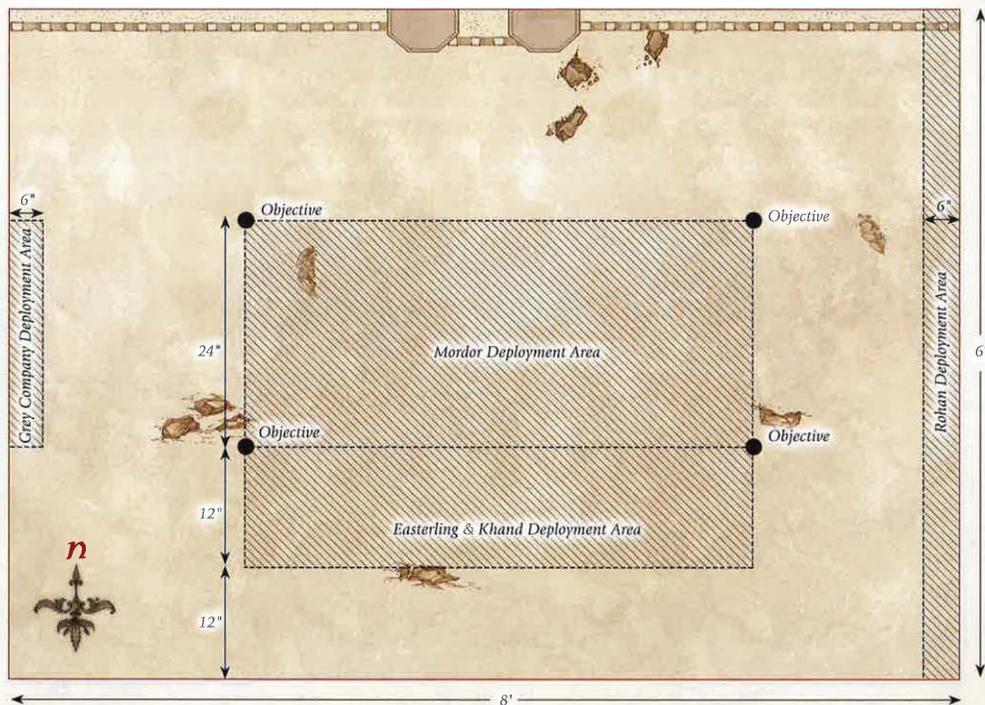
However, from the south march the armies of the Haradrim, upon the backs of their terrifying beasts of war – the Mûmakil. As the battle is about to begin, these beasts lumber towards the swirling mass of battle that has engulfed the Pelennor, their only aim to crush their foes underfoot and lay siege to the White City. The greatest battle of the Third Age is about to begin.

LAYOUT

This Scenario is played on an 8'x6' board. Along the northern board edge are the walls of Minas Tirith, in the centre of which is the Gatehouse. The rest of the battlefield is barren, very befitting of the fields of Pelennor and providing plenty of space for the huge number of models that take part in this battle.

STARTING POSITIONS

The Evil player deploys the Mordor force (except the Witch-king of Angmar) anywhere between 24"-48" from the northern board edge and at least 24" from both the eastern and western board edges (see map). They then deploy the Easterling and Khand force anywhere between 12"-24" of the southern board edge and at least 24" from both the eastern and western board edges. The Good player then deploys the Grey Company force anywhere within 6" of the western board edge and at least 24" from both the northern and southern board edges. They then deploy the Rohan force anywhere within 6" of the eastern board edge. The Witch-king of Angmar, and the Minas Tirith and Harad forces are kept to one side for later in the game.



SPECIAL RULES

Charge of the Rohirrim – *Upon the Pelennor is where Théoden, King of Rohan, will forge his legacy, inspiring his Men and leading them in the most devastating cavalry charge of the Third Age.*

Any Rohan model that charged in the Move phase may call a Heroic Combat in the ensuing Fight phase without spending Might. This may be done by both Warrior and Hero models.

