

# THE LORD OF THE RINGS

## STRATEGY BATTLE GAME

### MORDOR



THE LORD OF THE RINGS  
STRATEGY BATTLE GAME  
SOURCEBOOK



**GAMES WORKSHOP**

NEW LINE CINEMA







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Written by  
Adam Troke

**Conceptual Design:** Alessio Cavatore & Rick Priestley. **Illustration:** Nuala Kinrade.

**Miniatures Design:** Alan Perry, Michael Perry and Gary Morley.

**Maps:** Nuala Kinrade. **Terrain:** Mark Jones & Chad Mierzwa. **Pre-Production:** Simon Burton, Carl Dafforn, Chris Eggar, Kris Jagers, John Michelbach, Rachel Ryan, Ian Strickland, Sean Turtle & Stuart White. **Miniatures Painters:** Fil Dunn, Pete Foley, Neil Green, Neil Langdown, Darren Latham, Keith Robertson, Kirsten Williams & Anja Wettergren. **Thanks to:** John Mayo & David Imhoff at New Line Cinema; Laurie Battle, Fredrica Drotos & Joe Mandragona at Tolkien Enterprises; Nelson, Pete Borlace, Graham Davey, Matthew Ward, Jeremy Vetock, Ray Dranfield & Mick Cudworth.

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### UK

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

### US

Games Workshop,  
6721 Baymeadow Drive,  
Glen Burnie,  
Maryland 21060-6401

### Australia

Games Workshop,  
23 Liverpool Street,  
Ingleburn  
NSW 2565

### Canada

Games Workshop,  
2679 Bristol Circle,  
Unit 3, Oakville,  
Ontario L6H 6Z8

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# INTRODUCTION

*The cursed land of Mordor is a place of choking ash and blackened skies, of terror and dismay. It is the stronghold of Sauron, the Dark Lord, and home to his numberless legions.*

The Lord of The Rings Strategy Battle Game rules manual contains all the rules you will need to fight battles with your Citadel miniatures. Each sourcebook contains one or more army lists that work with these rules and allow you to turn your collection of miniatures into an organised force, ready for battle. This particular sourcebook covers five army lists for the vile scions of Mordor: Barad-dûr, Minas Morgul, the Black Gate, Cirith Ungol and the Nazgûl – Sauron’s dread lieutenants. In the event of any discrepancy between this and previous volumes, this sourcebook takes precedence.

## HOW THIS SOURCEBOOK WORKS

Each sourcebook is split into four main sections that deal with different aspects of the region it covers. Mordor contains:

### ◆ THE LAND OF SHADOW

The first section introduces the sinister realm of Mordor and its long and cruel history, from the dark days of the Last Alliance and the battle of Dagorlad, to Sauron’s return to power and the War of the Ring.

### \* THE DENIZENS OF MORDOR

Each and every Hero and Warrior to be found in Mordor is examined in this section. Here you will find a full description, complete rules and details of any unique abilities they possess.

### ☒ LEGIONS OF SAURON

The army lists take the warriors presented in the previous section and arrange them so you can choose an army for your games. Each model has a points value to help ensure you can pit your army against an opponent’s in a fair match. This section also includes invaluable guidance on how to collect, paint and theme your army.

### ☀ SCENARIOS

A series of unique gaming scenarios allow you to recreate key moments in Mordor’s history. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of recommended participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish.

Also included in this section are a set of guidelines for playing battles in the desolation of Mordor, covering rules for volcanic eruptions, lava flows and the great Red Eye of Sauron that watches over the land. These are optional suggestions that will provide an extra layer of detail to the scenarios presented in this book or any battle that you wish to set in the Dark Lord’s domain.

Though some of the scenarios have no comparable events within the tale of The Lord of The Rings, they are fully in keeping with what could have happened in the story – they effectively present a series of ‘What If?’ scenarios based alongside actual historical events.

### FIND OUT MORE

While the Mordor sourcebook contains everything you need to play a game with one of the armies from the Land of Shadow, there are always more tactics to use, different battles to fight and painting ideas to try.

The monthly magazine White Dwarf contains articles about all aspects of The Lord of The Rings game and hobby, and you can find articles specific to Mordor on our website:

[www.games-workshop.com](http://www.games-workshop.com)



*The army of Mordor advances.*



# THE LAND OF SHADOW

*In the east lies a realm of midnight gloom, where the skies are clogged by choking clouds of volcanic ash. It is an evil place, this lair of Orcs and worse, a barren and bleak land where only the strong and cunning survive. This is Mordor, land of shadow and Sauron's vision for the future of Middle-earth.*

Records do not tell of Mordor before Sauron claimed the place as his own, but since that time it has dominated the course of history like no other realm. For thousands of years it has been the Dark Lord's stronghold, the blasted sanctuary from which he has directed his malice against those who refuse his rule. Everything that occurs in Mordor does so with but one purpose – to bring the entire world under Sauron's control – and his preparations are almost complete.

## A BASTION OF EVIL

It is said that evil begets evil, and nowhere is there a truer proof than Mordor, for Sauron's malign presence draws all manner of foul creatures to the foot of his throne. Dull-witted Trolls brawl in dank caverns and wicked spirits haunt the mountain passes. Wargs prowl the dusty plains and demons from ages past slumber in the bowels of the tainted earth. And everywhere there are Orcs; numberless, verminous Orcs, swarming like ants wherever they can find purchase and multiplying at a horrific rate.

Mordor is more than a realm – it is a vast natural fortress forged from the very bones of the earth. It is ringed on three sides by forbidding mountains: the Ered Lithui in the north and the Ephel Dúath in the south and to the west. Sauron could not wish for a better form of defence – these silent borders are unassailable. The mountainsides are riddled with caverns, tunnels and lairs inhabited by creatures so foul that even Orcs dread to encounter them. These mountains are not solely defences – they are also a cage to pen the disloyal and unwilling amongst Sauron's servants, as well as the innumerable slaves and prisoners interred in the squalid dungeons of Mordor.

The mountains of Mordor can only be breached at two points – two cursed and desolate chinks in the armour of Sauron. The first, the Pass of Cirith Ungol, winds through the Ephel Dúath to link the green land of Ithilien with the dusty wasteland that is the plateau of Gorgoroth. Though the route is navigable, passage through Cirith Ungol is by no means safe. Orcs will not enter portions of the pass, fearful of the bloated presence of Shelob, last child of Ungoliant. This giant spider-creature preys upon anything that she pleases, afraid of nothing. Not even Sauron's power is sufficient to cow Shelob, though in truth he welcomes her presence in that forsaken place, for even he could not hope to find a more formidable guardian.

## THE BLACK GATE

The second road into the Black Land is Cirith Gorgor, the haunted pass, located in the extreme north-west of Mordor, at the junction of the Ered Lithui and the Ephel Dúath. Cirith Gorgor is the only road broad enough for an army's march and is reinforced by the Morannon, the Black Gate of Mordor – a massive bastion of iron and steel that overlooks the morass of the Dead Marshes far below, where wisps and spectres lure the unwary to a watery grave.

As the only true entrances to Mordor, both passes are watched with ceaseless vigilance. Above Cirith Gorgor sit the twin towers of Narchost and Carchost, whilst another tower whose name has been long forgotten rests beside Cirith Ungol. Ironically, these fortresses were built by Gondor in years past, after Sauron fell to the Last Alliance. Originally intended to watch Mordor and prevent a rebirth of evil, these ancient towers have been taken and corrupted. Now infested with Orcs they have been turned to a new purpose – to defend Mordor against their creators.

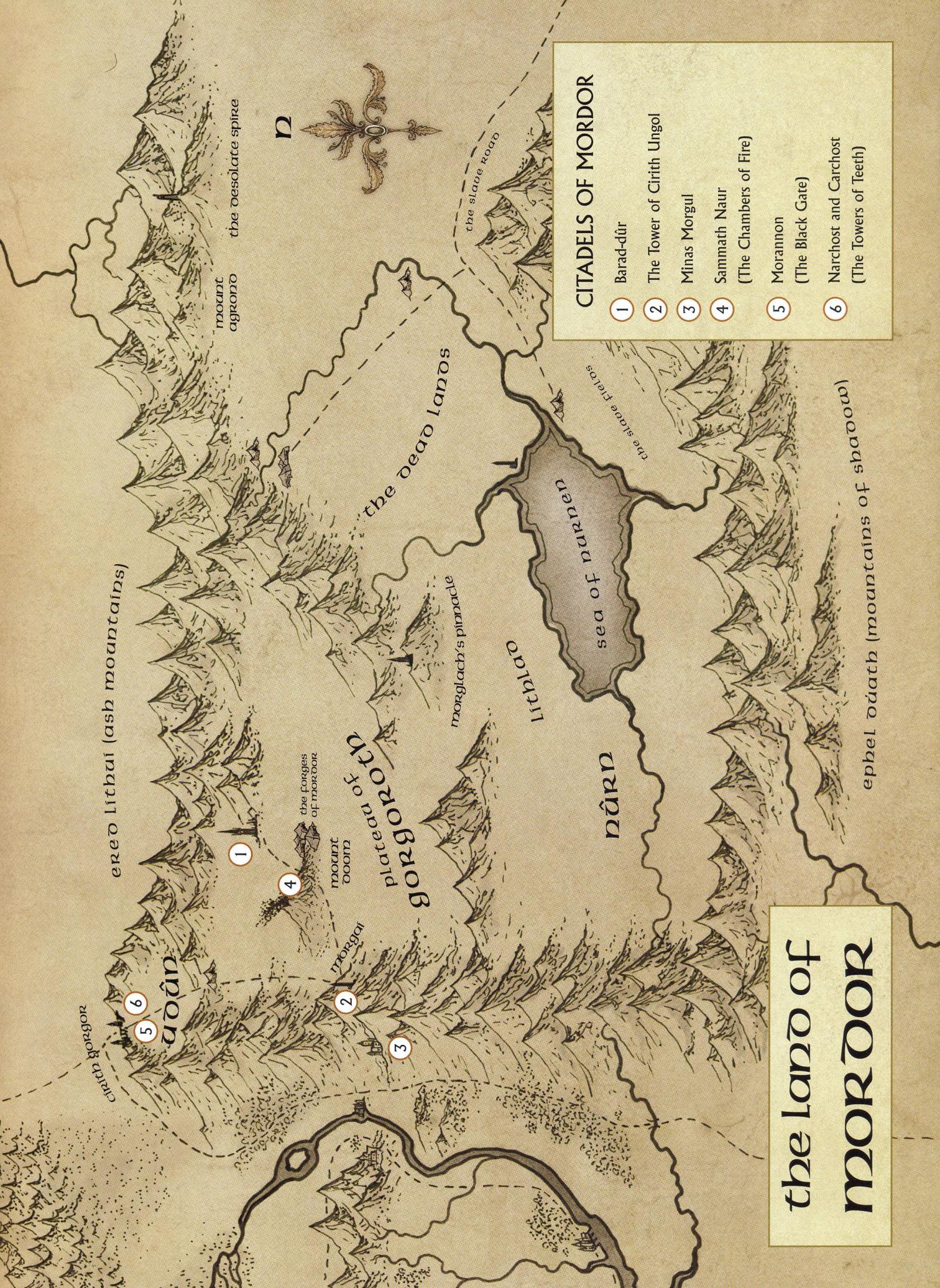
Sauron's dominion is split into two distinct regions by the branches of the Ered Lithui and Ephel Dúath. The northernmost, Gorgoroth, is a barren plateau where little grows, and that which does is twisted by the vile fumes that emanate from Mount Doom – a singular place where history has been made time and again. It was here, in the volcano's fury, that Sauron forged the One Ring – an act that would bind Mount Doom to the fate of Middle-earth itself. Here too was fought the final battle of the Last Alliance, where the One Ring was taken from Sauron and the Dark Lord was falsely thought defeated. Hundreds of Orcs toil endlessly in the shadow of Mount Doom, harnessing the mountain's volcanic fire to forge the weapons and armour of Sauron's numberless hordes.

When compared with the choked desolation of Gorgoroth, the plain of Núrn could almost be considered a fertile land, for its soil is enriched by the many rivers that empty into the inland sea of Núrnen. Yet, even here, there is something distinctly unwholesome about the air – Sauron's presence is poison to everything living. The withering fields of Núrn are criss-crossed by a great network of roads that ultimately lead out of the black land to the vassal nations in the east and the south. Day after day, great slave convoys journey to the camps along the sea of Núrnen, bringing miserable captives to toil unto death in the service of Sauron.

## THE WAR OF THE RING

Now, the end of the Third Age is drawing near and the War of the Ring is begun. At last, the hour of the Dark Lord's vengeance is nigh, and the Land of Shadow has spilled forth its might. Even as the Ringwraiths search the Shire for the One Ring, the army of Mordor musters at the Black Gate. Phalanxes of Orcs march beside packs of savage Warg Riders as Orc Shamans preach obsessive devotion to Sauron in guttural voices. Trolls are goaded from their lairs and Mannish mercenaries are bought with crude coins bearing the Eye of Sauron. Never in the Third Age of the world has a horde of this magnitude marched under a single banner. This is the army that will storm the defences of Gondor for the final time and bring all Middle-earth under Sauron's eternal rule. This is the army that will crush the fractious kingdoms of Man and obliterate the crumbling realms of Elf and Dwarf. This is the army of Mordor. Against it there can be no hope of victory.





ereð lithai (ash mountains)

asân

plateau of  
gorgoroth

the dead lands

lithad

nârð

the sea of narnen

mount  
agrono  
the desolate spire

N



the slate road

### CITADELS OF MORDOR

- 1 Barad-dûr
- 2 The Tower of Cirith Ungol
- 3 Minas Morgul
- 4 Sarnath Naur  
(The Chambers of Fire)
- 5 Morannon  
(The Black Gate)
- 6 Narchost and Carchoth  
(The Towers of Teeth)

# the land of MORDOR

epbel ðáath (mountains of shadow)





# THE DENIZENS OF MORDOR

## EVIL HEROES

The Dark Lord Sauron (*Spirit*)

Points value: 375



*Sauron is the Dark Lord, the Enemy, the Lord of the Rings. He is driven by a consuming desire to dominate all of Middle-earth. In distant times, Sauron forged Rings of Power and gave them as gifts to the rulers of the free races of Middle-earth. Such gifts came with a heavy price, for Sauron, hidden from prying eyes, he forged himself a Ruling Ring that would subjugate all the other Rings of power, and rose who wore them, to his power.*

“One Ring to rule them all,  
One Ring to find them,  
One Ring to bring them all  
and in the darkness bind them.”

- The Lord of The Rings

*Though the Free Peoples of Middle-earth rose up to slay Sauron and thwart his schemes, the Dark Lord's spirit endured. Sauron had bound his fate to that of his Ruling Ring – as long as the Ring exists, the Dark Lord cannot truly be defeated. In the thousands of years that followed his defeat, Sauron has recovered, regaining much of his power and weaving a fresh design of domination. There is no evil that the Dark Lord will not perpetrate to achieve his sinister goals. From his stronghold in the land of Mordor Sauron controls many servants, preparing for his triumphant conquest of Middle-earth. If the Dark Lord recovers the One Ring, his power will be made whole, and Sauron shall bring the peoples of Middle-earth to heel for all time.*

F	S	D	A	W	C	M / W / F
9/-	8	10	3	5	7	3 / 6* / **

### Wargear

Sauron wears heavy armour and carries a mace (hand weapon). At an additional points cost, he can be given the One Ring (if only it were that easy!).

*The One Ring* .....75 points

**\*\*The One Ring.** Only by taking the Ring from him can he be defeated. This is represented by the fact that Sauron does not have points of Fate as such, but every time he is ‘killed’ he can roll a dice. On a roll of a 2 or more, the power of the Ring sustains him and he is left on the table with one Wound remaining. Therefore, the only way to take down the Dark Lord is to cause him to lose all of his wounds and then hope he rolls a 1 and does not avoid this last one. This rare occurrence represents the last wounding strike separating the Ring from the Dark Lord (chopping off his fingers, for example).

Note that if Sauron has the Ring, then no Good model can have it. If Sauron does not have the Ring and a Good model is carrying it, if the model puts the Ring on he is automatically removed as a casualty as he falls under the control of the Dark Lord.

### Special Rules

**Terror; Ancient Evil:** See main rules manual for details.

**Unstoppable!** To face the Dark Lord in combat is to face one’s death. Every time Sauron wins a fight, he can choose to strike at the enemy three times as normal or to sweep his mace around in a deadly arc. If Sauron chooses this second option, all the enemies that have taken part in the fight (those in base contact and even those supporting friendly models with spears or pikes) suffer one strike from the Dark Lord.

**\*The Lord of The Rings.** So great are Sauron’s necromantic powers that he can use 1 point of Will per turn without reducing his own Will store.

### Magical Powers

**Transfix.** Range 18"/42cm. Dice score to use: 2+

**Compel.** Range 18"/42cm. Dice score to use: 3+

**Drain Courage.** Range 18"/42cm. Dice score to use: 2+

**Sap Will.** Range 18"/42cm. Dice score to use: 3+

**Chill Soul.** Range 18"/42cm. Dice score to use: 4+

## The Witch-king of Angmar (Spirit)

Points value: 70-150



The Witch-king is the greatest and most feared of the Nazgûl. Immeasurably ancient, and a sorcerer of prodigious power, the Witch-king draws his power from the limitless will of Sauron. As long as his Dark Master survives, the Witch-king endures. Minas Morgul, once the Fortress of the Moon, is the Witch-king's stronghold, a place of foul magic and sorcery. Just as the Witch-king is enslaved to the will of Sauron, so too are the spirits and spectres that haunt that vile domain.

Foremost amongst the Dark Lord's lieutenants, the Witch-king is both a deadly strategist and sorcerer, his cloaked and armoured form a terror to all who behold it, and his presence upon the battlefield a horror that few can hope to withstand. Through the Ages the Witch-king has been the Dark Lord's chief instrument of terror. With ruthless efficiency the Witch-king has enacted the cunning and monstrous plans of his master – whole kingdoms have been destroyed at his command. Among the councils of the wise there are none more feared, save Sauron only.

### Fell Beasts

Fell beasts live amidst the pinnacles of the Mountains of Shadow, preying on any who draw near. They are simple and brutal creatures, easily bent to the will of a cruel master, such as one of the Nazgûl.

	F	S	D	A	W	C
Fell beast	5/-	6	6	2	3	3
Armoured Fell beast	5/-	6	7	2	3	3
Horned Fell beast	5/-	7	6	2	3	3

### Special Rules

**Monstrous Mount; Fly.** See main rules manual.

**Feral.** If the model riding a Fell Beast is killed or dismounts, the creature will automatically fail its Courage test and flee the battlefield.

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	0-3 /10-20/ 0-3

### Might/Will/Fate

The Witch-king derives his powers directly from Sauron, and the closer he is to the Dark Lord, the more mighty he is. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and costs 70 points. You may purchase additional Might, Will and Fate up to the maximums shown in the Witch-king's profile. Each extra point of Might, Will or Fate costs 5 points, so with all his Heroic stats at full (3 Might, 20 Will and 3 Fate) the Witch-king costs 150 points.

### Wargear

The Witch-king's spirit body is clad in heavy armour and he carries a wicked sword (hand weapon). At an additional points cost he can have the following:

Horse	.....10 points
Fell beast	.....50 points
Armoured Fell beast	.....70 points
Horned Fell beast	.....75 points
Flail (two-handed weapon)	.....5 points
Morgul blade	.....10 points
Crown of Morgul	.....30 points

**Morgul Blade.** This evil weapon is both magical and poisonous – a deep wound leaves a tainted shard from the blade in the foe's flesh, reducing them to a shattered and helpless wreck. The Morgul blade can only be used once – the Evil player must declare he is using the Morgul blade before rolling to wound. An enemy that suffers a wound from the Morgul blade is automatically slain regardless of the number of wounds on its profile. Heroes can use Fate to avoid wounds suffered from the blade but if this is failed, they are slain.

**The Crown of Morgul.** This helm invigorates and strengthens the evil energies of the Witch-king. If he wears the Crown of Morgul, the Witch-king's Attacks value is increased from 1 to 3.

### Special Rules

**The Will of Evil; Harbinger of Evil; Terror.** See main rules manual for details.

### Magical Powers

- Black Dart.** Range 12"/28cm. Dice score to use: 5+
- Compel.** Range 12"/28cm. Dice score to use: 4+
- Drain Courage.** Range 12"/28cm. Dice score to use: 2+
- Sap Will.** Range 12"/28cm. Dice score to use: 3+
- Transfix.** Range 12"/28cm. Dice score to use: 3+
- Your Staff is Broken.** Range 12"/28cm. Dice score to use: 4+



# Ringwraith (Spirit)

Points value: 55-110



F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	0-2 / 7-14 / 0-2

### Might/Will/Fate

The Ringwraiths derive their powers directly from Sauron, and the closer they are to their master, the more powerful they will be. At their weakest, Ringwraiths start the game with no Might, no Fate and 7 points of Will, and cost 55 points. When buying a Ringwraith for your force, decide how many extra points of Might/Will/Fate you are going to give it, up to the maximums shown in its profile. Each extra point of Might, Will or Fate costs 5 points, so a Ringwraith with 2 Might, 2 Fate and 14 Will costs 110 points.

### Wargear

A Ringwraith wears heavy armour and carries a wicked sword or mace (hand weapon). At an additional points cost, any Ringwraith can have the following:

Horse	.....	.10 points
Fell Beast	.....	.50 points
Armoured Fell beast	.....	.70 points
Horned Fell beast	.....	.75 points

### Special Rules

**The Will of Evil; Harbingers of Evil; Terror.**

See main rules manual for details.

### Magical Powers

**Black Dart.** Range 12"/28cm. Dice score to use: 5+

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

**Drain Courage.** Range 12"/28cm. Dice score to use: 2+

**Sap Will.** Range 12"/28cm. Dice score to use: 3+

**Transfix.** Range 12"/28cm. Dice score to use: 3+

The Ringwraiths, the Nazgûl, the Black Riders. All are names for the undead beings who serve the Dark Lord unswervingly. In another age of the world, the Ringwraiths were mortal men, kings who cast their lot in with the Dark Lord in exchange for Rings of Power and the promise of immortality. All that remains now are their twisted spirits, for their bodies have faded into empty nothingness. Together with their leader, the Witch-king of Angmar, they are known as The Nine – the most feared of all Sauron’s captains. Where the Ringwraiths go, terror and dread travel before them, a wave of horror and foreboding. There are none of Sauron’s servants direr, nor any more determined to see the will of Sauron done than the Ringwraiths – for the very existence of the Nazgûl relies on the Dark Lord’s survival.

**Choosing Ringwraiths.** The number of the Nazgûl is nine - eight Ringwraiths plus their chieftain, the Witch-king of Angmar. If you choose ‘named’ Ringwraiths (Khamûl, the Shadow Lord, the Tainted, the Undying or the Dark Marshal) they count towards the total of eight Ringwraiths you are allowed in your force.



The Ringwraiths – unliving thralls of Sauron the Great.



## The Shadow Lord (Spirit)



The Shadow Lord was once the king of a small and insignificant kingdom. When Sauron offered him one of the Nine Rings, the promise of its power proved irresistible. This hubris sparked a swift and total corruption, for the darkness simmering in the king's heart needed only the slightest of encouragements to conquer his nobility. Now, his physical being all but gone, and his will enslaved to Sauron, the Shadow Lord wears his dark pride like a cloak, blotting the sun from the sky and dimming the sight of his foes.

Points value: 120

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	5	2 / 14 / 2

### Wargear

The Shadow Lord wears heavy armour and carries a hand weapon. He may ride the following at an additional cost:

Horse .....	10 points
Fell beast .....	50 points
Armoured Fell beast .....	70 points
Horned Fell beast .....	75 points

### Special Rules

**The Will of Evil; Harbingers of Evil; Terror.**

See main rules manual for details.

**Pall of Darkness.** An impenetrable veil of shadow constantly surrounds the Shadow Lord, blurring his appearance and concealing those around him. Any shots directed against the Shadow Lord, or any model within 6"/14cm of him, will only hit on the score of a 6.

### Magical Powers

As one of the Nazgûl, the Shadow Lord uses the same magical powers listed in the Ringwraith profile (see page 10).

## The Undying (Spirit)



The Undying has endured long where others have fallen. He is said to be the oldest of the Ringwraiths, and the last to succumb to the wasting influence of the Rings of Power. For all that, the Undying's heart is no less black than those of his dark brethren. If anything, resistance to Sauron's influence meant only that the Undying fell all the deeper into darkness, made over into a prideful and spiteful creature whose only goal is to outlive all other beings. Such yearnings have driven the Undying to ever-greater obsessive mastery of evil magics and he has learnt to draw sustenance from the magics of others, fortifying himself with the magical energy that flows around him.

Points value: 120

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	2 / 20 / 0

### Wargear

The Undying wears heavy armour and carries an ensorcelled blade (hand weapon). He may ride the following at an additional cost:

Horse .....	10 points
Fell beast .....	50 points
Armoured Fell beast .....	70 points
Horned Fell beast .....	75 points

### Special Rules

**The Will of Evil; Harbingers of Evil; Terror.**

See main rules manual for details.

**Eternal Willpower.** The Undying may expend Will points in the same manner as Fate points.

**Arcana Leech.** The Undying regains one Will point for each magical power successfully cast by other Heroes within 6"/14cm.

### Magical Powers

As one of the Nazgûl, the Undying uses the same magical powers listed in the Ringwraith profile (see page 10).



# Khamûl the Easterling (Spirit)

Points value: 120



F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	2 / 12 / 2

### Wargear

Khamûl wears heavy armour and carries a finely balanced sword (hand weapon). He may ride the following at additional cost:

Horse	.10 points
Armoured horse	.15 points
Fell beast	.50 points
Armoured Fell beast	.70 points
Horned Fell beast	.75 points

### Special Rules

**Essence Leech.** Khamûl's touch can drain foes of their vitality. If Khamûl causes a wound, he instantly regains a point of Will for each wound caused (unless that wound is 'avoided' with a point of Fate). This ability cannot be used to take his Will above 12. In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before Heroic Combats are resolved) to increase either his Strength, Fight or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

### The Will of Evil; Harbingers of Evil; Terror.

See main rules manual for details.

### Magical Powers

Khamûl's sorcerous abilities are not as strong as those of the other Ringwraiths. He knows the following magical powers:

- Black Dart.** Range 12"/28cm. Dice score to use: 6+
- Compel.** Range 12"/28cm. Dice score to use: 5+
- Drain Courage.** Range 12"/28cm. Dice score to use: 3+
- Sap Will.** Range 12"/28cm. Dice score to use: 4+
- Transfix.** Range 12"/28cm. Dice score to use: 4+

Lieutenant of Dol Guldur, Khamûl is second amongst the Ringwraiths, a dark terror clad in an impenetrable shroud of cloth and armour. The knowledge of how he came into the service of the Lord of the Rings has long since been lost, though a few of the Wise believe that he once ruled a land beyond Mordor's eastern boundaries. This is at least partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Whatever his past, Khamûl has earned himself a position of great power among the Nazgûl, holding enormous sway over the armies of Mordor and the many lands that pay the Dark Lord homage. A weaker sorcerer than others of the nine, Khamûl's great strength lies in his ability to draw strength from the death of others, prolonging his own undeath with dark and forbidden powers.



Khamûl leads a phalanx of Easterlings.



## The Tainted (Spirit)



Even as a mortal there was something unwholesome about the Tainted, some uneasy aura that led men of good heart to shun him. He endured through the protection of rank and virtue of high birth, but sank deeper into depravity with each passing day. It was a simple task for Sauron to ensnare this fallen Man, to feed and nurture the sparks of corruption until they rampaged through his body like wildfire. Where other Nazgûl were slowly swallowed by the taint of their rings, the Tainted gave himself wholly and willingly to Sauron. Now all natural things rebel in his presence, vegetation withers, animals sicken and bold warriors cower. He is an abomination whose merest presence is poison to life, honour and hope.

Points value: 120

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	1 / 12 / 1

### Wargear

The Tainted wears heavy armour and carries an ensorcelled blade (hand weapon). He may ride the following at an additional cost:

Horse	.....10 points
Fell beast	.....50 points
Armoured Fell beast	.....70 points
Horned Fell beast	.....75 points

### Special Rules

**The Will of Evil; Harbingers of Evil; Terror.**

See main rules manual for details.

**Miasmatic Presence.** Warriors within 6"/14cm of the Tainted may not use a Hero's Stand Fast! nor may they take part in Heroic moves.

**Seeping Decay.** At the start of the Fight phase, roll a D6 for each model (friendly or enemy) in base contact with the Tainted. On the roll of a 6, they suffer a Wound.

### Magical Powers

As one of the Nazgûl, the Tainted uses the same magical powers listed in the Ringwraith profile (see page 10).

## The Dark Marshal (Spirit)



A traitor king of Númenor with a murderous reputation, the Dark Marshal ruled his domain in Númenor through fear and intimidation. Even as a mortal man he was loathed by all, and when Sauron sought to gain allies, the Dark Marshal embraced the ring he proffered. In the centuries since the Dark Marshal and his fellow kings became Ringwraiths, he has become even more sadistic and malicious. The most black-hearted and unrelentingly cruel of all the Nazgûl, his name is a byword for misery and death. Where the Dark Marshal passes Evil creatures fight harder, fearful of their lives whilst Good warriors feel the icy touch of death upon their hearts.

Points value: 120

F	S	D	A	W	C	M / W / F
6/-	4	8	1	1	6	2 / 12 / 2

### Wargear

The Dark Marshal wears ornate heavy armour and carries a sword of forged steel (hand weapon). He may ride the following at an additional cost:

Armoured horse	.....15 points
Fell beast	.....50 points
Armoured Fell beast	.....70 points
Horned Fell beast	.....75 points

### Special Rules

**The Will of Evil; Harbingers of Evil; Terror.**

See main rules manual for details.

**Rule through Fear.** The Dark Marshal leads through fear and the promise of death to those who fail him. All Evil Warriors (not Heroes) within 6"/14cm the Dark Marshal count as though they are within range of a banner.

### Magical Powers

As one of the Nazgûl, the Dark Marshal uses the same magical powers listed in the Ringwraith profile (see page 10).



## Gothmog, Lieutenant of Morgul (Orc)

Points value: 135



*Gothmog is the castellan of Minas Morgul and one of the trusted servants of the Nazgûl. He bears the wounds and disfigurement of a seasoned warrior, his misshapen scars and mangled limbs testifying to a life of brutal and bloody combats. That Gothmog is the master of the battlefield and a skilled tactician is beyond all doubt, for it is the forces under his command that have cast Gondor's armies out of their strongholds along the Anduin.*

F	S	D	A	W	C	M / W / F
5/-	4	6	3	3	5	3 / 3 / 3

### Wargear

Gothmog wears heavy armour and carries a crude sword (hand weapon). He can be given the following items at additional cost:

Shield .....	.5 points
Warg .....	.10 points

### Special Rules

**Master of Battle.** A tactician without peer amongst Sauron's minions, Gothmog is a canny opponent, able to read the tide of battle and turn it to his advantage. To represent this, if Gothmog is within 6"/14cm of an enemy Hero calling a Heroic action, he may immediately call an action of the same type without expending a point of Might. Note that he may not use this ability to call a Heroic shoot or Heroic move action if he has already been engaged in combat that turn.

## Grishnákh, Orc Captain

Points value: 45



*Grishnákh is a conniving and ruthless Orc Captain, one of many such creatures in the service of Minas Morgul. Years of ruthless raiding and unswerving loyalty have left Grishnákh in a position of relative power amongst the Orcish ranks, answerable only to Gothmog, and trusted with the most important of missions.*

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

### Wargear

Grishnákh wears armour and carries a cruel Orc blade (hand weapon). At an additional points cost, he can be equipped with the following:

Shield .....	.5 points
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## Black Númenórean Marshal (Man)

Points value: 60



*There are many Black Númenóreans within the ranks of Minas Morgul, traitors granted unnatural life in payment of their services to Sauron. These corrupt souls are led by Marshals, wicked captains who have honed their skills and their cruelty on a thousand fields of battle. Only the strongest and canniest can reach the rank of Marshal, for failure inevitably leads to a swift death.*

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

### Wargear

A Black Númenórean Marshal wears ancient heavy armour. He is armed with a wicked blade (hand weapon).

Shield .....	.5 points
Two-handed weapon .....	.5 points
Armoured horse .....	.15 points

### Special Rules

**Terror.** See main rules manual for details.



## The Mouth of Sauron (Man)

Points value: 60



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

### Wargear

The Mouth of Sauron wears armour and carries a sword (hand weapon). At an additional points cost, the Mouth of Sauron may ride an armoured horse.

Armoured horse ..... 15 points

### Magical Powers

**Transfix.** Range 12"/28cm Dice score to use: 3+

**Drain Courage.** Range 12"/28cm Dice score to use: 2+

**Sap Will.** Range 12"/28cm Dice score to use: 4+

**Terrifying Aura.** Dice score to use: 2+

*If the Mouth of Sauron has another name, it was forgotten long ago. This unwholesome being speaks for Sauron in dealings with other lands, and guides the actions of the Dark Lord's servants when they cannot be trusted to perform their duties without oversight. The Mouth of Sauron's martial skills are modest for they are rarely practiced – few oppose the Lord of Mordor's appointed ambassador – yet he is far from helpless. Centuries under Sauron's tutelage have allowed the Mouth of Sauron to harness sorceries beyond the grasp other mortals, making him a truly daunting foe.*



## Mordor Troll Chieftain

Points Value: 140



F	S	D	A	W	C	M / W / F
7/5+	7	8	3	3	4	2 / 1 / 1

### Wargear

A Troll Chieftain wears crude armour and carries a massive sword or club (hand weapon).

### Special Rules

**Terror.** See main rules manual for details.

**Throw Stones.** If the Troll Chieftain does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

*There are a small number of the Trolls of Mordor gifted with a strong sense of cunning and leadership. This primordial intellect not only makes them the natural leaders of their own race, but also perfect commanders within the armies of Mordor. As brave as an Uruk-hai Captain, as scheming as an Orc and deadlier than any other breed of Troll, Mordor Troll Chieftains easily obtain positions of prestige and maintain them through brutality and sheer strength.*

“...and the great troll-chief that smote him down bent over him.”

– The Return of The King



## Gorbag, Orc Captain

Points value: 45



*Gorbag is the leader of the contingent of Orcs from Minas Morgul stationed at Cirith Ungol. Cunning and cruel, he is the classic example of Orc selfishness and greed. Gorbag forever has one eye on opportunity for personal gain, and the other on Shagrat, just to be sure that the Uruk-hai does not see him enriching himself at the cost of Mordor's wider goals.*

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

### Wargear

Gorbag wears armour and carries a cruel Orc blade (hand weapon). At an additional points cost, he can be equipped with the following:

Shield ..... 5 points

## Shagrat, War Leader of Cirith Ungol (Uruk-hai)

Points value: 110



*Shagrat is one of Barad-dûr's most trusted minions. A savage yet canny Uruk-hai, Shagrat has no confusion as to where his loyalties lie. He would follow the Dark Lord's wishes unto death, and has more than once battled against seemingly hopeless odds only to emerge victorious through sheer brute strength and force of will. Shagrat is no master orator, nor a great tactician – rather he is an*

*unstoppable butcher who kills with little thought and no compunction. At Osgiliath, Amon Barad, Cair Andros and a hundred others, Shagrat has led the charge, smashing aside weakling men in the name of the Dark Lord.*

F	S	D	A	W	C	M / W / F
5/-	5	7	3	3	4	3 / 3 / 3

### Wargear

Shagrat, War Leader of Cirith Ungol, wears heavy armour and carries a sword (hand weapon). He also carries the Shield of Cirith Ungol.

### Special Rules

**Shield of Cirith Ungol.** Large, heavy and cruelly barbed, this shield provides a deadly advantage in combat. In any turn that he charges, Shagrat gains the 'knock to the ground' special rule, exactly as if he was a cavalry model.

### Unique

*Your Force may only contain one Shagrat.*

## Shagrat, Captain of Cirith Ungol (Uruk-hai)

Points value: 55



*At the time of the War of the Ring, Shagrat is old by the standards of Uruk-hai, but still strong and hale enough to have been given command over a battle-hardened company of Uruk-hai, and stewardship over the vital defences of Cirith Ungol. Here Shagrat's steadfastness will constantly bring him into conflict with the treacherous Gorbag, whose*

*actions and drives have little to do with Sauron's glory, and everything to do with personal gain. Should ever a brave warrior reach the entrance to the Spider Pass, his remains will be fought over by the garrison as surely as he is fought against while alive.*

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

### Wargear

Shagrat wears armour and carries a heavy iron sword (hand weapon). At an additional points cost, he can be equipped with the following:

Shield ..... 5 points

“...Come here, and I'll squeeze your eyes out, like I did to Radbug just now.”