Dol Amroth for Gondor! – *As the battle begins, Prince Imrahil leads the warriors of the Fiefdoms out of the gates and into battle.*

At the end of the first Good Move phase, the Good player moves the Minas Tirith force onto the board via the Gates of Minas Tirith.

Men from the South – *As the battle rages on, The Dark Lord unleashes his followers from the far south at the walls of Minas Tirith, their war beasts designed to lay siege to the White City.*

At the end of the Evil player's fifth Move phase, the Evil player moves the Harad force onto the board via the southern board edge.

The Witch-king – *Upon hearing the horns of the Rohirrim that herald their arrival, the Witch-king of Angmar flies from the walls of Minas Tirith to combat this new threat.*

At the end of the Evil player's seventh Move phase, the Evil player moves the Witch-king of Angmar onto the board via the northern board edge.

Merry – Merry starts as a passenger upon the back of Éowyn's horse.

OBJECTIVES

The Battle of Pelennor Fields is the greatest battle of the Third Age, and as such this Scenario has five objectives for both sides to fight over. As this Scenario will take a long time, we suggest that you gather your friends and decide amongst you how long to play for (we recommend at least five hours – possibly a whole weekend!) and whichever team has achieved the most objectives by the time the game ends is declared the winner!

1. Leaders of Men – There are seven leaders of Men upon this battlefield: Aragorn, Théoden, Imrahil, Angbor, Forlong, Éomer and Duinhir. If, at the end of the game, there are more of these Heroes left alive than dead, the Good player claims this objective. If there are more of these Heroes dead than alive, the Evil player claims this objective.

2. Leaders of the Dark Lord – There are seven leaders of the Dark Lord upon this battlefield: The Witch-king, Gothmog, the Mahûd Beastmaster Chieftain, Suladân, The Golden King, Amdûr and the Khandish King. If, at the end of the game, there are more of these Heroes left alive than dead, the Evil player claims this objective. If there are more of these Heroes dead than alive, the Good player claims this objective.

3. The Mûmakil – If, at the end of the game, there are two or more Mûmakil left alive, the Evil player claims this objective. If there are no Mûmakil left alive, the Good player claims this objective. Any other result is a draw.

4. Gates of Minas Tirith – At the end of the game, count the number of each side's models that are within 12" of the gates of Minas Tirith. Whichever side has more, claims this objective. If the score is the same, the result is a draw.

5. The Pelennor – There are four markers upon the battlefield (see map). Whichever side controls most of these will claim this objective. A marker is considered to be controlled by whichever side has the most models within 3" of it.

PARTICIPANTS

GOOD

Minas Tirith

Prince Imrahil of Dol Amroth on armoured horse with lance; Forlong the Fat; 12 Knights of Dol Amroth on armoured horse with lance; 12 Axemen of Lossarnach.

Rohan

Théoden, King of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Gamling, Captain of Rohan; Meriadoc, Knight of the Mark; 30 Riders of Rohan.

All Rohan models must be mounted and may have armour and shields if they are able.

Grey Company

Aragorn – Strider with Andúril; Legolas with armour; Gimli, son of Glóin; Halbarad with the Banner of Arwen; Evenstar; Elladan and Elrohir with heavy armour; The King of the Dead; Angbor the Fearless; Duinhir; 12 Rangers of the North; 12 Blackroot Vale Archers; 12 Clansmen of Lamedon; 10 Warriors of the Dead.

EVIL

Mordor

The Witch-king of Angmar on Fell Beast with the Crown of Morgul and flail; Gothmog on Warg; 3 Morannon Orc Captains; 48 Morannon Orcs; 2 Mordor Trolls.

Easterlings and Khand

Amdûr, Lord of Blades on horse; Easterling Captain with shield; Khandish King with bow on chariot; Khandish Chieftain; 20 Easterling Warriors; 9 Khandish Warriors; 4 Khandish Horsemen; 2 Khandish Charioteers.

Harad

Suladân the Serpent Lord on Horse; The Golden King of Abrahân; 2 War Mûmakil of Harad with 12 Harad Warrior crew; War Mûmak of Far Harad with 12 Mahûd Warrior crew; 6 Serpent Riders; 12 Harad Raiders; 12 Abrahân Merchant Guard.