– Shagrat, *The Return of The Ring*



# Shelob (Giant Spider)

Points value: 90



*Shelob is evil in spider-form, a horror that has haunted Middle-earth for countless years, preying on all living things. Her tremendous bulk is enough to crush the life out of even the greatest warriors and her fangs and sting excrete a venom powerful enough to overwhelm any foe. It is above the pass of Cirith Ungol that she makes her lair now, feeding off those who are foolish enough to step into the caves in which she makes her foul nest.*

F	S	D	A	W	C	M / W / F
7/-	7	7	1	6	4	0 / 6 / 0

### Special Rules

**Movement.** Like all spiders, Shelob can climb any surface, regardless of its angle. Shelob therefore can move at full speed over any type of difficult terrain and ignores all obstacles except for water features and gaps such as chasms, ditches and other open spaces, which she has to jump as normal.

**Terror.** See main rules manual for details.

**Venom.** Shelob's sting and fangs are heavy with deadly and incapacitating venoms. If Shelob fails to wound an enemy model, she must re-roll the dice.

**Pounce.** A deadly hunting spider, Shelob often jumps on her prey using the huge weight of her bloated body to crush them. When charging, Shelob counts as a Monstrous Mount, and therefore gets both bonuses that cavalry models get (ie, Extra Attack and Knock to the Ground). As usual with Monstrous Mounts, these bonuses are not lost if Shelob is engaged by enemy cavalry, but are lost if she is engaged by another Monstrous Mount.

**Hunting Instinct.** Shelob is used to ambushing and dispatching her prey swiftly and effortlessly. If faced with a strong enemy, she is likely to retreat to safety. Every time Shelob suffers a wound, she must take a Courage test. If the test is failed, she flees – the model is removed and counts as a casualty.



*Shagrat's Uruk-hai patrol the Pass of Cirith Ungol, little aware that a hungry Shelob lurks nearby.*



## Mordor Orc Captain

Points value: 40



Among every band of Orcs, there are a few who possess the brute strength and intellect required of a leader. These rare individuals swiftly rise above the mob and become the captains of Mordor's armies. To Men or Elves, such an Orc Captain is barely distinguishable from the throng, perhaps a little broader at the shoulder and certainly more dangerous in a fight – but a lowly Orc nonetheless. To the rank and file Orcs though, an Orc Captain is a role model and a subject of jealousy, able to delegate the unenviable tasks and claim the best of the spoils.

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

### Wargear

An Orc Captain wears crude armour and carries a cudgel, sword or axe (hand weapon). At an additional points cost, Orc Captains can be equipped with the following:

Shield .....	5 points
Orc Bow .....	5 points
Warg .....	10 points



## Mordor Orc Taskmaster

Points value: 60



Taskmasters are powerfully built and incredibly cruel Orcs that wield heavy whips with sharp strips of metal and bone woven into the cord. As the Orc army advances, the Taskmasters watch for any signs of shirking or dissent in the lines, punishing laggards with a lash or two. As a result, orders that are given in the presence of a Taskmaster are always obeyed quickly and efficiently, for fear of the consequences.

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

### Wargear

An Orc Taskmaster wears armour and carries both a crude sword (hand weapon) and a barbed whip (throwing weapon with a Strength of 2 and a range of 2"/4cm).

### Special Rules

**Whip of the Masters.** Orders given within earshot of a Taskmaster are swiftly followed, for all Orcs dread the sting of a whip across their shoulders. Each time the Taskmaster, or an Evil Hero within 6"/14cm of him attempts a Heroic action, roll a D6. On the score of a 4+, there is no need to expend a point of Might – the Heroic action is free.

## Mordor Uruk-hai Captain

Points value: 50



Of all the breeds of Orc that answer to the Black Tower, the Uruk-hai are the most fearsome. A Mordor Uruk-hai Captain embodies all of the loyalty and strength of his kind, reinforced by an unflinching brutality and a keen eye for an enemy's weakness.

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

### Wargear

A Mordor Uruk-hai Captain wears crude armour and carries a sword or club (hand weapon). At an additional points cost, he can be equipped with the following:

Two-handed weapon .....	5 points
Shield .....	5 points
Orc bow .....	5 points



## Orc Drummer

Points value: 40



*Unlike the Troll drummers, whose sonorous pounding sows despair throughout the enemy and embolden the forces of Mordor, the Orc war drummers main role is to keep the Orcs moving forward as fast as possible. Only the toughest and strongest Orcs are chosen to carry the war drums of Mordor into battle. When the charge is sounded, the Drummers beat out a frenzied rhythm, causing those Orcs nearby to hurl themselves at the foe faster than ever.*

F	S	D	A	W	C	M / W / F
4/-	4	5	1	1	3	0 / 0 / 1

### Wargear

An Orc Drummer wears armour and carries heavy drumsticks (hand weapon).

### Special Rules

**Advance!** When the order to press forward is sounded, the Drummer beats out the signal, causing Orcs to quicken their pace. At the start of the Move phase (after any Heroic actions have been called and executed), the Orc Drummer can sound the advance. If he does so, all Orcs (including Morannon Orcs, Warg Riders, etc) and Mordor Uruk-hai within 12"/28cm of the Drummer increase their Movement value by 3"/8cm for that turn, though they may not charge.



*Orcs and Trolls march to swell the defences of the Black Gate.*



## Orc Shaman



Orc Shamans worship Sauron without doubt or hesitation. They direct the wrath of the Orcish hordes, commanding absolute loyalty to the Dark Tower through superstition and crude magic. A band of Orcs under the sway of a Shaman will fight on heedless of casualties or fear, caught up in the fanatical devotion possessed by the Shamans. The mere presence of a Shaman in the ranks can turn a cowardly rabble into a horde of Orcs willing to fight to the last drop of blood.

Points value: 50

F	S	D	A	W	C	M / W / F
3/-	3	5	1	2	3	1 / 3 / 1

### Wargear

An Orc Shaman wears heavy armour and carries a spear. He can ride a Warg at an additional cost:

Warg .....10 points

### Magical Powers

**Fury.** Dice score to use: 3+

**Transfix.** Range 12"/28cm. Dice score to use: 5+



## Morannon Orc Captain



Morannon Orc Captains answer directly to Gothmog, the Lieutenant of Minas Morgul, and on the field of battle they execute his commands without hesitation. It is these vicious Captains who will spearhead the assault across the Pelennor fields when the time comes to raze Minas Tirith to the ground.

Points value: 45

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

### Wargear

A Morannon Orc Captain wears heavy armour and carries a cudgel, sword or axe (hand weapon). At an additional points cost, a Morannon Orc Captain can be equipped with the following:

Shield .....5 points  
Two-handed weapon .....5 points



The legions of Mordor overrun the city of Osgiliath.



# EVIL WARRIORS

## Orc Warrior

Points value: 5



Orcs are the foulest creatures to walk Middle-earth. They are evil-hearted monsters that rejoice in slaughter and destruction. Orcs bear little loyalty even to their own kind and will readily fight amongst themselves for the spoils of their conquests. The Orcs' natural cowardice makes them easy to dominate and so they are an ideal tool of evil intent.

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

### Wargear

An Orc Warrior wears crude Orc armour and carries a simple sword, axe or other malicious weapon (hand weapon). He can be given the following items at an additional cost:

- Two-handed weapon .....1 point
- Spear .....1 point
- Orc bow .....1 point
- Shield .....1 point
- Banner .....25 points

## Orc Tracker

Points value: 5



Orc Trackers are typically stunted creatures, with wiry limbs and hunched, crooked bodies. Despite their size, or perhaps because of it, they are capable of crossing great distances at speed and they are more skilled at archery than their larger cousins. As their name implies, Orc Trackers are used to fulfil the specific function of hunting down the enemy, often pursuing them over great distances. Once their prey is located, the Trackers provide a rare source of accurate archery, while the main body of the force engages the foe.

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

### Wargear

An Orc Tracker carries a selection of sharp hunting knives (hand weapon) and an Orc bow. At an additional cost, any Orc Tracker may ride a Warg:

- Warg .....6 points

## Mordor Uruk-hai

Points value: 8



If Orcs are the foulest creatures to walk Middle-earth then Uruk-hai are the most dangerous perversion of the breed. Where ordinary Orcs are crook limbed and cowardly, the Uruk-hai are strong, muscular, upright warriors of greater skill and courage. Though they are the rarest of all Orc breeds, the Uruk-hai are by far the mightiest and their reputation as hardened killers precedes them.

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

### Wargear

An Uruk-hai wears crude armour and carries a simple sword, mace or other malicious weapon (hand weapon). He can be given the following items at an additional cost:

- Two-handed weapon .....1 point
- Orc bow .....1 point
- Shield .....1 point
- Banner .....30 points



## Morannon Orc



A stronger strain of Orc has appeared within the armies of the Black Gate and Barad-dûr – the Morannon Orcs. Their armour is thick and strong, providing them additional resilience. This enhanced wargear, coupled with the Morannon Orcs' increased strength, makes them the ideal shock troops for Sauron's attack against Minas Tirith.

Points value: 7

F	S	D	A	W	C
3/-	4	5	1	1	2

### Wargear

A Morannon Orc Warrior wears crude Orc armour and carries a simple sword, axe or other malicious weapon (hand weapon). He can be given the following items at additional cost:

Shield .....	.1 point
Spear .....	.1 point

## Morgul Stalker (Orc)



The twisted Morgul Stalkers came into being through the desire of the Witch-king to keep safe his domain from intruders. The Morgul Stalkers haunt the pathways around the benighted citadel, ruthlessly slaughtering those they encounter, whether they be friend or foe. So stealthy are Morgul Stalkers that they can advance unseen and unheard upon the enemy, and slit throats before their presence is detected.

Points value: 15

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

### Wargear

A Morgul Stalker wears armour. He is armed with variety of swords or knives (hand weapon).

### Special Rules

**Shadow Hunters.** Morgul Stalkers move through the darkness like shadows unbound. They always count as though they are equipped with Elven cloaks.

## Warg Rider



Wargs are gigantic, evil wolves – massive and dangerous creatures with a carnivorous intelligence. Warg Riders scout far ahead of the main armies of Orcs and other evil creatures, spying out the land and picking off stragglers. In battle the Wargs swarm towards the foes in great packs, tearing their enemy down with bestial fury, the Orc upon the back of the beasts adding their own efforts to the staggering savagery of their mounts.

Points value: 12

	F	S	D	A	W	C
Warg Rider	3/5+	3	4	1	1	2
Warg	3/-	4	4	1	1	2

### Wargear

A Warg Rider wears flexible armour and carries a sword, club or axe (hand weapon). He may be given additional items at the following cost.

Throwing spears .....	.2 points
Orc bow .....	.1 point
Shield .....	.1 point
Banner .....	.25 points

### Special Rules

**Crude Throwing Spears.** The throwing spears carried by the Warg Riders are so heavy and primitive that they can only be used from atop a Warg, so if a Warg Rider dismounts or is thrown, he must immediately discard his throwing spear.



## Spectre (Spirit)

Points value: 15

F	S	D	A	W	C
2/-	3	5	1	1	6



*The darkened streets of Minas Morgul are haunted by things far fouler than Orcs alone; for shadow-bound souls known as Spectres tread the blackened cobblestones of that vile city. Men, Elves or even Orcs that have found their souls ensnared by the will of the Witch-king, these Spectres lure the unwitting to their death with beguiling lights and unearthly magic.*

### Wargear

A Spectre wears ancient heavy armour and carries a sword of great antiquity (hand weapon).

### Special Rules

**Terror.** See main rules manual for details.

**A Fell light is in them.** The fey lights and beguiling glow of the Spectres can dull the senses of their enemies and lure them to their doom. During the Move phase, choose a single enemy model within 12"/28cm of the Spectre. The target must pass a Courage test or it will make a full move under the control of the Evil player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action that would cause harm to the target (such as jumping down a cliff, etc). Affected models may not move further that turn.



*From the vile fortress of Minas Morgul, the servants of the Witch-king come forth.*



## Mordor Troll

Points value: 100



F	S	D	A	W	C
7/5+	7	7	3	3	3

### Wargear

A Mordor Troll wears crude armour and carries a vicious sword or hammer (hand weapon). At an additional cost a Mordor Troll may carry a drum.

*War Drum* ..... 50 points

**War Drum.** The sonorous booming of a Mordor Troll's drum erodes the resolve of the enemy and increases the desire of Evil creatures to spill blood. The War Drum is so large and cumbersome, even for a Troll, that the bearer suffers -1 to his dice rolls when working out which side wins the fight.

Whilst the Troll Drummer is alive, all Good models on the battlefield suffer a -1 penalty to their Courage and all Orc Warriors, Morannon Orcs, Mordor Uruk-hai and Trolls increase their Courage by 1. In addition, Orc Warriors, Morannon Orcs, Mordor Uruk-hai, and Trolls within 18"/42cm of the Mordor Troll are counted as being in range of a banner.

### Special Rules

**Terror.** See main rules manual for details.

**Throw Stones.** If the Troll does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

*The Trolls of Mordor have been bred by Sauron so that they can withstand the light of the sun without turning into stone like normal Trolls do. Mordor Trolls stand more than ten feet tall and tower over their subterranean kin that are found within the Misty Mountains. Such lumbering bulk is put to good use within Mordor's armies, where the hulking creatures are used to spearhead attacks against determined defenders. Steely-resolve and finely crafted armour offers little protection against the crushing blows of a Mordor Troll.*

## Black Númenórean Warrior (Man)

Points value: 9



F	S	D	A	W	C
4/-	3	6	1	1	4

### Wargear

A Black Númenórean wears ancient heavy armour and carries a shield. He is armed with a wicked blade (hand weapon).

### Special Rules

**Terror.** See main rules manual for details.

*The Black Númenóreans are a race of Men who forged a foul alliance with the Dark Lord of Mordor many centuries ago. Some claim that the Black Númenóreans received immortality in exchange for their homage, and that those dread warriors seen in the armies of Sauron in the Third Age are the self-same men who cast in their lot with Mordor thousands of years before. Others assert that the Black Númenóreans in Mordor's service nowadays are either the descendants of those traitors, or turncoats from other realms who have only recently sided with the Dark Lord. Regardless, the Black Númenóreans can be counted among Sauron's most deadly servants. On the battlefield they keep themselves aloof from the Orcish rabble, forming a warband of skilled fighters against whom few can withstand.*

“...he was a renegade, who came of the race of those that are named Black Númenóreans...”

– The Return of The King



## Morgul Knight (Man)

Points value: 20



*It has been said that the Knights of Dol Amroth are the flower of chivalry in Gondor, and if such is true then the Morgul Knights are the embodiment of all the cruelty and malice in Mordor. They are the elite of Sauron's armies, cruel and silent warriors astride dark steeds who wield wicked lances with fearsome skill. Each Morgul Knight is touched by a portion of Sauron's malice, and only the noblest of beings can summon courage enough to stand against them in battle.*

F	S	D	A	W	C
4/-	3	6	1	1	4

### Wargear

A Morgul Knight wears ancient heavy armour and carries a shield. He is armed with a lance and a hand weapon. He also rides an armoured Dark Steed (horse).

### Special Rules

**Terror.** See main rules manual for details..

“Before them went a great cavalry of horsemen moving like ordered shadows...”

– The Two Towers

## Mordor Siege Bow

Points value: 50



*Simple in construction and easy to transport to the battlefield, Siege Bows are a common sight in the armies of Mordor. Siege Bows hurl massive spears into the ranks of the enemy, scything down even the most heavily armed warriors. When Good warriors learn that the legions of Mordor have a Siege Bow among their arsenal, even the bravest soldiers are wary, for neither armour nor courage is a match for the iron-tipped bolts that will soon be hurled their way.*

### Crew

A Mordor Siege Bow consists of the Siege Bow and two Orcs. Each Orc crew member is clad in crude Orc armour and carries a dangerous looking tool or sword (hand weapon). Extra crew can be added at additional cost:

*Orc Crewman* ..... 5 points each

### Special Rules

**Piercing Shot.** If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the Siege Engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 hit upon it.

**Accurate.** Siege Bows are easier to aim than Catapults and other heavy Siege Engines. When firing a Siege Bow at a Battlefield target the shot will Scatter only 3"/8cm rather than 6"/14cm.

### Upgrades

A Mordor Siege Bow may be given the following upgrades at an additional cost:

*Flaming Ammunition* ..... .15 points  
*Orc Engineer Captain* ..... .65 points

	F	S	D	A	W	C
<b>Orc Warrior</b>	3/5+	3	4	1	1	2

	Strength	Defence	Batter Points
<b>Siege bow</b>	(9)	10	3



# Mordor War Catapult

Points value: 90



The War Catapults of Mordor are massive contraptions made of the strongest wood and Mordor-forged iron. Wherever the armies of Sauron seek to penetrate a bastion or stronghold, these massive war machines can be seen, launching destructive volleys at the defences of the enemy. A War Catapult of Mordor is designed to bring ruin to the citadels of the free people, however they can be turned just as easily against the ranks of enemy warriors. The immense rocks that catapults throw crush flesh and bone with contemptuous ease.

	F	S	D	A	W	C
Orc Warrior	3/5+	3	4	1	1	2

	F	S	D	A	W	C
Mordor Troll	7/5+	7	7	3	3	3

	Strength	Defence	Batter Points
Catapult	(10)	10	4

### Crew

A Mordor Catapult consists of a Catapult and three Orcs. Each Orc crew member is clad in crude Orc armour and carries a dangerous looking tool or sword (hand weapon). Extra crew can be added at an additional cost:

Orc Crewman ..... 5 points each

### Special Rules

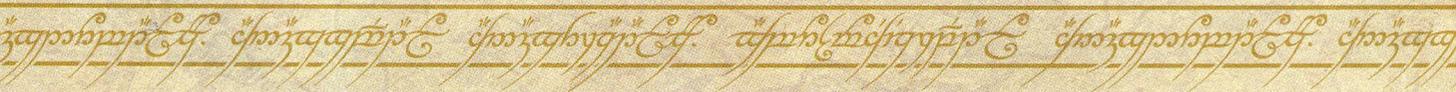
**Indirect Fire.** A Catapult always follows the rules for Volley Fire, giving it a range of 18-96"/24-224cm. When firing a Catapult, follow the rules as found in the main rules manual, with the following exceptions. A Catapult hits the target on the roll of a 4+ rather than a 6. If a hit is rolled and the target is a Siege target, the shot will hit automatically (no scattering). If the target is a battlefield target, roll on the Siege Engines' Scatter chart instead of following the normal rules for allocating hits with a volley.

**Area Effect.** Catapults fire a large stone that shatters on impact, hurling out a wave of debris as deadly as the main projectile. To represent this, if the Catapult scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 6 (this hit does not kill Battlefield targets outright). All models with a Strength of 5 or less that are hit by the shot (either by the initial impact, or the debris) are knocked to the ground.