THE BATTLE OF BYWATER

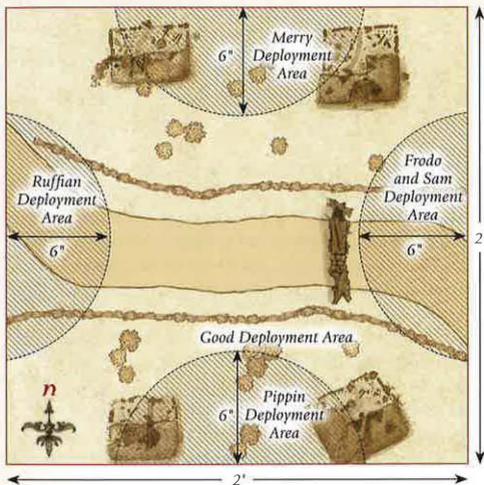
Upon their return to The Shire from their adventures in the south, the travellers soon discover that their beloved home has been overtaken by a ruthless band of Evil Men led by the mysterious 'Chief', who has taken up residence in Bag End. The kindly folk that live in The Shire have either been put to work in the mills or confined to the lockholes for their disobedience.

Outraged that such a travesty could have befallen their peaceful land, the travellers take it upon themselves to rally those Hobbits that remain and take back The Shire from the clutches of this Evil 'Chief'. Pippin ventures to Tuckborough to rally his father's people,

whilst Merry travels to Buckland in search of more Hobbits to fight for their cause. It is now that Merry and Pippin really come into their own as leaders and as fighters.

With their forces gathered, Merry and Pippin now lead the Hobbits of The Shire from Bywater to drive out the Ruffians from their home and to bring an end to the tyranny of the 'Chief'. Yet the commotion from the road to Hobbiton has forced him to finally show himself, revealing him to be none other than the fallen Wizard Saruman, now going under the guise of Sharkey. Sharkey now joins the fight that will go down as the biggest in the entire history of The Shire.





SPECIAL RULES

Sharkey – Sharkey resides in Bag End and, at the battle's start, is unaware of its goings-on. The noise from Bywater is enough to draw Sharkey to the battle in an attempt to silence these Hobbits that are causing him so much grievance.

From the fourth turn onwards, roll a D6 at the end of each Evil Move phase. On a 5+, Sharkey and Worm enter the board from the western board edge via the rules for Reinforcements.

The Ruffian mob – As the battle rages on, more Ruffians join the fight in an attempt to quell the Hobbit uprising.

At the end of each Evil Move phase, roll a D6 for each Ruffian that has been previously slain. On a 6, that model may move on from the western board edge via the rules for Reinforcements.

Merry & Pippin – It is here, at the Battle of Bywater, where Merry and Pippin truly show how much they have changed since they left the Shire. No longer are they young and foolish, but are now brave and sturdy fighters ready to fend off Sharkey's Rogues.

Once per game, both Merry and Pippin can each call a Heroic Combat without spending Might.

LAYOUT

This Scenario is played on a 2'x2' board. A long road runs across the centre of the board from east to west, and there are a few Hobbit holes and hedges dotted either side of the road. A barricade should be situated across the road on the eastern side as shown on the map.

STARTING POSITIONS

The Evil player deploys all of their Ruffians within 6" of the centre of the western board edge, Sharkey and Worm are kept to one side for later in the game. The Good player then deploys Frodo, Sam and the Shirriffs within 6" of the centre of the eastern board edge. Merry and the Battlin' Brandybucks are deployed within 6" of the centre of the northern edge. Pippin and the Tookish Hunters are deployed within 6" of the centre of the southern board edge.

OBJECTIVES

Without the travellers, the Shirefolk will lose all hope and surely fall to the will of the Ruffians. However, if Sharkey can be exposed for the liar that he is then the Hobbits can drive back his Ruffians and reclaim the Shire.