### Upgrades

A Mordor Catapult may be given the following upgrades at an additional cost:

- Flaming Ammunition ..... 15 points
- Orc Engineer Captain ..... 65 points
- Severed Heads ..... 5 points
- Siege Veterans ..... 15 points
- Troll ..... 90 points



## Black Númenórean Catapult

Points value: 100

A Black Númenórean Catapult is a devastating weapon, capable of bringing even the sturdiest city walls crashing down. Crewed by disciplined and skilled soldiers, these Catapults rain massive boulders upon the enemy, crushing warriors under the weight of falling rocks and peppering those nearby with razor sharp fragments. Each rock thrown by a Black Númenórean catapult is encorselled by a practitioner of dark magic, granting it the power to drain the life from the weak and cowardly, regardless of the armour they might wear.

	F	S	D	A	W	C
<b>Black Númenórean</b>	4/4+	3	6	1	1	4

	Strength	Defence	Batter Points
<b>Catapult</b>	(10)	10	4

### Crew

A Black Númenórean Catapult consists of a Catapult and three Black Númenórean Crew. The crew have the same special rules and wargear as Black Númenórean Warriors, given on page 24. Extra crew can be added at additional cost:

*Black Númenórean Crewman* ..... 8 points each

“...they began to throw missiles marvelously high... and many of them by some secret art burst into flame...”

– The Return of The King

### Special Rules

**Indirect Fire.** A Catapult follows the rules for Volley Fire, giving it a range of 18-96"/24-224cm. When firing a Catapult, follow the rules as found in the main rules manual, with the following exceptions. A Catapult hits the target on the roll of a 4+ rather than a 6. If a hit is rolled and the target is a Siege target, the shot will hit automatically (no scattering). If the target is a battlefield target, roll on the Siege Engines' Scatter chart instead of following the normal rules for allocating hits with a volley.

**Area Effect.** Catapults fire a large stone that shatters on impact, hurling out a wave of debris as deadly as the main projectile. To represent this, if the Catapult scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 6 (this hit does not kill Battlefield targets outright). All models with a Strength of 5 or less that are hit by the shot (either by the initial impact, or the debris) are knocked to the ground.

**Cursed Ammunition.** The boulders hurled by a Black Númenórean Catapult have been cursed with dark and evil magic to make them especially potent against living targets. When determining the score needed to wound against a battlefield target the firer may compare the Strength of the Black Númenórean Catapult to the Courage of the target, instead of the Defence – whichever is lower.

### Upgrades

A Black Númenórean Catapult may be given the following upgrades at an additional cost.

- Flaming Ammunition* ..... 15 points
- Siege Veterans* ..... 15 points
- Black Númenórean Engineer Captain* ..... 65 points



A Black Númenórean Catapult makes ready to fire.



# BARAD-DÛR

Barad-dûr is the greatest fortress in Middle-earth, a vast bastion forged from smoke-blackened iron and set fast in the grim landscape of the Gorgoroth plateau. It is a physical reminder of Sauron's powers, an enduring fang of malice and terror forever shrouded in dark, noxious clouds. From the highest pinnacle a great red eye, wreathed in flame and implacable in its cause, gazes across the lands of Middle-earth. This ever-searching apparition is a physical manifestation of Sauron's will. It tirelessly scours the world for sight or sign of the Dark Lord's Ruling Ring.

When Sauron was defeated at the battle of the Last Alliance, Barad-dûr was thrown down, but could not be completely unmade, for the power of the Ring was upon it. Now, in the dark days of the War of the Ring, the dominion of Sauron is rising once more, and so too is the dark majesty of Barad-dûr. The walls and battlements have been raised again and the mighty steel gates have been rebuilt. A channel cut into the flesh of the earth directs lava from Mount Doom to the squalid dungeon forges of

Barad-dûr, where work-teams of Orcs toil ceaselessly, fashioning the crude swords, spears and armour to equip the innumerable legions of Mordor.

Orcs of all breeds can be found in their thousands within the iron walls of the Black Tower. The fetid nests of Snagas, squalid wretched Orcs that are little more than slaves, spill over into the barrack rooms of the iron-shod Morannon veterans and the filth-smearred haunts of Orc Trackers. It is a squalid existence, where the weak are trampled or eaten and territorial wars blaze like wildfire through the dank chambers. Brutish and miserable though life in Barad-dûr may be, there is a peculiar prestige attached to service within its iron grasp. Even the lowliest slave reckons himself higher in the Dark Lord's service than the Captain of a lesser stronghold. Hundreds may perish each week, worked to exhaustion in the forges, slain in internicine squabbles or eaten by Trolls, but there are always newcomers enough to swell the ranks, lesser evils drawn to enter the tower by Sauron's terrible will.





## EVIL HEROES

**Sauron** ..... **Points value 375**  
*The One Ring* ..... 75 points

**The Mouth of Sauron** ..... **Points value 60**  
*Armoured Dark Steed* ..... 15 points

**Orc Shaman** ..... **Points value 50**  
*Warg* ..... 10 points

**Orc Captain** ..... **Points value 40**  
*Shield* ..... 5 points  
*Orc bow* ..... 5 points  
*Warg* ..... 10 points

**Morannon Orc Captain** ..... **Points value 45**  
*Shield* ..... 5 points  
*Two-handed weapon* ..... 5 points

**Orc Taskmaster** ..... **Points value 60**

**Orc Drummer** ..... **Points value 40**

## ALLIES

Barad-dûr can ally with the following armies: Angmar, Moria, the Dwellers Below, Cirith Ungol, the Black Gate, Dol Guldur, Minas Morgul, the Serpent Horde, Far Harad, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.

## EVIL WARRIORS

**Orc Warrior** ..... **Points value 5**  
*Orc bow* ..... 1 point  
*Spear* ..... 1 point  
*Shield* ..... 1 point  
*Two-handed axe* ..... 1 point  
*Banner* ..... 25 points

**Mordor Troll** ..... **Points value 100**  
*War Drum* ..... 50 points

**Warg Rider** ..... **Points value 12**  
*Orc bow* ..... 1 point  
*Throwing spears* ..... 2 points  
*Shield* ..... 1 point  
*Banner* ..... 25 points

**Orc Tracker** ..... **Points value 5**  
*Warg* ..... 6 points

**Morannon Orc** ..... **Points value 7**  
*Spear* ..... 1 point  
*Shield* ..... 1 point

**Mordor Siege Bow** ..... **Points value 50**  
*Orc Crewman* ..... 5 points  
*Flaming Ammunition* ..... 15 points  
*Orc Engineer Captain* ..... 65 points

**Mordor Siege Bow** ..... **Points value 50**  
*Orc Crewman* ..... 5 points  
*Flaming Ammunition* ..... 15 points  
*Siege Veterans* ..... 15 points  
*Severed Heads* ..... 5 points  
*Orc Engineer Captain* ..... 65 points

# GAMING WITH A BARAD-DÛR ARMY

On these pages you will find advice and ideas for your own army of Barad-dûr. As well as gaming tips and tactics highlighting how to get the most from your Barad-dûr army, there's also information on colour schemes and painting, and some example army lists to assist you in selecting your own Moria force.

## STRENGTHS

- Sauron
- Numerous Orc Warriors
- A troop type for every battle

## WEAKNESSES

- No Trolls
- Limited Heroes



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### 1 The Dark Lord Sauron

Sauron is arguably the single most deadly model in The Lord of The Rings, boasting awesome combat ability and lethal spells. Heroes and Warriors alike fall like wheat before a scythe in the face of The Dark Lord's wrath. In fact, his only down-side is his high points cost.

### 2 Orc Shamans

Orc Shamans are the lynchpin of Mordor's hordes, providing firm leadership with their magical power. The Fury spell can prevent the Orcs around a Shaman from fleeing even in the direst circumstances.

### 3 Orc Warriors

Orc Warriors make up the bulk of Mordor's armies, especially in Barad-dûr. They possess the same fighting prowess as the men of Rohan or Gondor, but are cheaper in points thanks to their lower Courage. Orc Warriors are Barad-dûr's expendable assets. Orcs are numerous enough to be expendable, and skilled enough to be dangerous.



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### 4 Orc Captains

Orc Captains are perfect Heroes for bolstering the legions of Mordor, adding much needed combat prowess and Might Points to the ranks.

### 5 Warg Riders

Thanks to the Warg's Move rate of 10"/24cm Strength of 4, Warg Riders allow the army of Mordor to strike out quickly and effectively. Should the Orc rider be slain, there is a reasonable chance that the Warg will stay and fight on.



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### 6 Orc Taskmaster

A Taskmaster's stern gaze can cause Orcs to redouble their efforts, often allowing your Heroes to call Heroic moves without expending valuable Might.

### 7 Orc Drummer

Used properly, Orc Drummers can drive your Orc Warriors onto the enemy before they know what's hit them. Just remember, Orcs that benefit from the effects of the Drummer may not charge in the same turn.



## PAINTING A BARAD-DÛR ARMY

The Orcs of Barad-Dûr are numerous and make up the bulk of the Dark Lord's forces. Using a strict palette of browns, we have united the models to look like a collective force.



 The cloth of the Orcs of Barad-Dûr was painted with Dark Flesh and Snakebite Leather.

 The armour was first painted with Boltgun Metal. It was then given a wash of Black Ink.

 The red eye on the Shaman's staff was painted with Scab Red and highlighted with Blood Red.

 The skin on the Mordor Troll was painted with Tanned Flesh highlighted by adding Dwarf Flesh.

### THE DARK LORD, SAURON

The colour scheme for Sauron is very dark and foreboding. With dark metals and black cloth, the Dark Lord is a truly menacing figure.



 Sauron's armour was first painted with Tin Bitz followed by a dry-brush of Boltgun Metal.



 The cloth was painted in Chaos Black with a Codex Grey highlight.

### BARAD-DÛR HERALDRY

The heraldry for the armies of Barad-Dur is based around the eye of Sauron. Each of the various designs features a stylised eye as the main motif.



# THE ARMY OF THE DARK LORD

This force represents the mighty army of Barad-dûr. The initial force (chosen to the value of 500 points) is led by none other than Sauron and contains a core of Orc Warriors. The force has then been expanded with an Orc Captain, Shaman and a swathe of additional troops, bringing the army to 1,250 points.

## THE DARK LORD'S VASSALS – 495 POINTS

- ① **The Dark Lord Sauron** ..... 375 points  
The dread power of the Dark Lord brings lethal combat prowess and magical force to the battlefield.
- ② **The Dark Lord's Minions** ..... 120 points
  - 20 Orc Warriors: 6 with spear, 6 with shield, 4 with two-handed weapons and 4 with Orc bows.
 The Vassals of Sauron add extra weight to the Dark Lord's own considerable power, and can tie up the enemy until their master can despatch them.

## MORGAI WARBAND – 753 POINTS

- ③ **Gordûz, Orc Shaman** ..... 60 points
  - Orc Shaman on Warg
 Orc Shamans enable nearby Orcs to automatically pass Courage tests, to keep wavering Evil troops steadfast and resolute.
- ④ **Gordûz's Raiders** ..... 80 points
  - 6 Warg Riders: 2 with shields, 2 with Orc bows, 2 with throwing spears. Fast and deadly, the Warg Riders can exploit any holes in the enemy formation, delivering a deadly cavalry charge to vulnerable foes.
- ⑤ **Brodgar** ..... 100 points
  - 1 Mordor Troll
- ⑥ **Nurgob's Lads** ..... 216 points
  - Nurgob, Orc Taskmaster
  - 22 Orc Warriors: 3 with Orc bows, 3 with two-handed axes, 8 with shields, 7 with spears and one with banner.
 More grist for the mill, this solid formation of Orcs can take on most foes, and adds much-needed numbers to Sauron's horde.
- ⑦ **Nashdrak's Boys** ..... 147 points
  - Nashdrak, Orc Captain with shield
  - 13 Orc Warriors: 4 with spears, 4 with two-handed axes, 4 with shields.
  - 6 Orc Trackers
- ⑧ **Trogur** ..... 150 points
  - 1 Mordor Troll with War Drum





# MINAS MORGUL

**M**inas Morgul is a gloom-shrouded fortress that stands on Mordor's border with the fair land of Ithilien. In years past, Minas Morgul was a bastion of light, not darkness. Then it was named Minas Ithil – the Tower of the Rising Moon, a beautiful city of Gondor ruled by the noblest of Men. In time however, Minas Ithil was conquered and corrupted by the Nazgûl, and was reborn as Minas Morgul, the Tower of Sorcery. Now the taint of evil pervades the fortress walls – an unspeakable malice that never sleeps, bent utterly to Sauron's will.

Minas Morgul stands in the sickened valley of Morgulduin. No wind ever blows to dispel the stale air of that vale, and a scent of death lies upon the land. The jagged spires and chill walls of the fortress stand tall over the crooked trees and withered grass.

Though Minas Morgul appears unguarded, nothing could be further from the truth. No mortal man who has passed through those terrible gates has ever again walked in the light of the sun, for to cross the threshold of Minas Morgul is to become prey for the terrible creatures therein. Orcs there are by the thousand, but these are the least of the Nazgûl's servants. The shadowy Morgul Knights guard the gates and keeps, their robes as black as their forsaken souls. Spectral figures haunt the walls, time-lost echoes of the long dead whose essence was long ago ruined and subverted by the Ringwraiths. Even the buildings seem bent to evil cause, for the streets and passageways shift and flow to trap an intruder in the fortress heart. Deep within the central tower, the Witch-king rules his sepulchral realm from the throne where Isildur once held court.

Fortunately for the Free Peoples of Middle-earth, the most deadly of Minas Morgul's creatures are bound so closely to Sauron's will, that they emerge only from their malevolent lair when the power of the Dark Lord is at its height. The pathways of Morgulduin can be trod without fear whilst Sauron is quiescent, for the dark denizens of Minas Morgul sleep also. Yet when the Dark Lord is roused, the gates of Minas Morgul spill horror into the woods of Ithilien and the lands beyond.





### EVIL HEROES

<b>Gothmog</b> .....	<b>Points value 135</b>
Warg	10 points
Shield	5 points
<b>Grishnakh</b> .....	<b>Points value 45</b>
Shield	5 points
<b>Orc Captain</b> .....	<b>Points value 40</b>
Shield	5 points
Orc bow	5 points
Warg	10 points
<b>Black Númenórean Marshal</b> .....	<b>Points value 60</b>
Shield	5 points
Two-handed weapon	5 points
Armoured horse	15 points

### ALLIES

Minas Morgul can ally with the following armies: the Dwellers Below, Isengard Raiders, Cirith Ungol, the Black Gate, Dol Guldur, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, Far Harad, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.

### EVIL WARRIORS

<b>Orc Warrior</b> .....	<b>Points value 5</b>
Orc bow	1 point
Spear	1 point
Shield	1 point
Two-handed axe	1 point
Banner	25 points
<b>Spectre</b> .....	<b>Points value 15</b>
<b>Morgul Stalker</b> .....	<b>Points value 15</b>
<b>Orc Tracker</b> .....	<b>Points value 5</b>
<b>Black Númenórean Warrior</b> .....	<b>Points value 9</b>
<b>Morgul Knight</b> .....	<b>Points value 20</b>
<b>Black Númenórean Catapult</b> .....	<b>Points value 100</b>
Black Númenórean Crewman	8 points
Flaming Ammunition	15 points
Siege Veterans	15 points
Black Númenórean Engineer Marshal	65 points

# GAMING WITH MINAS MORGUL

These pages present tactical advice and hints for using the army of Minas Morgul in your games, as well as painting tips and sample army lists to help you create your own army of Minas Morgul.



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## STRENGTHS

- Gothmog
- Elite infantry and cavalry
- Potent sorcery

## WEAKNESSES

- Elite Warriors are expensive

### 1 Gothmog, Lieutenant of Morgul

Gothmog is without doubt the best general in the armies of Mordor. His excellent Courage, 3 Might Points and the tremendous Master of Battle special rule set him apart as a leader beyond compare – it's easy to see why the Witch-king chose Gothmog to lead the assault on Gondor.

### 2 Grishnákh

As well as being a trusted captain in the Witch-king's army, Grishnákh is an ideal choice to add extra Might points to any Minas Morgul army. He's also the perfect leader for a themed Minas Morgul force should you wish to ally with Isengard.

### 3 Morgul Knights

Evil's elite heavy cavalry, Morgul Knights can run roughshod over the forces of Good, combining awesome fighting skill with lances and plate armour. Almost nothing can stand in the way of charging Morgul Knights.

### 4 Black Númenóreans

No less deadly than the Morgul Knights, Black Númenóreans are staunch mêlée elites that can hold their own against the best Warriors of the Free Peoples. In addition, they cause terror – a very valuable ability when outnumbered.

### 5 Morgul Stalkers

With their innate stealth abilities, Morgul Stalkers are at their best when able to advance behind cover. While they can prevail over heavily armoured opponents, you'll ideally want your Morgul Stalkers to rampage through ranks of bowmen, or other such vulnerable foes.

### 6 Orc Trackers

A Shoot value of 4+ may not sound like much, but it's better than other Orcs. Even better, Orc Trackers are cheaper than other Orc archers, so are always worth consideration.

### 7 Spectres

Spectres are able to unleash a relentless torrent of special powers against the enemy, confounding them and disrupting their movement.



# PAINTING AN ARMY OF MINAS MORGUL

The armies of the Witch King hail from the Tower of Black Magic and so we have painted them with a green theme to accent the magical aspects of their origins.



 The cloth of the Orcs of Minas Morgul was painted with Dark Angels Green highlighted with Goblin Green.



 The armour was first painted with Boltgun Metal and washed with Black Ink.



 The flesh on the Morgul Stalker was painted with Catachan Green highlighted with Rotting Flesh.



 The armour of the Spectre was painted with Brazen Brass which was highlighted by adding in Mithril Silver.

## BLACK NÚMENÓREANS

The Black Númenóreans are painted in a similar style to the Ringwraiths. Their dull metal armour contrasting with their black robes.



 This armour was painted with Boltgun Metal highlighted with Chainmail.



 The cloth was painted in Chaos Black with a Codex Grey highlight.

## MORGUL HERALDRY

A shrieking face is often used on the banners of the armies of Minas Morgul, along with other mystical designs.



# THE HOST OF MORGUL

With high Defence values and strong cavalry, an alliance of Black Númenóreans and Easterlings is a fearful thing with no other additions. With Gothmog added to the mix (for his excellent leadership skills) alongside a horde of Orcs (for sheer weight of numbers) you've an army that few other 1,000 point forces in Middle-earth can withstand.

## MAIN CONTINGENT FROM MINAS MORGUL

- ① **Gothmog** ..... 145 points
  - Riding Warg.
- ② **Morgul Rabble** ..... 210 points
  - 31 Orc Warriors: 12 with shield, 12 with spear, 6 with two-handed axe and 1 with banner.
- ③ **Marshal Mordrakin** ..... 60 points
  - Black Númenórean Marshal with shield
- ④ **The Riders of Black Crag** ..... 100 points
  - 5 Knights of Morgul
- ⑤ **The Dread Brethren** ..... 135 points
  - 15 Black Númenóreans with shield

## ALLIED CONTINGENT FROM THE EASTERLINGS

- ⑥ **Warchief Kin'tar** ..... 55 points
  - Easterling Captain with halberd
- ⑦ **The Crimson Dragons** ..... 207 points
  - 22 Easterling Warriors: 7 with shield, 14 with spear and 1 with banner
- ⑧ **The Crimson Riders** ..... 70 points
  - 5 Easterling Kataphrakts





Handwritten text in a stylized script, likely a decorative border or a list of names.

# CIRITH UNGOL

High above Minas Morgul is a small pathway cut through the Ephel Dúath, a secluded and little-known entrance to the black land of Mordor. This is the pass of Cirith Ungol, and the mere mention of its name is sufficient to fill masters of lore with a deep and unassailable dread. A solitary keep, the Tower of Cirith Ungol, looms over this bleak mountainside. The tower itself has a dark reputation; it is a benighted fortification, once garrisoned to trammel the evil of Mordor, but long since fallen into shadow. Now the memories of Gondor's dominion are scattered like dust upon the wind and the Tower of Cirith Ungol is a stronghold held by the Dark Lord. Orcs and Uruk-hai keep watch from within its ruined walls, while a darker and deadlier peril lurks in the narrow confines of the pass.

Shelob, the last child of the monstrous Ungoliant, has made the caves around Cirith Ungol her home and there she lurks, hungry for any prey brave or foolish enough to stray into her domain. None may enter her kingdom of caverns and tunnels unobserved, and over the centuries Shelob has devoured many who have sought entry to Mordor through Cirith Ungol. Sauron suffers Shelob's presence for this reason alone, for she offers protection against intrusion the like of which cannot be matched.

At the time of the War of the Ring, the Tower of Cirith Ungol holds a huge garrison, the core of which is a legion of Mordor Uruk-hai, hardy fighters unquestioningly loyal to Captain Shagrath, who in turn is unwaveringly rigid in his service to Lugbûrz, as Barad-dûr is known to the Orcs. There are lesser Orcs too in the tower's garrison, followers of the treacherous Gorbag. Some are cowardly mountain dwellers whose wiry forms are closer in appearance to Goblins than to the brutish Uruk-hai, others are Morgul-rats fled from the terrors of the haunted valley below. These wretches know the routes through Cirith Ungol like no other, their knowledge sharpened by near-encounters with the roving Shelob.

Conflict is inevitable whenever different factions of Orcs are gathered in the same place, and the Tower of Cirith Ungol is no exception. Each day brings fresh quarrels, and each quarrel begets murder. Only Shagrath's brutal discipline – shirkers or rebels are staked out in the pass for Shelob to find – keeps the garrison from tearing itself apart, but it will not do so forever.





### EVIL HEROES

<b>Shagrat</b> .....	<b>Points value 55</b>
Shield	5 points
<b>Shagrat, War Leader of Cirith Ungol</b> ..	<b>Points value 110</b>
<b>Gorgab</b> .....	<b>Points value 45</b>
Shield	5 points
<b>Mordor Uruk-hai Captain</b> .....	<b>Points value 50</b>
Shield	5 points
Orc bow	5 points
Two-handed weapon	5 points
<b>Orc Shaman</b> .....	<b>Points value 50</b>
Warg	10 points
<b>Orc Captain</b> .....	<b>Points value 40</b>
Shield	5 points
Orc bow	5 points
Warg	10 points
<b>Orc Taskmaster</b> .....	<b>Points value 60</b>
<b>Orc Drummer</b> .....	<b>Points value 40</b>
<b>Shelob</b> .....	<b>Points value 90</b>
<i>(Shelob may not be your leader)</i>	

### ALLIES

Cirith Ungol can ally with the following armies: the Black Gate, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, Harad, the Monsters of Middle-earth and the Nazgûl.

### EVIL WARRIORS

<b>Mordor Uruk-hai</b> .....	<b>Points value 8</b>
Two-handed weapon	1 point
Orc bow	1 point
Shield	1 point
Banner	30 points
<b>Orc Warrior</b> .....	<b>Points value 5</b>
Two-handed weapon	1 point
Orc bow	1 point
Shield	1 point
Spear	1 point
Banner	25 points
<b>Warg Rider</b> .....	<b>Points value 12</b>
Throwing weapon	2 points
Orc bow	1 point
Shield	1 point
Banner	25 points
<b>Mordor Troll</b> .....	<b>Points value 100</b>
War Drum	50 points
<b>Orc Trackers</b> .....	<b>Points value 5</b>
<b>Mordor Siege Bow</b> .....	<b>Points value 50</b>
Orc Crewman	5 points
Flaming Ammunition	15 points
Orc Engineer Captain	65 points
<b>Mordor War Catapult</b> .....	<b>Points value 90</b>
Orc Crewman	5 points
Flaming Ammunition	15 points
Siege Veterans	15 points
Severed Heads	5 points
Troll	90 points
Orc Engineer Captain	65 points

# GAMING WITH A CIRITH UNGOL ARMY

These pages contain gaming advice for the dread warriors of Cirith Ungol, along with tips for painting the denizens of Spider Pass. You will also find several sample army lists to help you select your own Cirith Ungol army, and theme it alongside its allies.



## STRENGTHS

- Mordor Uruk-hai
- Shelob
- Cheap, effective heroes

## WEAKNESSES

- Low Defence

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3



4



5



### 1 Shelob

Shelob is as dangerous as she is famous, bringing a real air of terror to the Cirith Ungol force. With an awesome Fight value of 7 and poisonous attacks, she can take on and beat all but the mightiest Good Heroes.

### 2 Shagrat, Warleader of Cirith Ungol

Shagrat is a great way of cheaply increasing the amount of Heroic actions your force can perform. Combine this enhanced store of Might points to the prodigious fighting power of an Uruk-hai Captain and Shagrat is an obvious choice to include in any Cirith Ungol army.

### 3 Gorbag

Much like Shagrat, Gorbag is a good choice for any Cirith Ungol force. His extra Might point makes him an invaluable choice, while his comparatively low points cost keeps him eminently expendable.

### 4 Mordor Uruk-hai Warriors

The strongest, meanest Orcs in Mordor, the Mordor Uruk-hai are the fighting elite of the Orc breeds. More expensive than other Orcs, they fight better, hit harder and are more disciplined. Perfect for forming the core of your force.

### 5 Mordor Siege Bow

The presence alone of a Mordor Siege Bow will force normally compact formations apart, for fear of its rank-piercing ability. Any Warrior or Hero unlucky enough to be hit by the Siege Bow is doomed.



# PAINTING AN ARMY OF CIRITH UNGOL

The armies of the pass of Cirith Ungol have been painted using a predominantly black colour scheme in order to reflect their dark and foreboding surroundings.



 The cloth on the orcs of Cirith Ungol was painted in Chaos Black highlighted with Codex Grey.

 The armour was painted with Boltgun Metal and highlighted with Chainmail.

 The skin of the Mordor Uruk-hai was painted with Chaos Black and highlighted with a mix of Chaos Black and Dwarf Flesh.

 The armour of the Troll was painted with Boltgun Metal washed with Black Ink.

## SHAGRAT

Shagrat is the leader of the Orcs of Cirith Ungol and as such he follows the same colour scheme. The black and silver scheme gives him a dark and menacing look.



 The captured mithril vest was painted with Mithril Silver.



 The eye on the shield was painted in Mechrute Red with a Blazing Orange highlight.

## CIRITH UNGOL HERALDRY

The heraldry of Cirith Ungol depicts its most dangerous inhabitant, Shelob. The stylised spider features on the various shields and banners of these models.



# THE GARRISON OF CIRITH UNGOL

The Garrison of Cirith Ungol contains a swathe of deadly warriors, greatest of which are the Uruk-hai. This force started off as a 300 point army, representing Uruk-hai led by Shagrat along with Shelob. Another 350 points were added containing Gorbag's Orcs to bring the army to 650 points.

## THE GUARDS OF SPIDER PASS – POINTS 299

- ① **Shagrat, War Leader of Cirith Ungol 110 points**
  - With shield

Shagrat is a brutal warrior and a sturdy general. With Fight and Strength 5, he can make short work of enemy Heroes.
- ② **Shagrat's Lads ..... 99 points**
  - 12 Mordor Uruk-hai: 3 with two-handed weapons.

A hard-hitting force of Uruk-hai Warriors, Shagrat's Lads can either fight as a single, compact unit or spread throughout the army.
- ③ **Shelob ..... 90 points**

The ultimate Hero-killer, Shelob's movement and deadly poisoned attacks allow her to strike fast and very hard.

## GORBAG'S REINFORCEMENTS – 354 POINTS

- ④ **Gorbag ..... 45 points**

Cunning and valuable, Gorbag's presence doubles the number of Might points in the army and adds another valuable fighter to the throng.
- ⑤ **Gorbag's Turncoats ..... 174 points**
  - 25 Orc Warriors: 8 With shield, 8 With spear, 4 With two-handed axe, 4 with Orc Bow and 1 with banner.

Untrustworthy, and prone to fleeing battle, Gorbag's mob of Orcs is nonetheless a potent unit.

- ⑥ **The Scouts of Spider Pass ..... 35 points**
  - 7 Orc Trackers

Better shots than the average Orc, the Scouts of Spider Pass are capable of raining lethal bow fire upon the enemy.
- ⑦ **The Claws of Cirith Ungol ..... 100 points**
  - 2 Mordor Siege Bows, each with two crew
- ⑧ **Gharr ..... 100 points**
  - 1 Mordor Troll





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# THE BLACK GATE

The Morannon, the Black Gate, is a towering rampart set across the mouth of Cirith Gorgor and the main road into Mordor. It is a gargantuan construction, wrought from thick black iron and has height and breadth enough to thwart any assault. So massive is the Black Gate that it can only be opened by the straining efforts of two dozen mighty Trolls. The gate is flanked by Narchost and Carchost, the Towers of Teeth. These fortresses date back to the days of Gondor's strength, built with all the cunning and craft of ancient Númenor to watch over Mordor and ensure its evil never again imperiled the wider world. Alas, that defiance and pride is now only a memory. Garrisoned by Sauron's servants, the Towers of Teeth are now sentries, not gaolers, and they look outwards, not in.

Beyond the pass of Cirith Gorgor lies the vale of Udûn, a blasted and ruined landscape where little grows and few creatures would choose to live. Tents made from the uncured hides of monstrous beasts clutter the landscape as far as the eye can see. Discarded weapons and armour lay strewn about, along with scraps of spoiled food and the mouldering corpses of Orcs slain in some pointless feud. Trolls roam freely through this morass – a rare sight, even in Mordor. Trolls are normally kept shackled or caged for fear of the damage they will wreak upon their own army, but behind the Black Gate they come and go as they please.

The Orcs that guard the Morannon are a breed apart from those that stand watch over other regions of Sauron's domain. These Morannon Orcs are outfitted in the best armour that the ash-choked furnaces of Mordor can provide. Not only do they possess the loyalty and strength of Uruk-hai, the Morannon Orcs train and fight in a manner in keeping with the professional soldiery of Gondor. From dusk until dawn, dust rises from Cirith Gorgor as the legions of Morannon Orcs march and drill in the shadow of the Black Gate. The mastery of formation and manoeuvre instilled in them is a far cry from the despotic behaviour that is common in other Orcish hordes, and the experienced leaders of the Morannon Orcs are counted amongst the most dangerous of all Sauron's commanders.





### EVIL HEROES

- The Mouth of Sauron* ..... *Points value 60*  
Armoured horse ..... 15 points
- Orc Shaman* ..... *Points value 50*  
Warg ..... 10 points
- Morannon Orc Captain* ..... *Points value 45*  
Shield ..... 5 points  
Two-handed weapon ..... 5 points
- Mordor Uruk-hai Captain* ..... *Points value 50*  
Shield ..... 5 points  
Orc bow ..... 5 points  
Two-handed weapon ..... 5 points
- Orc Taskmaster* ..... *Points value 60*
- Orc Drummer* ..... *Points value 40*
- Mordor Troll Chieftain* ..... *Points value 140*

### EVIL WARRIORS

- Morannon Orc* ..... *Points value 7*  
Spear ..... 1 point  
Shield ..... 1 point
- Mordor Uruk-hai* ..... *Points value 8*  
Two-handed weapon ..... 1 point  
Orc bow ..... 1 point  
Shield ..... 1 point  
Banner ..... 30 points
- Mordor Troll* ..... *Points value 100*  
War Drum ..... 50 points
- Orc Trackers* ..... *Points value 5*  
Warg ..... 6 points
- Mordor War Catapult* ..... *Points value 90*  
Orc Crewman ..... 5 points  
Flaming Ammunition ..... 15 points  
Siege Veterans ..... 15 points  
Severed Heads ..... 5 points  
Troll ..... 90 points  
Orc Engineer Captain ..... 65 points

### ALLIES

In Legions of Middle-earth games, The Black Gate can ally with the following armies: the Dwellers Below, Cirith Ungol, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, Far Harad, the Monsters of Middle-earth and the Nazgûl.

# GAMING WITH A BLACK GATE ARMY

On these pages you will find additional information for collecting your own Black Gate army. A few gaming tips offer advice on using your own Black Gate army in battle, along with painting tips and some sample lists to help inspire your force.

## STRENGTHS

- *Gothmog*
- *Elite infantry and cavalry*
- *Potent sorcery*

## WEAKNESSES

- *Expensive Elite*



1



2

### 1 The Mouth of Sauron

Spellcaster and fighter in one convenient package, the Mouth of Sauron has a role to play in any army drawn from the Black Gate. Lead from the front or unleash sorcery at range – the choice is yours.

### 2 Morannon Orc Captain

Superior to Orc Captains in Strength and Defence, Morannon Orc Captains should be unleashed to the thickest part of the fray, where their muscle and durability can carry the day for Mordor!



3

### 3 Morannon Orcs

Morannon Orcs are awesome shock troops. Their heavy armour allows them to shrug off most attacks, and their high Strength value means they can slaughter their foes with ease.

### 4 Mordor Troll

Fully capable of crushing Good Heroes and Warriors alike, Mordor Trolls add tremendous power to an Evil army. Equipped with a War Drum, they can improve the fighting ability of nearby Orcs.



4

### 5 Troll Chieftain

A staggeringly high Fight value, Strength and Defence make the Mordor Troll Chieftain a combat monster.



5



# PAINTING AN ARMY OF THE BLACK GATE

The army of the Black Gate wear the red cloth of the Morannon Orcs as a unifying element. This stronger breed of orcs are given the right to wear the red of Sauron to battle.



 The red cloth of the Orcs was painted with Scab Red highlighted with Blood Red.

 The armour was painted with Boltgun Metal highlighted with Chainmail.

 The cloth of the Mordor Uruk-hai was painted with Chaos Black highlighted with Codex Grey.

 The skin on the Troll's drum was painted using Kommando Khaki highlighted with Bleached Bone.

## THE MOUTH OF SAURON

The Mouth of Sauron mimicks his dark master in his attire. The dark metals and black cloths of the Dark Lord appear also on his most trusted servant.



 The black cloth was painted with Chaos Black highlighted with Codex Grey.



 The rust effect on the armour was achieved by stippling on small patches of Vermin Brown.

## BLACK GATE HERALDRY

The heraldry of the Black Gate armies are based around two designs: the Teeth of Mordor, a series of towers which run along the mountains of Mordor, and the Black Gate itself.



# THE GATE GUARD

Every force needs a story to bring it to life and this 1,500 point army is based upon the guardians of the Black Gate. A largely defensive force, it sacrifices manoeuvrability for rock-solid infantry who boast excellent Strength and Defence values.

- ① **The Mouth of Sauron** ..... 75 points
  - Riding armoured horse
- ② **Kuruk the Mighty** ..... 140 points
  - Mordor Troll Chieftain
- ③ **Kagdush** ..... 50 points
  - Morannon Orc Captain with shield
- ④ **Kagdush's Lads** ..... 242 points
  - 1 Orc Taskmaster
  - 22 Morannon Orcs: 11 with shield, 5 with spear and 6 with spear and shield
- ⑤ **Groblug** ..... 50 points
  - Morannon Orc Captain with two-handed weapon
- ⑥ **Groblug's Lads** ..... 148 points
  - 1 Orc Drummer
  - 12 Morannon Orcs with spear and shield
- ⑦ **Mûrk** ..... 100 points
  - 1 Mordor Troll
- ⑧ **Ghrun** ..... 100 points
  - 1 Mordor Troll
- ⑨ **Rukh** ..... 100 points
  - 1 Mordor Troll
- ⑩ **Brok** ..... 50 points
  - Morannon Orc Captain with shield
- ⑪ **Brok's Lads** ..... 258 points
  - 1 Orc Taskmaster
  - 23 Morannon Orcs, 12 with shield, 5 with spear, 6 with spear and shield
- ⑫ **Mordor War Catapult** ..... 180 points
  - With Troll Loader and three crew





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# THE NAZGÛL

Every kingdom and people in Middle-earth has legends of the restless dead, of spectres and revenants that chill the souls of travellers, and wights who haunt the resting places of the departed. Such stories are typically the stuff of fireside tales, shared in hushed voices over warm beer by those who consider themselves safe from such terrors. Of all those legends, those that cause the most fear – that can chill even the boldest warrior – are those that concern the Nazgûl, the Ringwraiths, the most dire of all the Dark Lord's servants.

The Nine are known in every corner of Middle-earth, for they have travelled the length and breadth of every realm seeking alliances for their master. In the dead of night the Nazgûl come, bringing promises of wealth and power to those who would do the bidding of the Dark Lord, leaving threats and menace with those who have valour enough to refuse. No realm survives a visitation from the Nazgûl without ill effect. Discontent and unrest are the heralds of the Nazgûl, murder and black sorcery are their tools.

Yet to think of the Nazgûl only as messengers would be foolhardy in the extreme. Empowered by the dark will of Sauron, each Ringwraith is a formidable warrior, sorcerer and general. Terror, borne out of malice and forged by dark legend – this is the chief weapon of the Nine. They wear it like a shroud and none but the bravest of warriors can hope to stand before a Nazgûl in full raiment of war. To slay a Nazgûl is a task none have yet achieved, and some claim that no man can do so. It may be that the Nine are as immortal as their dark master, inviolable while the power of the One Ring lasts.