The Good player wins if at the end of any turn Sharkey has been slain. The Evil player wins immediately if all four of the travellers (Frodo, Sam, Merry & Pippin) have been slain.

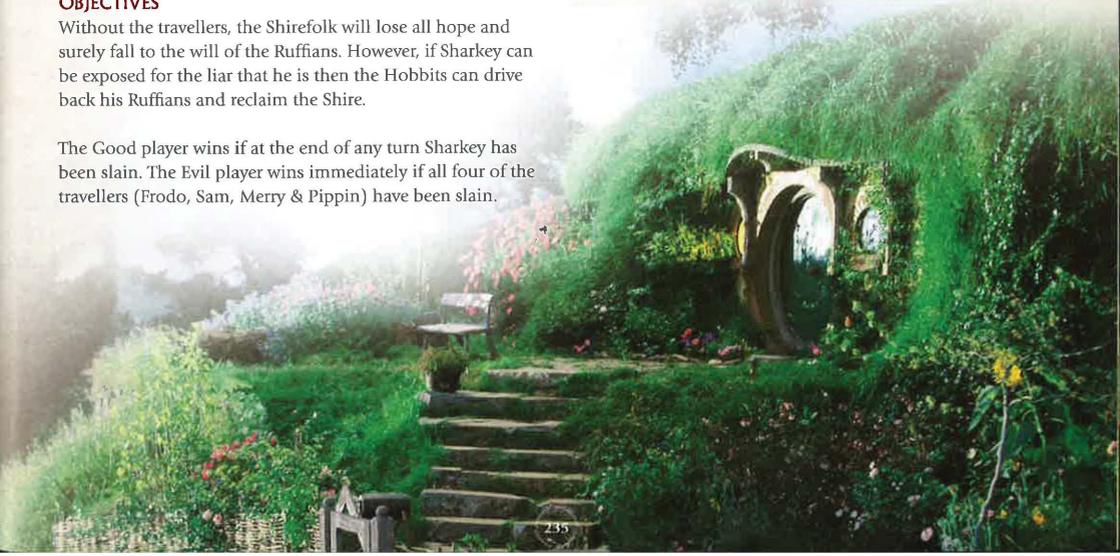
PARTICIPANTS

GOOD

Frodo of the Nine Fingers on pony; Samwise the Brave on pony; Meriadoc, Captain of the Shire on pony; Peregrin, Captain of the Shire on pony; 8 Battlin' Brandybucks; 8 Tookish Hunters; 8 Hobbit Shirriffs

EVIL

Sharkey & Worm; 24 Ruffians.



ALLIES

THE LEADER

Once you have selected all of the warbands for your force, you will need to indicate which one of your **Hero** models is the leader of the army. The leader will automatically be the **Hero** model that has the highest Heroic Tier in your army. If two or more **Hero** models in your army are tied for the highest Heroic Tier then you may choose which of them will be the army leader. Your army must have a leader.

ARMY BONUS

If your army consists entirely of models from a single army list, then the army receives its own unique Army Bonus. Each Army Bonus will be listed in the introduction for each army list. Note that, unless otherwise stated, the Army Bonus will only come into effect as long as your force only contains models from a single army list (although certain alliances will allow for the forces to keep their Army Bonus – see opposite).

ADDING ALLIES

Many of the most memorable moments in Middle-earth's history came about when several groups united in a common cause. To represent this, you don't have to choose all of your warbands from the same army list; they can come from any other army list from the same alignment (Good or Evil). However, each allied contingent must have at least one **Hero** model in it.

There are many advantages to adding allies into your force, either to overcome a weakness within your current force or to allow you to use all of your favourite models in your collection. Allies can also make your army behave differently on the battlefield, opening up fresh tactical opportunities.

WHO CAN ALLY?

When playing Matched Play games, there are only really two real sides; you are either trying to defeat Sauron (Good) or help him conquer Middle-earth (Evil). Good armies may only ally with other Good armies and Evil armies may only ally with other Evil allies. One force cannot contain both Good and Evil models.