Wherever Sauron's forces are at war, one of the Nine can be found, directing events to the glory and design of their dark master. Fornost, Minas Ithil, Weathertop – these are but three of the strongholds brought to ruin at the direction of the Nazgûl. There are many more besides, scattered across all the realms of Men, Elves and Dwarves. The Nazgûl care not for life, for they have long since abandoned the trappings of vitality, and so do not seek to preserve it in others. Where battle is joined, the Nazgûl prosecute it with steely ruthlessness. They expend thousands – if not tens of thousands – of their followers in battle, and reflect not one whit on those who have perished. Such cruel largesse matters not, for the armies of Sauron are nigh inexhaustible and swiftly replenished. Where the Nazgûl fight there can be no parley, no reprieve, no hope of mercy. They are death incarnate, and none can stand before them.





### EVIL HEROES

**The Witch-king of Angmar** ..... Points value 70-150

- Horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points
- Flail 5 points
- Morgul blade 10 points
- The Crown of Morgul 30 points

**Khamûl the Easterling** ..... Points value 120

- Horse 10 points
- Armoured dark steed 15 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

**The Tainted** ..... Points value 120

- Horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

**The Undying** ..... Points value 120

- Horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

**The Dark Marshal** ..... Points value 120

- Armoured horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

**The Shadowlord** ..... Points value 120

- Horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

**Ringwraith** ..... Points value 55-110

- Horse 10 points
- Fell beast 50 points
- Armoured Fell beast 70 points
- Horned Fell beast 75 points

### ALLIES

In Legions of Middle-earth games, the Nazgûl may ally with all Evil armies except Sharkey's Rogues.

# GAMING WITH A NAZGÛL ARMY

These pages contain gaming tips and advice for the Nazgûl, including advice on selecting them for use in your own evil armies. Almost every Evil army can call upon the Ringwraiths to bolster their force, making them amongst the most versatile and useful Heroes in the game.



1



## STRENGTHS

- Excellent against Heroes
- Great leaders
- Potent sorcery

## WEAKNESSES

- Only 1 Wound
- Weak against hordes.

### 1 The Ringwraiths

Ringwraiths are best employed as anti-Hero spellcasters. With a simple volley of Sap Will, Transfix or Drain Courage, these shadowy Nazgûl can bring even the mighty Aragorn to his knees.



2



### 2 Twilight Ringwraiths

Representations of the Nazgûl as viewed by those who can see into the shadowy world of the undead, Twilight Ringwraiths are fantastic alternative Ringwraith models – especially if Frodo is in the enemy force!

## The Witch-king

The greatest of the Nine, the Witch-king has a huge battery of Will points. The Crown of Morgul makes him even more deadly in close combat.

## Khamûl the Easterling

Khamûl is a versatile combatant, able to improve his Fight, Strength or Attack values by spending Will points and regain those Will points by inflicting casualties on the foe.



The robes of the Witch King are painted with Chaos Black highlighted with Cxdex Grey.



The armour was painted with Boltgun Metal highlighted with Chainmail.



Khamûl's armour was painted with Shining Gold highlighted with Mithril Silver.

The red cloth was painted using Scab Red highlighted with Red Gore.



### The Shadow Lord

Able to spare an Evil force from volleys of arrows by his presence alone, the Shadow Lord is a sensible choice for any army that needs to cross the battlefield without being shot.



*The runes on the cloak were painted using a mix of Regal Blue and Enchanted Blue.*



*The straps on the horse were painted with Scorched Brown and highlighted with Bleached Bone.*



*The sword was painted with Chaos Black with Boltgun Metal applied to the edges of the blade.*



*The edge of the cloak was painted using Dark Angels Green highlighted with Fortress Grey.*

### The Dark Marshal

Able to bolster the fighting abilities of nearby Evil models through a 6"/14cm banner effect, the Dark Marshal also boasts all of the advantages of an ordinary Ringwraith.



*The armour was painted with Boltgun Metal and was then given a wash with Dark Angels Green.*



*The eye of the horse was painted with Blood Red. A smaller dot of Blazing Orange was then applied.*



*The inner cloak was painted with Scab Red highlighted with Dwarf Flesh.*



*The staff was given a basecoat of Scorched Brown which was then highlighted with Bestial Brown.*

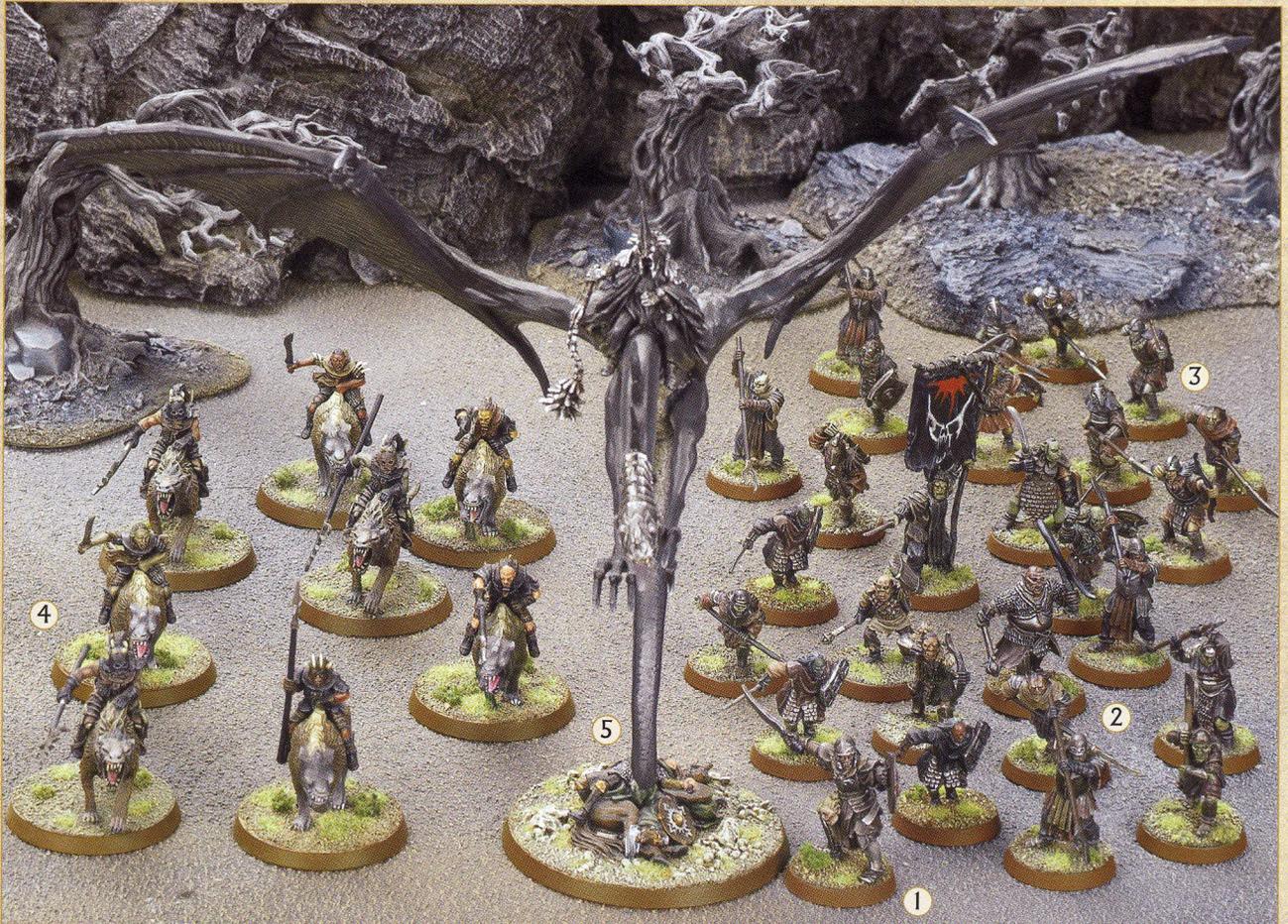
### The Undying

As one might expect, killing the Undying is no mean feat. He can expend Will points as though they were Fate, and he also regains Will when Magical Powers are used nearby.



# ARMY OF THE GORGOROTH PLAINS

The Nazgûl can ally with many Evil forces, though they are best matched to armies that complement their strengths. Orcs make for fantastic allies for the Nazgûl, as the numbers of an Orc horde compensate quite nicely for the Nazgûl's fragility. In return, the Nazgûl provides a great Stand Fast! and powerful sorcery.



**MAIN CONTINGENT FROM BARAD-DÛR** **369 POINTS**

- ① **Snagrod** ..... 45 points
  - Orc Captain with shield
- ② **Brukash** ..... 60 points
  - Orc Taskmaster
- ③ **Gorgoroth Crookshields** ..... 174 points
  - 25 Orc Warriors: 8 with shield, 8 with spear, 4 with two-handed axe, 4 with Orc bow, 1 with banner
- ④ **Nurn Outriders**..... 90 points
  - 6 Warg Riders with throwing spears and shield

**ALLIED CONTINGENT FROM THE NAZGÛL** **230 POINTS**

- ⑤ **The Witch-king of Angmar** ..... 230 points
  - full Might/Will/Fate
  - the Crown of Morgul
  - riding Fell beast



# THE FURY OF THE SOUTHLANDS

As the Nazgûl are quite costly models, you'll often find you only have enough points to field one or two in your force. We have chosen the Shadow Lord and the Black Marshal for this army and combined them with the savage Men of Harad.



**MAIN CONTINGENT FROM THE SERPENT HORDE**

**497 POINTS**

**ALLIED CONTINGENT FROM THE NAZGÛL**

**255 POINTS**

- ① **Khûrat** ..... 55 points
  - Haradrim Chieftain riding horse
- ② **The Ravensguard** ..... 112 points
  - 12 Watchers of Kârna, 4 with bow
- ③ **The Tribe of Rockspire** ..... 186 points
  - 27 Haradrim Warriors: 18 with spear, 8 with bow and 1 with banner
- ④ **The Hunters of the Wastes** ..... 144 points
  - 6 Haradrim Raiders with war spear
  - 6 Serpent Riders

- ⑤ **The Dark Marshal** ..... 135 points
  - riding armoured horse
- ⑥ **The Shadow Lord** ..... 120 points



# PLAYING GAMES IN MORDOR

Mordor is an environment unlike any other in Middle-earth. Dark skies are filled with clouds of choking ash and the very air is poisonous. The malice-filled Eye of Sauron sweeps across the bleak and craggy plains bringing terror and despair. Occasionally the grounds tremble as Mount Doom erupts, spewing out molten fury. No place in this land is safe as fissures open up as if the very earth protests the tortures of the Dark Lord.

Players wishing to add more of the despair-ridden character of the Dark Lord's realm into their scenarios should try incorporating some of the optional rules found on these pages.

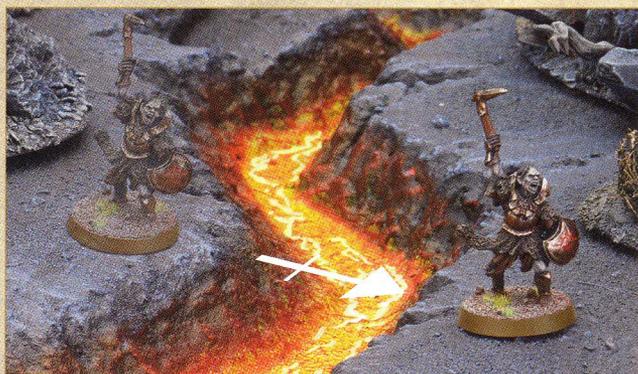
## LAVA FLOWS

From high in the mountains that ring Mordor, and from the towering presence of Mount Doom itself, flow blazing rivers of lava. The great furnaces and forges of Barad-dûr are powered by these glowing streams of magma.

Lava flows cannot be crossed except by making a Jump test where the glowing river is wide enough, or by using a bridge (if there is one). Any model that is pushed, or falls into a lava flow is killed – remove him from the game.



*The Orc wishes to cross the lava flow and will need to make a Jump test.*



*The Orc passes his test and moves to the far bank. If the Orc had failed the test he would have fallen to his death.*



## THE RED EYE OF SAURON

Atop the highest point of Barad-Dûr the Red Eye of Sauron stares across Mordor. The gaze of the Red Eye can be felt anywhere that Sauron deigns to look, inspiring fevered loyalty in his evil minions and grave dread in the Free People.

The Red Eye of Sauron is represented by a simple marker, ideally on a cavalry (40mm) base. Every turn the player with priority may move the marker up to 18"/42cm as soon as priority has been determined but before any moves are made. Any Good model within 3"/8cm of the Eye of Sauron suffers -1 on their rolls when determining who wins a fight (this is cumulative with two-handed weapons, etc). Evil models receive +1 Courage while they are within 6"/14cm of the marker.

### Scenarios that use these rules:

#### The Slopes of Mount Doom

Volcanic Eruptions  
Lava Flows

#### The Pass of Cirith Ungol

The Red Eye of Sauron

#### The Siege of the Black Gate

Volcanic Eruptions  
The Red Eye of Sauron



*The Eye of Sauron exhorts the hordes of Mordor to victory.*



## VOLCANIC ERUPTIONS

At the heart of Mordor lies Mount Doom, a colossal volcano and the only place where the One Ring can be destroyed. Some say that Sauron can control the will of this volcano, causing it to erupt at his command.

Each turn look carefully at the dice rolls for priority. If the dice rolls are both the same, the volcano is suffering a minor eruption. Consult the following chart:

**1 – Clouds of Ash:** Vast billowing clouds of volcanic ash are blasted across the battlefield, obscuring vision and causing confusion. All vision is reduced to 12"/28cm.

**2 – Ground Tremors:** With a mighty rumbling the lands groan and shift. All models (except fliers) are at half move for this turn.

**3-5 – Falling Rock:** Chunks of volcanic rock are hurled high into the air, and come crashing down onto the battlefield. Both players must dice off and the winner may choose D3 target spots anywhere on the battlefield. Any model within 3"/8cm of a target spot suffers a Strength 3 hit and is knocked to the ground.

**6 – Poisoned Air:** A foul and noxious cloud of air is blown across the battlefield. Both players roll a dice; the highest scorer determines where it lands and places a poisoned air marker on the tabletop. All models within 6"/14cm of the marker suffer a Strength 1 hit.



# THE SLOPES OF MOUNT DOOM



*The Last Alliance of Men and Elves has brought Sauron to the final battle upon the slopes of Mount Doom, and there the Dark Lord prepares to make his stand. The Heroes in this scenario are legendary – their success or failure on this battlefield will define an age of Middle-earth.*

**A**fter years of arduous warfare, the Last Alliance has finally driven the armies of Mordor back to their very last refuge. Barad-dûr has fallen and now Sauron himself stands with his Orcish legions on the slopes of Mount Doom.

Elendil, the King of Gondor and Arnor, and Gil-galad, the High King of the Elves, command the forces of the Last Alliance. Under their combined leadership the Men and Elves have destroyed much of the Dark Lord's armies and smashed his fortresses asunder. The cost has been great, and many of the noble and great from Gondor and the Elven Kingdoms lie dead upon the basalt fields of Mordor. Now comes the final battle. Sauron will be forced to confront the greatest warriors from the races of both Men and Elves and, after years of ceaseless bloodshed, the Last Alliance has a chance to put an end to his reign of evil.

As the Men and Elves stoically advance towards the base of the black, rock-strewn slopes of Mount Doom, Sauron gathers the last of his Orcs, and all of his sorcerous might. At the very place where the One Ring was forged, the final battle of the Second Age will be fought and the fate of Middle-earth decided.

## PARTICIPANTS

### GOOD

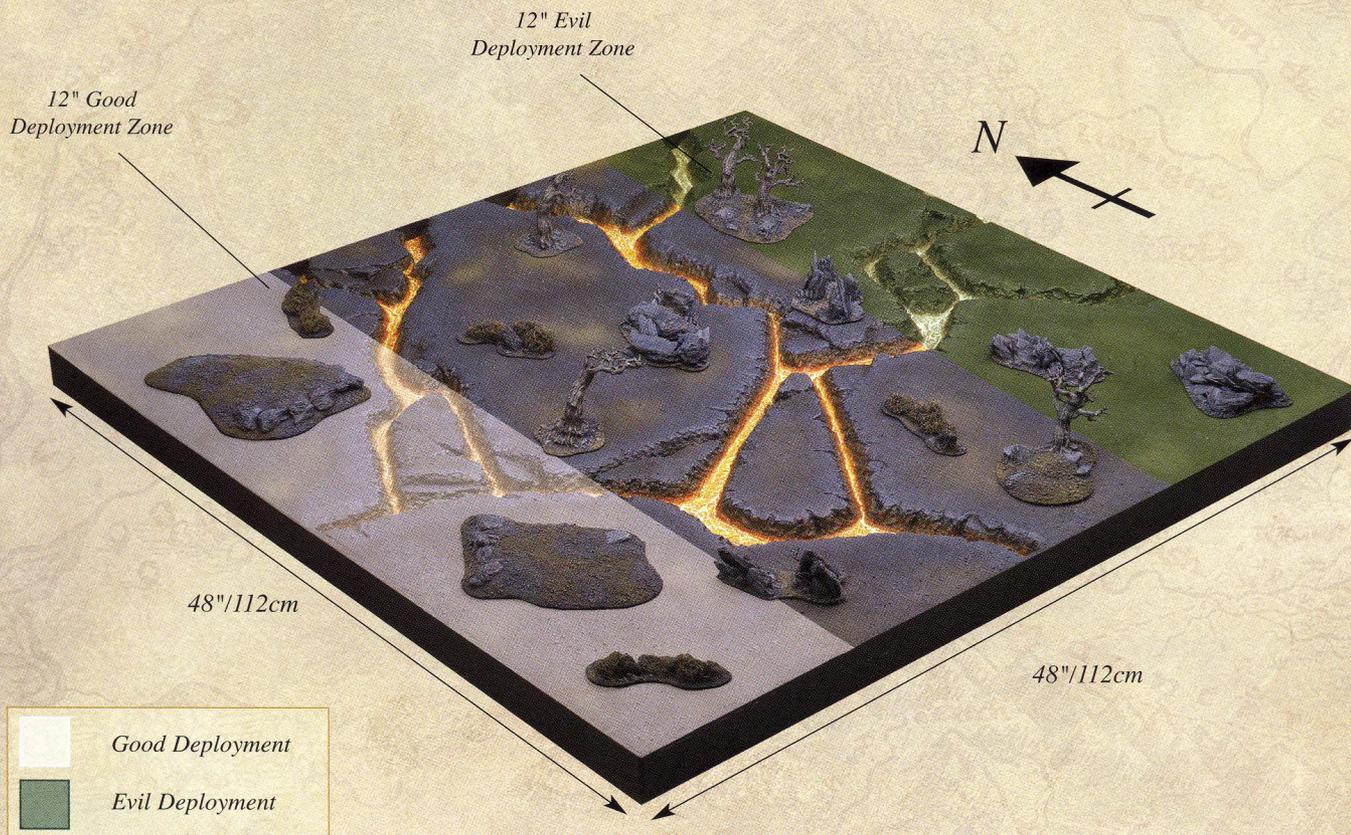
- Elendil
- Isildur
- Gil-galad
- Up to 500 points of models chosen from the Army of the High King and Eregion army lists. Up to 33% of the selected models may carry a bow.

### EVIL

- The Dark Lord Sauron
- Up to 700 points of models chosen from the Barad-dûr army list. Up to 33% of the selected models may carry a bow.

## LAYOUT

This scenario is played upon the plateau of Gorgoroth, leading up to the ravaged slopes of Mount Doom, represented by a board 48"/112cm x 48"/112cm. The board is strewn with broken rocks and the detritus of Mordor's foul industries (see map). The earth is split in several places with gaping chasms and lava flows.





*The Dark Lord clashes with Elendil and Gil-galad.*

## STARTING POSITIONS

The Good player deploys his force within 12"/28cm of the western board edge. All Good Warriors must be positioned within 6"/14cm of a Good Hero at the start of the game. The Evil player then places all of his models, except Sauron, within 12"/28cm of the eastern board edge. Sauron is not deployed at the start of the game, but will become available for use later.

## OBJECTIVES

The Good side must kill Sauron – as soon as they do so they are victorious. In return, Sauron must crush the Last Alliance. The Evil side must kill Elendil, Isildur and Gil-galad to win the day.

## SPECIAL RULES

**Volcanic Eruptions; Lava Flows.** See pages 58 and 59.

**The Final Battle.** The valiant Men and Elves have sworn to see this terrible duty done, and will willingly lay down their lives to end the Dark Lord's madness. The Good side cannot be broken in this scenario. Conversely, the Orcs are nothing like as brave, and are broken as soon as they suffer fifty or more casualties.

"I beheld the last combat on the slopes of Orodruin, where Gil-galad died, and Elendil fell..."

- Elrond to his council  
The Fellowship of the Ring

**The Dark Lord.** Sauron has put off personally entering the fray, but now the Dark Lord can escape his fate no longer. Once a Good model moves within 12"/28cm of the eastern board edge, Sauron is ready to enter play. At the end of the following Evil turn, Sauron enters play from any point on the eastern board edge, he may not charge on the turn that he arrives, but may otherwise act normally.

## RECOMMENDED PARTICIPANTS

### GOOD

- Elendil
- Gil-galad
- Isildur
- Elrond
- 26 High Elves: 1 with banner, 9 with spear and shield, 8 with Elf bow and 8 with Elven blade.
- 27 Warriors of Numenor: 1 with banner, 8 with shield, 9 with bow and 9 with shield and spear.

### EVIL

- The Dark Lord Sauron
- 2 x Orc Shamans
- 50 Orc Warriors: 16 with spear, 16 with shield, 8 with Orc Bow, 8 with two-handed weapon.
- 9 Orc Trackers
- 12 Warg Riders: 4 with Orc bow, 4 with throwing spear, 4 with shield.

# THE SACKING OF OSGILIATH

*Before the hordes of Mordor can be unleashed upon Minas Tirith, a crossing over the river Anduin must be established. The forces of Gondor that hold the fords of Osgiliath must be swept aside. The fighting will be bloody, close-fought, and costly – every ruined building a fortress, each roadway a killing ground.*

The overwhelming numbers of Mordor cannot be brought to bear on the cursed city of Minas Tirith until the Anduin is crossed. The most likely ford, at the ruined city of Osgiliath, has so far been denied. For long months the forces of Mordor and Gondor have been vying for control. The Orcs hold the east bank but time and again their assaults have been repelled. Each defeat adds urgency. Already the host of Sauron has been unleashed. The vast legions must have clear passage to the west bank of the Anduin. There is no room for failure.

The final assault on Osgiliath will be led by none other than Gothmog, the Lieutenant of Morgul. The attack cannot count on outnumbering the foe and so it must strike with surprise and reckless fury. In the dead of night, upon crudely built barges, Morannon Orcs form the crucial first wave. The west bank must be swept of defenders or, with the loss of surprise, the following waves will be destroyed piecemeal. Packs of vile Morgul Stalkers have silently infiltrated the city and a Nazgûl has been dispatched to ensure that the assault does not fail.

For Gothmog's victory to be complete, the city must rest with the hosts of Mordor before the sun rises. The defenders must be scattered to the winds or slain, so that the main army can cross to begin the assault on the city of Minas Tirith. Only Faramir and his exhausted warriors can prevent the ruins of Osgiliath being overwhelmed. Though they are surrounded, if the defenders of Osgiliath can slow Gothmog's advance, they may yet turn the tide of the War of the Ring.

## PARTICIPANTS

### GOOD

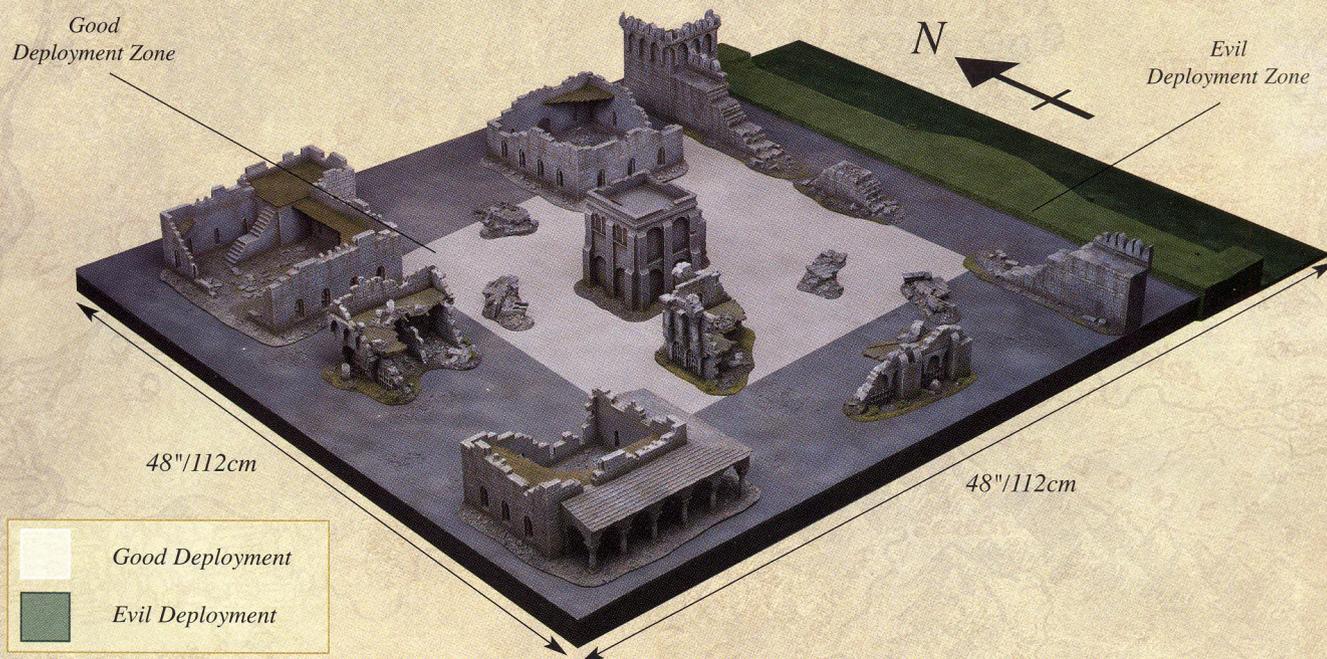
- Faramir, Captain of Gondor
- Damrod, Ranger of Ithilien
- Madril, Captain of Ithilien
- Up to 500 points of models chosen from the Rangers of Ithilien and The Tower of Ecthelion army lists. Up to 33% of the selected models may carry a bow.

### EVIL

- Gothmog, Lieutenant of Morgul
- Morannon Orc Captain
- Ringwraith on Fellbeast (with maximum Might, Will and Fate).
- 9 Morgul Stalkers
- Up to 400 points of models chosen from the Minas Morgul and The Black Gates army lists. Up to 33% of the selected models may carry a bow.

## LAYOUT

This scenario is played on a board 48"/112cm x 48"/112cm. The east board edge features the shore of the River Anduin, and what remains of the fortress wall (see map). The remainder of the board is composed of ruined buildings, piles of rubble and the detritus of a city at war. Roughly in the centre of the board is a large building with a tower (see below).





*Gothmog leads the Morannon Orcs in an attempt to capture Osgiliath.*

## STARTING POSITIONS

The Good player deploys first, placing his defenders anywhere on the board but not within 12"/28cm from any table edge. The Evil player deploys up to 6"/14cm from the eastern board edge. The Nazgûl and Morgul Stalkers may set up as normal or may move into play from any board edge in any game turn that the Evil player chooses. They may charge the turn in which they enter the board.

## OBJECTIVES

Gothmog must capture the city before the sun rises. Faramir and the defenders of Minas Tirith need to hold their ground. In this battle, there are three objectives. Whichever player can claim the most objectives at the end of ten turns may claim victory.

**Objective 1: The Landing Zone.** The landing zone is represented by all the area within 3"/8cm of the eastern table edge. Whichever player has the most models in the landing zone may claim this objective.

**Objective 2: The Banner of the White Tower.** From the top of the bell tower flutters a banner of Minas Tirith, a symbol of resistance against Mordor. An Evil player can destroy this banner by spending a complete Fight phase in base contact with it (and not fighting other models, or supporting with a spear). If the banner is destroyed, the Evil side wins the objective, if it is not, the Good side may claim it.

**Objective 3: Faramir.** Faramir is the last son of Denethor, and so long as he remains alive, the forces of Gondor take heart. If Faramir is slain, the Evil side may claim the objective, if he survives, the Good side win it.

## SPECIAL RULES

**Surprise Attack.** In this scenario the Evil side gets Priority to start the game.

## RECOMMENDED PARTICIPANTS

### GOOD

- Faramir
- Damrod
- Madril
- Captain of Minas Tirith with shield.
- 9 Osgiliath Veterans: 3 with spear, 3 with bow and 3 with hand weapon and shield.
- 12 Rangers of Gondor: 4 with spear.
- 25 Warriors of Minas Tirith: 8 with bow, 8 with shield, 8 with spear and shield, 1 with a banner.

### EVIL

- Gothmog.
- Morannon Orc Captain with shield.
- Morannon Orc Captain with two-handed weapon.
- Ringwraith on Fellbeast
- 24 Morannon Orcs: 12 with shield and 12 with spear and shield.
- Mordor Troll with War Drum.
- 9 Morgul Stalkers.



# THE PASS OF CIRITH UNGOL

*A small force of Elves has dared to enter Mordor to confirm the White Council's worst fears - that Sauron has returned. Having seen the newly occupied Dark Tower of Barad-dûr, the Elves now seek to return through the pass of Cirith Ungol. But the garrison of Orcs stands alerted, as does Cirith Ungol's most infamous denizen.*

The White Council, the greatest Elven leaders and wizards of the age, had, after long debate, united to drive out the Necromancer from his Mirkwood fastness of Dol Guldur. Immediately following this victory a small force was dispatched by the White Council to gather information. A small complement of Elven Warriors, led by Elladan and Elrohir, had swiftly set off and entered the Black Lands. Witnessing the obvious signs of the open return of Sauron, the Elven band chose to return as directly as possible, risking the ominous pass of Cirith Ungol.

The bastion of Cirith Ungol was built after the Last Alliance. It was the furthest Guard Tower of the defence of Ithilien - made by men to stand watch over Mordor, where numerous foul creatures dwelt, even after the Dark Lord's supposed downfall. But year by year evil multiplied and the watch grew slack. So it was that the Ringwraiths took control while Sauron was still regathering his strength veiled beneath the guise of the Necromancer of Dol Guldur.

Sauron's chief purpose for the tower of Cirith Ungol was primarily to ensure that none escaped, for he had more slaves than servants. Orc Trackers, always on the alert for deserters spied the Elves soon after they entered the pass. Uruk-hai and Orcs were mustered to block the road, their coarse chants echoing through the mountains. More dangerous still, Shelob, the dread terror that lurks within the caverns around the rocky pass has begun tracking the Elves too.

## PARTICIPANTS

### GOOD

- Elladan and Elrohir with heavy armour.
- Up to 350 points worth of models chosen from the Rivendell or Lothlorien army list. Up to 33% of the models selected may carry a bow.

### EVIL

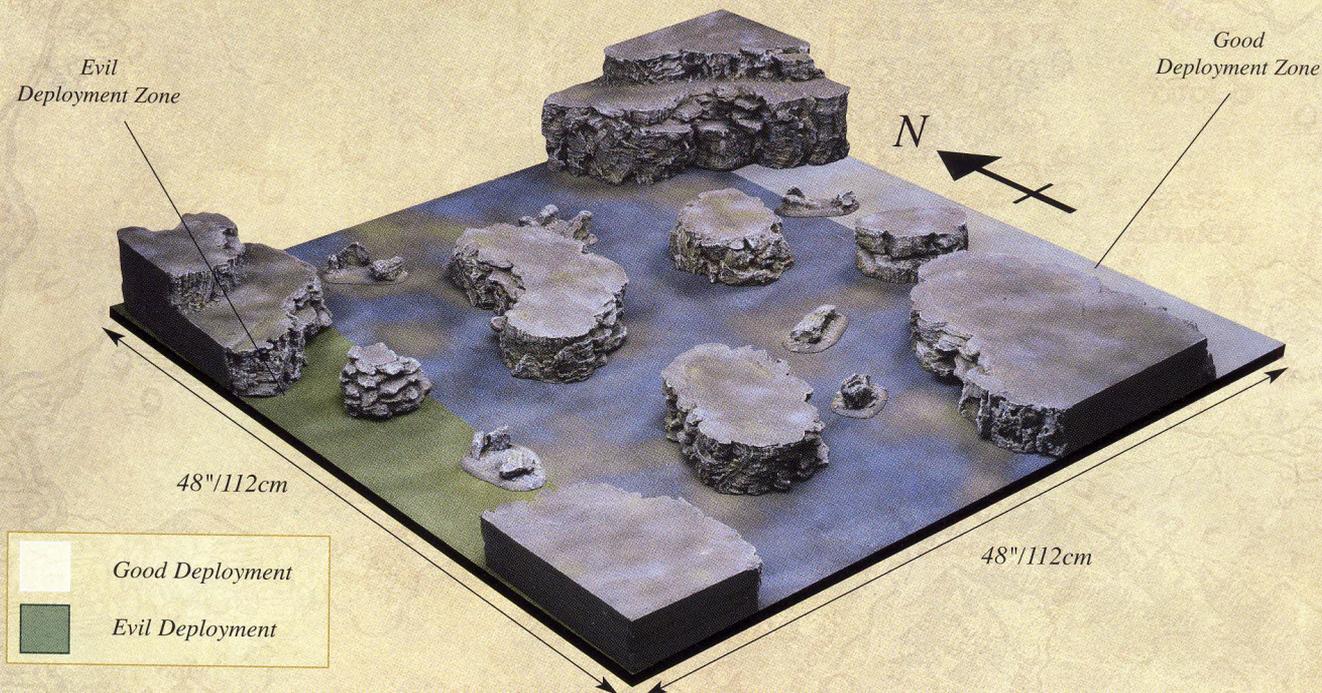
- Shagrat, War Leader of Cirith Ungol
- Shelob
- Up to 450 points of models chosen from the Cirith Ungol army list. Up to 33% of the models selected may carry a bow.

## LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Pass of Cirith Ungol. There is a pathway, approximately 10"/24cm wide running through the centre of the board (see map). The remainder of the board is made up with a patchwork of narrow, twisting pathways.

## STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the eastern board edge. The Evil player then places all of his models, except Shelob within 6"/14cm of the opposite edge. Shelob is not placed on the board at the start of the game, but will become available for use later.





*Trapped between Shagrat's cohorts and the fearsome bulk of Shelob, the Elves make their stand.*

## OBJECTIVES

Having had their worst fears confirmed – the dark tower of Barad-dûr raised and occupied again, the Elven force must now make their way back out of Mordor and return to Lothlórien. But the pass of Cirith Ungol has been alerted and is held against them. The Good side wins if 25% of their total force, including at least one Hero can exit the board by the western board edge. The Evil side wins if they can prevent this from happening.

## SPECIAL RULES

**The Red Eye of Sauron.** See page 59.

**Shelob.** An ancient and peerless hunter, Shelob chooses her prey with the greatest of care. At the end of any Evil move phase, the Evil player may bring Shelob into play. She may enter the board from any point along any edge. Shelob may not charge in the turn that she arrives, but may otherwise act normally.

**Caverns and Tunnels.** The rocky terrain around Cirith Ungol is a latticework of small, dark tunnels. Models may move through these passageways as normal, but may not climb onto the top of the rocky outcrops – it is assumed that there is a cavern roof preventing them from doing so. The only exception to this is Shelob, who knows all the hidden ways throughout Cirith Ungol, and can move freely, even across the rocky areas.

## RECOMMENDED PARTICIPANTS

### GOOD

- Elladan and Elrohir with heavy armour
- Erester
- Elven Captain with heavy armour and Elven Blades.
- 34 Elf Warriors with heavy armour: 12 with Elven blades, 12 with Elf bows, 9 with shield and spear and one with banner.

### EVIL

- Shagrat
- Gorbag
- Orc Drummer
- Shelob
- 25 Orc Warriors; 8 with shield, 8 with spear, 4 with Orc bow, 4 with two-handed weapon and one with banner.
- 12 Mordor Uruk-hai; 6 with two handed weapon.
- Mordor Troll
- 6 Orc Trackers
- 6 Warg Riders; two with shields, two with Orc bows and two with throwing spears and shields.



# VENGEANCE OF THE NAZGÛL

*The Nazgûl have come to Erebor to make good on the threats made to King Dáin. Ambushed by the dreaded Ringwraiths, Dáin and his bodyguard must fight a defensive battle until reinforcements can be summoned. This scenario sees the full might of the Nazgûl unleashed against one of Middle-earth's hardest heroes.*

In a twilight encounter with a shadowy messenger, King Dáin of Erebor was questioned concerning the whereabouts of the One Ring, and asked for information on Hobbits. Realising the dire nature of his clandestine visitor, Dáin sent the Dark Lord's emissary away – but not before the messenger from Mordor could leave a foreboding warning ringing in his ears: reveal the location of the Ringbearer or face the consequences.