Some armies have long-standing friendships and will ride to war in aid of their allies upon the battlefield; whilst others will only form an alliance under dire circumstances, and there are even some armies that simply did not exist at the same time as others. Whilst it is possible for you to ally any armies together in Matched Play games, there are benefits to taking armies that are proven allies – and even disadvantages for taking those that did not exist at the same time!

ALLIANCE MATRIX

Over the next few pages we present you with both of the full versions of the Allies Matrix, as well as all of the information that you need to use the Allies Matrix within your games. There is one Allies Matrix for Good, and a separate one for Evil; and each will denote which armies have which level of alliance with each other. There are three varying levels of alliance (listed below) – each with their own effects:



HISTORICAL ALLIES – GREEN

Historical Allies are those that risked everything to fight alongside each other, such as Minas Tirith and Rohan at the battle of the Pelennor. They could also represent those forces that provided invaluable help to each other for a common goal, such as Rivendell and The Fellowship.

Historical Allies are allowed to keep all of their Army Bonuses even though the force is selected from more than one army list.



CONVENIENT ALLIES – YELLOW

Convenient Allies are those armies that were around at the same point in time, but never actually fought together (such as Isengard and The Serpent Horde). While they may not have fought side-by-side, it is possible that, given the right circumstances, they might have found themselves upon the same battlefield.

Convenient Allies lose their Army Bonus, but suffer no further effects.



IMPOSSIBLE ALLIES – RED

As mentioned earlier, there are some armies in Middle-earth that simply did not co-exist (Isildur had been dead for over 3,000 years by the time of the War of The Ring!). Whilst it is possible for you to make these alliances in your Points Match games, there are a few disadvantages for crossing time lines.

Impossible Allies lose their Army Bonus. Additionally, all models may only benefit from Heroic Actions or the Stand Fast! special rule if they were called by a Hero from the same army list.

MORE THAN TWO ALLIES

There are occasions where you may wish to include models from more than two different army lists. In these situations, the lowest level of alliance from the Alliance Matrix is used for all alliances.

For example, Jay wishes to include models from the Númenor, Rivendell and Lothlórien army lists. Although Númenor and Rivendell are Historical Allies, Númenor are only Convenient Allies with Lothlórien. This means that all the alliances in Jay's force are considered to be Convenient Allies.

ALLIES AND BOW LIMIT

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, one in three models in each allied contingent can be given bows, rather than one in three across the entire force.

For example, Adam is collecting an Evil army that contains an allied contingent from Mordor and another one from Isengard. Though his force is 75-models strong, his warbands in the Mordor contingent only have a total of 31 Warrior models. The Bow Limit on the allied contingent from the Mordor list is therefore 11.

ALLIES AND THE LEADER

If your army contains several allied contingents, your leader must still be the Hero from the highest Heroic Tier.



GOOD ARMIES ALLIANCE MATRIX

	C	V	A	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
C	Black	Yellow																							
V	Yellow	Black	Yellow																						
A	Yellow	Yellow	Black	Yellow																					
D	Yellow	Yellow	Yellow	Black	Yellow																				
F	Yellow	Yellow	Yellow	Yellow	Black	Yellow																			
G	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow																		
H	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow																	
I	Yellow	Black	Yellow																						
J	Yellow	Black	Yellow																						
K	Yellow	Black	Yellow																						
L	Yellow	Black	Yellow																						
M	Yellow	Black	Yellow																						
N	Yellow	Black	Yellow																						
O	Yellow	Black	Yellow																						
P	Yellow	Black	Yellow																						
Q	Yellow	Black	Yellow																						
R	Yellow	Black	Yellow																						
S	Yellow	Black	Yellow																						
T	Yellow	Black	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow																	
U	Yellow	Black	Yellow	Yellow	Yellow	Yellow	Yellow																		
V	Yellow	Black	Yellow	Yellow	Yellow	Yellow																			
W	Yellow	Black	Yellow	Yellow	Yellow																				
X	Yellow	Black	Yellow	Yellow																					
Y	Yellow	Black	Yellow																						
Z	Yellow	Black																							