Dáin Ironfoot, however, was a proud and fearless Dwarf king, and would never bow to demands or threats. Instead he sent word of warning to Rivendell and steeled his folk for whatever consequence would follow.

Sauron's revenge came in the form of the Nazgûl, who descended upon the King of Erebor while he was at his most vulnerable – travelling the road from Erebor to Lake Town in Dale. There, as his vanguard marched ahead unawares, a sinister and evil force lurked in the woods.

On an unspoken signal, the Ringwraiths emerged from their hiding, their identity and intentions immediately apparent to the Dwarves. They had come to slay Dáin, a message of retribution from Mordor. The Dwarves of Dáin's bodyguard rallied around their king, ready to sell their lives dearly. Only brave hearts and strong axes would see that night through.

## PARTICIPANTS

### GOOD

- Dáin Ironfoot, King of Erebor
- 12 Khazâd Guard
- 6 Dwarf Rangers: 2 with Dwarf Long bows, 2 with throwing axes and 2 with two-handed weapons.
- Up to 400 points of models chosen from the Erebor army list. No more than 33% of the models may be armed with bows.

### EVIL

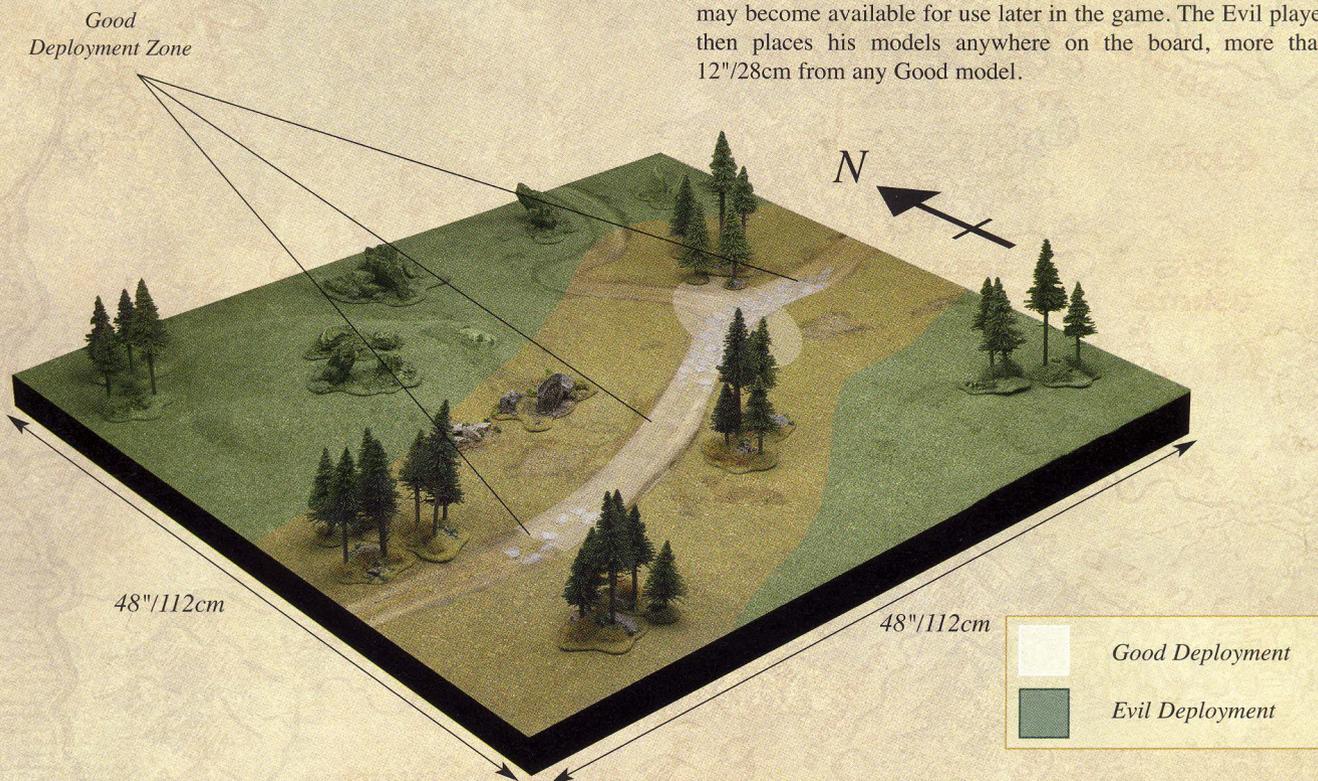
- The Witch-king with the Crown of Morgul.
- Up to 600 points of models chosen from the Nazgûl army list. None of the models may ride mounts.

### LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the road between Dale and Erebor (see map). The terrain to either side of the road is lightly wooded, with occasional rocky outcrops.

### STARTING POSITIONS

The Good player deploys Dáin and up to 12 Khazâd Guard within 3"/8cm of the centre of the board. The Dwarf Rangers are then placed on the road, 3 within 12"/28cm of each board edge. The remaining Good models are not deployed at this stage, but may become available for use later in the game. The Evil player then places his models anywhere on the board, more than 12"/28cm from any Good model.





*As the battle rages, the Witch-king closes in on Dáin.*

## OBJECTIVES

The Nazgûl have come to visit retribution upon the King Under the Mountain. The Evil player wins if Dáin is killed. If Dáin survives, the Good side wins.

## SPECIAL RULES

**Ambush on the Road.** The Nazgûl launch their attack while King Dáin is only protected by a handful of guards. The Evil side gets Priority in this scenario.

**The King's Company.** The company of Khazâd Guard that are accompanying King Dáin are but a small part of a larger contingent who have marched ahead. There is a chance these extra Dwarves will realise that all is not well and return to aid their king. Compare the rolls for Priority carefully each turn. If both dice are the same, then the vanguard has returned. The Good player may move the rest of his force onto the board from the south edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

**Death and Humiliation.** It is not enough that Dáin is simply slain, he must be humiliated in combat. Dáin must be slain in close combat, and may not be targetted by the Black Dart magical power.

## RECOMMENDED PARTICIPANTS

### GOOD

- Dáin Ironfoot, King of Erebor
- Dwarf Captain with shield.
- 13 Dwarf Warriors; 4 with shield, 4 with Dwarf bow, 4 with two-handed axe and one with banner.
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with throwing axes and 4 with Dwarf longbows.
- 12 Khazâd Guard
- 6 Iron Guard

### EVIL

- The Witch-king with the Crown of Morgul, flail and Morgul blade.
- Khamûl the Easterling
- The Dark Marshal
- The Shadow Lord
- The Tainted
- The Undying



# THE SIEGE OF THE BLACK GATE

*At the council of Elrond, the thought of sending an army against the towering might of Mordor was given short-shrift. This scenario explores just that possibility. What if Boromir and the valiant men of Gondor had sought to smash through the Morannon while Sauron was still marshalling his power?*

What if the strength of Gondor had been summoned against the Black Gate before the War of the Ring? What if Boromir, Gondor's favourite son had led the armies of Minas Tirith in a surprise attack against the foremost bulwark of Mordor? If any power in Middle-earth has the might to smash the Morannon, it is the army of Gondor. But it will take precious time to set up the vast siege engines that will hope to batter down the towering and unscalable walls of the Morannon. To gain that necessary time the men of Gondor must secure the battlefield.

In his pride the Dark Lord is sure his defences are unassailable, but caught unawares any host of Mordor will take days to muster. Sauron must rely on only the garrison in the immediate area. Still, the guard along the walls and secreted in the maggot-holes riddled throughout the nearby slag hills should prove numbers enough. So vast are the walls and iron gates of the Morannon that it is folly to attack them and yet such is Sauron's hubris that he cannot sit and wait for his realm to be besieged. Even as the vanguard of the army of Gondor forms up in front of the Black Gate, Sauron orders the invaders swept away. The hopes of Middle-earth must be crushed before the siege even begins.

In the distance Mount Doom rumbles and a dull red light flickers across the oppressive clouds. The very air is clogged with dust and ash. Upon such a battlefield the bravest of men might falter, while the forces of evil take heart. Drums beat and harsh trumpets blare as the Black Gate opens...

## PARTICIPANTS

### GOOD

- Boromir of the White Tower with the Banner of Minas Tirith.
- Up to 350 points of models chosen from the Tower of Ecthelion army list. Up to 33% of the models may carry a bow.

### EVIL

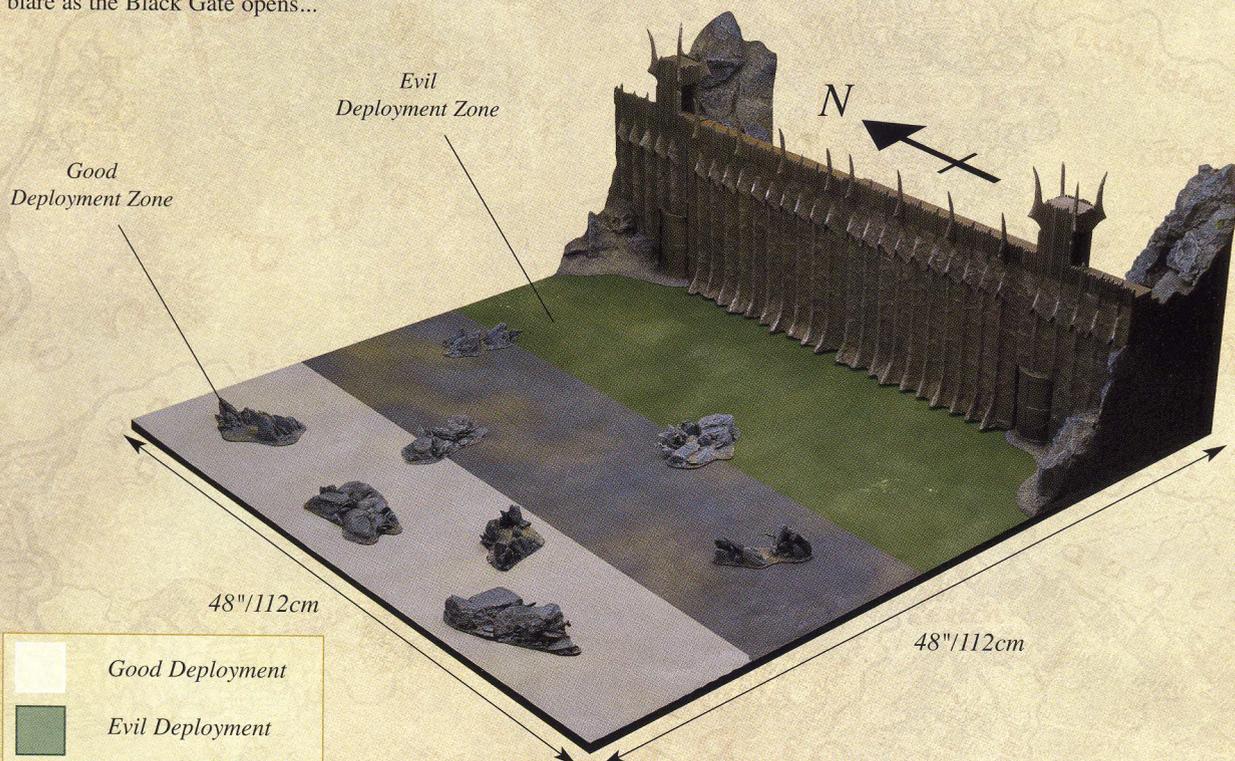
- The Mouth of Sauron on Armoured Dark Steed.
- Mordor Troll Chieftain
- Up to 600 points of models chosen from the Black Gate army list. Up to 33% of the models may carry a bow.

## LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the bleak, flat ground around the Morannon. The Black Gate itself straddles the eastern board edge, guarding the gateway into Mordor. On the western edge of the board there are small hills and slag piles.

## STARTING POSITIONS

The Good player deploys his force within 6"/14cm of his starting edge (see map). The Evil player then places his own force anywhere upon, or within 12"/14cm of the Black Gate.





*Is the heroism of Gondor strong enough to overcome the brute strength of Mordor?*

## OBJECTIVES

Boromir and the army of Minas Tirith have sworn to smash through the Black Gates. To accomplish this the Good side must hold their half of the battlefield to allow time for the majority of their siege engines to arrive at the front lines and be assembled. The winner is the side that, after ten turns, maintains control of the western half (24"/56cm) of the gaming table. In this scenario control of a board half is determined by simple numerical superiority of models.

## SPECIAL RULES

**Volcanic Eruptions; Lava Flows; The Red Eye of Sauron.** See pages 58 and 59.

**Not With Ten Thousand Men Could You Do This.** It will cost the lives of many sons of Gondor to see the Black Gates cast down. Each time a Good Warrior (not Hero) is slain, put them to one side. At the end of the following Good Move phase, roll a D6 for each model set aside in this manner, on a 4+ they may enter play from the western table edge. On the score of 3 or less, place them in your casualty pile – they will play no further part in this game. The Good side is only broken if 50% of its starting number are in the Good casualty pile.

**The Doorstep of Mordor.** The Evil creatures guarding the Black Gates are emboldened by their proximity to the Dark Lord. All Evil Models may re-roll failed Courage tests during the game.

## RECOMMENDED PARTICIPANTS

### GOOD

- Boromir of the White Tower with the Banner of Minas Tirith.
- Faramir, Captain of Gondor with heavy armour and horse.
- 2 Captains of Gondor with shield
- 50 Warriors of Minas Tirith: 16 with shields, 16 with spears and shields, 16 with bows and 2 with banner

### EVIL

- The Mouth of Sauron
- Mordor Troll Chieftain
- Morannon Orc Captain with shield
- 24 Morannon Orcs: 12 with shields and 12 with spears and shields.
- Mordor War Catapult
- 2 Mordor Trolls: 1 with War Drum







# PROFILE SUMMARY

	F	S	D	A	W	C	M / W / F	Special Rules	Page
Armoured Fell beast	5/-	6	7	2	3	3		Monstrous Mount, Fly	9
Armoured horse	0	3	5	0	1	3			12
Black Númenórean Marshal	5/-	4	6	2	2	5	2 / 1 / 1	Terror	14
Black Númenórean Warrior	4/-	3	6	1	1	4		Terror	24
Fell beast	5/-	6	6	2	3	3		Monstrous Mount, Fly	9
Gorbag, Orc Captain	4/-	4	5	2	2	3	3 / 1 / 1		16
Gothmog	5/-	4	6	3	3	5	3 / 3 / 3	Master of Battle	14
Grishnákh, Orc Captain	4/-	4	5	2	2	3	3 / 1 / 1		14
Horned Fell beast	5/-	7	6	2	3	3		Monstrous Mount, Fly	9
Horse	0	3	4	0	1	3			9
Khamul the Easterling	5/-	4	8	1	1	6	2 / 12 / 2	See pages 9-13	12
Morannon Orc Captain	4/-	5	6	2	2	3	2 / 1 / 1		20
Morannon Orc	3/-	4	5	1	1	2			22
Mordor Orc Captain	4/5+	4	5	2	2	3	2 / 1 / 1		18
Mordor Orc Taskmaster	4/-	4	5	2	2	3	2 / 1 / 1	Whip of the Masters	18
Mordor Troll Chieftain	7/-	7	8	3	3	4	2 / 1 / 1	Terror, Throw Stones	15
Mordor Troll	7/5+	7	7	3	3	3		Terror, Throw Stones	24
Mordor Uruk-hai Captain	5/4+	5	5	2	2	4	2 / 1 / 1		18
Mordor Uruk-hai	4/4+	4	4	1	1	3			21
Morgul Knight	4/-	3	6	1	1	4		Terror	25
Morgul Stalker	3/-	4	4	2	1	3		Shadow Hunters	22
Orc Drummer	4/-	4	5	1	1	3	0 / 0 / 1	Advance!	19
Orc Shaman	3/-	3	5	1	2	3	1 / 3 / 1	Magical Powers	20
Orc Tracker	3/4+	3	3	1	1	2			21
Orc Warrior	3/5+	3	4	1	1	2			21
Ringwraith	5/-	4	8	1	1	6	0-2 / 7-14 / 0-2	See pages 9-13	10
Shagrat (Warleader)	5/-	5	7	3	3	4	3 / 3 / 3	Shield of Cirith Ungol	16
Shagrat (Captain)	5/-	5	5	2	2	4	3 / 1 / 1		16
Shelob	7/-	7	7	1	6	4	0 / 6 / 0	Movement, Venom, Hunting Instinct, Terror, Pounce	17
Spectre	2/-	3	5	1	1	6		A Fell Light is in Them, Terror	23
The Dark Lord Sauron	9/-	8	10	3	5	7	3 / 6* / **	Terror, Ancient Evil, Unstoppable, *The Lord of The Rings	8
The Dark Marshal	6/-	4	8	1	1	6	2 / 12 / 2	See pages 9-13	13
The Mouth of Sauron (Man)	4/-	4	5	2	2	4	1 / 4 / 1		15
The Shadow Lord	5/-	4	8	1	1	5	2 / 14 / 2	See pages 9-13	11
The Tainted	5/-	4	8	1	1	6	1 / 12 / 1	See pages 9-13	13
The Undying	5/-	4	8	1	1	6	2 / 20 / 0	See pages 9-13	11
The Witch-king of Angmar	5/-	4	8	1	1	6	0-3 / 10-20 / 0-3	See pages 9-13	9
Warg Rider	3/5+	3	4	1	1	2		Crude Throwing Spears,	22
Warg	3/-	4	4	1	1	2			22

	Strength	Defence	Batter Points	Special Rules	Page
Black Númenórean Catapult	(10)	10	4	Indirect Fire, Area Effect, Cursed Ammunition	27
Mordor Siege Bow	(9)	10	3	Piercing Shot, Accurate	25
Mordor War Catapult	(10)	10	4	Indirect Fire, Area Effect	26



# THE LORD OF THE RINGS STRATEGY BATTLE GAME

'Build me an army worthy of Mordor.'

Sauron, *The Fellowship of The Ring*

*This Sourcebook is an invaluable guide to collecting, modelling and gaming with the legions of Mordor using Games Workshop's The Lord of The Rings miniatures. Within these pages you will find essential rules, information and inspiration to bring the battles of Middle-earth to your own tabletop.*

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*From the corrupt and numberless Orcs to the monstrous might of the Mordor Trolls, this section contains background and gaming rules for the relentless warriors of the southlands.*

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## SCENARIOS

*Unleash the hordes of Mordor against Elves, Dwarves and Men. Fight for the glory of Sauron in the shadow of Mount Doom, atop the Black Gate and in the ruins of Osgiliath. Break the armies of the Free Peoples and claim Middle-earth for the Dark Lord.*



This is a supplement for Games Workshop's The Lord of The Rings Strategy Battle Game – you will need a copy of the rules in order to play.

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