ARMY KEY

 Army of Lake-town

 Army of Thror

 Arnor

 The Dead of Dunharrow

 Erebor Reclaimed

 Fangorn

 The Fellowship

 The Fiefdoms

 Garrison of Dale

 Halls of Thranduil

 The Iron Hills

 The Kingdom of Khazad-dûm

 Lothlórien

 Minas Tirith

 The Misty Mountains

 Númenor

 Radagast's Alliance

 The Rangers

 Rivendell

 Rohan

 The Shire

 Survivors of Lake-town

 Thorin's Company

 The White Council

 Wildmen of Drúadan

EVIL ARMIES ALLIANCE MATRIX

	Angmar	Azog's Hunters	Azog's Legion	Barad-dûr	Corsairs of Umbar	Dark Denizens of Mirkwood	Dark Powers of Dol Guldur	Desolator of the North	The Easterlings	Far Harad	Goblin-town	Isengard	Mordor	Moria	The Serpent Horde	Sharkey's Rogues	The Trolls	Variags of Khand
Angmar	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Azog's Hunters	Red	Black	Green	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Azog's Legion	Red	Green	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Barad-dûr	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Green	Red
Corsairs of Umbar	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Dark Denizens of Mirkwood	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Dark Powers of Dol Guldur	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Desolator of the North	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
The Easterlings	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red	Red
Far Harad	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red	Red
Goblin-town	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red	Red
Isengard	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red	Red
Mordor	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red	Red
Moria	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red	Red
The Serpent Horde	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red	Red
Sharkey's Rogues	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red	Red
The Trolls	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black	Red
Variags of Khand	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Black

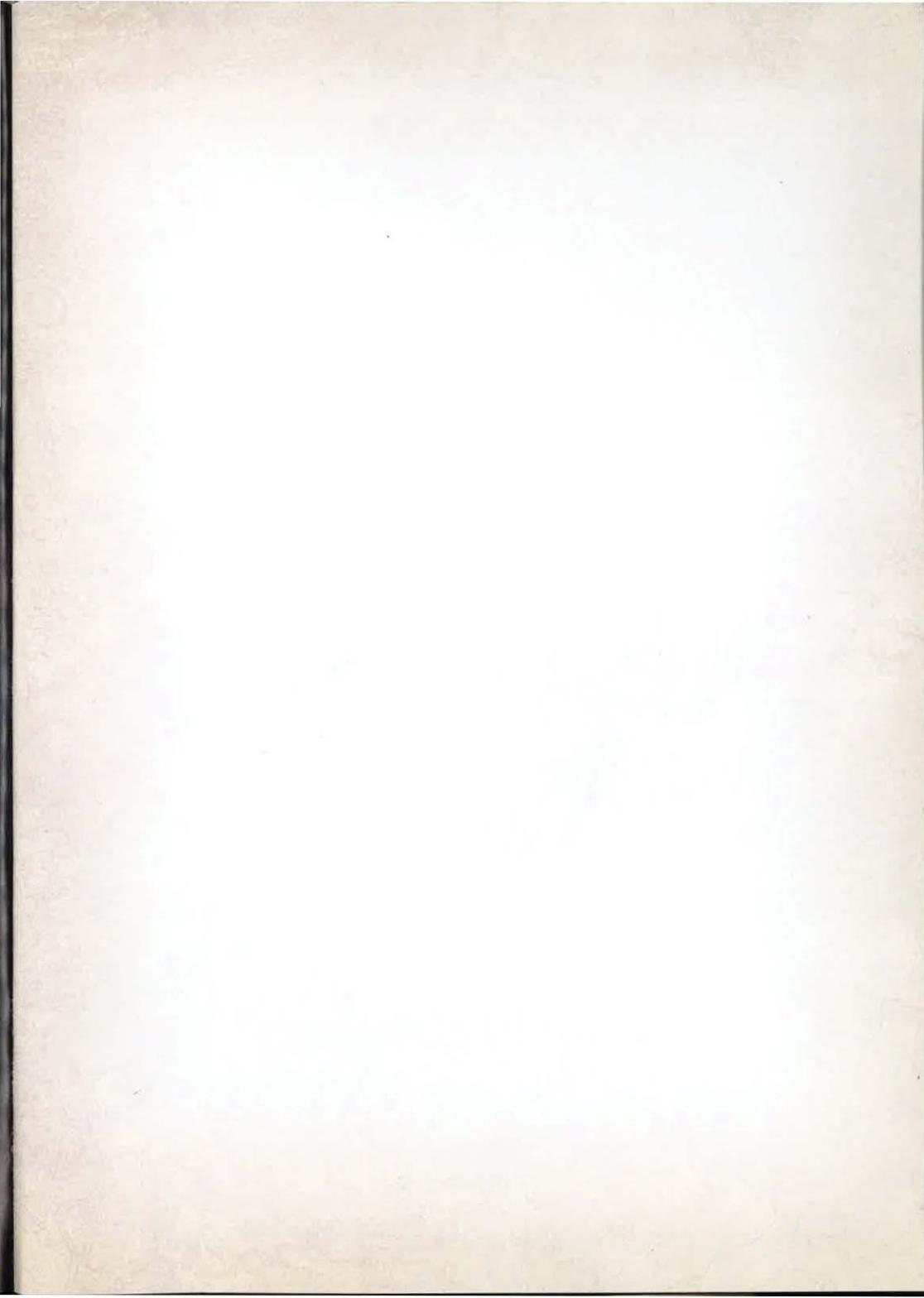
ARMY KEY

- | | | | |
|-------------------|---------------------------|-------------------|------------------|
| Angmar | Dark Denizens of Mirkwood | Goblin-town | Sharkey's Rogues |
| Azog's Hunters | Dark Powers of Dol Guldur | Isengard | The Trolls |
| Azog's Legion | Desolator of the North | Mordor | Variags of Khand |
| Barad-dûr | The Easterlings | Moria | |
| Corsairs of Umbar | Far Harad | The Serpent Horde | |



"The Road goes ever on and on..."

- Bilbo Baggins, *The Lord of the Rings: The Fellowship of the Ring*





ICE BAY

ARNOR

ORLINDON

BLUE MOUNTAINS

hills of evendim

lake Evendim

wenchel hills

the shire

GULF OF LUNE

HARLINDON

minhiriath

EREDWAITH

DUNLAND

CARN DUM

ETTEN

HOSSWELL

south downs

LOUBAINE

SWANFLEET RIVER

GAP OF

ADREN RIVER



grey mountains

wichheed heath

esse
desolation
of gorming

iron h

moors

coldfells

caebon

dale

long lake

river
gunning

gladden
fields

lothlorien

field of
celebrant

limlighte
river

wold

the brown
lands

west
emmet

east
emmet

emyn muil

daeorlad

the dead
marshes

ash mountain

ROHAN

udun

eborn

fields

penmach

river

river

river

river

river

river

river

river



MIDDLE-EARTH

STRATEGY BATTLE GAME

The **Armies of The Lord of the Rings** is an expansion for the Middle-earth Strategy Battle Game that enables you to recreate your favourite scenes from The Lord of the Rings Motion Picture Trilogy with your collection of Citadel and Forge World models. This 244-page tome contains all of the information you need to take control of the Heroes and armies of The Lord of the Rings on the tabletop, and unleash the forces of Gondor, Rohan, Mordor, Moria and much more!

This is a supplement. You will need a copy of the Middle-earth Strategy Battle Game rules manual in order to use the contents of this book.

This expansion includes:

- 16 Good army lists, covering everything from Minas Tirith to The Shire.
- 11 Evil army lists that encompass all manner of Sauron's servants, from Harad to Angmar.
- Army Bonuses for every faction that is detailed within.
- The full Allies Matrix, showing how different factions work together.
- 11 Narrative Play Scenarios based on the most pivotal battles from The Lord of the Rings.
- No fewer than 269 different profiles, providing rules for your favourite Heroes, Villains, Monsters and Warriors.



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